

NORTHERN KINGDOMS – A WITCHER LARP

Welcome to the Northern Kingdoms a fantasy live action role play system based on Andrej Sapowski's best-selling book series The Witcher and the CD Projekt RED games of the same name. Set during the events of the Witcher III, the wild hunt, you are the heroes and heroines of the Northern Kingdoms fighting to save your homeland from invasion by the southern Empire of Nilfgaard while at the same time defending the common folk of the north from the monsters brought forth during the conjunction of the spheres.

Our aim is to bring to life the deep and immersive world of the Witcher in the United Kingdom so that you can have a taste of what it's like to battle the black ones, fend off necrophages or play Gwent against foreign ambassadors and at an affordable price so that all fans of the Witcher can participate and leave their mark on our dynamic player driven plots.

Northern Kingdoms events will last typically from a Friday evening to a Sunday afternoon and will have 30-50 players working as mercenaries together and in small groups to overcome the various plots, take on contracts and have social interactions with the people of the northern kingdoms while doing what you can to thwart the Nilfgaardian advance. You will have the opportunity to hire soldiers, spies, bandits and more; see them equipped then send them into the fray. We will also have in character prizes from playing Gwent and poker dice, live entertainment from bards and of course a licenced bar.

We are aiming for a good standard of costume but we will not be vetting costume or turning anyone away. We are putting a great deal of effort into bringing the world of the Witcher to life and we would greatly appreciate it if you worked with us to see that vision come to fruition.

Although we are not an official system for the Witcher we are lucky to have the permission of CD Projekt RED to use their intellectual property to create this system by the fans and for the fans.

We hope you can join us on the path.

Within this document you will find the rules for combat, magic and item creation.

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A World at War

The year is 1272, the Northern Kingdoms are once again at war with the empire of Nilfgaard. Twice before have the Nilfgaardians invaded the north, the first time they faltered at Sodden Hill; only by the sacrifice of the sorceress elite were the seemingly unstoppable armies of the south routed back across the Yaruga, the kingdom of Cintra however did not survive the first war.

The second invasion was caused by the Northern Kings and Queens who in their arrogance sought to out manoeuvre the Nilfgaardian empire in an effort to regain those lands lost in the first war. However they themselves were out played as the Kings and Queens faced unrest by the nonhumans in their own lands. Promised kingdoms of their own by Emperor Emyhr Var Emries in his new Northern realm, the non-humans formed a guerrilla force called the Scoia'tael or squirrels in the common tongue; named so after the squirrel tails they wear. These commando units destabilised the Northern Kingdoms allowing the Nilfgaardians time to conquer Aedirn and Rivia to the north east, Brugge directly across the Yaruga and vassalising Verden to the west.

But the Empire had pushed too far north, its supply lines to the west raided constantly by the brutish Skelligans, its march to the north east halted at the borders of Aedirn, Temeria and Kaedwen.

The second war came to an end at Brenna where the Empire clashed with the northern army made up of troops from Temeria, Redania, Kaedwen, Aedirn, dwarves from Mahakham and mercenaries all led by King Foltest of Temeria. After a fierce and bloody battle the Northern Kingdoms won the day and a bitter peace was agreed between the north and the south.

Shortly before the start of the third Nordling-Nilfgaardian war there was a series of regicide, King Foltest and Demavend were assassinated with the blame placed on Witchers, mutant monster hunters for hire, and the lodge of sorceresses who above all else schemed to gain power. With the trust in the mages shattered, their ilk hunted by the witch hunters of the church of the eternal fire and the kingdoms of the north in chaos from their murdered kings, the empire of Nilfgaard invaded once again.

This time they swept all resistance aside south of the Pontar river. Aedirn, Temeria, Verden, Cidaris, Rivia and Brugge all now firmly in the grasp of the Empire of Nilfgaard, only due to the almost impassable Pontar river and the coming of winter were the kingdoms of Redania and Kaedwen spared the initial assault.

Now as winter sets in, the north has the time it needs to make ready for the coming spring when the war renews. But even that may not come about as events come to pass that may threaten to divide the remaining folk of the North.

Both children of Crach en Craite are slain whilst trying to prove their worth to become the ruler of Skellige, in their absence Svanrige an Tuirseach is crowned king of Skellige and unites the clans against Nilfgaard.

An assassination attempt fails to take the life of King Radovid V of Redania who now doubles his efforts to cleanse the realm of unwanted non humans with the aid of the church of the eternal fire's witch hunters and the hierarch of Novigrad, Cyrus Engelkind Hemmelfart.

Both Nilfgaard and Redania are putting economic, military and religious pressure on the free city of Novigrad to join the war, sooner or later they will but on which side?

King Radovid V has invaded and occupied Kaedwen, this has benefited the north initially by organising the Kingdoms on the front line under one ruler but there is growing unrest amongst the native Kaedweni who despise the Redanians for this treacherous act.

Now as winter snows thaw the armies of the north and south awaken from the winter slumber.

Radovid has hired veterans of the free companies that fought in the second war to build up a sizable mercenary force to destabilise the Nilfgaardians by whatever means they can, defend the common folk of the North and fight alongside the armies of the north.

You have answered the call! For gold! For Glory!
For the North!

What is a Free Company?

All non-Witcher players are mercenaries attached to Adieu's Free Company - an illustrious organisation that was pivotal to the Battle of Brenna and that is led by the Koviri captains Adam "Adieu" Pangrat and his second wife Julia "Pretty Kitty" Abatemarco.

A Free Company is a large organisation of volunteer soldiers who fight as a unit for the promise of pay, rather than being sworn into the service of a nation or individual.

In regular army formations the command structure mirrors the conventional social hierarchy; wealthy nobles give orders to conscripted peasants via a professional officer class recruited from among the gentry and land-lords, orders are backed up with the threat of terrible punishments, the officers and commanders enjoy considerable privileges and receive the lion's share of any war-spoils.

A Free Company has a much less hierarchical command structure. All the mercenaries are voluntary professional soldiers, each considered the equal of the others. The officers of the Company are elected by their peers, they are accountable to them and share their pay and conditions. Leadership is by consensus, not imposition, and the rules of conduct expected of a member of the Company are clearly set out and fairly enforced.

What are the players?

Unless a player wants to play out being a raw potential recruit not yet signed to the Company - our default expectation is that non-Witcher players have signed on with the Company for a term of at least five years, and enjoy the following rights and privileges; The right to draw a share from the Company paychest upon each deployment. The right to vote in the election of Company officers.

To be under the protection of the Company regulations.

- The right to plead their case to the Marshal and Provost in matters of internal Company discipline, and not to be subject to seizure or ill-use other than in accordance with the regulations of the Company.
- To be under the protection of the Free Company for outside legal matters.
- The right to appeal to the Marshal in disputes with the Company officers.

