

Player's Guide

A Live Action Role Playing Game Set in the Kingdom of Arnesse

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The ELDRITCH Live Action Roleplaying game is a lovingly crafted work of fiction created by John Kozar, Faye Ferguson, and Spencer McGhin, with additional input from, and content created by Megan Durham, Jessica Sills, Chantelle Yeager, Thomas Marshbanks, Galen Hall, and Joe Meyer. Special thanks to Lehanna Allen, Carl Holzbog, and anyone else who ever listened to us prattle on about the project. Thanks to everyone who helped to make this strange dream a reality.

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All art by William Weird, Nadine Jakubowski, Adriana Lippy, Sethron Draigh, Spencer McGhin, Nobo De, Jo, Mikey Strange, and Matt de Carvalho.

Art Direction by Spencer McGhin and John Kozar.

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Welcome to Arnesse…

Eight great houses vie for control amidst a world in ruin after centuries of conflict and war. Ancient institutions scheme amongst the rulership of the land for their own small piece of the empire. This is the world of Eldritch. With this guide, you hold the key to the gates of a world rife with bitter conflict, political turmoil, and mysteries both arcane and unseen. Ancient alliances are broken as quickly as they are forged. Lines are blurred between ally and enemy. Heroes are found in the most unlikely of places. The world is awakening anew. Where will you find your place in this forgotten dream?

Events will take place in an area called the Annwyn ("ah-noon"), a large swath of land that has mysteriously appeared on the west side of Arnesse where there once was a bay. The Annwyn is surrounded by mists, and those who go in have yet to come out. The great houses can't help but desire control of this land, and have begun to send expeditions to explore it. To find out more about the Annwyn, read our prologue to Event 1: The Mists.

Using This Guide

The Eldritch Player's Guide provides the core rules, policies, expectations for events, and character creation process. Through this guide, you should have a thorough understanding of what we expect our players to know, both in- and out-of-game. All players and participants at Eldritch should have some general knowledge of each section of the Player's Guide. There is a lot of information, so here are our suggestions for places to start:

- Code of Conduct
- The Check In System
- Character Creation Guide
- States of Injury (even if you don't plan on participating in combat)
- In-Game Effects

Finally, we know there are a lot of rules to learn in this guide. The rules are meant to guide your experience at Eldritch, promote roleplay, and help you overcome challenges. But we don't want them to come at the cost of players having a good time. Read more about this in the Honor the Spirit of the Rules section of the Code of Conduct.

We strive to make the experience of getting to your first game and every event thereafter as seamless as possible.

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Eldritch Events

Whether you are new to the hobby of LARP or not, we hope to answer all your basic questions and provide you with the information you need to make getting to and playing events as easy as possible.

Eldritch events take place in western Washington State two times per year. The game has a finite story, told over twelve events, with the finale taking place in 2026.

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Code of Conduct

By signing our Liability Waiver prior to playing at one of our events, you are acknowledging that you have read and agreed to our Code of Conduct and Social Contract.

Unless otherwise noted, breaking our Code of Conduct will result in a Warning from Eldritch Staff, but each violation is subject to the discretion of the staff and could instead result in immediate expulsion. A second Warning will always result in expulsion from all current and future Eldritch events.

At events, players are encouraged to report Code of Conduct violations immediately to staff members. Between events, players can report Code of Conduct violations.

Eldritch is restricted to those who are 21 and older.

1. Illegal Activities

No illegal activity, per the laws of Washington State, will ever be tolerated. There is no exception to this, and any such activity will be immediately reported to the proper authorities and result in expulsion from all current and future Eldritch events.

2. Inappropriate Behavior

The Eldritch team is committed to providing players with a safe environment, free of harassment, discrimination, bullying, griefing, and any other types of behavior that create an intimidating, hostile, or offensive atmosphere. These policies extend to the consumption of alcohol while on site. If you are overly intoxicated, you will be asked to exit play until such a time as you have returned to normal function. The following list of examples includes, but is not limited to, behaviors that will not be tolerated:

1. Abusive and/or Disruptive Behavior
2. Bullying
3. Griefing
4. Trolling and/or Baiting
5. Unnecessary Roughness
6. Discrimination
7. Sexual Harassment
8. Blurring the Lines Between Out-of-Play and In-Play
9. Spreading Misinformation Out-of-Play

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3. Alcohol

The possession and consumption of alcohol is permitted at most Eldritch events, subject to the rules of our site rentals. All sections and consequences of the Code of Conduct still apply while under the influence of alcohol. If you are overly intoxicated, you will be asked to exit play until such a time as you have returned to normal function.

4. Metagaming

Metagaming is the advantageous use or application of information by a character that was not learned by the character, but by the player. Intentional or not, the use of this information to gain an advantage is a form of cheating. Much of the content of Eldritch, plot or otherwise, is hidden, thereby making secret information a treasure in and of itself. We encourage you to do your best to not ruin unknown plot or content for other players by egregiously sharing this content. This same concept applies to the secret content of your fellow players.

There is a concept called positive metagaming, and it is the use of in-character information to uplift other player's experiences. This is allowed, but again, only as long as one does not use the meta information for their character's own gain. https://gnomestew.com/constructive-metagaming-in-rpgs/

5. Be Considerate and Respectful to Your Fellow Players

While we encourage conflict and drama within the context of game play, this should never come at the cost of Out-of-Play disenfranchisement or abuse of other members of the player community. All members of the player community should do their part to make sure every other player is having a great time. It is expected that players will check in with each other and be open, honest, and respectful of each other's boundaries. If you are unsure if a fellow player is uncomfortable in an In-Play or Out-of-Play situation, ask them. On the other side of that, if you are uncomfortable in a situation, speak up and let the other player know, or bring it to the attention of an Eldritch team member. We will not tolerate an environment where players are disrespectful to one another.

6. Honor the Spirit of the Rules

While the Eldritch team has worked very hard to ensure that the rules and mechanics of the game cannot be taken advantage of in ways that were not intended, we are aware that it is difficult to find and fix every loophole. As such, we expect that our community will follow the spirit of the rules and mechanics. Players should not attempt to take advantage of a rule in a way that does not fit the intention of the rule.

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Taking advantage of a rule is different than occasionally fudging a rule to help other players have a fun time at our events. You can ignore a rule specifically when it lets you reward an opponent or make the scene cooler for others. Opportunities for ignoring the rules may arise in big, showy fights. i.e.: "That was such a good move, it looked like it should kill me… so even though I have Armor Value points left, I'm gonna fall down." The idea here is that you are rewarding someone for going above and beyond in their roleplay, and you don't want to diminish the effect they were trying to achieve by following a rule to a 'T'.

Players should know that we rarely, if ever, introduce challenges that can't be overcome throughout the course of our events. We give players time and multiple opportunities through roleplay and encounters, but we also account for the fact that there are many skills and abilities available that can overcome the challenges we present. So even if your character can't solve a specific problem, there is likely another character at the event who can, and you should seek them out. If you have exhausted all avenues for solving a problem at an event, and it's giving you a bad time, please find a staff member to help you. We don't want our rules to come at the cost of you having fun.

7. Honor the Hold

The "Hold" is a call that can be made by any player, at any time, when there is a potential serious safety issue. After the call is made, the player may find a staff member to further adjudicate the scene, or they may resume the scene when they decide they are ready to do so. After a player has called "Hold", all other players in the scene must stop what they are doing and honor the Hold. They may not continue the scene while an Eldritch team member is being located and they may not make attempts to coerce or persuade the caller of the Hold to continue the scene before they are ready. It is expected that players will follow the 5th section of the Code of Conduct, Be Considerate and Respectful to Fellow Players, especially during a Hold. If a player abuses the Hold or does not honor the Hold, they will receive a Warning. More than one Warning may lead to expulsion from all current and future Eldritch events and is subject to the Eldritch team discretion.

8. Be Respectful to Staff

The Eldritch team strives to provide a safe environment for the players and that safety should extend to the team itself. The same respect that we ask you to show your fellow players, we ask that you show to us.

If you are banned from the game for any reason you will NOT be entitled to a refund of any monies paid in part or whole to Eldritch Workshop, L.L.C.

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Social Contract

Eldritch is nothing but a product of its community members. As such, all members of the Eldritch player and staff community are expected and required to treat each other with the utmost respect, and consideration for their wellbeing, personal safety, and security. This policy extends to both game play, and out-of-game interactions at Eldritch events, and to treatment of Eldritch staff. The Eldritch Staff will never tolerate or take part in discrimination of any sort, be it based on gender, race, disability, sexual orientation, religion, etc. We fully support anyone who wants to come and be a positive and contributing member of the community.

Eldritch contains themes of political intrigue, horror, and the supernatural for ages 21+. And as a live action role playing game, Eldritch will drop you into situations and encounters that, while completely safe, may at times be too intense or emotionally charged for your taste. It is possible that over the course of play, you may be involved in a scene or encounter to which you may attribute some extreme or negative emotion, or that may evoke personal trauma. And while we want to give players real, emotional, and immersive experiences, it will never come at the cost of someone's personal wellbeing. As such, the Eldritch staff fully supports your right to remove yourself from any situation where you feel unsafe or uncomfortable.

