

# Rift Wars Rulebook

2026

# Introduction

Rift Wars is both a collaborative storytelling LARP and a competitive scenario based combat game. It has a heavy Guild/team-centric approach to roleplay and storytelling that is largely group oriented in play. The goal of all roleplay should be to create and share compelling stories and scenes with your fellow players.

While a portion of the game is played in the Skirmish scenarios, the majority of the storytelling is found in the interactions and conflicts between the player Guilds. These player driven conflicts and points of contention help inform the overall narrative and stories that take place in Rift Wars.

Despite the competitive nature of the Skirmishes, the play style at Rift Wars is still very much a collaborative one. Guilds should find compelling and interesting reasons to be at odds with other Guilds and Rifts, and it should be fun for all sides involved. The “Yes and...” approach to roleplay will go a long way for players at Rift Wars.

There is a variety of playstyles, including combatants, non-combatants, mod running, table top, and other forms of non physical storytelling. The aim being to give players the tools they need to help create an immersive and rewarding experience for everyone in attendance.

# Immersion

The expectation of immersion and staying in game at Rift Wars is high; though there are designated areas for players to go Out Of Game, the goal should be to be In Game when playing. Along with staying in game, we expect players to wear immersive and thematically appropriate clothing and costumes. Unmodified modern clothing, or materials and styles that are obviously non-decorum, should be avoided.

We encourage players and guilds to find a style or color scheme that lets them easily recognize one another as an ally and part of their team. There are direct mechanical benefits to you and your team looking good.

# Combat Rules

Rift Wars combat is designed to be easy to learn and encourage collaborative yet competitive play in a fast paced environment that is safe for everyone.

The combat game is Player Versus Player with objective based scenarios and respawning.

Rift Wars players must familiarize themselves with and understand the following rules in order to play.

# Strike Safety & Rules of Fairplay

## Illegal Strikes

Strikes to the groin, face, side of the head and throat are prohibited.

Excessive force (when it hurts someone) or using strength to overpower someone's block is prohibited.

## Stabbing/Thrusting Weapons

Thrusting weapons must have an open-cell tip and be approved for stab/thrusts. No latex or cast foam weapon may be used to stab/thrust.

Thrust-only weapons and Arrows only count if the tip makes contact, the sides of the weapon don't count.

Thrusts/Stabs and projectiles are never allowed to target the head.

## Legal Strikes

With the exception of previously stated illegal strikes, the following all count:

Any strike that makes contact with the opponent.

Strikes to garb and equipment (Hats, Capes, Bows) count as the body part it's attached to.

Shields always protect even when worn

Partially blocked strikes count (not including forcing through a block).

Strikes to the hands, feet and the crown of the head are legal

Crown of the head strikes should be done with non thrusting strikes and should be done gently.

If you think you'll hit too hard, don't attempt it. Helmets are highly encouraged

## Weapon Trapping

Trapping/pinning an opponent's weapon or arm with your body, shield, or weapon is prohibited.

If accidental trapping occurs both players should pause to untangle them before continuing to fight.

## Rules of Fairplay

Acknowledge when you have been hit, Take your hits, Count your hits not other players

There is no team changing mid-Skirmish

Do not charge at or force someone to move by running at them

You cannot "Play Dead" or pretend to be dead

Play to the spirit of the game and do not abuse or exploit the rules

Stay within in-game boundaries of a Skirmish or combat scenario

If a player seems like they are cheating or playing dangerously let a Combat Marshal know

## Combat Marshals

Combat Marshals are an out of game role that coexists with players on the field. Their role is to maintain the safety and fair play of everyone involved. They keep track of objective progress, time keeping and overall flow of play.

Rift Wars combat marshals can be identified by their uniform colors of Yellow and Green.

By participating in the Rift Wars combat game you are agreeing to follow the directions of Combat Marshals. If a Combat Marshal informs you of hits or that your character has died, that you are hitting too hard, or otherwise playing in an unsafe manner, you must adhere to and comply with their decisions. Failure to adhere to a combat marshal's suggestions, or arguing with them may lead to a suspension or ban from the game.

## Code of Conduct

This game will not have and does not tolerate the following subjects: Racism, Sexism, Ableism, Homophobia, Transphobia, public indecency and Sexual Assault.

You will receive **1 Warning** about your behavior and actions in regards to these subjects, before you are asked to leave the game. In severe cases resulting in the harm of another individual, staff will exercise their right to call the police.

In the case that you are the one this is being done against, find Staff immediately and pull us aside for a private conversation.

## 21+ Policies

Players 21+ may drink alcohol and consume weed only after the content has come to a close for the night. This will be announced. There is no combat allowed if you are inebriated.

## Respect

Respect to your Staff, NPCs, and fellow Players should come first before gameplay. We are all people trying to have fun. If another person is disrespectful to you in a way not listed above, please write it in your PEL. If it's an immediate issue, you can pull a Staff aside and we can mediate a solution to the behavior.

## Physical Contact

Physical contact is allowed in 3 ways:

- Healing
- Moving a Body
- Fighting with a Larp Weapon

Beyond these forms of physical contact, players need verbal consent from all involved.

Non-weapon strikes, shield bashing, shoving, tackling, picking up other players, excessive force, or other practices that pose a risk to the player or others will result in the player being removed from the battlefield, suspended from combat, or banned altogether.

## Consent in Roleplay

Rift Wars is an Opt-in style role play system.

If you are uncomfortable with a scene or scenario, you can shield your eyes with your hand and walk away from the scene, you will not be asked further questions or pursued.

If you feel a scene is getting intense you can check in on your role play partner with the following hand gestures:

- Point at rp partner and give thumbs up this means “are you doing okay?” Or “is this okay”
- They can respond with thumbs up “I’m good, let’s keep going”
- They can respond with thumbs down “I’m not good, can we stop talking about this subject.”
- They can respond with a flat hand shaking. “I’m okay, but would like to move on from this subject soon.”

## Safety Calls:

Safety calls are out-of-game words that convey safety information or clarification. Anyone can and should use them if needed or find a combat marshal.

## HOLD:

If there is an emergency, anyone may shout “HOLD”; this temporarily pauses the game until the situation is resolved and a Combat Marshal says “play on”.

## CAUTION:

A player warns another player that they are about to be in danger (i.e. about to step backwards and trip over a hazard or other player) then a call of “CAUTION” is given to the player in danger.

## TAKE 5:

Tells a player to take a 5 minute break from combat. This call might be used if a player is starting to become overly frustrated, shows signs of heat exhaustion, or is getting toxic and salty. (Marshals Only Call)

## Clarify

Clarify is used when you don't understand a call being made. This can be used if you don't understand a spell or effect

## Skirmishes

The Skirmishes at Rift Wars are large-scale battle scenarios that pit player parties against one another depending on which Rift their Guild is from. Victories in the combat scenarios net Guilds and their Rifts a powerful and valuable resource called “Rift Shards.”

With these Shards, Guilds steer the story from their Rift’s perspective and can use them to help their odds in future Skirmishes.

Combat is easy to learn, fast paced, and safe.

## Tavern Nights

Tavern Nights are where Guilds show off their unique culture and lore with activities like LARP modules, tabletop RPGs, escape rooms, and other storytelling formats.

At Tavern Nights players can immerse themselves in activities, table top games, escape rooms, and modules, or simply enjoy roleplaying with friends and adding to the atmosphere of the game.

Players are encouraged to show off their character’s style with fancier costuming.

## Check-in and Check-out

Check-in is in the mornings. This is the time to sign in, receive your coin for showing up, buy your gear for the day, check your weapons and deal with anything your “Paths” do.

Check-out is at 10pm. You don't have to go home or stop playing, but this is the time to turn in “Scrolls of Insight” or ask last minute questions. Please don't try to check-out past this time, as the Game Masters and Staff would like to enjoy the night's revelries as well.