How is the Free Company led in play?

At each event there will be a member of crew playing a Marshal of the Company, a permanent camp NPC (either as Adieu/Pretty Kitty themselves, or their delegate) who will be giving briefings, helping assemble missions, dishing out plot, administering elections, and performing reffing duties. The Marshal is an officer elected off-screen by the wider Company and given responsibility for overseeing the current deployment and making sure the objectives assigned by the employer are achieved.

Assisting the Marshall will be three officers elected from among the player characters. These elections will take place on Saturday morning and will be conducted by show of hands. The three officers of the Company will serve for two deployments, any of them can be removed before that by the vote of the other two officers witnessed by the Marshal, or by decree of the Marshall in the event of a tie/in extremis. Each officer has the right to draw a double share from the Company paychest each deployment.

The responsibilities of the officers are as follows:

- The Provost is responsible for assisting and advising the Marshal on matters of discipline within the Company, and is charged with keeping order in the camp, and if sentries are posted is charged with seeing to their welfare and provision. The Provost is charged with notifying the Marshal of any duels between members of the Company, overseeing the

conduct of all duelling parties, and ensuring no deaths ensue from duelling. The Provost shall carry out any executions imposed as the result of disciplinary proceedings.

- The Quartermaster is responsible for assisting and advising the Marshal on matters of logistics and supply, for safekeeping the paychest and the resources held by the Company in common, for ensuring each member of the Company draws their rightful share of pay each deployment, and for organising the fair division of any spoils of war among the Company. (Spoils of war shall be considered any goods or sum of coin recovered from the enemy with value in excess of ten Redanian crowns). The Quartermaster shall collect any fines imposed as the result of disciplinary proceedings
- The Magister is responsible for assisting and advising the Marshal on matters of magic and the supernatural, and for coordinating efforts to protect the camp from malign magical influences. The Magister is charged with mediating in any disputes between magic using and non-magic using members of the Company, and is to arrange the provision of expert testimony during any disciplinary proceedings relating to magic-use.

Well then who are these Witchers and where do they fit in?

This coming event (May 2022) we are looking at formalising the relationship between our hanse of Witchers and the Company as a whole. The plan is for the Marshal to get the Witchers to sign up on retainer, not becoming full members of the Company but as guests subject to and protected by the same regulations. The Company will pay the Witchers travel money and maintenance. The Marshal will act as clearing for Witcher contracts, witnessing negotiations, making sure the monster slayers get paid, while also ensuring that any damages are deducted from contract payments. Contracts coming from the Company's employer (currently the Redanian Crown) are to take precedence over local matters, with Witchers remaining free to negotiate the price of their services.

Adult Themes

Northern Kingdoms live action role play system is set in a dark and war torn world, as such the game contains adult themes such as in character racism, torture, religious persecution, murder and explicit language.

There is only one instance of gender segregation in the background lore that we are keeping in the background, this is that female mages are trained in Aretuza on the island of Thaned and male mages are trained in Kaedwen at Ban Ard. This is background lore only and will not benefit nor adversely affect your character.

If you would like to discuss any issues present in the setting and how we represent them in our LARP then we recommend you contact us before booking to talk to us about your concerns.

We have an equality and diversity document available on our website - www.northernkingdoms.com

Role play over Rules

Before continuing through the rulebook please take some time to consider what we like to call, role play over rules. We have deliberately made the mechanics of this system very light, it would be very easy for us to create a system that has lots of weapon calls and set spell lists that in the end will ruin the immersive feel of the system. At the same time we can't not have some mechanics as the world of the witcher contains so many magical and mystical things; if there were no rules we feel that we wouldn't be doing the game world justice.

Many of the rules stated can be worked around by putting the time and effort in to do great roleplay. Our fate mechanic actively rewards players who enrich the game with their role play and in the end if you put in effort then others will.

By playing in the Northern Kingdoms live action role play system you are agreeing to a covenant between players and crew to respect and react to the role play of others; by doing this you will encourage those to role play with you and everyone will have a great time immersing themselves in the Northern Kingdoms.

And above all else, don't take the piss.

Combat Rules

Fighting etiquette

In this system we would like to see our players adopt a more cinematic and somewhat historical style of combat akin to fighting in the dark/middle ages with blocks, parries and dodging etc.

Players will be actively encouraged to fight in this manner with rewards given to those who fight epically.

Whippy larp fighting is unrealistic and we would discourage any player from fighting in such a manner, try to imagine the weapon is the weight of a real weapon.

All players and crews are expected to pull their blows which means that you do not strike an opponent with all your strength as even foam weapons have the potential to cause great harm. By all means strike fast but before the moment of impact lessen the force of the impact.

Should complaints be raised against you we will investigate the matter on a case by case basis, those found to be hitting too hard will be warned. Repeated violations may result in removal from site.

Grappling

Grappling is permitted with the system providing all parties involved are willing participants, the combat is done in a fashion akin to stage fighting and no damage is done to any player or the site in which you are playing. Grappling for our purposes includes trying to draw a weapon from someone else's belt or scabbard.

We take a dim view of players grappling against non-consenting parties, such actions may lead to you being removed from the site and further action may be taken.

We ask that players do not try to grab weapons, shields, or objects out of the hands of other participants - the risk of breaking props or fingers is too great.

PVP vs PVE

This system is primarily a PVE (player vs environment) where our players engage with the realm and hope to shape as a result of their actions. However we are not banning PVP (player vs player) as sometimes your character's agenda may conflict with another's but please notify a referee should you plan to conduct PVP.

Combat Calls

We are deliberately trying to reduce combat calls to a minimum in an effort to increase the immersion we are trying to achieve; typically UK systems such as large festival systems have a lot of combat calls to simulate your magic, weapons and abilities while reducing the workload placed upon the referees, this has the effect of reducing your immersion and causes some players to obsess over the rules to create the most powerful character. As we have a smaller player base at Northern Kingdoms events our referees will have a firmer grip on what is going on around them so we can afford to minimise the amount of combat calls, there will still be a few calls but this mainly affects certain types of magic and safety.

If a referee tells you that something has happened to you please listen and role play the effects appropriately.

Listed Combat Calls:

Igni - A fire effect used by Witches (See Magic section)

Yrden - An immobilising effect used by Witches (See Magic section)

Axii - A mind addling effect used by Witcher (See Magic section)

Quen - A protective shield used by Witches (See Magic section)

Aard - A concussive blast used by Witches (See Magic section)

Power - A powerful effect or blow used by sources and men at arms (See Magic section)

Hand Gestures

Northern Kingdoms uses hand gestures similar to other Larp systems designed to clearly indicate certain effects. These hand signals are as follows:

Hand outstretched upward, finger pointed to the sky – This indicates that a character/NPC/Monster is not there and/or does not exist currently. This may be due to a teleportation of some kind or crew/players transitioning from one area of the site to another. Movement should be done to minimise the impact on ongoing roleplay and combat.

