

### **Special Items/Powers/Creatures/Weapons/Liquids**

From 10am Monday of the Gathering 2011 all such Lammies will become invalid if they do not have an explicit power rating.

Note: they will not be allowed to be used In-Game or in the Gathering battle and any lammie replacement requests started on the Monday will be processed after the event.

### **20 Point Characters**

As of the start of May 2011, all characters should be 16 points please contact the office if you have not yet been converted and need assistance or help with the conversion.

### **Oathsworn**

The OS "Oathsworn" does not count towards your limit of 12 skills, however the finite amount of space on an LT character card will always constitute an absolute cap on the number of skills that your character has. You may only purchase the Oathsworn skill for one Faction and one Guild.

### **The OS "Immune to Through"**

This grants the person Immunity to the through effect regardless of source.

### **Physician**

Has no effect on a person suffering from Disease, Decay or on a location with a Fatal wound.

### **Faction Wards and Ritual Circle Seals**

No effect or ability including discerns or detections may pass through these barriers unless it specifically states it can.

### **Vapour poisons**

These are Mass effects, and will effect everyone within a 10' range as per the rules for mass effects, they may only be called by a referee. If placed within a magically sealed area they may expand to fill this area at a referee's discretion.

### **Charity and Evaluate Lammies**

Charity Lammies and Evaluate Lammies are no longer available.

### **Enthral**

The description for the Enthral spell has been changed and now reads.

For as long as the caster continues to talk in meaningful sentences (as per a chant), the target will follow them anywhere. Whilst under this effect the target cannot cast any spells or perform any action other than to follow the caster. This effect will be broken if the target takes a wound (not armour damage) or if the caster ceases to speak meaningfully. This effect is a Charm and breaks concentration.

# Lorien Trust Role-Playing

(L.T.R.P.) System

## Consolidated List of Rules 3 Updates and Changes.



Dated 02/08/2011

Lorien Trust

Here is an easy reference list of all the Officially Announced Rules Changes to the Lorien Trust Rules 3 Rules.

---2009---

#### **Faction Moots**

Attending a Lorien Trust Moot will now earn you 10 OSP instead of the listed 5 OSP.

#### **Terror**

We have introduced the following effect:

Name: Terror

Class: Magical Special Effect

The target of this ritual level effect is targeted as if by a Fear spell, but it is not possible to resist it or to be immune to it unless a lammie or loresheet explicitly grants an immunity to or ability to resist Terror.

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#### **Sigils**

While Inactive (not yet cast) they have a power rating of 0, however when active they have a power rating of 1 (note this information will be indicated on the sigil card as well). If the total amount of power you are carrying goes above your current maximum limit to the point where Items stop working the effect will also stop, if the total reduces they will start working again. If you go over your limit to the point where Items would start being destroyed, All active Sigils (and associated effects) will expire (no damage caused), before any thing else.

#### **Scrolls**

All uncast scrolls have a power rating of 0 while being carried (unless they say otherwise). However some powerful scrolls create a Sigil effect when cast. As such they should then be counted as an active Sigil. (see above). It will indicate on the scroll if this is the case.

#### **Alchemy**

Some Special Liquids/ Alchemical Preparations (potions/poisons/oils) may have a power rating above 0. This will be indicated on the front of the Lammie. When consumed or upon use, it will have the power rating indicated on the inside of the Lammie. Please note, all Special Liquids with a power rating above 0 count as an "Active Sigil" for determining if it or its effect stops working, or is destroyed earlier than its normal expiry.

#### **Regeneration (X)**

The user recovers lost wounds at a faster rate, one hit per location is recovered every X time period. Any wound that could be normally recovered using the 'Cure Wound' or 'Heal Wound' effects can be regenerated. If this property is on an item, only wounds taken while wearing the item can be regenerated. If regeneration would recover a hit at exactly the same time as something else happens (e.g. Grace Period ends), the regeneration is considered to happen first. Silver damage can never be regenerated. If any of the damage to a location(LHV) is of a type that can not be regenerated then all damage to that location(LHV) is considered to be of that type for the purposes of regeneration, thus preventing regeneration on that location until that location is restored to full health.

#### **Armour**

If a character has AV from two different sources( e.g. a paladins Armour and chainmail) then both sets of Armour will take damage at the same time if struck.

We are also making a change to Magical Armour (Paladins Armour, Mage Armour etc) limiting its maximum value to 4 via any appropriate Armour boosting methods.

#### **Carrying Items and Power Ratings**

The ability for people to carry items of power in Erdreja has increased slightly.

Only items stop working or are destroyed by the following rule not other powers such as Special creatures, powers or talismanic auras. In addition rare items such as Artefacts and Iconic items are also immune to this destruction, and will not stop working.

If the sum of the Power Rating of all lammies you are carrying exceeds 12 then all items with a Power Rating greater than 0 that you carry will stop working immediately. If you exceed 13 points of power then your magical items (those items with a Power Rating greater than 0) will be Destroyed. Each item will become hot for 10 seconds prior to its destruction, first all potions and sigil effects (these all heat up and are destroyed together), then proceeding through each item starting at the one with the lowest Power Rating. If your Power Rating exceeds 14 points after all magical items on you have been Destroyed, then your torso will be Destroyed by Artefact damage. You may not sneak additional magic items onto another character without there being a ref present and aware of your intentions.

#### **The 'Command <X>' Occupational Skill**

This now includes (and replaces) the Occupational Skill Oathsworn<X>.

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#### **Death and Dying.**

From 1st January 2011 we are changing the rules on what happens when all locations are at-1.

Prior to this date, unless you were under a sanctuary, if all your locations were at -1 your character would immediately die.

The New Rule is as follows:

If all your locations are at -1 you will enter your grace period (if you are not already in one) and if the current time remaining in the grace period is higher than 4 minutes it will immediately drop to 4 minutes.

While all locations are at -1 you may not regenerate damage unless a Loresheet or Lammie specifically states that you may regenerate when at -1 on all locations.

Note: This does not affect normal curative or healing actions, only the Regeneration effect. This rule change does not alter how the Wasting effect works in any way.

#### **Special Creatures and Powers**

From the start of the Spring Moot 2011 all Special Creatures and Special Powers should have an explicit power rating. If you have one of these cards without an explicit power rating on them you may bring your card to Game Control to have it replaced. All Special Creatures/Special Powers without an explicit Power Rating may still be used, however from the start of the Spring Moot they count as Power Rating 6 for all calculations until the card is replaced with its new individual Power Rating. This is to bring Special Creatures and Powers in line with the rest of the power rating system.