The Check In System

The Check In system refers to a series of hand signals that all Eldritch players are expected to implement and use throughout the course of the event which are intended to manage character interactions. The hand signals allow players and NPCs to check in on each other without interrupting roleplay.

The OK Check In Procedure

1. Player 1 flashes the "OK" symbol — with the thumb and index finger touching in an "o" and the other three fingers extended upward — towards another player and establishes eye contact. This gesture means "Are you okay?"
2. Player 2 responds to the signal with one of three responses:
    a. Thumbs-up, which means "Doing fine, no need for follow-up." Play continues without interruption.
    b. Flat hand, or thumb in the middle, which means "I am not sure; let's pump the brakes." Whatever was happening during the scene should be toned down or changed through roleplay, without negotiating or arguing. Player 2 can also exit the scene, discuss with other players out-of-character, use Fade to Black, or find staff, as necessary.

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c. Thumbs-down, which means "I am not okay." The scene must stop. Players can exit the scene, discuss with other players out-of-character, use Fade to Black, or find staff, as necessary.

A player does not have to be prompted with the "OK" hand sign in order to display a response hand sign. At any point during roleplay, if you see someone giving a thumbs down sign, you should immediately stop roleplay.

The "Oh, mother"

"Oh, mother" is an in-character phrase that signals out-of-character discomfort. It is the same exact mechanic as a flat hand or a thumbs in the middle signal during the OK Check In Procedure, except it is verbal. Players can use either the verbal "Oh, mother" signal or the hand sign at any time during roleplay.

If you hear someone say "Oh, mother", immediately take your foot off the gas and de-escalate the roleplay without arguing or negotiating. Some examples are:

- If someone has hit you too hard in combat, you might say, "Oh mother, you hit hard!"
- You're restrained by some guards and they are physically gripping too tight. You could say, "Oh mother, your grip is like iron!" and they must ease up or let go.
- A person at the tavern might say, "Oh mother, your advances are tiresome," when dealing with an unwanted admirer. This signals to the suitor, and everyone else nearby, that the person saying it is uncomfortable.

When someone uses the "Oh mother" call, it can't be held against them in-game. If someone ignores an "Oh mother", report it to a staff member as soon as possible.

The Hold

If you find yourself in a situation that presents imminent personal danger, the intended course of action would be to call a "Hold," resolve the safety concern, remove yourself from the situation, and/or find a member of staff to further adjudicate. All players are expected to stop what they are doing until the player has removed themselves from the situation or "Game On" has been called out.

To call "Hold", simply yell loudly for all to hear "HOLD". Continue calling "Hold" as necessary until everyone around you stops what they are doing. To exit the Hold, after the safety issue has been resolved, yell "GAME ON".

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The Break

During combat, if you find yourself being aggressively cornered, being struck too quickly, or being struck too hard, you may call out "Break". Your opponent will be required to take three steps back, and then combat can resume. Alternatively, you can use the "Oh, mother" mechanic.

If the behavior persists and it is making you uncomfortable, you may call Hold, Fade to Black, or find a staff member.

The Fade to Black

Using Fade to Black means that you wish to participate in the scene, and accept any resulting consequences, but not participate in role-play. In this situation, simply state, "Fade to Black," and proceed with the scene by verbally describing what happens. Other players are required to respect another player's desire to Fade to Black without negotiating or arguing.

Play to Lift: Give Others a Great Experience

While we encourage conflict and drama within the context of game play, this should never come at the cost of out-of-game disenfranchisement or abuse of other members of the player community. It is the goal of the Eldritch staff to provide every player with a singularly unique, enriching, and personally rewarding live action gaming experience. Required, however, is the mutual cooperation and inclusion of all. To this end, all members of the player community should do their part to make sure every other player is having a great time.

How can you Play to Lift? We couldn't explain it better than Susanne Vejdemo already did on the blog, NordicLarp. https://nordiclarp.org/2018/02/21/play-lift-not-just-lose/

Player versus Player & Player versus Environment

Eldritch is a Player versus Environment (PVE) game with a consensual Player versus Player (PVP) option. Characters will likely succeed best by working in friendly competition, but sometimes storylines lead to conflict or violence between characters. We encourage players to explore all options before choosing the death of another character as a means to an end.

Player versus Player Conflict Resolution

Players must follow the below steps before they choose to have their character enter into conflict with another character. These steps can take place anytime, at Events or between Events. These guidelines are for both **physical conflicts** and **political, emotional, or verbal conflicts**.

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1. The player must first reach out to the other player(s) and initiate an out-of-character discussion. How that discussion goes is largely up to the players involved, but there are some questions that can be asked to help guide the conversation. It is required that all players involved consent to the story.
    a. What is the motivation? What is the story that led to this decision?
    b. How does the other player feel about this? Are they emotionally and mentally prepared for the consequences of the conflict? If the conflict is physical, will there be character death? Remember that character death is consensual, so if any players do not want their characters to die, then there must be a different resolution.
2. If the players cannot come to an agreement on their own, or if for whatever reason one or more players do not wish to speak to the other(s), staff can be asked to step in and arbitrate. This can be done in person at an Event, at which point, a staff member will set up a mediation with the players involved.
3. Once an agreement has been made, the roleplay can take place. If there is any wiggle room in the scenario for players to make impromptu decisions for their characters, then an attempt should be made to define those parts of the scenario ahead of time. Otherwise, the rest of the roleplay should follow what the players agreed to.

Remember that this conflict initiation can happen in any number of ways. If your character wants to start conflict, you should initiate a conversation with the other players involved. And, if you want conflict directed at you by other characters, the same thing applies; tell them! They may not even know that you want that kind of roleplay.

What can you expect from PVE in Eldritch?

We can't guarantee that your character will be safe in every situation. The nature of our setting and story is one of danger and discovery. Players should understand that if they participate in combat or go near combat, they are opting into the risk of character death.

That said, staff participates in consensual gameplay just as much as we expect players to amongst themselves. Our goal is to help you have a fun time, and therefore, if you are not enjoying a particular plot that is aimed at your character, you can and should let us know. At that point, we will work with you to help us understand what isn't fun, and how we can change it to make it fun for you.

At any time, you can use the safety mechanics defined previously (check in procedure, "Oh. mother", Hold, Break, Fade to Black, conflict negotiation) with both NPCs and staff, not just with players.

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Before Your Event

Properly preparing for a LARP event is key to having a great time.

What to Bring

Packing for LARP, in a lot of ways, is similar to packing for a weekend camping trip, except for the addition of your costume! The following are some items you should be sure to pack for your trip to Eldritch events:

1. Your character's costuming, weapons and armor, props, and any room décor you would like to set up in your cabin. You are encouraged to make your sleeping space as immersive for other players as you can, perhaps with LED candles, bits of parchment, dishes, and various other setting-appropriate accoutrements.
2. Toiletries.
3. Bedding. Our sites have mattresses, but they do not have pillows, bedding, or towels.
4. Food and other snacks for your lodgings. We encourage folks to bring snacks for between meals.
5. Extra clothing and warm layers for cold weather. Wool is recommended as a base layer underneath your costuming, especially during the colder months.

Cameras are only allowed at the discretion of Eldritch staff. Please do not bring them unless given explicit permission to do so.

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At the Event

So now that you're all packed up and ready to go, what should you expect when you arrive on site?

Check In

Check in takes place in slightly different locations depending on where we are running our event. There will be signs on site that will point you in the right direction.

During check in, you will:

- Sign our Liability Waiver if you haven't already.
- Subject to change, you may be asked to show proof of COVID vaccination and take a COVID test if you haven't already.
- Get any weapons checked.
- Receive a packet that contains your character's items and resources earned between events.
- Receive any benefits from skills that can't be prepped by staff ahead of time (Retainer benefits, skills that grant random resources, etc.)
- Get a cabin assignment.

What you can't do at check in:

- Make changes to your character sheet.

Opening Ceremonies and Workshops

Games start with a gathering of the players where any relevant information and announcements are given. Every event will begin with workshops that both new and returning players should attend. They will cover many of the concepts provided here in the Player's Guide, as well as logistics information for each event and exercises to help you get into the roleplay mindset.

New Player Module

New players will be taken on an optional module at the start of the game, which will help give exposition on how their character got into the game space. It usually involves a walk in the woods. An announcement will be made during the opening workshops about where and when to meet for the new player module.

NPC or Volunteer Shift

All Eldritch players are required to perform a 2-hour NPC or Volunteer shift. There will be combat, non-

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combat, and kitchen assignments available. This is mandatory and can be a great way to get access to other aspects of the game or plot that you may not have otherwise.

Conclusion of the Event

Players are welcome to finish up any roleplay amongst themselves on the morning the event ends, until around 10 am. A light breakfast will be provided as part of the meal plan.

When the event ends, you must clean up your lodging area according to the instructions provided by our site rental. If you are unsure what you should be cleaning, ask one of the Eldritch staff. It is imperative that we uphold the highest standards of cleanliness, to ensure that we can continue using our sites event after event.