Fist in the air accompanied by an effect or spell dialogue – The effects of the spell/sign/effect dialogue effect all in 360 degrees of the origin and within 15 feet.

Outstretched palm or finger pointing in your direction – The spell/sign/effect dialogue affects the individual being gestured to.

Arms wide in a 45 degree arc accompanied by an effect or spell dialogue – Similar to a fist in the air but in a 45 degree arc indicated by the arms.

OOO Calls

Time Freeze – Due to our desire to maintain immersion, this call will be rarely used by referees when information needs to be communicated instantaneously to players and crew over a wide area or when moving props and crew. Upon hearing this call all players and crew should pause their current activity, remain still and close their eyes.

Time In – Used only by referees to indicate when the game has started that day.

Time out – Used only by referees to indicate when the game is finished for the day.

No Duff – This call can be used by anyone and indicates a safety issue such as an injured player. When called this should be echoed, a referee will investigate the situation and take an action where appropriate.

Global Hit System

Northern Kingdoms is a global hit system; this means that if you have one pool of endurance points that are depleted if you are struck on any part of your body. Some other larp systems use locational hits which means each body part has a number of endurance points; this however can be difficult to

keep track of.

Volunteering

We have had a number of our players volunteering to help us out by monstering an encounter or two. This is really helpful with bolstering our crew numbers.

We are going to have two monster volunteer slots on the Saturday of the event, one at 17:00 and one at 19:00. At the first we would like to get 4-8 players crossing the fence to help us out for about an hour, we will take volunteers at player pack collection so we have the best idea of numbers. Volunteers will receive some coins and materials for helping us out.

For the second slot we would like to get the players of our Witchers to volunteer, again for about an hour and receiving the same reward. Of the groups at Northern Kingdoms the Witchers get the most bespoke content so we hope their players can help us raise the quality of encounters for the un-mutated folk.

Melee

Weapon Size

Small—Less than 12" in length (Cannot damage Rigid Plate)

Medium—Weapon more than 12" in length and less than 42" in length

Large—Weapon is over 42" in length and less than 108" in length

Medium weapons and large weapons up to 60" maybe wielded in one hand.

Spears and polearms are the only weapons allowed to be used with stab safe tips.

Stab safe spears between 60"/5 foot and 72"/6 foot maybe wielded in one hand when used in conjunction with a shield, the spear must be gripped roughly in the middle.

Polearms over 60" must be wielded safely with your hands no closer together than a shoulder's width.

All melee hits cause a single point of damage per strike. Role-playing blows given and received will be looked on favourably by both the combat refs and the embedded NPC refs. This may lead to further boons.

Allowable Actions

Hooking a Shield with a suitable weapon such as a bearded axe

Trapping a shield against the wielders body

Hooking a weapon away from the body

Shield vs Shield pushing

Carefully striking the head (only if unavoidable)

***Note**-Hooking weapons and shields may result in damage to your weapons; your weapons are your responsibility therefore Northern Kingdoms will not replace damaged personal weapons.*

Disallowed Actions

Trapping a weapon against the body

Shield barging when you run into your opponent with your shield

Stabbing the head or face

***Note**-Should any allowable actions become unsafe due to player or crew conduct then Northern Kingdoms will simply disallow those actions in future events. Anyone who fights in a dangerous way will be warned and repeated warnings may lead to you being removed from site, possibly banned and further action may be taken.*

We at Northern Kingdoms wish to foster a safe environment for our players and crew.

Exceptions

There are only two exceptions to the single point of damage per strike rule.

1—Execution

If a character or monster is in their Bleed Out then, with at least 10 seconds of suitable roleplay and visually obvious actions (such as slitting their throat or striking a vulnerable location whilst saying something appropriate) their Bleed Out is reduced immediately to 10 seconds and they die. If the 10 seconds of role-play is interrupted, then the execution fails and the victim remains in their Bleed Out.

***Note**-during this process the character of monster's Bleed Out count down continues.*

A Combat or NPC Ref must be present and/or aware of this action if used for PVP.

2—Sneak Attack

If you can sneak up on another character (or monster whose weakness you are aware of) and simulate the attack by cutting the throat of the character/monster you are trying to attack. That character or monster will then immediately begin to Bleed Out. This mechanic is designed to represent a player stalking their victim and finding the vital weak spot, even if their target is covered head to toe in plated armour. In addition, they are now a suitable target for execution.

Note—A Combat Ref must be present and aware for this action.

Only small weapons can be used for a sneak attack.

Ranged Weapons

Weapon Type

Thrown weapons—Must be coreless

Bows—up to 30lbs pull at full draw

Crossbows—up to 30lbs pull at full draw, all cross bows must be prod driven

All ranged damage causes a single point of damage per strike unless the arrow or bolt strikes the chest. In this situation the target immediately enters bleed out. (Thrown weapons do not cause this effect)

There is no non-lethal damage from ranged weapons, you cannot subdue.

- No deliberately striking the head.
- Crossbows may not be fired at a target within 10 feet.
- Bows must be half drawn when firing at targets closer than 10 feet.

Situations where you cannot use ranged weapons

High winds

Rain

Darkness

Hits to the Head

Special case rules relating to head hits are collected here;

A person's head and neck never count as unarmoured locations (armour hit points can be bypassed by striking unarmoured locations, this never works on the head or neck)

A POWER call to the head always counts as hitting the shoulder (there is never any effect benefit to hitting your opponent on the head)

Pyrotechnics

Players are permitted to use pyrotechnics within Northern Kingdoms in order to represent the various bombs that can be made in the game. **Where possible players should supply their own pyrotechnics for personal use.**

- Thunderflashes, Thermobaric and other pyrotechnics intended to cause a loud bang must be Mk5 or lower.
- Any reusable grenades that use blank munitions must only use 9mm or smaller calibre.
- Reusable CO2 or green gas grenades are suitable for use.
- Any other reusable grenades or pyrotechnics which you are not sure about or are not covered above must be checked on a case by case basis by a system weapons checker.
- Smoke grenades must be non-toxic and made by a reputable manufacturer, Enola Gaye or TLSFX for example.
- No homemade pyrotechnics are allowed at a Northern Kingdoms event and the organisers reserve the right to eject from site or ban those found in possession of such items.

When throwing pyrotechnics you must only throw underarm and you must not throw pyrotechnics directly at anyone. Throw the device near to but not at.

DO NOT handle unexploded pyrotechnics. Inform a referee and crew member and we will deal with it.