## Rift Leaders:

Rift leaders act as New player ambassadors and Rift Player Liaisons

We take influence from the way “Shirefolk” does their ‘Family Leads’ system

Rift Leader expectations:

- Rift Leaders should maintain a welcoming atmosphere
- Rift Leaders should help new folks workshop their characters to feel included in the plot
- Rift Leaders should help the Guilds in their rift schedule Mods and activities
- Rift Leaders should greet new folks when possible
- Rift Leaders should try to remain the same person but can be exchanged if there's schedule conflict, this should be discussed within each rift.

## What is an Activity and what is a Module?

Activity; Activities are small adventures that require little guidance or supplies to run. Stamp collecting, ttrpgs, contests, crafts, card games, ect.

Module; Modules are involved, story related quests and objectives. Often in the ‘Module Building’ which is where it gets it's name. Hunts, quests, escape rooms, summonings and other forms of involved storytelling

# Hit Points and Armor

## Damage and Hit Zones

- All weapons do 1 point of damage.
- Players have 6 hit zones with 1 hit-point (HP) each; top of the head (above the ears), torso, each arm, and each leg.

### Arms & Legs

- When reduced to 0 HP are Maimed. If you have a maimed Arm you cannot attack or defend with it. If you have a maimed leg, you must sit or kneel; you may not hop or crawl when in battle.

## Head or Torso

- When reduced to 0 HP the character is dead.

## Armor Coverage

- You can add HP to hit zones with Armor.
- Armor must actually cover the hit location, gaps in armor count.
- Armor does not stack, the highest level of armor covering the hit location is what counts.

## Things that don't count as armor:

- Clothing
- Footwear
- Unmodified/ modern armor or sports equipment (football pads)
- Hats, non-armor headwear

## Armor must:

- Instantly be recognizable as armor.
- Be appropriate to the setting.
- Not have sharp or abrasive edges and/or protrusions.

## Armor Types

### Light Armor +1 HP

- Non Metal Armor (Padded Cloth, Leather, Bone)

### Heavy Armor +2 HP

- Metal armor (Chainmail, Plate, Ironwood)

#### Floating Armor +1HP

- Gained From Rituals, Speeches, Spells, Gear or Special Abilities
- (May require prop or symbol)
- Restored upon Respawn but does not restore from hourglass healing

## Types of Weapons

### 1 Handed Weapons

- Min 1ft - Max 4ft

### 2 Handed Weapons

- Min 4ft - Max 7ft.
- 2 Hands must be on the weapon to attack or block.
- Weapons 6ft and under may not be made with duct tape.

### Spears

- 7ft - 9ft
- Weapons over 7ft are thrust only and must include an open cell foam tip.
- 2 Hands must be on the weapon to attack or block.
- Must have a raised red marker 20in from the bottom of the weapon. One or both hands must remain above this marker when in use.
- May not target the head

### Shields

- All players may carry or wear only 1 shield with a maximum size of 12 sq ft.
- If the arm holding a shield is maimed, you cannot defend with that arm, you may move the shield out of the way, drop it, or wear it with a sling.
- Shield strikes are not permitted

### Bows

- Must not target head
- You must enter the battlefield with at least 6 arrows.
- Require two hands to use.
- Cannot be used to block; strikes to the bow count as the hand holding it.

### Javelins

- Must not target head
- Can be used as a thrust only melee weapon, dealing regular melee damage
- Weapon can be used as a projectile
- Only tip of javelin count as valid hits
- Thrown Weapons
- Unless stated otherwise, there are no throwing weapons (other than Javelins) in the Rift Wars combat game.
- Tavern Night Scenarios & Modules may have exception to this rule

### Muskets/Pistols

- Must not target the head.
- Marshall approved of band guns
- May only be capable of shooting once per trigger pull before needing to be reloaded.

Approved of manufacturers:

A&R BOOMsticks: ships overseas, can be pricey

Castille Armory: made locally, artisan made, can be pricey, only current manufacturer of the muskets

Onieal FX studios LLC: cheapest option, only makes pistols

Band Gun Ammo Types:

- It is suggested that pistols use medical tubing in one of these three types:
  - Blue “extra heavy 25% resistance”
  - Green “heavy 25% resistance”
  - Black “special heavy 25% resistance”
- It is suggested that muskets use medical tubing in either of these types:
  - Red “medium 25% resistance”
  - Tan “extra thin”

## War Machines, Monsters & Offensive Magic

### War Machines

Large scale weapons capable of breaking down walls, busting open chests, and killing on contact.

### War Machine Ammo/ Offensive Magic Standards

- CORELESS: Must be completely made of foam or other soft material
- 2 inches or bigger in diameter
- (non ballista projectiles)
- BALLISTA STYLE PROJECTILES: Ballista ammunition must follow the same standards as javelins.
- STYLIZED (magic only): It is up to Players to provide a stylized projectile for magical attacks. Bird seed packets or plain foam projectiles will not be approved at weapons check. Foam fireballs, stones, swirls of energy, glowing orbs etc.

### Monsters

You must submit your monster costume to staff for inspection and approval. Staff will determine what level the monster falls under and what is required to summon it.

1. 10 resources spent, and a 1 minute ritual with a Combat Marshall present to witness, to summon.
2. Monsters do not respawn unless Magestone has been spent on top of ritual requirements.
3. Added Magestone can give monsters one extra respawn per spent Magestone
4. A monster's weapon knocks you down and shatters your weapon or shield.

#### Basic monster:

- Basic Monsters have 10 HP's distributed over their body and are immune to projectiles
- They cost 10 resources to summon, and a 1 minute ritual with a Combat Marshall present to witness, to summon
- Basic Monsters are man sized monsters with few large or obtrusive appendages.
- Basic monsters may have one hand length weapons instead of claws or other foam appendages. They may duel wield.
- Basic Monsters do not require a handler/spotter as long as the monster is comfortable and can see
- Basic Monsters can run if they feel it's safe to do so

#### Dire Monsters:

- Dire Monsters can only be destroyed through heroic means such as spells and monster slayers
- They cost 10 resources to summon, and a 1 minute ritual with a Combat Marshall present to witness, to summon
- If the monster hits your person it instantly kills you. This includes hits delivered to all six hit areas, or any piece of clothing or equipment.
- Dire Monsters must have exaggerated limbs or other features making them larger than an average human. Puppeteering, stilts, ect.
- Dire monsters main weapons should be reinforced foam appendages. Such as claws, tentacles, tusks, ect.
- Dire Monsters must have a handler/spotter walking with them at all times this handler cannot be killed but also cannot fight
- Dire Monsters cannot run.

#### Epic Monsters:

- Epic Monsters have specific ways to destroy them and must be killed with an item from a quest. Epic monsters only exist for a short time.
- They cost 10 resources to summon, and a 1 minute ritual with a Combat Marshall present to witness, to summon
- If the monster hits your person it instantly kills you. This includes hits delivered to all six hit areas, or any piece of clothing or equipment.
- Epic monsters should consist of multiple people in a large scale puppeteering or should be a small decorated vehicle like a parade float.

- Epic Monsters must have a handler/spotter walking with them at all times this handler cannot be killed but also cannot fight (unless Epic Monsters is decorated vehicle, then you can discuss this with staff)
- Epic Monsters that are small vehicles should be covered in a weapon safe surface
- Epic Monsters main weapons should be reinforced foam appendages. Such as claws, tentacles, tusks, ect.
- Epic Monsters cannot run.

## Death, Healing, and Respawning

### Death

When your head or torso are reduced to 0 HP (or when you're hit by a war machine/monster) your character dies.