Eldritch staff has a big job cleaning up the costuming, props, and logistics of the event, so we appreciate any help the players can provide after they clean their own lodgings. In-game rewards may be given for helping us.

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Accessibility & Accommodation

Eldritch strives to provide an accessible game experience, with a basis in player agency. We recognize that we cannot anticipate the needs of every individual though. If these policies do not meet your specific needs, please do not hesitate to reach out to staff and we would love to help accommodate you further!

In addition, our accessibility policies are ever evolving and we aim to improve them over time. If you have feedback or suggestions, we are open to them.

Thank you to Grey Stowers and his work on Gothic: Luisant and Chantelle Yeager and her team at Gothic: Age of Ashes for collaborating with us and allowing us to use ideas from their own Accessibility and Accommodation policies.

Sleeping arrangements

You will know where you are sleeping before the event. However, even if a player does not make a cabin selection, we will always ensure that there are enough beds for all of our players.

Unless stated otherwise, sleeping arrangements always have power outlets for CPAP machines or other medical devices.

Safe Hours

Safe hours are from 2am to 8am. During this time, no combat or PVP may take place inside cabins. Staff will not enter player sleeping spaces unprompted unless it is for an out-of-game reason. Players may continue roleplaying amongst themselves in their cabins during this time.

Out-of-Game Sleeping Arrangements

Previously known as the Medical Cabin, Out-of-Game sleeping arrangements are for players who need a permanent, accessible, out-of-game space to sleep and rest in. This cabin remains Out-of-Game for the full duration of the event, unless those sleeping inside the cabin decide that they want to roleplay in-character. These Out-of-Game sleeping arrangements are designed to be spaces where players are free from Player versus Player and Player versus Environment conflicts. Players are very welcome to decorate the space to feel immersive, as long as decorations do not impede movement for other players sharing the space. Signage will be provided to indicate Out-of-Game locations.

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If a player requires out-of-game sleeping with a specific group of people, or the Out-of-Game cabin assigned by staff is full, any cabin can be designated as an Out-of-Game cabin.

Safe Cabin

A cabin or room will be dedicated as a safe, out-of-game space for players to retreat to if they need a quiet moment. It will not be intended as a place to sleep overnight, but rather as a resting space during the event where players can take a break. No combat or roleplay will be allowed in the Safe Cabin. Signage will be provided to indicate the Safe Cabin.

Non-Combat Zone(s)

The tavern and kitchen will be permanent Non-Combat zones at Eldritch. Players are not allowed to participate in combat in these spaces. Staff will not attack players in these spaces, though they will still roleplay with players in them. If players wish to participate in combat of any kind, they will need to fully exit those spaces.

Non-Combatants

Physical combat in Eldritch is opt-out. Players can request to opt-out of physical combat, and they will be given the following:

- An orange, reflective sash to be worn about the torso. This sash is made with linen/cotton blend fabric and sprayed with clear reflective paint.
- Two orange glow sticks to be worn about the wrists at night. These are optional, if the player feels that the reflective sash does not provide enough visibility at night.

Players may choose to put on and take off the sash and glow sticks at any time throughout the event.

Players and staff may never physically attack players that are wearing the sash and/or wrist bands. However, players, NPCs, or non-combatants may still participate in combat with non-combatants in two ways. The first is Fade to Black and negotiating the scene out-of-character using our Player versus Player Conflict guidelines. The second is using the following rock paper scissors game. In both cases, the non-combatant decides which method they want to use.

Rock Paper Scissors

- A player, NPC, or non-combatant approaches a non-combatant and announces an intention to attack. For players attacking another player, it is required that they still follow our PVP rules prior to attacking.
- The attacker verbally indicates where on the body of the non-combatant they are attacking.

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- The attacker and defender play rock paper scissors to determine if the attack lands.
- If the defender wins, the attack misses.
- If the attacker wins, the attack lands. Normal damage rules apply.
- If there is a tie, the attacker and defender play again until there is no longer a tie.
- If the attacker missed, the non-combatant may choose one of the following:
    - Disengage from combat; the attacker may not attack them again for a full minute, though other players and NPCs may attack them.
    - Counterattack; if the non-combatant character has weapon skill(s), they may counterattack. The same rock-paper-scissors game will be played as outlined above, except they will be the attacker.
    - Let their attacker attack again; If the non-combatant character does not have weapon skill(s) but they do not want to disengage for whatever reason, they can let their attacker attempt another attack.
- If the attacker lands their strike, the non-combatant may not disengage, but they can choose to counterattack if they have weapon skill(s).

If a non-combatant and another player engage in PVP, and there is significant trust between the two players, they may instead choose to forgo the rock-paper-scissors battle and perform a gentle theatrical combat scene. This is per our PVP guidelines already, but is 100% the choice of the non-combatant if they want to participate in it.

Disclaimer: This system has not yet been thoroughly tested by the Eldritch team. As such, we reserve the right to make changes to the system in the future.

Roleplaying Injuries

Instead of falling to the ground after being injured or put into the Bleeding or Dying states, players may choose to either take a knee or remain standing with their arms crossed over their chest. They may either stay where they are or walk to the sidelines of battle and await attention from other players. A player does not have to be a non-combatant in order to use these options.

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LARP Concepts

The following is a list of concepts and terminology you may hear the players and staff of Eldritch use. It is important to understand how Eldritch uses these terms, because it may be different from how other LARPs use them.

In-Play vs Out-of-Play

An important concept of LARP is **In-Play** vs **Out-of-Play**, also referred to as In-Character vs Out-of-Character. In-Play refers to any interaction between two characters, not players. This can happen at events, and between events in the form of virtual or text-based roleplay. Out-of-Play refers to any interaction between two players, not characters.

It is important to be explicit about when you are In-Play and when you are Out-of-Play. Everyone is assumed to be In-Play when they are attending an Eldritch event. The "Game On" and "Game Off" times, denoted on our event pages, indicate when players should be In-Play and Out-of-Play.

How to Indicate Out-of-Play at an Event

There are places and ways to denote that you are Out-of-Play while at an event:

- To denote you are Out-of-Play at any time, place a closed fist on your forehead. This is sometimes called "unicorn horning" because it looks like you're holding a unicorn horn to your forehead.
- Eldritch will offer a Safe Cabin for players to retreat to who need a quiet space. This is not a space to sleep in, but to take a break in. It will always be considered Out-of-Play.
- Players can and should separate themselves from others when they go Out-of-Play during an event. It can be what is called "immersion breaking" if players who are trying to be In-Play can hear others who are Out-of-Play.

Metagaming

Metagaming is the use or application of information by a character that was not learned by their character, but by the player. Perhaps the information was gained due to some casual conversation they may have had with another player, or something they accidentally overheard. Or perhaps they learned something while doing an NPC shift that would affect how their actual character would behave. While likely unintentional, the use of this information by the character is a form of cheating, and multiple infractions on the part of a player will result in expulsion from Eldritch events. Again, much of the content of the Eldritch plot or otherwise is hidden, thereby making secret information a treasure in and

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of itself. We encourage you to do your best to not ruin unknown plot or content for other players by egregiously sharing this content.

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Character Guide

Welcome to the beginning of the character creation process! It's not required to memorize all our mechanics, but you should at least familiarize yourself with the following items. Everything else will come to you as you attend our events.

- Understand how the Skills work that you've purchased for your character.
- Understand the currency that you'll encounter at events: Influence, Espionage, and coin.
- Have a general understanding of how the Combat system works, most importantly the Hybrid Hit Location System and the Death and Dying mechanics.
- Know how to roleplay the In-Game Effects.

You are also not required to know all the Eldritch lore, but you will need to decide where your character is from, and you should at least have some knowledge of that region. Everything else can be discovered in-game if you wish!

We recommend you figure out your Archetype and Skills **before** you write your background.

Contents of this Section

- Character Point Progression
- Expectation Setting
- Costuming and Aesthetic Standards
- Archetypes
    - Basic Archetypes
    - Advanced Archetypes
- Choose Your Starting Skills
- Background
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Character Point Progression

Characters will receive an amount of character points (CP) based on the event they started playing Eldritch. At Event 1, characters will start with 4 CP, and proceed per the progression in the chart below. Players earn CP after each event, whether they attended the event or not.

Event	*CP Earned After Event*	*Total Character CP*
I	1	4
II	2	5
III	1	7
IV	2	8
V	2	10
VI	2	12
VII	2	14
VIII	2	16
IX	2	18
X	N/A	20

Expectation Setting

We want to share some of our design intentions around Eldritch, which may affect how you create your character.

- Eldritch events, especially early on, are intended to be low level. Characters start with a small amount of CP, which means you can buy only a couple of skills and your character will be highly specialized.
- This means that story-wise, your characters are not intended to be experts or battle-hardened veterans. That is, unless that is the kind of story you want to tell. Perhaps your character is a war veteran who fell on hard times and lost their ability to fight well.
- The story of Eldritch for your character should be one of growth, as they start from the bottom and work their way up.
- However, if you are creating a new character after a character's death, your new character will start at the same level of Rank and CP as your previous character had, regardless of what basic and/or advanced archetypes you choose.