Any bang or explosion in Northern Kingdoms has a 5 meter radius area of effect. Any character or monster caught within the area of effect will suffer a point of damage and will be knocked back or over by the force of the blast. Please role-play these effects appropriately.

If you are in the area of a smoke bomb you will suffer the effects of the bomb and will continue to suffer the effect for at least 15 seconds (or longer if you want to role-play it more) once you have left the area of effect. If you are not sure if you are in the smoke then assume you are.

Here is a list of the current smoke colours used in Northern Kingdoms and their effects.

- Red – Simulates fire or an incendiary device – for every 10 seconds spent in the smoke or parts thereof you will suffer a point of damage.
- Green – Simulates a toxic or poisonous fog or smoke – For every 30 seconds spent in the smoke or parts thereof you will suffer a point of toxicity.
- Blue – Simulates an area of anti-magic or cloud of Dimeritium – All magic and magical items cannot be cast or used within the smoke and for 15 seconds after exiting the smoke area of effect.
- Yellow – Simulates a non-toxic smoke that induces choking – Characters in the fog and for 15 seconds after exiting the smoke area of effect must role-play choking and retching from some irritant alchemical mixture.

If a bomb is used and there is no reaction from anyone, the item is not used. You may retain it to be used later.

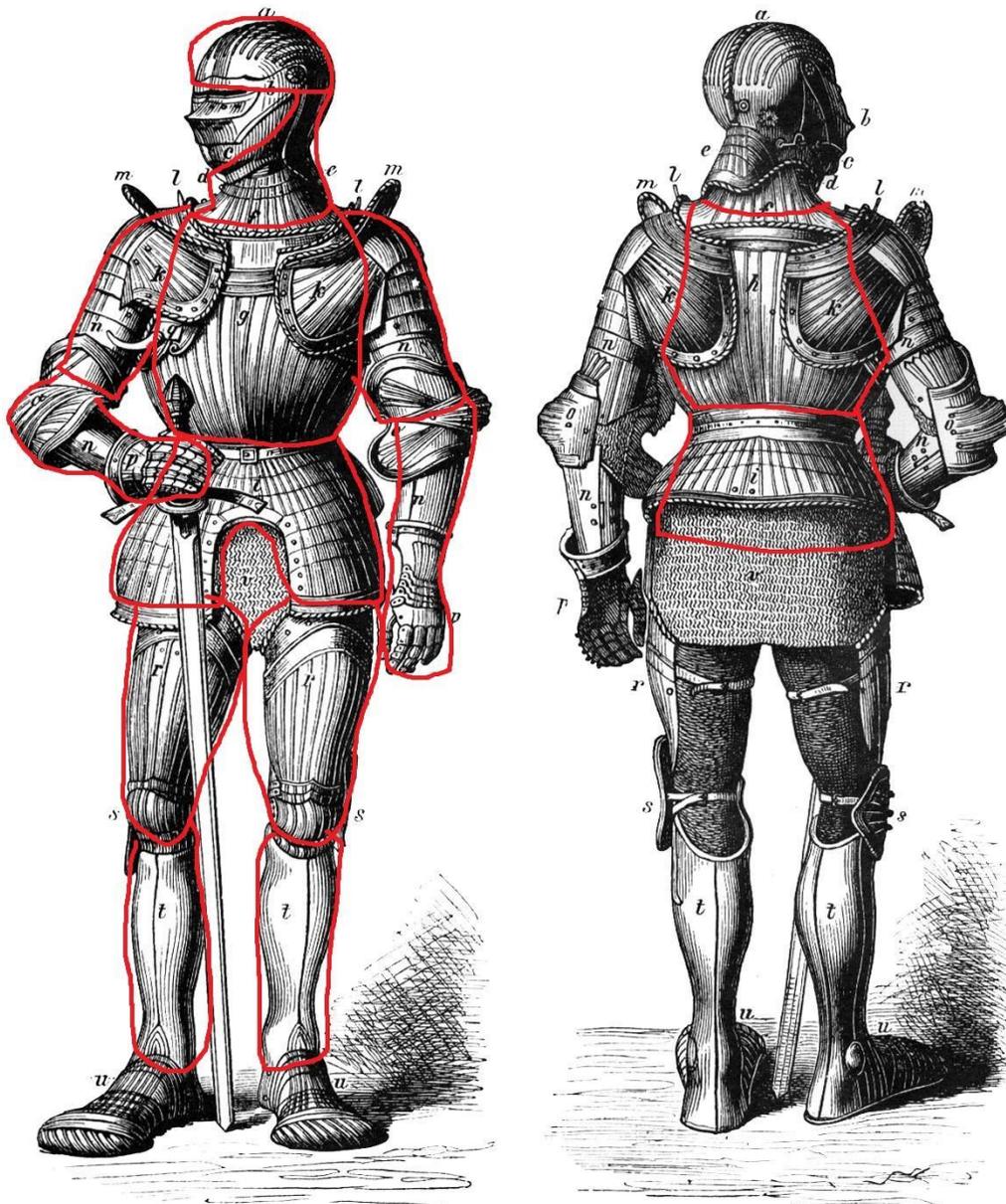
Armour

Armour in Northern Kingdoms does not require any special skills to use but certain classes will have restrictions on what they can wear.

In order to count as being protected by any armour type it must cover **equal to or more than** 60% of your body and must be made of materials used in medieval times. This armour is considered your primary armour.

We would discourage any player from bringing along armour made from modern materials such as foam, plastics and aluminium.

For the purpose of determining armour coverage we can split a character into 14 locations. The head is two locations, the front of the body is two locations, the back of the body is two locations, each arm is two locations, each leg is two locations. A character must have eight armoured locations to gain extra hits as these eight locations roughly equate to 60%.



Armour Types

Light—Heavy Cloth, Fur or flexible leather—2 points of armour

Medium—Rigid Leather or heavy gambeson—3 points of armour

Heavy—Reinforced Leather, Chain, Splinted Mail, Banded Mail, Brigandine—4 points of armour

Rigid—Plate Armour—5 points of armour (Also protect from arrows and bolts ability to put you into bleed out when they strike your torso)

If you are struck on any part of your body not protected by your armour then you suffer a hit to your body.

Mixed Armour

Should you wear mixed armour you may still be protected even if you are struck on a piece of armour that is not your primary armour. Armour that is two grades lower than your primary armour counts as an **unarmoured** area. For example if you wear plated armour, a heavy gambeson will still count as armour but will not increase your armour points.

Piecemeal Armour

A character's armour can be made of multiple classes of protection so long as the combined coverage is at least 60% of the person. If no single type of armour covers 60% or more then it is considered piecemeal. The overall armour value of such piece-meal equipment is equal to the value of the lowest protection item worn +1. All pieces of armour that make up this mix count if struck, even if you wear plate and fur for example.