- To signify you're dead, kneel and hold your weapon upside down by the blade. If you have a large weapon or no weapon, simply hold a fist above your head.
- Most scenarios have healing and respawn.
- Deaths in battles are not necessarily your character dying each time. You may be one of many warriors, or perhaps your guild uses magic to restore life. There is no reason to worry about your character permanently dying in a skirmish scenario unless you want them to.

### Rift Walker Death

When the "Stars are Wrong", The Avatar of Death will be in the mod building, you must go there and plead your case with death as to why you should live.

You can also spend a rift shard.

"The Stars are Wrong" refers to anytime there is a "Rift Invasion" with the "Villain Factions"

### The Avatar of Death

Death takes many forms. They may be played by different cast, they may have different appearances, preferences and goals. The Avatar of Death is a reflection of the endless possibilities of the Rifts. Playing your cards right could be the end or a new beginning.

Roleplay is encouraged when conversing with The Avatar of Death. Rift Walkers should use their wits and guile to find a way out of Death.

Death also accepts the very rare, and very powerful material of Rift Shards, if you're not interested in the Role Play aspect.

## Respawning

After you die, you may wait to be healed or choose to go to your team's respawn point. Respawning restores all HP. You do not have to be dead to respawn.

When respawning:

- The dead must walk, not run, back to respawn
- Touch the respawn point with your hand or weapon.
- Other than to convey you are dead, the dead do not speak
- Some scenarios may have modified respawn rules.
- You may respawn at any of your team's respawn zones to heal damaged limbs and hit points. You do not need to be dead to respawn.

## Healing

Healing can be done in two ways:

### Bandage Healing

- Player provided prop, Any plain cloth will do.
- Heals a maimed limb.
- May self heal if they have a usable hand.
- Does not heal armor points or dead characters.
- How to Bandage:
  - Wrap the damaged limb and then tie and untie three knots.

### Hourglass Healing

- Rift Wars provided prop (character loadout specific)
- Heals all hit zone HP & armor.
- Does not heal Floating Armor HP.
- Requires 30 second hourglass.
- May self heal. Does not work if the user is dead.
- Healer must maintain physical contact with the injured/dead player for 30 seconds. The upper arm or foot to foot are the default ways to make physical contact.
- Healers and the injured player may defend themselves if able, but may not attack.
- The Hourglass is used to time the healing mechanic

## “Dragging” or Moving a Dead/Injured Player

- The only way for a dead character or one with a maimed leg to be moved is with the help of another player.
- To drag a character, touch them on the upper arm and state “I drag you”. The injured player may stand, and the two players may move at a slow walking pace.
- If the players lose contact, the injured player must go back to kneeling as though they were dropped.

# Basic Combat Load out

Loadouts exist as both a balancing tool and roleplaying game element. They are basic gear setups that cater to a specific type of play in the combat game. These loadouts are the baseline for gear that a player can use, there is the ability for upgrading and increasing the gear that a player has access to by either spending Coin or Rift Shard

The following loadouts are the base level builds that players can use in the Skirmishes & Combat Game at Rift Wars.

These builds are available to anyone and do not require an in game resource to use them.

## Fighter

- Any Armor
- Any Melee Weapons
- Shield

## Gunner

- Light Armor
- 1H Melee Weapons
- Firearm
- Shield

## Skirmisher

- Light Armor
- 1H Melee Weapons
- Bow/ Javelin
- Shield

## Healer

- Light Armor
- 1H Melee Weapons
- Healing Hourglass
- Shield

## Wizard

- Light armor
- Any Melee Weapons
- Shield
- 1 Use of Each Spell per spawn
- Death
- Ritual Armor (1 minute of roleplay)
- Gust of Wind

# The Shop

Optional Gear Players Can Add On To Their Basic Load Out Each Skirmish

- Bow (2 Coin)
- Javelin (2 Coin)
- 2H Weapon (2 Coin)
- Heavy Armor +2HP (2 Coin)
- Purity Seal +1HP (2 Coin)
- Firearm (3 Coin)
- Healing Hourglass (3 Coin)

Rented out gear such as hour glasses will cost an extra coin that will be returned once the hourglass is returned to check-in

**\*\*Players receive 3 Coin at check in +1 Coin for wearing their Rift's Color as a baselayer\*\***

## The Goblin Shop

Goblin Coins are earned for helping out at Ye Olde Commons, or Knights Hall events. They can be earned for setting up before, and cleaning up after events, through asked for donations, and at the Staff's discretion.

- Rent a Siege Weapon (4 Goblin Coin): Staff provided siege weapon you can rent for the event. Requires no resources or Path to build.
- Rent a Monster (4 Goblin Coin): Staff provided monster costume you can rent for the event. Requires no resources or Path to summon. Must have a guild member to wear the monster costume. Must have a safety guide person for the monster.
- Cool Sword for keeps (8 Goblin Coin)
- Skeleton key: Unlocks a lock, disappears when used (3 Goblin Coin)
- Own a helmet to protect your noggin (10 Goblin Coin)

## Wizard Spells

Wizard Spells require a focus (a throwing item that is obviously magical in nature) and a (30 seconds or 1 minute) chant to cast uninterrupted. At the end of the casting time, say the spell affects loudly for the targets to hear. Then throw the focus (throwing item)

- Death: Death is an insta-kill if it hits someone
- Ritual Armor: 1 minute of roleplay cast time. Ritual armor gives you a floating point of armor, like a temporary purity seal
- Gust of Wind: Gust knocks all in a line in front of the caster back ten big steps (where possible)

## Resources

Resources are earned goods that can be used towards bettering your gameplay. These cannot be looted or stolen from another player. Resources are in game items provided by staff.

The use of resources is honor system based, if you use a resource, please return it to the check-in table.

### Rift Shards (200 coin)

Solidified rift magic formed when two rifts collide. Incredibly rare material, highly sought after for a variety of reasons.

## Coin

Universal coin spent amongst the rifts. Earned at check in, through membership, as prizes and quest completion.

## Gems (60 Coin)

Gems of highly magical nature imbued with the magic of the rifts. Used in magical rituals, summonings, and crafting magical items.

Gems will be props distributed by Rift Wars Larp Staff.

Steel Rift: Diamonds

Infernal Rift: Rubies

Primal Rift: Emeralds

Golden Rift: Topazes

Ethereal Rift: Amethysts

Tempest Rift: Sapphires

Shadow Rift: Onyxes

## Mage Stone (3 Coin)

Raw magical power stored in a runic stone. Formed by Loadstone adepts.

Represented by: Purple painted stones provided by Rift Wars Larp Staff.

## Refined Mage Stone (6 Coin)

Mage Stone Ore that has been processed and purified. Making them more useful in crafting and ability use. Refined Mage Stone counts as 2 unrefined when spending.

Represented by: Purple Cabochons provided by Rift Wars Larp Staff

## Herb (3 Coin)

Any magical plant or flowers that grow among the rifts.

Represented by: Plastic leafy plants or flowers provided by Rift Wars Larp Staff.

## Refined Herb (6 Coin)

Herbs that have been process, ground and dried. Making them more useful for crafting and ability use. Refined Herb counts as 2 herb when spending.

Represented by: Small Palm-sized paper or cloth bags filled with sand or seeds provided by Rift Wars Larp Staff

## Steel (3 Coin)

Magical ores and minerals that are formed amongst the rifts.

Silver painted stones provided by Rift Wars Larp Staff

## Refined Steel (6 Coin)

Steel Ore that has been processed and purified. Making it more useful in crafting and ability use. Refined Steel counts as 2 unrefined Steel when spending

Represented by: silver Cabochons provided by Rift Wars Larp Staff

## Magical Items

Magical items forged by artificers or given as a reward for quest completion. Magical items 'expire' after a year since their creation. Magical Items require a maintenance cost at the new year of a fourth of the resources for a Tier 1 and half the resources of a Tier 2.