If you are creating a character at a later stage of Eldritch, you will be able to come into the game with more skills than those who created their characters in Event 1. This means you could potentially craft a story of a more skilled character at the start of their Eldritch journey.

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Costuming and Aesthetic Standards

We strive to immerse our players in every aspect of the game, from the moment they log on to the website, to everything they hear and see while at events. To this end, we have standards for player costuming. Likewise, we as Eldritch staff will ensure we do everything we can to make it feel as though you have truly stepped out of your world and into another. For inspiration and costuming suggestions, please check out our Pinterest board. The link can be found on the footer of our website or on the New Player Journey page. We encourage you to reach out to us with any questions regarding costuming standards.

None of the items below are allowed as part of your character's costume for Eldritch:

- T-shirts, jeans, khakis, or other obviously anachronistic clothing.
- Uncovered modern footwear. All footwear must be setting appropriate or covered such that any modern footwear cannot be seen.
- Any visible anachronistic device such as a watch or otherwise.
- Real weapons or anything that could potentially do real harm to another player.

We also highly encourage you to purchase a scabbard for any sword or weapon for which a scabbard is appropriate, instead of simply securing it in a belt or frog.

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Archetypes

The first step of character creation is to choose a Basic Archetype with your available CP. Any excess CP may be spent on skills, including additional levels of any skill granted by your archetype, and Advanced Archetypes.

Archetypes have the following information associated with them:

- ***Name*** - The name of the archetype.
- ***CP Cost*** - The cost of the archetype in-character points.
- ***Starting Equipment*** - The items your character receives at character creation.
- ***Starting Coin*** - The coin your character receives at character creation.
- ***Retainer Benefit*** - You can be "retained" or "hired" by another character who can have Retainers. The Retainer Benefit is what they get for retaining you. More information on this is in the Retainers section of the Player's Guide.
- ***Salary*** - This is the amount of money paid to you if you are being retained. More information on this is in the Retainers section of the Player's Guide.
- ***Notes*** - These are any special conditions for the archetype, such as prerequisite archetypes, etc.

You will receive a card for your basic archetype and a card for your advanced archetype, if you purchase one. The card(s) will have your character's name on it. They are kept by you until you are retained by another character; at that point, you will give your archetype card(s) to that character. See the segment about Retainers for more information.

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Basic Archetypes

Choose a Basic Archetype for your character. Basic Archetypes represent a background that determines your starting equipment, starting money, and starting skills. When choosing an archetype, it's not important that you choose one that matches your background perfectly, but if you can't get close, there's a catch-all archetype available called Commonfolk.

Name	*CP Cost*	*Starting Equipment*	*Starting Coin*	*Retainer Benefit*	*Salary*	*Starting Skills*	*Notes*
Apothecary	4	2 Apothecary Kits, 4 level 1 apothecary schematics of your choice, and enough resources to craft two schematics	None	8 Common Herbs	3 silver dragons	Alchemy - 1 and Herbalism - 1	None
Artificer	4	2 Artificer Kits, 4 level 1 artificer schematics of your choice, and enough resources to craft two schematics	None	8 Cloth OR 8 Leather	3 silver dragons	Artificer - 1, and Hunting - 1 or Farming - 1	Retained by Cirque only
Blacksmith	4	2 Blacksmith Kits, all level 0 blacksmith schematics, and enough resources to craft two schematics	None	8 Iron Ingots or 8 Leather	3 silver dragons	Blacksmith - 1, and Mining - 1 or Hunting - 1	Retained by Cirque only
Bowyer	4	2 Bowyer Kits or Artificer Kits (or one of each), both Level 1 Bowyer Schematics, 2 Level 1 Artificer Schematics of your choice, and enough resources to craft two schematics	None	8 Refined Wood	3 silver dragons	Artificer 1, Bowyer - 1	Retained by Cirque only (or Innis Noble with applicable skill)
Brigand	2	8d4 silver dragons in gear	20 silver dragons	4d3 silver dragons in wares	3 silver dragons	Income 1 AND Choose 1: 1-Hand	None

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						Weapon 1, 2-Hand Weapon 1, Archer	
Commonfolk	1	20 resources of your choice	20 Silver Dragons	8 Silver Dragons	3 Silver Dragons	1 non-crafting, level 1 general skill	None
Courtier	2	None	None	4 Espionage Points	1 Influence	Gain 1 character point to spend on Espionage - 1, Influential - 1, or Income - 1.	This archetype can only be granted by a Noble, and can take the place of any other archetype. Characters cannot start the game as Courtiers. 10% reduction on all rank increases while retained by a Noble.
Farmer	1	20 Cloth	20 silver dragons	8 Cloth	3 silver dragons	Farming - 1	None
Feller	1	20 Refined Wood	20 silver dragons	8 Refined Wood	3 silver dragons	Woodcutting - 1	None
Gentry	4	None	60 silver dragons	2 Influence	4 silver dragons	Either Academics - 1 or Espionage - 1, and either Income - 1 or Influential - 1	Gentry get a 25% reduction on all rank increases.
Gunsmith	4	2 Gunsmith Kits or Artificer Kits (or one of both), both Level 1 Gunsmith Schematics, 2 Level 1 Artificer schematics, and enough resources to craft two schematic	None	8 Iron Ingots	3 silver dragons	Artificer - 1 and Gunsmith - 1	This archetype can only be retained by Richter nobles with the Pact of Old skill and must be retained by a Richter noble with Pact of Old at every check in.
Herbalist	1	20 Common Herbs	20 silver dragons	8 Common Herbs	3 silver dragons	Herbalism - 1	None

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Hunter	1	20 Leather or Bow and 2 quivers of Arrows and no Starting Coin	20 silver dragons	8 Leather	3 silver dragons	Hunting - 1	None
Merchant	2	None	40 silver dragons	8 Silver Dragons	3 silver dragons	Income - 1 and Gathering - 1	Retained by Cirque only
Miner	1	20 Iron Ingots	20 silver dragons	8 Iron Ingots	3 silver dragons	Mining - 1	None
Physician	2	2 Chirurgeon's Kits	20 silver dragons	2 Influence	4 silver dragons	Diagnose - 1 and Medicine - 1	None
Scholar	2	None	10 silver dragons	2 random Level 1 Lore props	4 silver dragons	Academics - 1 and any Level 1 Lore skill.	For the Scholar Retainer Benefit, if you receive a Lore that you already own, you can redraw.
Soldier	2	None	50 silver dragons (40 spent on weapons/armor)	4d3 silver dragons in wares	3 silver dragons	Choose 2: 1-Hand Weapon 1, 2-Hand Weapon 1, Archer, Tough 1, Shield 1	None
Urchin	1	4 Influence (Espionage chosen) OR 2 Lockpicking Kits (Disable Device chosen)	20 silver dragons	4 Espionage Points	1 Influence	Espionage - 1 or Disable Device - 1	None

Advanced Archetypes

Optionally, and if you have enough CP left at character creation or between events, you may choose an Advanced Archetype in addition to your Basic Archetype. Advanced Archetypes represent guilds, factions, or orders that your character may be part of. If you're not interested in one of those, the Veteran advanced archetype is a catchall for everyone else, with sub categories of skills. All Advanced Archetypes have ranks; you begin at Rank 1 when you purchase the archetype, except for Veterans, which start at Rank 2.

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Auron – The Aurorym

The Aurorym is a new army in the silent and unending struggle for power in Arnesse. They represent a religion built upon the tenets of personal power and inherent strength. Certainly, a frightening notion to any noble of the kingdom. Aurons represent the religious leaders of the Aurorym faith; anyone can follow the faith, but becoming an Auron takes special training and religious aptitude.

Cirque

The Cirque are the economy of Arnesse. Once a traveling band of performers and entertainers, the Cirque and its many gangs hold sway over all trade that takes place throughout the kingdom, from the Everfrost to Tarkath.

Knight

Knights are the specialized martial force for the nobility and high houses of the kingdom. Proficient in all manner of weapons and armor, they are a terrible sight to behold on the field of battle.

Magister – Order of the Apotheca

An ancient order of doctors, alchemists, and scholars. Their sprawling Apotheon in High Court is the oldest institution of higher learning in the kingdom.

Nobility

The nobility of Arnesse and Tian Zhou administrate and rule over their own corners of the kingdom, all of them gears in a machine greased by their own cunning and coffers.

Veteran

Veterans are particularly skilled and trusted members of a community, experts of their chosen path in life. Deft craftspeople, knowledgeable gatherers, wise warriors, and skillful people managers, they are the backbones of their towns and cities. Some may be a bit shady, but they're the best at being shady.

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Vigil

This ancient organization has long stood at the side of the nobility of Arnesse. Consisting almost exclusively of unlanded and untitled nobles, this organization serves as bodyguards, advisors, and lawgivers, often wielding a great deal of power on a lord or lady's behalf.