Damage to Armour

When your armour is damaged it can be repaired by an artisan or an apprentice. **To do so the armour must be removed. Then you have two ways to have your armour repaired.**

1. **Take the armour to the forge, leave it in their chest, fill out the book with Character name/armour piece/time of deposit, come back in an hour and retrieve your mended armour.**
2. **Go to a player Artisan in the safety of the camp, have them perform 3 minutes of armour repair and adjustment roleplay, enjoy your mended armour.**



Armour Calculation Example

Here Geralt is wearing flexible leather on his body, front and back, and also on his upper and lower legs. Flexible leather is light armour, normally providing 2 extra hits, and is currently covering eight locations.

This is enough coverage for Geralt to count as wearing light armour.

Geralt is also wearing reinforced leather bracers on his forearms beneath his long gloves. Reinforced leather is heavy armour, normally providing 4 extra hits, and covering two locations.

Geralt is wearing piece-meal armour, so his hits are calculated at his lowest value +1, therefore Geralt receives a total of three extra hits from his armour. (Geralt is also a Witcher, so he receives a further +1 hit from his "Piece-meal armour specialist" perk)

If Geralt is struck on his upper arms, where only a cloth shirt is worn, then the damage goes straight to his health and bypasses the hits he gets from armour. The shirt is not thick enough to count as armour.

Durability

Some items in the Northern Kingdoms have durability; this represents the natural wear of an item over time that cannot be overcome by normal means.

At the end of each Northern Kingdoms event each item which has durability will lose one point, once an item has lost its last point of durability it becomes inert unless re-forged during downtime at half the resource cost (rounding up) of making the item new. Inert items lose any special properties they might have.

Higher quality items will have a better durability but cheaper items may only last two or three events. Herbs will expire at the end of the event they are found.

Death and Dying

Healing and dying

Once reduced to zero endurance points a player will enter their bleed out, this will last 5 minutes and if not seen to before that time elapses the player will **enter a terminal state**.

A player in their grace period may crawl slowly, shout and scream for help but doing so may attract attention from other sources, suffering a further hit will silence the injured player and prevent the player crawling.

Once in your bleed out you cannot defend yourself nor have an intelligent conversation.

Any player who has bandages may bandage a wounded player, slowing bleeding, this **adds 5 minutes to** their current bleed out time, once a player has finished bandaging a wounded player he/she may leave and do whatever they need to do next.

A bandage must be well applied; at least three turns around the wounded area, and secure enough that it will not slip off.

Note-If a bandage has been poorly applied a referee may disallow its effects.

If a player has no bandages then they can instead role-play applying pressure to the wound. This has the same effect as being bandaged.

Note-Gain the consent of the injured player before physically touching them. If permission is not given then you can hover your hands over them or carry out some other appropriate role-play such as reassuring them to keep them conscious.

Potions and spells may be applied for a quick fix but these can be costly.

Other items and abilities can be used during this process to affect it in some way as noted in the items lore and must be role played appropriately.

Players will regain 1 point of endurance each hour through natural healing; this cannot increase a player's body hits past his/her maximum.

There may be abilities and spells which will speed up the healing process.

Your bleed out time will pause when being operated on by a physician but not when being treated by only battlefield medics. If the physician ceases to operate on you for whatever reason then your bleed out will continue from the point it paused.

A physician or battlefield medic requires 3 minutes of uninterrupted roleplay treating a character in their bleed out in order to bring them out of their bleed onto one point of endurance. A second battlefield medic will reduce this time to 2 minutes but any further medics will not reduce the time further. If a mage aids the physician or medic the time is further reduced by a minute to a minimum of 1 minute if two medics and a mage are involved for example. The Mage CANNOT also be the treating medic or physician but they DO NOT expend any of their magic.

Mortal Wounds and the Terminal state

Once a character has been dropped to zero hits and finished their bleed time, instead of simply dying on the spot they are now in a terminal state of being mortally wounded. At this stage they are beyond the assistance of medicine, magic, or fate coins to do any more than make them more comfortable in their dying. A mortally wounded character can speak quietly but cannot fight, cast magic, use skills, or move around unaided. A mortally wounded character dies when their player chooses to roleplay dying, or at time-out that day, or when they are executed - whichever comes first.

The terminal state gives players a chance to say goodbye, bequeath their goods, rail against fate, break hearts, confess their secrets, or pass on a final message with their last breaths. It helps make character death a little less disappointing.

In exceptional circumstances a player may receive a mortal wound from a source other than dying from bleeding out such as from a traumatic wound. You will receive clear notification when this occurs either from a referee or from a traumatic wound card.

Traumatic Wounds

Traumatic Wound cards is a system familiar to folk who have played in Empire. Traumatic Wound cards are given out by battle referees commonly during or after combat to characters who have been dropped to bleeding or characters who have received particularly impressive blows (or have been struck by particularly nasty foes).

A Traumatic Wound card will include a written description of an injury your character has sustained and a roleplaying effect. Examples might include broken bones, internal injuries, concussion, poisoning, infected wounds, or heavy bleeding to name but a few. To get a Traumatic Wound fixed a character will need to seek out a Physician, who will open the card to see the treatment instructions and then roleplay treating the wound. If left untreated some traumatic wounds will kill you, the time scales for these will be indicated on the card.

Toxicity

Not all potions are completely safe; especially Witcher potions which are sometimes fatally toxic to humans in order to be strong enough affect a Witcher.

On all player character lore will be a toxic number; this number denotes how many toxic substances a character can consume before suffering toxic shock.

Some races will suffer toxicity better than others.

Certain situations and alchemical substances will give the player toxicity which is cumulative (this will be noted on the alchemical lore or communicated by a referee). Once your toxicity exceeds your toxic number you will suffer from toxic shock.

Toxic shock can be cured by physicians and herbalists, with 1 minute of appropriate role play or thought the use of magic and alchemy. A player can survive whilst in toxic shock for up to 1 minute per endurance the character has, however this cannot be paused in any natural way, so bandages etc. are not useful.

Whilst in toxic shock a player cannot act normally and must role play having a seizure, falling unconscious or another appropriate symptom of toxic shock or poisoning.

Note-Players who have pre-existing medical conditions that could have real seizure should notify the Northern Kingdoms team before the event. If you are roleplaying a seizure and another player asks you if you are role playing then you have to tell them you are and congratulate yourself that your role play is that convincing.

If cured the affected player remains on a toxicity number of 0 for the rest of the day, meaning they cannot drink any toxic substances, however certain potions, herbs and the use of magic can also reduce toxicity thus increasing a player's toxicity number.

If you should suffer toxicity from an external source a referee will notify you.

Your toxicity will reduce naturally over time at a rate of 1 per hour unless you have suffered from toxic shock.