When in use on the battlefield, magical items take up slots. If your magical item slots are full for your guild, or your guild is not yet large enough to wield them, you cannot use them on the battlefield. Magical items can be sold or traded. Magical items that do not affect combat do not require magic items slots to use

High level artificer can forge magic items, and may even be able to create new ones with input from staff.

## Legendary Magic Items

Legendary magic items are the same as regular magic items, but they do not expire after a year since their creation. They are permanent. They do not require a maintenance cost

Legendary magic items still take up the same magic item slots as regular magic items.

## Tier 1

Sword of slaying

- Allows the use of a 'Slay' once per day with this sword
- Lasts 12 months from when issued

Assassin's blade

- Delivers "Death" with this dagger or short sword when striking an enemy in back once per day
- Lasts 12 months from when issued

Talisman of protection

- Grants one floating armor point per respawn
- Lasts 12 months from when issued

### Mantle of inspiration

- Allows the use of the “Bardic Inspiration” skill once per day
- Lasts 12 months from when issued

### Arrow of slaying

- Allows the use of the ‘Slay’ skill once per day with an arrow
- Lasts 12 months from when issued

### Chest of Plenty

- Every game something valuable is in the chest
- Roll a d20
- Usable once per day at check-in
- Lasts 12 months from when issued

1: 1 coin

2: 2 coins

3: 3 coins

4-6: herb

7-9: magestone

10-12: steel

13: scroll

14: health potion

15: poison

16-19: a gem

20: rift shard

## Tier 2

### Amulet of health

- Grants one extra vitality to all locations
- Lasts 12 months from when issued

### Talisman of warding

- Stops one spell once per day
- Lasts 12 months from when issued

## Item Crafting

### Builder

- Trap (pierce): One steel
- Poison trap: One steel & one poison
- Runic trap: One steel & one scroll of death
- Fortified lock: One steel

- Blacksmith
- Mining pick: One steel
- Armor repair kit: One steel one mage stone
- Reinforced armor: two steel

Artificer:

- Spell Scroll: 1 Mage Stone

Alchemist

- Caustic acid: One Steel one herb
- Explosive barrel: 3 mage stone 2 Steel
- Potion of healing: 1 herb
- Potion of poison: 2 herb
- Potion of mage Fortitude: 3 herb

## Siege Equipment

Boiling Oil: 20 steel

You can dump 20 black foam balls from a black cauldron and call “Death.”

Cannot be thrown, just be poured from Cauldron

Trap Boulders: 20 steel

Throw and move giant foam rocks

Being hot with giant foam rocks is “Death”

Pull Traps: 5 steel

Pull string party poppers for doors. Upon opening Take 1 damage directly to torso

## The Path System

These skills must be learned in game in order. A Player may only follow one path.

Skills can be learned in “Classes” by “Teachers/Trainers” through short role play scenarios.

Higher levels in Paths can be gained by spending a Rift Shard with the relevant Teacher.

Any Level 3 or higher Rift Walker can Teach Classes of their Path. Please inform staff of your class, people you are teaching, and what you are doing for your class.

## Switching Paths

Players may switch paths, but they will be starting over from the first Level of the Path.

You must declare to the new Teacher *“I renounce my path of (insert current path)”*

Please also write this in your PEL.

## Mastering a Path

Mastering a Path is the final step after reaching Level 3. Mastering a Path comes with unique benefits to that specific Path, as well as title. This is something you can find out in game.

Mastering a Path requires either that you Teach a Class on that Path, or attend a specialized quest. This is up to Staff discretion in game.

Once one Rift Walker has reached the “Master” level of their path, it will be added to the rulebook for all to see. Until then it is hidden In Game.

## Scrolls of Insight

Scrolls of Insight are special scrolls imbued with the knowledge of various Paths. They can be given out as important loot.

They function like you have been taught that path by a “Teacher.” Turn them in at Check out. Scrolls of Insight follow the same rules, so if you already have a Path, you have to renounce your current path to use a Scroll of Insight.

## Spell Scrolls

Spell Scrolls are written down forms of the combat magic used by the “Wizards” load out. These can be used by other “Loadouts”

Spell scrolls have the same actions and casting times as the spells they're copies of.

Spell scrolls from Paths must be created with a member of that path present, i.e. warlock for Blast, cleric for Healing

## Warrior Path

Level 1: Slam

- Strike an opponent with your melee weapon and state, “Slam.” If your weapon connects with any part of their body in a legal target area, their weapon, or shield, they are knocked to the ground. They must touch their back and shoulder blades to the ground before getting back up. If it is unsafe to do so, they may kneel for 10 seconds instead.
- You may use this skill once per respawn.

Level 2: Shatter

- Strike an opponent in their weapon or shield with your melee weapon and state, “Shatter.” That weapon or shield is destroyed until repaired, or until they respawn. You must be wielding a two-handed weapon to use Shatter. You must roleplay a long windup powerful strike.

- You may use this skill once per scenario.

#### Level 3: Slay

- Strike a monster and state, "Slay." This skill deals massive damage to a monster, likely killing it in one blow.
- You may use this skill once per event.

## Bardic path

#### Level 1: Inspire

- You must perform for one minute to use this skill. At the end of your performance, you may call out, "All allies in the sound of my voice, I grant you one armor." This bestows one floating armor to all allies who heard your performance.
- You can use this skill once per scenario.
- Use a mage stone to restores this skill

#### Level 2: Circle of Protection

- Lay a circle of rope on the ground in a 5 foot diameter circle, as long as you stand within the circle and continue to perform, you cannot harm or be harmed by anyone outside the circle.
- You can use this skill once per scenario.

#### Level 3: Hymn Before Battle

- Perform for one minute, and up to 5 people are bestowed one health for the scenario
- Each player may only benefit from this one time
- You can use this skill once per event

## Cleric path

#### Level 1: Faith Healing

- Utter a prayer of healing and touch an ally and state, "Heal." They healed to full health.
- It should consist of six lines of prayer.
- You can use this skill once per respawn.
- Use a mage stone to restores this skill

#### Level 2: Resurrection

- Utter a prayer of resurrection and touch a downed ally or an ally returning to respawn. They respawn immediately with full armor.
- It should consist of six lines of prayer.
- You can use this skill once per scenario.

#### Level 3: Life Conduit

- Plant your feet. As long as you do not move your feet, you count as a respawn point for 5 minutes. Allies can touch your hand to respawn.
- You can use this skill once per event.

## Alchemist Path

#### Level 1: Healing Potion

- You create a potion that you can give to anyone
- Deliver a healing potion to an ally and state, "Heal." They are healed to full health.
- You can use this skill once per respawn, or you may make more if you expend an herb.

#### Level 2: Deadly Poison

- You create a poison that you can give to anyone
- Swing a melee weapon or fire an arrow and state, "Death." This skill kills anyone it damages.
- You can use this skill once per scenario, or multiple times if you expend 2 herbs.
- You may spend 10 mins roleplaying Grinding and form Herb into Refined Herb. See check-in to exchange. Once per Scenario

#### Level 3: Potion of Fortitude

- You may bestow an extra hit point onto a fighter. They may only benefit from one potion of fortitude at a time.
- You can use this skill once per event, or spend 3 herbs

## Builder Path

#### Level 1: Fix-It

- You can roleplay repairing an item for 10 seconds, then state, "Repair." That item is repaired.
- You can use this skill as much as you like!
- You may fix light armor and shields with the swing of a hammer once per respawn

#### Level 2: Craft Siege Equipment

- You can learn recipes for a variety of Siege equipment.
- Including: Boiling Oil, Trap Boulders, Pull Traps, Supply Cart

#### Level 3: Reinforce

- You can roleplay by reinforcing a gate for one minute, then state, "Reinforce." The gate is doubled in strength.
- You can roleplay repairing a gate or siege weapon for one minute, then state, "Repair." The gate Or siege weapons are repaired.
- You can use this skill once per event.