Name	*CP Cost*	*Retainer Benefit*	*Salary*	*Basic Archetype Prerequisite*	*Starting Skills*	*Notes*
Auron	3	Rank 0: Basic Rank 1: Basic + 1 Influence Rank 2: Basic + 2 Influence Rank 3: Basic + 3 Influence	Rank 0: Basic Rank 1: Basic + 2 silver dragons Rank 2: Basic + 4 silver dragons Rank 3: Basic + 6 silver dragons	Any except for Courtier or Gentry	A level 1 skill in the Auron skill tree.	Basic Archetypes that cost 1 CP pay -15% on all Rank advancement costs.
Cirque	3	Rank 0: Basic Rank 1: Basic + 4 resources Rank 2: Basic + 8 resources Rank 3: Basic + 12 resources	Rank 0: Basic Rank 1: Basic + 2 silver dragons Rank 2: Basic + 4 silver dragons Rank 3: Basic + 6 silver dragons	Any except Courtier or Gentry	A level 1 skill in your Primary Cirque skill tree or Cirque general skills.	Merchant, Blacksmith, Artificer, Bowyer, and Urchin Basic Archetypes pay -15% on all Rank advancement costs.
Knight	3	Rank 0: Basic Rank 1: Basic + 1 Influence Rank 2: Basic + 2 Influence Rank 3: Basic + 3 Influence	Rank 0: Basic Rank 1: Basic + 2 silver dragons Rank 2: Basic + 4 silver dragons Rank 3: Basic + 6 silver dragons	Gentry, Physician, Soldier, or Courtier	A level 1 skill in your Primary Knight skill tree or Knight general skills.	
Magister	3	Rank 0: Basic Rank 1: Basic + 4 resources Rank 2: Basic + 8 resources Rank 3: Basic + 12 resources	Rank 0: Basic Rank 1: Basic + 2 silver dragons	Scholar, Apothecary, Physician, Gentry, or Courtier	A level 1 skill in your Primary Apotheca skill	

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			Rank 2: Basic + 4 silver dragons Rank 3: Basic + 6 silver dragons		tree or Apotheca general skills.	
Noble	6	Rank 0: Basic Rank 1: Basic + 1 Influence OR 4 silver dragons Rank 2: Basic + 2 Influence OR 8 silver dragons Rank 3: Basic + 3 Influence OR 12 silver dragons	Rank 0: Basic Rank 1: Basic + 2 silver dragons Rank 2: Basic + 4 silver dragons Rank 3: Basic + 6 silver dragons	Courtier or Gentry	2 level 1 skills in the General Noble skill tree and 1 from a chosen House skill tree.	
Veteran	1	Rank 2: Basic + 8 resources OR 8 silver dragons Rank 3: Basic + 12 resources OR 12 silver dragons	Rank 2: Basic + 4 silver dragons Rank 3: Basic + 6 silver dragons	Any	A level 1 skill in your Primary Veteran skill tree.	Start at Rank 2 instead of Rank 1. Basic Archetypes that cost 1 or 2 CP pay -10% on all Rank advancement costs.
Vigil	3	Rank 0: Basic Rank 1: Basic + 2 Espionage points Rank 2: Basic + 4 Espionage points Rank 3: Basic + 6 espionage points	Rank 0: Basic Rank 1: Basic + 2 silver dragons Rank 2: Basic + 4 silver dragons Rank 3: Basic + 6 silver dragons	Courtier or Gentry	A level 1 skill in your Primary Vigil skill tree or Vigil general skills.	

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Choose Your Starting Skills

The next step in character creation is to use your leftover CP to purchase skills or additional levels of skills you received with your archetype(s). See the Skills section to see all available skills.

Depending on what event you are creating a new character for, the following limitations on skill levels apply:

- *Before Event 5*:
    - You may purchase up to level 2 of any skill granted as part of your archetype if you meet the prerequisites.
    - You may purchase up to level 1 of any skill not granted as part of your archetype if you meet the prerequisites.
- *Event 5 to Event 6*:
    - You may purchase up to level 2 of any skill if you meet the prerequisites.
- *Event 7 and later*:
    - You may purchase up to level 3 of any skill if you meet the prerequisites.

Crafting skills have additional limitations.

- *Before Event 5*:
    - You may not purchase more than level 1 of any crafting skill at character creation, even if it came with your archetype.
- *Event 5 to Event 6*:
    - You may not purchase more than level 2 of any crafting skill at character creation.
- *Event 7 and later*:
    - You may purchase any level of a crafting skill at character creation.

The reason why we do this for Crafting skills is because we do not intend to release level 2 and level 3 crafting schematics until around those events, respectively. If you purchase higher levels of crafting skills before those events, you won't be able to craft anything at those levels because the schematics will not be accessible.

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Background

The final step of character creation is to write your character background! The world of Eldritch is one with a rich history that spans thousands of years, and is rife with war, triumphs, tragedies, betrayal, magic, and mystery.

Character Background Template

Please submit a background for your character.

Leveling Up

As mentioned previously, characters earn CP every event, whether they attend events or not. You may spend that CP on skills and entry into an advanced archetype if you did not purchase one at character creation.

You can purchase as many levels of a skill you can afford, except for in the following case(s):

For **Crafting skills** in particular:

- You may purchase level 2 of a crafting skill starting at Event 5. This means you would purchase the skill level between Event 4 and Event 5.
- You may purchase level 3 of a crafting skill starting at Event 7. This means you would purchase the skill level between Event 6 and Event 7.

The reason why we do this is because we do not intend to release level 2 and level 3 crafting schematics until around those events, respectively. If you purchase higher levels of crafting skills before those events, you won't be able to craft anything at those levels because the schematics will not be accessible.

We highly encourage you to **roleplay learning and teaching** at Eldritch events. Instead of simply purchasing the next level of any skill, perhaps you try to find another character who has a higher level than you to teach you during an event. If there are no other characters with a higher level, perhaps you could hold a symposium or a scene where you discuss with other characters seeking to level up how to get better at your chosen skill(s).

Rank Advancement

When you purchase an advanced archetype, whether at character creation or otherwise, you start at Rank 1. You may increase your rank once per event.

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Rank advancement costs Influence. Influence can be acquired in different ways, such as through specific skills or via plot at events. See the Skills section for more information about Influence. There are some skills that change the cost of rank advancement by a percentage. When calculating what the new cost will be, use true rounding (i.e. 1.4 and below rounds to 1, 1.5 and above rounds to 2). When you're ready to advance, turn your Influence into staff at an event.InfluenceSkills Influence

Rank	*Cost*	*Benefit*
0	Archetype CP cost	One free level 1 Advanced Archetype skill in primary or general tree and access to all Rank 0 archetype skills
1	12 Influence	Access to all Rank 1 archetype skills
2	16 Influence	Access to all Rank 2 archetype & signature skills
3	20 Influence	Access to all Rank 3 archetype skills

Character Rewrites

After going through the character approval process and receiving an approved character, you will have two events to make any adjustments to your character.

A rewrite can entail background changes and/or skill changes. Preferably, you are not completely changing the character's concept, but making tweaks to make it more fun for you to play.

We are here to enable your fun.

General Interactions

The following interactions do not require a skill or mechanic to represent them in-game. They can be performed by any character.

All character interactions should utilize the check in system and the Player versus Player conflict resolution guidelines defined in our Social Contract section of the Player's Guide.

Theft

Characters may steal tags that represent an item that belongs to another character, and coin. Players may not steal physical props. Please do not steal items from out-of-play spaces, such as shared bathrooms. The following items at Eldritch are **not** stealable or lootable.

- Influence

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- Espionage
- Lockpicking Decks (Lockpicking Kits are stealable, though)
- Lock item tags that are on or next to something they are locking (for example, a lock item tag laying on a chest or next to a door)
- Signed Lores
- Signed Schematics
- Construction Blueprints

To prevent other players from rifling through your personal items, you may designate a container in your lodgings as "out-of-play" by noting it on the container or wrapping the container with an orange band. During your NPC shift, you may store any costuming or equipped items in the logistics area, with Eldritch staff.

Searching

A character may search another dead or otherwise incapacitated NPC or character by miming a searching motion on a three count. No physical contact should be made unless permission is given by that person beforehand. Items and plot related content will be found if they are present. See the Theft section above to find out what items are considered not stealable or lootable.

Please note that you cannot loot weapons, armor, or equipment from NPCs unless they are represented by an item tag. If the NPC has no item tags on them, then you would consider their equipment to be broken beyond repair or junk. Eldritch NPCs more often than not won't have lootable equipment on them; players should look to Crafters and the Cirque to get the majority of the equipment they need.

Sneaking

Sneaking in Eldritch is WYSIWYG (what you see is what you get). Any player may attempt to sneak to the best of their ability.

Carrying Other Characters

In certain situations, it may be necessary to carry the body of another character. In these situations, you may simulate this action by wrapping the arm of the other character over your shoulder and walking slowly with them to the desired location. If either player does not want to be involved in physical roleplay, you may instead walk slowly together side by side. You may only carry one character at a time in this way.