Fate & Fate Coins

As a reward for great role play you can earn Fate coins, these coins will be given to you by a referee when you accomplish something great or role play a situation really well. These coins are not just for combat characters who put their lives in great peril to protect a town from a werewolf, but also for the scholar who has spent hours translating the runes on an elven gateway in order to obtain a crucial relic.

Fate coins are not tradable with other player characters nor can they be stolen; they are used to influence the world around you. During a situation you are role playing you may use the key word fate clearly and that situation will be influenced in a positive manner. For example you are a physician seeing to a patient and they are near death "Fate smiles on you my friend, the arrow missed all your vital organs, now get up", your healing is now done and now you must move on to the next casualty.

Here are few rules for using fate coins:

- Fate coins cannot be used to influence another player's actions or opinions but can be used to influence an NPC's opinion to a degree for example you cannot influence an NPC who hates elves to like elves, merely tolerate them for a time.
- Fate cannot be used to regain endurance or speed up natural healing but can be used to bring you or another out of your/their Bleed out on one point of endurance.
- Once fate has been used you must return one of your fate coins to a referee.
- Fate cannot be used in offensive combat but can be used to ignore a single point of damage.
- Fate can be used to speed up in-character actions such as repairing gear or translating a foreign language.
- Fate coins may be used to receive clues to puzzles or questions.
- A referee must be informed and approve if fate is to be used in a situation that is not covered here.
- Fate coins may also be used during downtime.

Gathering Resources

Players will have the opportunity to gather resources in the game. Gathering materials will be represented by wooden tongue depressors/lollipop sticks marked with colours for herbs, metallics for ores, and a symbol for monster parts. Our game team will stick these markers in the ground to indicate patches of herbs and outcrops of ores. Our monster crew/refs will carry markers to leave in the ground when they go to respawn (or to give to players in the case of unique monsters).

Ore and Herb sticks can be collected by any character who performs the relevant roleplay of gathering up loose chunks of stone or harvesting plants. Monster parts can only be collected safely by characters with the Huntsman skill, other characters are at considerable risk of contracting diseases from the often carrion-consuming post-Conjunction creatures. Huntsmen gather monster part sticks by roleplaying dissection of slain monsters. Characters may collect these sticks while on missions or while wandering (if you are going wandering please let us know at GoD).

Characters can trade sticks in at GoD, or with a ref if available. Skilled gatherers receive one resource card drawn from a random pile for each stick they trade in, and may elect to redraw unwanted cards once - accepting the second card as final.

Characters without the relevant gathering skill may trade sticks in at GoD, but each stick has a 50% chance of yielding nothing due to lack of proficiency. An unskilled gatherer lacks the eye to discern immature plants, the knowledge to identify low-grade ores, or the steadiness of hand to extract monster ichor uncontaminated by blood. Unskilled gatherers receive one random resource card per successful stick, with no option to redraw. If all of an unskilled gatherer's sticks yield nothing, then they receive a single card as a consolation.

Unskilled gatherers may receive traumatic wounds from GoD while trading sticks in - representing injuries, poisoning, or infection resulting from their lack of expertise. Receiving wounds should be expected as the norm from unskilled gathering of monster parts, but herbs and ores also have the potential to harm the incautious. Unskilled gatherers who appear to be making repeated small trade-ins to exploit the consolation mechanic are likely to find they suffer a mounting series of traumatic injuries. Those that remain undeterred may find their luck runout. This also goes for unskilled characters handing over their sticks to skilled characters, a referee is likely to accompany gatherers should this trust be breached

The resource cards received from trading sticks can then be distilled or refined or smelted at the alchemy lab or forge by characters performing the appropriate roleplay, and thus exchanged for reagents and crafting materials.

Crafting

There are many items that can be created in the Northern Kingdoms that can help or hinder your quests and adventures. Alchemists, Herbalists, Artisans and Apprentices can create a variety of arms, armour, potions and other items to a greater or lesser degree using the rules in this section.

Alchemy

Alchemists and herbalists need crafting materials and a diagram in order to brew a potion or other alchemical substances, however all alchemy can be done during an event.

The player must use appropriate role play when brewing and use suitable props during this process, failure to do either may result in the potion becoming highly toxic or failing and the components being wasted.

All alchemical components are colour coded according to the alchemical reagents they possess.

The six commonly known Alchemical properties are:

- Aether (Purple)
- Rebis (Green)
- Vermillion (Brown)
- Vitriol (Blue)
- Quebrith (Yellow)
- Hydragenum (Black)

Some components may have more than one reagent and they may not be the same one, this means that you may use one component to fulfil more than one reagent on a crafting diagram.

Crafting diagrams will indicate how many of each reagent will be needed in the creation of the alchemical substance, the time required to make it and how toxic the substance will be. Simply match up the reagents from the components to those on the diagram and do the role play for the required time and you have made your potion. **Once finished please notify a referee so that the used components can be removed and the correct lammie issued.**

Any unused reagents and components used during the creation process are wasted.

Once an alchemical substance has been created, a lammie will be given to the alchemist. **This lammie will have a physical description on the exterior. When used the lammie should be ripped open. Inside the lammie will be written the toxicity of the potion and its mechanical effects.**

NOTE-Some alchemical concoctions do not have toxicity such as oils.

It is possible to experiment with reagents to create new alchemical formulae but doing so can be a risky business, you could create a cloud of toxic gas, cause an explosion or create a potion that grants superhuman strength. Only players with the alchemist skill may experiment; to do so a player must notify a referee that they are experimenting and tell the referee what reagents they are using, how long they will take brewing etc and any research they might possess.

After they have spent the time conducting the appropriate role play they will be notified of the outcome.

Identification of alchemical substances can be done by anyone; on the outside of the alchemical lore will be a description of the substance. This description can be compared to the description within an alchemical diagram or in the potion lore book in the alchemy lab.

During downtime it is possible for Alchemists and Herbalists to break down an alchemical substance to discover how it is made, the chances of success depend on the knowledge and experience of the alchemist and the complexity of the substance. The substance is destroyed during this process regardless of success or failure.

Transmutation

It is possible to transmute reagents into different reagents, however the process is inefficient and requires not only skill in Alchemy but also the expenditure of magical power using incantations.

An Alchemist and a mage using one point of magical power can transmute 2 reagents of any type into one other type of their choice. Additionally this can be done in bulk in multiples of two at no additional magical power cost. But all reagents created in bulk must be the same type. For example 1 aether and 1 quebrith with one point of magical power can be turned into 1 Vermillion, also 1 aether, 1 quebrith, 2 Vitriol and one point of magical power can be turned onto 2 vermilion but not 1 vermillions and 1 hydragenum.

This process requires at least 5 minutes of roleplay plus 2 minutes for every 2 extra reagents beyond the first two.