## Blacksmith Path

#### Level 1: Field repair

- You can roleplay repairing an item of armor for 10 seconds, then state, "Repair." That item of armor is repaired.
- You can use this skill once per respawn.
- You can use steel to repair a full suit of heavy armor with the swing of a hammer!
- You cannot be wearing the armor your repairing

#### Level 2: Blacksmithing Station

- At a blacksmithing station (roleplay props that you set up), you can repair armor after 10 seconds of roleplay.

- You can set up one blacksmithing station per scenario and at the blacksmithing station, you can repair armor an unlimited number of times.
- You may spend 10 mins roleplaying metallurgy and form Steel into Refined Steel. See check-in to exchange. Once per Scenario

#### Level 3: Enhance armor

- You can roleplay enhancing an ally's armor for 1 minute to bestow them one additional point of armor. An ally can only benefit from one enhanced armor effect at a time.
- You can use this skill once per event.

## Artificer Path

#### Level 1: Scroll Craft

- You may write any known and approved of spell. Provided you have the help of someone who can cast it.
- You will start each game with one scroll a game.
- You may spend a mage stone to make another scroll, per mage stone spent

#### Level 2: Make Wonders (1)

- You may learn how to make any tier (1) magic item
- You may spend 10 mins roleplaying Lapidary and form Mage Stone into Refined Mage Stone See check-in to exchange. Once per Scenario

#### Level 3: Make wonders (2)

- You may learn how to make any tier (2) magic item

## Herbalist Path

#### Level 1: Work the land

- You may Collect 2 herbs a game at check in
- You may spend 10 minutes roleplaying grinding up Herb into Refined Herb. See check-in to exchange. Unlimited use.

#### Level 2: Better yield

- You may Collect 4 herbs a game at check in

#### Level 3: Master Forager

- You may Collect 8 herbs a game at check in

## Miner Path

#### Level 1: Dig a hole!

- You may Collect 2 steel a game at check in
- You may spend 10 mins roleplaying metallurgy and form Steel into Refined Steel. See check-in to exchange. Unlimited use.

#### Level 2: Better yield

- Collect 4 steel a game at check in

#### Level 3: Master miner

- Collect 8 steel a game at check in

## Lodestone Adept Path

### Level 1: Charge it up!

- You may Collect 2 mage stone a game at check in
- You may spend 10 mins roleplaying lapidary to sharpen Mage Stone into Refined Mage Stone. See Check-in to exchange. Unlimited use.

### Level 2: Better yield

- You may Collect 4 mage stone a game at check in

### Level 3: Master Lodestone Adept

- You may Collect 8 mage stone a game at check in

## Warlock path

### Level 1: Blast

- throw a larp safe spell effect and state, "Blast." If your spell effect connects with any part of their body in a legal target area, their weapon, or shield, they are knocked to the ground. They must touch their back and shoulder blades to the ground before getting back up. If it is unsafe to do so, they may kneel for 10 seconds instead.
- 1 damage that ignores armor
- You may use this skill once per respawn.
- You may spend a mage stone to use Blast again, once expended

### Level 2: Hex

- You cast this spell on yourself once per skirmish
- You die on first hit no matter the location but point at your killer and call "death"
- You may spend 2 mage stone to recast

### Level 3: Baleful Utterance

- All within the sound of your voice, you destroy their armor.
- It should consist of six lines of incantation.
- You can use this skill once per day.
- You may spend two mage stone to recast

## Summoner Path

### Level 1: Call Forth

- Summon a monster for free once per event this ignores the guild rule

### Level 2: Restore to Form

- Once per battle you may heal a monster spend one minute casting

### Level 3: Banish Monster

- Once per day you may destroy a monster
- State *"I Banish this beast"*

## Rogue Path

### Level 1: Check / place traps

- You may check a lock or barricade for traps, reshuffles the traps, then you may remove one trap or add one trap.
- Creating Traps costs 1 Steel

#### Level 2: Infiltrate

- Before a skirmish you may set a single use spawn point for yourself somewhere hidden.
- Please mark this respawn with a sign or fabric flag

#### Level 3: Assassinate

- Once per day, with a short weapon you make strike at someone between the shoulder blades and call "Death"

## Necromancer Path

#### Level 1: raise zombie

- Once per respawn
- You may stop an allied spirit and cast
- Say "I raise you as a slow moving zombie one health no armor"
- Say this loudly and clearly

#### Level 2: Raise Enemy

- Once per skirmish you may raise an allied or enemy spirit as a zombie
- "I raise you as a slow moving zombie one health one armor all location"
- Say this loudly and clearly

#### Level 3: Raise Revenant

- Once per day you may use this skill.
- Say "I raise you as a slow moving zombie with one health 10 armor"
- Say this loudly, and gesture dramatically.

## Guilds

Each Rift hosts a number of Guilds. Guilds are completely the creation of the players at Rift Wars. The function of Guilds serves both a storytelling and mechanical one.

In the Skirmishes, Guilds operate under a specific Rift as their team. They may be one of multiple guilds that are all from a shared rift and are fighting together to win and collect Rift Shards.

In the Tavern Night portion of the game is where Guilds that reside in the same Rift can flesh out their relationships and dynamics. Does your guild agree with how another is affecting your rift? Do you work together? Or are you at war?

Guilds also have cross-rift relationships with other guilds.

A Guild must have a minimum of 3 Players in order to be officially considered as a unique Guild.

Guilds should have a brief introduction of themselves, their goals and vibes, and if they are looking for members at this time in the #guild-profiles channel on the Rift Wars Discord.

New Guilds should reach out to Staff to be added as a represented guild in their respective Rifts.

## The Guild System

The Guild System is intended to encourage attendance, outreach, and to bond in large groups.

Membership is based on the number of players at the game. Membership numbers will reset to 3 membership if at least 3 Guildmates are not signed in under that Guild's name at check in at the Daggers and Dreams once a year event.

### Ways to increase Memberships

- Play or cast any LARP at YOC (+1 membership) (Anomaly, Travail, Dystopia Rising, Conclave at the Crossroads, any Olde World Entertainment game)
- Hire Mercenaries: spend 5 coin (+1 membership)
- Summon Allies: spend a rift shard (+20 membership)
- Spend a Goblin coin: (+3 membership)

### Supply Carts

Supply Carts are in game sources of extra supplies, earned by having larger guilds. They have three unmanned hourglasses, and can be used to restock ammo for Gunners. Supply Carts are not mobile respawn points. If you are dead, you are expected to go to your respawn.

### Fellowship (3-9 members)

- Not allowed to field large monsters
- Not allowed to field a Supply cart
- Not allowed to field siege weapons
- Members will not receive extra pay

### Warband (10-20 Members)

- Warband chieftains may use one magic item
- Can field large monsters
- Can field siege weapons
- Not allowed to field a Supply cart
- Members will not receive extra pay

## Federation (21-49 members)

- Federation leaders may use two magic items
- Can field Dire and Epic monsters
- Can field a Supply cart
- Can field siege weapons
- Members will receive +1 extra coin at check in

## Kingdom (50+ members)

- Monarces may use 3 magic items
- Can field Dire and Epic monsters
- Can field a Supply cart
- Can field siege weapons
- Members will receive +2 extra coin at check in
- Upon remaining a Kingdom the following year, the Guild Leader/Monarch will receive their choice of one boon for that year:
  - A free level up for one guild member in any path, excluding Master
  - One of their current magical items reaches “Legendary” status

# The Story So Far

Knowledge of the Rifts has been a central aspect of many worlds and civilizations for millennia. Those who have delved into the study of magic or gained a deep understanding of the fundamental forces of the universe often come to the realization that they inhabit one of many planes of reality, known as Rifts. These Rifts are alternate realms that are intrinsically linked to specific magical and primal energies, creating a unique and mysterious environment.