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Binding & Restraints

If you wish to physically bind another character or NPC, you may only do so with their out-of-character permission, or you may invoke the Fade to Black. If using a rope, you must loosely bind them such that they can remove the rope themselves if necessary. If you are bound and left unattended for more than an hour, you may remove and escape your bindings both in- and out-of-character. It is recommended to use the plastic manacles that are popular Halloween props. These are both aesthetically correct and are easy to remove.

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Interactive Events

Interactive Events are like mini-games at Eldritch events. Any character may interact with them. These Interactive Events are opportunities for players to shape the world and the story the way their character or faction might want it to be shaped.

Settlement Events

Part of the fun of Eldritch will be exploring the Annwyn and finding new things. Settlement Events are designed for players to expand the usable game space via the exploration and 'unlocking' of new areas. Generally, Settlement Events will be offered throughout the natural course of the campaign as encounters or as components of plots, though some may have additional requirements to be unlocked. Newly discovered and unlocked areas generally provide a bonus to a single player or to the whole game and should be claimed by one of the represented Noble houses. Settled lands may unlock new lands to settle, player modules, objects or items, and/or more Interactive Events.

If a Settlement Event has a requirement that needs to be met to be unlocked, it will generally be a cost in resources, coin, Influence, Espionage, or even items. There may also be roleplay requirements.

Construction Projects

Players will find Blueprints at events that allow the construction of simulated areas to add in-game benefits for one, many, or all players in the game space. When the characters arrive in the Annwyn, not all of what they need to be successful and achieve their goals will be available. Some example Construction Projects are:

- ***Housing*** | Provides a Refresh for the entire game at midnight on Friday.
- ***The Forge*** | Allows Blacksmiths to craft, as well as repair items without a patch kit.
- ***The Marketplace*** | Allows the owner of the Market to purchase up to 50 resources per event at a cost of 6 copper dragons each.

Some Construction Projects have a single owner that reaps the benefit of the building. Building ownership can be transferred, and we encourage you to utilize your skills, roleplay, and the economy (resources, coin, Influence, and Espionage) if you are interested in purchasing a building from another character.

Construction Projects will almost always require both an amount of money and a number of resources to construct. Once a Blueprint has been found, anyone can turn in the required cost and construct the

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building during the event. The cost can be turned into staff at the event. In most cases, benefits will begin the following event. However, buildings that provide access to crafting and Refreshes will begin providing benefits immediately once they are built. Players are encouraged to coordinate with each other, especially on projects that benefit the entire game space.

Decisive Moments

Decisive Moments are meant to reflect conflicts between factions and people that don't necessarily involve violence or combat. Decisive Moments will play out over several events. It will often involve plot or roleplaying with NPCs who present themselves at events and share one of the 'sides' of the Decisive Moment. This represents a choice that players can make.

Once all of the sides of the Moment have been presented, boxes will be made available (usually in a common space, like the Tavern or Logistics) for players to vote. Players vote for Decisive Moments with Influence and Espionage, and can vote for as many sides as they desire using as much Influence and Espionage as they wish. The voting boxes will typically be left out until the end of each event. Influence counts for one positive point towards a choice, and 2 Espionage counts for one negative point towards a choice. Tallies can go below zero.

After each event, staff will count the totals for each choice. The ongoing story will be adjusted based on the outcome. These changes may or may not be announced, and will be discoverable at events through roleplay with NPCs and participation in the story.

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Skills

Skills fall under three main types: General, Martial, and Advanced Archetype.

Contents of this Section

- General Skills

  Selected Skills that need further details:
  - Academics and Lore
  - Crafting
  - Diagnose
  - Disable Device a.k.a Lockpicking
  - Espionage
  - Gathering Skills
  - Influence
  - Medicine
  - Perception
  - Tracking
- Martial Skills
  - Armor Value
  - Refreshes
  - Active Martial Skills
- Advanced Archetype Skills
  - Retainers
  - Aurons
  - Cirque
  - Knights
  - Magisters
  - Nobility
  - Veterans
  - Vigil

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Notes for All Skills

Rounding

Unless otherwise noted, all skills that grant discounts or reductions use **true rounding** (i.e. 1.4 and below rounds to 1, 1.5 and above rounds to 2).

Stacking Reductions

Unless otherwise noted, if skills that grant percentage reductions can be stacked (i.e. they do not explicitly say they can't be stacked), they are applied successively, not by adding them together. For example, The Infirmary (a building in game) grants a 50% reduction in time of healing roleplay, and the Mercy Knight skill, Banner of Mercy, grants a 25% reduction in time for healing roleplay. These reductions are applied successively to the total. So if a skill normally takes 20 minutes of roleplay to complete, you would first apply the 50% discount (10 minutes), then apply the 25% discount to 10 minutes (2.5 minutes), allowing the roleplay to only take 7.5 minutes.

General Skills

General Skills can be purchased by any Eldritch character. They represent your character's ability to do or know a thing. Purchasing limitations on skills can be found in the Choose your Skills and Leveling Up sections of the Player's Guide. The following are the General Skills. You can find descriptions of selected General Skills after the table.

Name	***Description***	***Prerequisite***	***CP Cost***
Academics - 1	Academics 1 - Academics represents your ability to pour through tomes and elicit information from texts. Can read and write. Access lore noted as level 1 as long as you have signed a syllabus in the relevant subject(s) and meet any other requirements on the lore prop. See additional details on Academics and Lore.	None	1
Academics - 2	Academics 2 - Access lore noted as level 2, as long as you have leveled the relevant lore skill(s) to 2 *and* meet any other	Academics - 1	2

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	requirements on the lore prop. See additional details on leveling lore skills.		
Academics - 3	Academics 3 - Access lore noted as level 3, as long as you have leveled relevant lore skill(s) to 3 *and* meet any other requirements on the lore prop. See additional details on leveling lore skills.	Academics - 2	2
Alchemy - 1	(Crafting) Can use level 1 schematics to create alchemy substances. See additional details about crafting.	None	3
Alchemy - 2	Can use level 2 schematics to create alchemy substances. Gain one level 2 schematic of your choice at the next Check In after purchasing this skill.	Alchemy - 1	3
Alchemy - 3	Can use level 3 schematics to create alchemy substances. Gain one level 3 schematic of your choice at the next Check In after purchasing this skill.	Alchemy - 2	3
Artificer - 1	(Crafting) Can use level 1 schematics to create artificer goods. See additional details about crafting.	None	3
Artificer - 2	Can use level 2 schematics to create artificer goods. Gain one level 2 schematic of your choice at the next Check In after purchasing this skill.	Artificer - 1	3
Artificer - 3	Can use level 3 schematics to create artificer goods. Gain one level 3 schematic of your choice at the next Check In after purchasing this skill.	Artificer - 2	3
Blacksmith - 1	(Crafting) Can repair all weapons and armor. Can use level 1 schematics to create Blacksmith goods. See additional details about crafting.	None	3
Blacksmith - 2	Can use level 2 schematics to create Blacksmith goods. Gain one level 2 schematic of your choice at the next Check In after purchasing this skill.	Blacksmith - 1	3
Blacksmith - 3	Can use level 3 schematics to create Blacksmith goods. Gain one level 3 schematic of your choice at the next Check In after purchasing this skill.	Blacksmith - 2	3
Bowyer - 1	(Crafting) Can make bows and arrows, and repair bows. May acquire the Arrows schematic or the Bow schematic. See additional details about crafting.	Artificer - 1	1

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Bowyer - 2	Can make improved bows. The schematic for improved bows will be provided upon purchasing this skill.	Artificer - 2 and Bowyer - 1	1
Bowyer - 3	Can make masterwork bows. The schematic for masterwork bows will be provided upon purchasing this skill.	Bowyer - 2	1
Diagnose - 1	Determine whether another character is poisoned or diseased and access the information on a corresponding poison or disease card. Allows you to diagnose level one diseases and poisons. See additional details.	None	1
Diagnose - 2	Diagnose level 2 diseases and poisons.	Diagnose - 1	1
Diagnose - 3	Diagnose level 3 diseases and poisons.	Diagnose - 2	1
Disable Device - 1	Allows the character to pick locks by using a lock-picking set. When drawing from a lock-picking deck, the character can use any letter in the Level 1 row. See additional details.	Lockpicking kit	1
Disable Device - 2	When drawing from a lockpicking deck, the character can use any letters in the Level 1 and 2 rows.	Disable Device - 1	2
Disable Device - 3	When drawing from a lockpicking deck, the character can use any letters in the Level 1, 2, and 3 rows.	Disable Device - 2	2
Espionage - 1	Gain 2 Espionage points per event at check in. See additional details.	None	1
Espionage - 2	Gain 4 Espionage points per event at check in.	Espionage - 1	1
Espionage - 3	Gain 6 Espionage points per event at check in.	Espionage - 2	1
Farming - 1	Gain 4 Cloth per event at check in. Access Farming nodes at events. See additional details.	None	1
Farming - 2	Gain 12 Cloth per event at check in. Access more resources from Farming nodes at events	Farming - 1	2
Farming - 3	Gain 20 Cloth per event at check in. Access more resources from Farming nodes at events	Farming - 2	2