Artisan Crafting

As with alchemists, Artisans and apprentices need crafting materials and a diagram in order to forge items and equipment. Some items can be created during events but most have to be created during downtime due to the time and effort involved.

Once in possession of a crafting diagram and the required resources the crafter must notify a referee and carry out the appropriate role play, once complete the resources will be exchanged for the item lammie (physical representation of the item needs to be provided by the player). Poor role play and/or lack of suitable props may result in inferior items being created; great role play and/or great props may result in superior items being created.

Item lammies, similar to alchemical items, will have a physical description and their roleplay/mechanical effects. In addition there will be usage dots, remove a usage dot at a continent time after using the item. Once all dots are removed, the lammie must be handed back to a referee.

Resources used to create these items will either be physically represented by a suitable item or by use to a promissory note which can be used in lieu of the physical representation. The promissory note can be traded in at Vivaldi's bank or through a trader for the physical representation if you require it during time in or traded for other items and coin.

Furthermore, at the end of a Northern Kingdoms event you must hand in all your resources which will be converted into promissory notes and held in your character pack, should you want some or all of these resources converting into phys reps for the next event then let the team know when you book and this will be done.

Here is a common list of resources:

Steel Ingots
Iron Ingots
Iron Ore
Meteoric Iron
Silver Ore
Silver Ingots
Dimeritium
Leather
Hardened Leather

There are many more resources to find in the Northern Kingdoms which you'll need to discover during an event or downtime such as monster skin to make new leathers.

An artisan and apprentice will also be capable of breaking down items into resources; doing so will only get you a small portion of the resources it took to make the original item..

An item can be made by acquiring the correct resources and carrying out the requisite roleplay for the predetermined time, in most cases a forge of some description will be required.

Once this has been done please notify a referee, hand over the used resources and an item lammie will be issued. The lammie will have the description and in most cases the mechanical effects of the item.

If an item is broken down, rip it open and carry out the required roleplay. inside the lammie will be a list of the resources gained from breaking down the item.

Through downtime an artisan and apprentice may be able to research new items or improve the items they already know how to make.

Smelting

Whilst gathering you may come across metal ores, by themselves they are fairly useless but can be smelted into ingots. Mostly this simply requires roleplay and time but more exotic ores will require more exotic smelting methods. Special diagrams will provide further information.

Alloying

Alloying is a catch all for refining metals into other metals such as copper into brass or Iron into steel. All artisans will be aware of the common metals and how to make them but some more exotic metals will require more exotic techniques, maybe even magic. Special diagrams will provide further information.

For common metals a player will need an ingot and currency. Brass is made from copper and tin, however tin is currently not a resource so we substitute this for a standard fee. This goes the same for Steel which is Iron added with carbon such as powdered coal. The actual real world metallurgy (heat treating to make different steels for example) is not important and would overcomplicate the roleplay but players can of course discuss such things.

Alloying for common metals works in the same way as smelting for both time, roleplay, resource, cost and pvs reps.

Multiple use items and item expiration

Some items can be used multiple times. Such items will have removable dots on the lammies. When the item effect is used remove one of the dots. Once all dots are removed the lammie must be handed back into GOD.

Note-some items may be recharged, in this instance you do not need to hand the lammie back until the end of the event. At which point the item is irrecoverable.

Most items will have expiry dates to represent the magic waning or the potion going off. ALL herbs expire at the end of the event they are picked unless distilled. Potions which have expired can still be consumed but afterwards you must speak to a referee as a mishap may occur.

Magic in the Northern Kingdoms

There are three main magic disciplines in the Northern kingdoms, Sign, Spell and Source. Sign is only used by Witchers and is a very simple form of magic designed to complement a Witchers fighting style without the need to stop and concentrate to cast a spell. Sign magic only requires a simple gesture and a word to cast.

Spells are in contrast the opposite to sign, mages require a great deal of concentration and energy to cast their spells which can take years to master. Mages are formally trained in one of two schools in the Northern Kingdoms, girls go to Aretuza on the west coast near Temeria and boys go to Ban Ard in Kaedwen.

Finally the last magical discipline, if you could call it a discipline, is source magic which is extremely powerful yet wholly unpredictable.

Sources discovered at a young age are taken to one of the two mages schools and educated in an effort to control their powers; often military discipline has been found to work well in disciplining the mind of the source but ultimately the powers a source unleashes can never be fully controlled.

Within this guide you will find the rules for Sign, Spell and source magic which can be used by the appropriate classes to a greater or lesser degree.

Note – If an opponent reacts differently to a spell or sign than what is described here, there will be a reason for it (see monster lore for example), if in doubt ask a referee and he/she will investigate but will not tell you specifics if the creature is resistant to said spell or sign.

Spells

Drawing magic

Once a day a mage must draw magical energies from one of the four elements, Water, Earth, Wind and Fire. The more dynamic the element the more power that can be drawn but drawing power from the more dynamic elements is dangerous and can cause great harm to both the mage drawing the power and those around them.

Before being able to cast any spells that day a mage must notify a referee that he/she is going to draw power from an element, the player must then spend a suitable amount of time (no greater than 5 minute) roleplaying to draw the power. Mages may draw power together but they will share the repercussions of drawing too much power should it go wrong.

During the drawing process a member of the Northern Kingdoms team will observe the attempt, after which they will tell you the result.

Note-The drawing of magic will give you power to cast spells; poor role play may reduce that power and good role play may increase that power but you will have power regardless.

Role play, props and special effects will have an impact on the result with good role play potentially being rewarded with fate.

Drawing energy from water achieves the best results with minimal risk; drawing from water allows the mage enough power to cast roughly a dozen spells that day.

Earth is static, unmoving, and is therefore difficult to draw power from, but it is safe. Drawing from earth allows the mage enough power to cast roughly eight spells that day.

Wind, ever moving, shifting and fast is the second most dangerous element to draw power from as the power can wax and wane from one second to the next. Drawing from wind allows the mage enough power to cast roughly sixteen spells that day.

Fire is the most dangerous of the four elements as it forces power into those brave or foolish enough to tap into it, it is not unknown for mages to draw so much power that the flames consume the mage only to have a demon step forth into the world to terrorise the world of humankind. It is not known how much power a mage can draw from the element of fire, but one thing is known, such an act is very dangerous indeed.

Further guidance on magic can be found in the magic in the Northern Kingdoms guidance book.

Casting Spells

This is where it gets fun for Mages.

You can, within reason, cast whatever you want; there are no specifically quantified spells (save for sign) in Northern Kingdoms.

As a mage casting a spell you must describe the spell you are casting and convince your target or target audience through role play and safe special effects (smoke, props, pyro etc).

You cannot tell your target what they see e.g. "You see the image of a great dragon that makes you run in fear".