One of the most fascinating aspects of Rifts is when they temporarily overlap, which can result in a variety of unexplainable phenomena occurring within the worlds they influence. These phenomena can range from sudden changes in nature and terrain, to the appearance of anomalies that defy conventional laws of physics. It is within these moments of overlap that Rift Shards are formed. Rift Shards are highly sought after resources that contain pure magical energy with limitless potential to create or destroy.

Throughout many existences, Guilds have emerged in pursuit of Rift Shards. These Guilds are composed of individuals who are willing to brave the tears in reality where Rift Shards form, and to enter zones where other armies and squadrons are fighting fiercely for the precious resource. The ultimate goal of these guilds is to acquire Rift Shards and bring them back to their home Rifts, where they can be utilized for various purposes. The competition and conflict that arise in the pursuit of Rift Shards have led to a complex and dynamic landscape within the Rifts.

As with any source of great power, the knowledge of Rifts and the pursuit of Rift Shards come with both positive and negative aspects. On one hand, the discovery of Rifts has led to advancements in magical knowledge and technology, expanding the horizons of what is possible within the realms of the Rifts. Guilds have formed alliances and rivalries, creating a sense of camaraderie and competition that drives progress and innovation. On the other hand, the quest for Rift Shards has also led to conflict, greed, and exploitation, as some individuals seek to hoard the resources for their own selfish gain.

With the potential for new discoveries, alliances, and conflicts on the horizon, the worlds within the Rifts are poised for further evolution and transformation. As Guilds continue to brave the dangers of the Rifts in search of Rift Shards, the balance of power within and between the realms is constantly in flux. Only time will tell what the future holds for those who seek to unravel the mysteries of the Rifts and harness their power.

## Rift Walkers

Rift Walkers are the players, Rift Walkers are immortal and can traverse the rifts. Rift Walkers can only die when the “stars are wrong.”

## The True Dark

It is now clear what has brought these opposing forces to Lumina. The shining, graceful Light and the kind hearted, righteous Lightwatch, in conflict with the villainous Order of the Endless Serpent, who were thought to be pulled to Lumina by mere chance.

There is something greater beneath Lumina, slumbering and rumbling. Something powerful and ancient. The old Gods of Lumina knew this, the Gods of the original inhabitants. They too, came to be on Lumina to hold back this all consuming True Dark. An entity older than time, unburdened by mortality, all it knows is to consume.

Legend has it, the True Dark has been trapped deep within Lumina, by the natural forces of The Golden Rift; Life and Light. It sleeps, if such an entity was capable of slumber, until it is freed to once again consume the rifts. Gods of old, entities of light and life, and heroes of legend have taken it upon themselves to keep it dormant.

Should the forces of evil and darkness free the True Dark, it shall spell the end for all rifts. The first to end will be its prison, the Golden Rift of Life and Light. With the Golden Light extinguished, travel between rifts will be impossible.

*The True Dark* is the puppeteer behind the actions of the "Villain Factions"; it may be trapped and slumbering, but deep within it is always planning, and scheming. Spreading its influence through the rifts.

The multiverse ending Tartarus/Galactus style being that the villain factions seek to release. An Eldritch horror-esque ancient evil.

## The Villain Factions

The Villain Factions are groups of pure evil, their purpose is to cause problems for the Rifts and the Rift Walkers. Each group has various intentions and goals.

Villain Factions cannot enter the Tavern ("*The Inn Between*")

See GM Cat Brooks if you're interested in being in a Villain Faction

## The Ashmen

The Ashmen Worship the True Dark. They are able to traverse the rifts with their magic longship. They live beyond the rifts. Their goal is to free the True Dark and bring back darkness to the rifts.

The Ashmen have a viking-age appearance.

## The Fathomless

The Fathomless are Interrift pirates that worship a mysterious eldritch horror being from beyond the stars that was created long before the rifts formed.

Lovecraft style pirates, think “pirates of the caribbean; dead man’s chest” aesthetics

## The Rotting Legion

The undying kingdom is all that remains of the once-proud kingdom of Vorath. Once a thriving land of honor and tradition, it was brought to its knees by a terrible plague unleashed in a brutal war against the Plague Witches of Bravag. As his kingdom withered and enemies gathered at the gates, King Traun, in desperation, made a pact—not with an angel as he believed, but with an avatar of the True Dark.

In an instant, the dying citizens of Vorath rose. The sickness that once weakened them became a curse of unending animation. Their plagued bodies donned arms and armor, driving back the invaders in a wave of undeath and fury. But victory came at a price.

The people of Vorath could no longer die from the plague—they could only suffer. They discovered, grimly, that only fresh blood could sustain their cursed forms. By siphoning the blood of the living, they could stave off decay. Without this sustenance, their flesh rots away, and they become little more than shambling husks—until the next drink of blood revives them once more.

Undead looking medieval knights.

## The Mountain Tooth Clan

Orcs and goblins and occasionally trolls banded together as one united clan, to rob people, get in fights, and cause problems.

These Orcs, Goblins, and Trolls live deep in the snow capped mountain range of Mountain Tooth, named for its toothy jaw-like appearance. They are ruled over by a juvenile red dragon called “The Great Maw” that uses them to do its bidding, in exchange for protection and not being consumed.

Heavily armored orcs, goblins, and trolls, costume made of stolen materials.

# Rift Gates

Rift Gates are magically powered portals that can be found in magically charged places of significance throughout the rifts.

Rift Gates act as portals between rifts, realms, and planets. Their appearance is unique to their location in the rifts, but the defining factor is a 'gateway-like appearance'.

The magic linking all the Rift Gates can be traced back to the Golden Rift of Life and Light. It's shining light pouring forth to all the rifts, linking them for travel.

# Rift Elves

"Elves have been present in the rifts, as long as they have existed. Elves are intrinsically linked to the magic of the rifts. While they originated in the Ethereal Rift, they are now spread far and wide across the rifts. The elves have changed and evolved over time to reflect the rifts they call home."

# The Rifts

## The Steel Rift; Order and Steel

The Steel Rift is one where magic and metalwork intertwine with civilizations that are both magnificent and pragmatic.

The founding magics of the Steel Rift are rooted in order and steel, giving rise to cultures that value precision, craftsmanship, and strength above all else.

The architecture of the Steel Rift is often visually stunning, but is always incredibly practical. Buildings are designed to withstand the test of time, with the most durable of metals and heavy stone. The structures, like the people who build them are sturdy and strong, able to withstand whatever conditions they might face.

Beyond the impressive architecture, the culture of the Steel Rift is also shaped by the values of order and steel. The people of the Steel Rift are known for their discipline, their adherence to tradition, and their unwavering dedication to their craft. Metalwork is not just a skill in the Steel Rift, but a way of life. It is woven into the fabric of society, shaping everything from the tools people use to the weapons they wield.

The dense and physically grounded nature of magic in the Steel Rift further sets it apart from other realms. The unique magic that has developed there is not flashy or ethereal, but practical and tangible. It is often used to enhance metalwork, to strengthen buildings, and to protect the

people of the Steel Rift from harm. Magic is a tool, just like any other, to be wielded with care and precision.

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## The Clockwork Citadel:

“Perched in the center of a volcano is The Clockwork Citadel, the city is a marvel of flaming silver, with gears and mechanisms of all kinds wearing and clicking to life. It harnesses the power of the volcano to power all kinds of steam punk and mechanized wonders.”