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Gathering - 1	Gain 4 random resources per event at check in. Access Gathering nodes at events. See additional details.	None	1
Gathering - 2	Gain 12 random resources per event. Access more resources from Gathering nodes at events.	Gathering - 1	2
Gathering - 3	Gain 20 random resources per event at check in. Access more resources from Gathering nodes at events.	Gathering - 2	2
Gunsmith - 1	(Crafting) Can make ammunition and repair firearms. The schematic for bullets will be provided upon purchasing this skill. See additional details about crafting. Your background should indicate a connection to House Richter, because they control knowledge of gunsmithing.	Artificer - 1 and Dusklander background	1
Gunsmith - 2	Can make pistols. The schematic for pistols will be provided upon purchasing this skill.	Blacksmith - 1 and Gunsmith - 1	1
Gunsmith - 3	Can make masterwork pistols and rifles. The schematic for both will be provided upon purchasing this skill.	Gunsmith - 2	1
Herbalism - 1	Gain 4 random apothecary reagents per event at check in. Access Herbalism nodes at events. See additional details. You can pull reagents from the level 1 reagents box.	None	1
Herbalism - 2	Gain 12 random apothecary reagents per event at check in. You may now pull reagents from the level 1 and level 2 reagents boxes. You can choose which box to pull from for each of your 12 reagents. Access more resources from Herbalism nodes at events.	Herbalism - 1	2
Herbalism - 3	Gain 20 random apothecary reagents per event at check in. You may now pull reagents from the level 1, level 2, and level 3 reagents boxes. You can choose which box to pull from for each of your 20 reagents. Access more resources from Herbalism nodes at events.	Herbalism - 2	2
Hunting - 1	Gain 4 leather per event at check in. Access Hunting nodes at events. See additional details.	None	1

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Hunting - 2	Gain 12 leather per event at check in. Access more resources from Hunting nodes at events.	Hunting - 1	2
Hunting - 3	Gain 20 leather per event at check in. Access more resources from Hunting nodes at events.	Hunting - 2	2
Income - 1	Gain 4 silver dragons per event at check in.	None	1
Income - 2	Gain 12 silver dragons per event at check in.	Income - 1	2
Income - 3	Gain 20 silver dragons per event at check in.	Income - 2	2
Influential - 1	Gain 1 Influence per event at check in. See additional details.	None	1
Influential - 2	Gain 3 Influence per event at check in.	Influential - 1	2
Influential - 3	Gain 5 Influence per event at check in.	Influential - 2	2
Medicine - 1	Halt a player's bleeding count and after 10 minutes of roleplay, restore a player from the Bleeding condition to the Wounded condition. This count must go uninterrupted or the bleeding count will start again. See additional details.	None	1
Medicine - 2	Halt a player's bleeding count and after 8 minutes of uninterrupted roleplay, restore a player from the Bleeding condition to the Wounded condition.	Medicine - 1	2
Medicine - 3	Halt a player's bleeding count and after 6 minutes of uninterrupted roleplay, restore a player from the Bleeding condition to the Wounded condition.	Medicine - 2	2
Mining - 1	Gain 4 iron ingots per event at check in. Access Mining nodes at events. See additional details.	None	1
Mining - 2	Gain 12 iron ingots per event at check in. Access more resources from Mining nodes at events.	Mining - 1	2

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Mining - 3	Gain 20 iron ingots per event at check in. Access more resources from mining nodes at events.	Mining - 2	2
Perception - 1	Gain specific information on an in-game space labeled with Perception 1. Information will be represented as business card sized tags or letter sized documents. See additional details.	None	1
Perception - 2	Gain access to information gated by Perception 2.	Perception - 1	2
Perception - 3	Gain access to information gated by Perception 3.	Perception - 2	2
Tracking - 1	Determine the direction a being or object was moving overland labeled with Tracking 1. Information will be represented by stakes with colored tape or business card sized tags. See additional details.	None	1
Tracking - 2	Track trails labeled with Tracking 2.	Tracking - 1	2
Tracking - 3	Track trails labeled with Tracking 3.	Tracking - 2	2
Woodcutting - 1	Gain 4 refined wood per event at check in. Access Woodcutting nodes at events. See additional details.	None	1
Woodcutting - 2	Gain 12 refined wood per event at check in. Access additional resources from Woodcutting nodes at events.	Woodcutting - 1	2
Woodcutting - 3	Gain 20 refined wood per event at check in. Access even more additional resources from Woodcutting nodes at events.	Woodcutting - 2	2

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Academics and Lore

The Academics and Lore skills work hand in hand to represent a character's level of expertise or knowledge in certain subjects. Lores are in-game props that have a title, a type, a level (1 through 3), and some amount of prerequisites required to open the lore prop and access the contents. Your character must have all the prerequisites listed on the front of the lore prop to open the seal and/or read the information contained inside.

Your character's level of the Academics skill must meet or exceed the level of the lore prop. For example, if the lore type and level is Religion – 2, your character must have Academics - 2, in addition to any other listed prerequisites, to open and/or access the information inside the lore prop.

The lore levels are:

- ***Level 1*** - Basic information on a subject, known to most educated people.
- ***Level 2*** - Rare or more detailed information that may require some amount of study.
- ***Level 3*** - Very rare information that few have access to or is hard to come by.

The lore skills are:

- ***History 1 - 3*** | Information about Arnesse's past, be it locations, people, or events.
- ***Religion 1 - 3*** | Information about the faiths of Arnesse.
- ***Languages 1 - 3*** | Information about the languages, grammar, and related arts of Arnesse. Note that the primary language spoken in the kingdom is the common tongue, which a player must have Academics 1 to read.
- ***The Vale 1 - 3*** | The lore of the Vale is any information that pertains to geography, demographics, social customs, or current events of the day.
- ***The Welkin 1 - 3*** | The lore of the Welkin is any information about the otherworldly realms and their denizens beyond the Vale.
- ***Mythology 1 - 3*** | Mythology is the stories and lore of the ancient past. It is more tales than history, but those tales can and do often contain a grain of truth. Mythology can contain lore about heroes, items, places, or even entire civilizations.
- ***Metaphysics 1 - 3*** | Metaphysics is the lore of the "eldritch"; the strange and unusual phenomena that manifests in the present day. It is beyond that which is understood by science; the unexplained, the occult, and the seemingly magical.

Once you've opened a lore prop, you will find a write-up on some aspect of the Eldritch world. Lore props are also used to acquire additional levels in a lore skill. In addition to providing unique knowledge about the game world, you'll need more lores to purchase levels in other lore skills.

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Lore Skills

Lore skills are gained by finding or buying lore props at events. To learn the first level in a lore, your character must acquire a type of lore called a Syllabus for that lore type. There is no CP cost for the lore skill when you find a Syllabus.

One syllabus will grant the first level of that lore. Levels two and three of a lore skill can be acquired by lore props which must be redeemed, per the table below. For example, History - 2 can be purchased for six History - 1 lore props. (Note: You cannot use duplicate lore props to level up. For instance, Leveling up to History - 2 would require six unique History - 1 lore props.) Your character can then open and read any lore prop that requires History - 2 as a prerequisite, in addition to any other listed requirements.

After you submit lores to staff to level up in a lore skill, sign your name or character name on the lores that you submitted so that they cannot be reused. You get to keep the lores. Lores signed for leveling up cannot be stolen.

You can use the following statement to help you interpret the table: "In order to get <lore skill and level>, I need <# lore props> from lore props of <lore prop level>."

Lore Skill	***# Lore Props***	***Lore Prop Level***
Metaphysics – 1	Lore Syllabus	Lore Syllabus
Metaphysics – 2	6	1
Metaphysics – 3	9	2

Crafting

Crafting at Eldritch requires three things: a **crafting kit**, a **schematic**, and **resources**.

Crafting kits represent the accoutrement of your crafting skill. They are a catch all for tools and single use items that get worn down or used up while your character is crafting items. Each crafting kit has **ten uses**, represented by ten checkboxes on the item tag. Once it is used up, it is destroyed and another one must be found or purchased. Crafting kits can be created by Artificers. The kits are:

- Apothecary Kit - used by alchemists
- Artificer Kit - used by artificers
- Blacksmith Kit - used by blacksmiths
- Bowyer Kit - used by bowyers

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- Gunsmith Kit - used by gunsmiths
- Chirurgeon's Kit (not for crafting, but for Medicine) - used by those with healing abilities
- Lockpicking Kit (not for crafting, but for Disable Device) - used by those with the Disable Device skill

Resources are found by those with Gathering skills. They can also be purchased through Cirque merchants and found on modules at events.

Schematics are documents that represent knowledge of how to craft an item. Some Archetypes receive schematics as part of their Starting Equipment, and purchasing additional levels of a crafting skill grants you one schematic that matches that level. Additional schematics must be found or purchased at events.

If you want to claim a schematic for your character, simply sign your character's name on the schematic. Once it is signed, the schematic cannot be stolen or traded. It is considered knowledge that your character knows.