Instead suitable wording would be "With my powers of illusion I conjure the image of a fearsome dragon to strike terror into the hearts of my enemies"

Other prohibitions to spell casting are the use of short command words "Lightning bolt!" or "Halt!" for example and the use of objects against targets to cast a spell e.g throwing a coreless weapon to phys rep a fireball.

Attempting to cast a spell that is deemed too powerful by the Northern Kingdoms team is unlikely to succeed and will likely have some unfavourable IC consequence for the caster; However mages may cast together to achieve an effect greater than the sum of its parts.

All this relies on you the player role playing these effects within the spirit of the game. If you are the target then role play the effect (damage, scared etc) according to the descriptive performance of the mage, do not be overly judgemental on their performance or minimise the effect on yourself just to avoid harm as we, the Northern Kingdoms team will take a dim view on such actions.

For Further guidance on Magic please see our Magic in the Northern Kingdoms Document.

Source Magic

This type of magic is instinctual, manifested at times of high emotion and stress such as in the height of combat or at the sight of the death of a loved one.

A source's particular gift/curse is decided by the Northern Kingdoms team at character creation but can be influenced by your background.

Certain abilities that a source has cannot be manifested at the whim of the source but are instead manifested by the Northern Kingdoms team at an appropriate time depending on the particular power and the character's background. **Some source abilities require the source to concentrate/meditate and use the power call. A referee may be required..**

As the source character becomes more experienced then more information about their power will be given to them.

Your role play, good or bad, can influence the waxing and waning of these manifestations and as with spell casting we expect all those subject to the effects of the manifested power to role play the effects accordingly.

Sign Magic

Sign magic is the only form of magic in the Northern Kingdoms system that is quantified and allows command words. This is due to its well documented use in the Lore of the World of the Witcher and its simplicity.

Sign magic which can only be used by Witchers comes in five known forms:

Aard – A telekinetic force that can knock over opponents.

Axii – A telepathic sign which can confuse and make opponents truthful.

Igni – A pyro kinetic blast that burns opponents.

Quen – A sign that creates a barrier from physical harm.

Yrden – A sign that traps an opponent, paralysing them for a time.

Witchers may use sign a certain amount of times per day depending on their school; they do not need to draw power from an element.

To cast a sign a Witcher must have one hand free, that hand must be thrust forward towards the target and the name of the sign must be said clearly and loudly (with the exception of Axii in social encounters). Sign have a 15 foot range regardless of how many opponents they affect. For Axii and Igni both arms must gesture the arc of the effect but only one needs to be empty.

Aard – Anyone or anything within a 45 degree arc of the witchers casting hands are knocked over away from the caster.

Axii – Anyone or anything within a 45 degree arc of the witcher's casting hand are confused for 5 seconds. If used in a social situation a Witcher may quietly notify the target by saying Axii to them and making a subtle hand gesture. The target must then answer the next question truthfully but may bend that truthful answer if the question is poorly worded.

Igni – Anyone or anything within a 45 degree arc of the witcher's casting hands suffer a single point of damage from fire (Roleplay being burnt).

Quen – This sign creates a shield around the Witcher that protects them from physical blows allowing the character to ignore the next three blows that strike them after the sign is cast. This sign lasts until depleted, voluntarily discharged or until the end of that day (time out). Does not stack by casting Quen multiple times.

Yrden – This sign affects a single opponent and paralyses them in place for 5 seconds.

Power Call

Who gets POWER?

Characters of the Man-at-arms and Source sub-type get access to the POWER call. At the start of each game day, these characters will get one use of POWER. When this has been used then these characters can spend 15 minutes re-centering themselves in combat practice, meditation, or prayer, which will result in them renewing one further use of POWER. A character can only ever renew POWER once per day.

Please keep track of your own POWER, you do not need to notify a ref after you have used it in a fight. Non-player characters will also get access to POWER under certain circumstances. Certain large monsters, described by the referees as POWERFUL, will also get access to the POWER call. A POWERFUL monster does not need to call out the ability - every strike they deliver to weapons, shields, or people should be role-played as being delivered with POWER.

What is the effect of POWER?

Simply put, POWER indicates to your opponent to role-play that the strike that delivers it was as effective as possible given the weapon used and the characteristics of the opponent. For example regarding the weapon used: If you hit your opponent's shield with your one handed sword and call POWER they may role-play that your blow has caught in the wood of the shield momentarily and react accordingly by pulling their defenses totally open - perhaps also staggering for a moment.

The same strike and call delivered with a poleaxe might cause your opponent to role-play that their shield has been shattered into splinters and that they have been thrown off their feet by the force of the blow.

The same strike and call delivered with a knife might cause your opponent to role-play that their nerve has broken, and to switch to full defensive fighting or try to flee from you. For example regarding the characteristic of the opponent: If you hit an unarmoured bandit in the chest with your spear and call POWER they may role-play a fatal wound and immediately drop and start bleeding out. The same strike and call to an opponent in a steel breastplate would be less effective, they may roleplay being badly winded - ceasing their attacks, staggering backwards and trying to regain their breath.

The same strike and call to a POWERFUL rampaging troll would be less effective again, they may role-play receiving a painful wound and clasp the site of the injury for a while - but they will still try and mash you with their remaining paw.

If a POWER call is delivered along with a strike to the head, your opponent will treat it as a hit to the shoulder. Please avoid hitting people in the head unless there are no other targets available, and always soften your blows so that they do not cause pain or injury.

How do I use POWER?

Strike your opponent on their weapon, shield, or person with a dramatic blow whilst loudly and clearly vocally conveying to them that you are using POWER.

It's fine to incorporate this into a phrase, something like "None can stand before my POWER!" ideally the strike landing and the word POWER being called should happen at the same time to avoid confusion. A dramatic blow should look good, it should always be controlled and safe in line with all other fighting at Northern Kingdoms.

What do I do if POWER doesn't work?

It can be difficult to hear what's going on in the heat of battle, and it's possible not to notice even a clear weapon call particularly if you are wearing a helmet or a giant latex monster mask and wig. Similarly, if you are being hit from multiple angles it can be difficult to know which of the blows to your back and legs had the call attached to it. If you call POWER and it seems to have no effect at all on your opponent, then your use of the ability is not expended.

What do I do if someone calls POWER on me?

React to the strike by roleplaying as if it were super-effective, based on the weapon delivering it and where it has landed. If in doubt then give a big reaction, it is more fun for everyone involved for POWER to have big dramatic effects. If you are going to role-play being knocked down then please stagger and fall rather than bodily throwing yourself, and always make sure you are not going to slam into anyone else or fall into a hazard. If a POWER call is delivered to your head, please role-play as if it had landed on your shoulder.

The Power call can also be used to fuel unique abilities. If you have one of these abilities you will be notified.