## Iron Elves:

Elf Heritage; Iron Elves

“Elves of the Steel Rift, known as Iron Elves are master crafts, and their clothing reflects this being made of durable materials like leather to withstand the heat of industry and like most other elves sport beards and long hair entwined with intricate metals and jeweled fastening.

Iron Elves are pragmatic and do not follow their own morality, what others see as good and evil doesn't factor into their decisions. They focus on the possibilities and opportunities presented to them, and the ability for those to give them resources and experience to expand their own knowledge and understanding. Each individual artisan is willing to accept offers that will allow them to further expand their own passion and goals. Eventually bringing this accrued knowledge back to the heart of the clock work citadel the great scholargeniam, there massive and archive of knowledge and learning.”

## Forged Elves:

“Elves of the Steel Rift, Known as Forged Elves are the artificial vessels created to hold the spirit and memories of elves that would have otherwise passed on. They retain the memories of their former lives in some cases, but more than often have amnesia upon their creation. Forged elves are curious, clumsy, and often have a hard time understanding more basic organic interactions. If they're one of the few that retained their memories, they can feel stuck in the time before their death. Forged Elves can be made of any sturdy metals, ceramics or woods, they can sometimes have a mostly organic appearance to them. They often have runes carved into”

Skirmish Color: Grey/Silver

Players in the Skirmish portion of Rift Wars that wear Grey or Silver base costuming receive 1 extra coin at check in.

## The Infernal Rift; Fire and Chaos

The Infernal Rift is shaped by the forces of Fire and Chaos. It is known for being one of the most dangerous environments to live in, with constant threats of fires, volcanic eruptions, earthquakes, and other natural disasters looming over its inhabitants.

The civilizations and creatures within this Rift have adapted to the harsh conditions, with some animals even breathing fire and the people being known for their fiery and quick-tempered nature. Cultures that thrive in the Infernal Rift are often focused on war and conquest, as they need to be strong and aggressive to survive in such a hostile environment.

Destructive magic is particularly strong within the Infernal Rift. This magic can be unpredictable, making it risky for casters to use fire or other combustive energies without first getting accustomed to the chaotic nature of this Rift. It is crucial for individuals venturing into the Infernal Rift to exercise caution and respect the explosive power that resides within it.

The civilizations that have thrived in the Infernal Rift have understood the need to adapt and evolve in order to survive, making them resilient and formidable opponents. Throughout history, powerful leaders, warlords, and mages who have harnessed the potent energies of the Rift for their own purposes have quickly risen to power, drastically changing the shape of their realms before quickly burning out themselves.

## El Inferierno: “The City of Sin”

“El Inferierno is the shining gem of the harsh Infernal Rift Deserts. This Oasis of Fiendish Elves is controlled at the top by one singular demon, a demon called Lord Greede. It's referred to as ‘The City of Sin’ because the sin of greed is all this city knows. In all its forms.”

## Lord Greede

“Lord Greede is a 7ft tall demon with four arms, four eyes, two pointed tails. He is covered in gold jewelry and piercings and only wear loose fitting fine silks. His hands are soft and his nails are black and immaculately trimmed. Each of his four eyes has a different iris that aligns with the main principals of greed that he embodies. Wealth (spade), Collection (heart), Debt (club), Chance (Diamond)

When forming Pacts with Lord Greede, Fiendish Elves and others take on one of these four symbols as the iris of the eye with horns and a tail that he brands them with. This pact sealing/branding grants them many benefits, but also puts them on a leash to Lord Greede at all times. And he will come to collect someday.”

## Fiendish Elves:

Elf Heritage; Fiendish Elves

“Elves of the Infernal Rift, known as Fiendish Elves, have made pacts with fiends, demons, and djinn to survive in the harsh climates of the Infernal Rift. They take on traits of their pact Patron.”

Skirmish Color: Red

Players in the Skirmish portion of Rift Wars that wear Red base costuming receive 1 extra coin at check in.

## The Golden Rift; Life and Light

Woven into the very fabric of The Golden Rift is a powerful connection to Light and Life magic. As a result, the terrain, flora and cities found within the Golden Rift often take on naturally light and warm qualities, reflecting the light and magic that flows through this rift.

A notable aspect is the strength of restorative magic that permeates the land. Healing spells and rituals are particularly potent here, making it a sought after Rift for those in need of revitalizing magic. The very air seems to hum with the power of healing, and it is said that even the most grievous of injuries can be healed in the Golden Rift.

Light and Life magic are often thought of as inherently good, and for the most part, this is true. The energy of the Golden Rift has brought prosperity and joy to its inhabitants, allowing them to live in harmony with the natural world around them. However, there have been instances where the philosophies of Light and Life in the pursuit of perfection have been taken to extremes, leading to conflicts and misunderstandings within the realm.

Architecture within the Golden Rift is welcoming and vibrant. Buildings vary in style, but there is a common thread of bright colors and ornate designs that echo the magic of the land. Large

stones and glasses are often set in intricate frames, catching the light of the sun and casting a warm glow over the cities and towns that dot the landscape.

## The City of Luce:

A great abandoned city of colored stained glass, and intricately carved white marble, gilded in gold, that sits on the continent of Helio. Light pours through the reinforced, rainbow glass walls and roofs, creating a kaleidoscope of colors across the landscape, this can be seen for miles, earning it the nickname, The City of Lights.

Strange massive creatures have been seen outside the city, they appear to be guarding the city, possibly nesting.

The City of Luce was the Theocracy capital of Lumina society before the Holy War. The City of Luce followed the religion of the old Gods, the four major animal Gods and the minor gods. The City of Luce was a theocracy that viewed non worshippers as heretical. Their influence spanned all of Lumina for many centuries, before the Holy War with the wizards and artificers of Fulmine's original inhabitants.

Fulmine's wizards and artificers harnessed the intense magics of the region, and unbeknownst to them, the power and magics of *The True Dark*, to magically destroy all those loyal to the City of Luce theocracy. The only surviving descendents now live in the Shimmering Isles.

## Sun Elves:

### Elf Heritage: Sun Elves

"Elves of the Golden Rift, known as Sun Elves are known for their clerical abilities and worship of Life and Light. They appear to almost glow with the light of the Golden Rift."

Skirmish Color: Yellow/Gold

Players in the Skirmish portion of Rift Wars that wear Yellow base costuming receive 1 extra coin at check in.

## The Primal Rift; Beast and Nature

The Primal Rift is infused with the powerful magics of the natural world. Its foundation is deeply rooted in the elements of Beast and Nature, which dominate the landscape of this unique realm. Massive flora and fauna spread across the vast lands of the Primal Rift, creating a rich tapestry of biodiversity that is unparalleled in any other Rift.

The natural magics that permeate the Primal Rift provide fertile grounds for those who practice transformative spells grounded in the natural world. Here powerful druid rituals take place, creating and summoning massive beasts and monsters, entire forests shaped by skilled

practitioners of primal magic. The energy that flows through the land is both awe-inspiring and dangerous, making it a challenging yet rewarding environment for those who seek to harness its power.

One of the most prominent themes throughout the Primal Rift is the natural balance. Despite the ferocity and dangers that exist within the realm, there is a place and role for every lifeform, each with its own niche to fill. This balance is maintained, ensuring that life can thrive and growth can occur. The inhabitants of the Primal Rift have a deep reverence for the natural world and its intricate interconnectedness, which is reflected in their cultures and traditions.

The architecture of the Primal Rift is a testament to this close relationship with the natural balance. Buildings and structures are designed to work harmoniously with the natural elements around them, rather than imposing upon the land. Entire villages may be nestled within the branches of towering trees, while caves house communities of families or tribes, seamlessly blending with the landscape.

## The Eternal Tree:

Deep in the green depths of the forests of the Primal Rift, there is a tree so large, so old, that it is often mistaken for a mountain. In its trunk, between its roots and even among its branches are groups of Wild Elves. Living in harmony with the forest's nature. The Eternal Tree provides protection and resources for the wide variety of Wild Elves that call it home.

## Wild Elves

Elf Heritage; Wild Elves

“Elves of the Primal Rift, known as Wild Elves, have taken on elements of their environment to be better suited to the untamed wilderness of Primal Rift.”

Skirmish Color: Green

Players in the Skirmish portion of Rift Wars that wear Green base costuming receive 1 extra coin at check in.

## The Tempest Rift; Seas and Stars

The Tempest Rift is a truly remarkable place, where the depths of the sea meet the heights of the stars. It is composed of vast expanses of water, stretching for tens of thousands of miles, with the starry sky reflecting the deep dark unknown of the sea. Within this Rift, enormous creatures lurk in the depths, creating a sense of mystery and danger for those who dare to explore its depths.

The civilizations that have emerged within the Tempest Rift are built upon a foundation of exploration and discovery, with its people being some of the most skilled sailors in any rift. They have a thirst for knowledge, seeking to understand the secrets that lie beneath the waves and in the heavens above.

The Tempest Rift has been a source of great significance for those who seek understanding of the world and worlds around them. Those with an understanding of the movements of celestial bodies stand to benefit greatly, gaining a better understanding of their own world by watching and learning. This connection between the celestial and the sea has led to a deepening of understanding for those who are willing to brave the dangers of the Rift. However, this knowledge comes with a risk, as those who delve too deeply into the unknown may find themselves lost in the abyss.

The unpredictable nature of the sea is a testament to the durability and ingenuity of the civilizations that have developed there. Their port and island cities, as well as cliffside stone structures are a common site when traveling throughout this Rift.

### Turtar: The City that floats:

A top a colossal sea turtle sits the cobbled together city of Turtar. It is built from shipwrecks, sails and masts. Turtar acts as a mobile trade hub for the nomadic Aquatic and Astral Elves. The colossal sea turtle of Turtar follows its natural migration patterns. The exact sex and age of the turtle is currently unknown.

### Aquatic Elves:

Elf Heritage; Aquatic Elves

“Elves of the Tempest Rift, known as Aquatic Elves, call the oceans their home, they spend their lives in the water. They often reflect the environments they were raised in.”

### Astral Elves:

Elf Heritage; Astral Elves

“Elves of the Tempest Rift, known as Astral Elves, have a deep connection to the endless sky that meets the endless sea of Tempest Rift. They're excellent navigators, and often worshippers of something deep within the shimmering stars of the endless sky. They often tattoo themselves with constellations with deep meanings to them.”

Skirmish Color: Blue

Players in the Skirmish portion of Rift Wars that wear Blue base costuming receive 1 extra coin at check in.

## The Ethereal Rift; Spirit and Dream

The Ethereal Rift seems impossible to those who are not from there. It is the Rift of Spirit & Dream. As a Rift with its foundational energies based in the intangible, The Ethereal Rift is ever changing and forming with the dreams and Spirits that influence it.

Here Illusion and Conjuraton magics almost seem to blend together. Practitioners of magic will sometimes find their wandering minds manifesting their very surroundings.

In terms of architecture and cultures, the Ethereal Rift is perhaps the hardest to pin down and define. There are influences that would be considered from the fae realms and imagery one could only find in a dream throughout the lands.

The people vary wildly in this rift, and some only visit when they are dreaming, unaware of the concept of multiple worlds and rifts entirely.

It is believed that spirits that do not want to or cannot find their way to an afterlife will sometimes find themselves in the Ethereal Rift, their added energy merging and becoming one with it.

### Arcadia:

"Arcadia is home to the elves of old which was, up until recently, cut off from the remainder of the Ethereal Rift following the old war. It exists in a state they call the Somdium; the perfect embodiment of dreams made manifest."

"Here it is collective belief and perception of what is that dictates the land Arcadia resides within, a vision that is strictly regulated by the Elden Queen Aisling. It exists in a perpetual state of twilight, the moon rising and falling and the sun resting on the horizon furthest from the moons path. "

\*Great crystal spires dot the city's landscape, segments of the ground below bearing faint echoes of the various Rifts the elves used to inhabit in ages past."

"The arcadians view themselves as royalty, each remembering once great kingdoms they ruled across the various Rifts in times of old. The reminisce of the old war and the accomplishments they and their forebearers may have wrought, but seem less eager as the ages dragged on to reclaim what they still believe to be rightfully theirs. Thus the pride and might of their civilization have waned, only a scant few remembering the Oaths sworn to return to their rightful place and face their true enemy when it reveals itself again." -as dictated by Prince Venethil Sola'nitore

### Arcadian Elves:

"Elves of the Ethereal Rift, Arcadian Elves are the common ancestors to all other elf heritages. They have an elven appearance similar to the high elves of LOTR."

## Dream Elves:

“Elves of the Ethereal Rift, known as Dream Elves are descended from Fae, Dream Elves take on strange fae-like features, related to their ancestry. Their appearance seems otherworldly.”

Skirmish Color: Purple

Players in the Skirmish portion of Rift Wars that wear Purple base costuming receive 1 extra coin at check in.

## The Shadow Rift; Death and Shadow

The Shadow Rift is an ominous land where natural magics are heavily influenced by Death and Shadow. The energies present in this Rift have a unique and enveloping quality to them, warping the terrain and leaving vast stretches of desolate earth in its wake.

The Shadow Rift is teeming with undead creatures – skeletons, zombies, ghouls and more – making them as common as finding a dwarf or human. The villages in the Shadow Rift range from haunted cemeteries filled with screaming ghosts to bustling towns where skeletons and humans coexist.

Necromancy thrives in the Shadow Rift, as practitioners of this dark art wield immense power there, often becoming entangled in nefarious schemes. However, not all who dwell in this Rift are driven by personal gain. Some individuals from the Shadow Rift choose to focus on their responsibility towards Death, viewing it as an inevitability that must be respected.

In the Shadow Rift, perspectives on Death and Shadow magic vary greatly. Some see it as a means to control and manipulate the forces of nature, while others view it as a sacred duty to honor the cycle of life and death. Despite the inherent dangers of dabbling in these dark arts, there are those who seek to use their abilities to defend against what may lie beyond the Shadow Rift.

## The Crystal Spring:

Deep underground is a cavern so large, that the glimmering crystals on the ceiling are mistaken for stars. The mineral rich Crystal Spring is an underground lake filled with glittering gems. The stalactites and stalagmites grow large enough to be carved into and made homes out of for the elves of the Shadow Rift that call this cavern home. On the shores of the spring sits a castle entirely carved out of crystal encrusted stalagmites.

## Dusk Elves:

Elf Heritage; Dusk Elves

“Elves of the Shadow Rift, known as Dusk Elves are eerie and elegant in their appearance, adapting to the lack of natural light in the Shadow Rift, these elves often appear dead themselves, to anyone that does not know better. They thrive with regal elegance, glimmering in the dark.”

## Moon Clade Elves:

Elf Heritage: Moon Clade Elves

“Elves of the Shadow Rift, known as Moon Clade Elves originated from human settlers who lived within the caverns of the shattered mountain where the twin god Zojun mourns the death of his sister Zeelia.”

“For centuries these settlers drank and bathed in the glowing waters known as the Tears of Zojun. Over time, the magical properties of this substance altered their bodies and spirits, gradually transforming them into what are now known as Moon Clade Elves.” From the ancient scrolls of Kageheim.

Skirmish Color: Black

Players in the Skirmish portion of Rift Wars that wear Black base costuming receive 1 extra coin at check in.