Schematics will tell you:

- The crafting skill and level required to produce the item
- The mechanical benefits of the item
- The required prop to physically represent the item, if applicable
- The number and type of resources required to produce the item

How to Craft

Crafting stations will be set up at events in the Tavern. Crafting stations are considered Construction Projects and they must be built before you can craft. Once built, they are permanent and will be present at every event. You must use the crafting stations to use your crafting skill(s).

- The Alchemy Lab allows alchemists to craft.
- The Forge allows blacksmiths to craft.
- The Artificer's Bench allows artificers, bowyers, and gunsmiths to craft.

Crafting stations are self-serve. Item tag totes will be present at the crafting stations. To craft, you must have a crafting kit, a schematic, and the required resources for the schematic. Sort the resources you are using into the resources tote, retrieve the item you created from the corresponding craft tote (Blacksmith, Artificer, or Alchemy), and mark off a use of your crafting kit.

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Alchemy

Once you purchase the Alchemy skill, you will receive an Alchemy Cipher. This will have a list of all level 1 potion names, a brief description of them, and a code that represents them.

For items created with alchemy, there are stickers that match every potion. The sticker has a code on it that matches the code on your Alchemy Cipher. After crafting a potion, take its corresponding sticker and place it on the potion's item card so that it covers the name and description of the potion. This is to represent that only alchemists should be able to determine what a potion is by looking at the bottle.

All Alchemy recipes yield 2 potions, except Distilled Spirits which yields 10. Instead of taking 10 individual Distilled Spirit cards after crafting it, you may take a Kit Use sticker from one of the other crafting totes (Artificer, Blacksmith, etc.) and place it on a single Distilled Spirits card to represent 10 Distilled Spirits.

If you create Poisons and want to deliver them to characters or NPCs, see more details in the Delivering Poisons section of the Player's Guide.

Artificer, Bowyer, and Gunsmith

Some items you can craft have uses, such as crafting kits, arrows, and bullets. After crafting such items, take a "use" sticker from the item tag tote and place it on the back of your new item card. The use stickers have ten checkboxes on them that represent ten uses of whatever item it is applied to.

If your skill says that you can repair items, you can do so at an Artificer's Bench without a use of your crafting kit. But you must roleplay repairing an item for five to ten minutes.

Blacksmith

Some items you can craft have uses, such patch kits. After crafting such items, take a "use" sticker from the item tag tote and place it on the back of your new item card. The use stickers have ten checkboxes on them that represent ten uses of whatever item it is applied to.

In addition to crafting, you can repair weapons and armor. You can do so at a Forge without a use of your crafting kit, but you must roleplay repairing an item for five to ten minutes.

Patch Kits allow anyone, even non-Blacksmiths, to repair weapons and armor away from a forge, such

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as on the battlefield.

Diagnose

Diagnose allows the character to determine the poison or disease that afflicts another character. Players who purchase the Diagnose skill will receive a Diagnose Cipher that contains a list of codes that are associated with the poisons and diseases in-game. The list will indicate the coded key for the poison or disease, its name, how long the affliction lasts, how to cure it, and to how many it will spread, in the case of diseases (virulency rating).

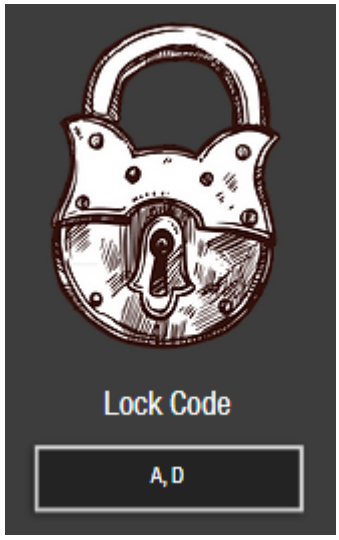
A poisoned or diseased character will have a card on them that contains a code and explains what symptoms they are experiencing. The player with the Diagnose skill can look at the card and match the code to a poison or disease they have on their cipher. They can tell the afflicted character as little or as much about the poison or disease as they want to.

Disable Device a.k.a Lockpicking

Disable Device allows a player to lockpick locks at Eldritch. After purchasing this skill, you will receive a lockpicking deck, which is a series of cards that have letters on them. This deck is not lootable or tradeable. To use your deck, you must also have a **Lockpicking Kit**, which is an item tag; this CAN be looted or traded. You will be given one Lockpicking Kit after purchasing the Disable Device skill. Each Lockpicking Kit has ten uses. Each time you draw a lockpick card from your deck, you utilize one use of your kit. Additional kits must be purchased or found in-game.

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Locks at Eldritch are represented by item tags. The Lock item tags have letters on them. After successfully picking a lock, it cannot not be looted. Think of the lock as attached to the object it locked in some way. Leave the lock item tag face down next to or on the object that it previously locked to signify that it has been lockpicked.

The owner of the lock may continue to use it by "relocking" whatever object had been unlocked. Locks that are on or next to a lockable object cannot be stolen. Locks that are not on or next to an object that can be locked can be stolen (for example, a lock item tag sitting on a table, unattended, can be stolen).

How to Lockpick

To pick a lock, first start by shuffling your lockpicking deck. Draw a card. You have access to the letters on the card up to the level of your Disable Device skill. If a letter on your lockpick card matches a letter on the lock, it is considered a success. You must keep drawing lockpick cards until you have matched all letters on the lock. You do not have to reshuffle between draws. Only one lockpick card may be used to match one letter on the lock. For example, if a lock has two letters, you must draw a minimum of two lockpicks to unlock it.

A reminder that every draw from your lockpicking deck represents one use of your Lockpicking Kit. If

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you run out of cards, you may reshuffle and continue drawing, as long as you have uses left of your Lockpicking Kit.

Espionage

The Espionage skill allows a character to become an information broker, dealing and trading in the secrets of the realm. Levels of the Espionage skill grant the player a given number of Espionage points. Espionage is not lootable, but it can be traded. If you find Espionage lying around at events, please turn it in to staff.

Espionage points can be used on the following activities in the game:

Rumors

You can use Espionage points at check-in to draw from a rumors box. Rumors contain information that is relevant to planned content at the event. Level 1 rumors cost 1 Espionage, Level 2 rumors cost 2 Espionage, and Level 3 rumors cost 3 Espionage. The levels correspond to the quality of the rumors.

Counterintelligence in Decisive Moments

Espionage can be put into Decisive Moments boxes at events and it will negate 1 Influence for every 2 Espionage points that are placed in it.

Information Gathering

Players can spend 6 Espionage at events to ask a question about the game or a module. The question can be about the world, a plot, or even to gain a little insight or advice that may allow them to get a certain edge in a situation. For modules, it may reveal the number and type of creatures on the module or a bit about the challenges that the players might face.

Pay for Settlement Events

Some modules and events may require Espionage to unlock or access; these are called Settlement Events. This must be paid in advance of the module or event.

Gathering Skills

Gathering skills are the following:

- Farming
- Gathering
- Herbalism
- Hunting

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- Mining
- Woodcutting

If you have a gathering skill, you will receive resources according to your level in the skill at check in. You will also be able to access "nodes" during events that are labeled with gathering skills. The instructions for those nodes will always be on the nodes themselves; see the "What are Gathering Nodes?" section below for more details.

Players with Herbalism will receive a list of herbs and their descriptions per level of Herbalism purchased.

Resources at Eldritch are lootable and tradeable. They are:

- *Cloth* | Gathered by Farming
- *Herbs* | Gathered by Herbalism; also referred to as Apothecary Reagents
- *Leather* | Gathered by Hunting
- *Iron Ingots* | Gathered by Mining
- *Refined Wood* | Gathered by Woodcutting

What are Gathering Nodes?

Along with the resources you gain from your skill(s) at check in, you can access Gathering Nodes in person around the site during events. This was introduced at Eldritch as a way to give gatherers something interesting to do at events.

Nodes are represented by a plastic zip top bag. They contain a slip of paper that explains exactly how you can access the node and take resources from it. They are placed around the site within a specific boundary; sometimes they are easily spotted and sometimes they are behind Tracking trails, so bring a friend who knows how to track! If you take any gathering skill, you will be given a map in your player packet at check in that shows the boundary within which the nodes can be found. If you need to see this map again, a copy of it always exists in the leather-bound tome of rules that can be found inside the Tavern during events.

The slips of paper explain the following: you must have the listed skill to take from the node, and you must have a specific level of the skill to take a corresponding amount of resources from the node. For example, if you only have the Gathering skill and you find a Woodcutting node, you **cannot** take anything from the node because you don't have the Woodcutting skill. But if you find a node specifically for the Gathering skill, then you can take resources from that node. If you had the Gathering skill **and** the Woodcutting skill, then you could take from both nodes.

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What are resources used for?

- *Crafting items* | All items in Eldritch are crafted with resources.
    - If you don't have a crafting skill, only gathering skill(s), then you can sell or give your resources to other characters. Some characters use resources to pay their taxes as well. There may be NPC merchants who arrive in game that you can sell your resources to, but there is no guarantee they will be around all the time.
- *Construction Projects* | Buildings can be constructed at Eldritch with Blueprints. These blueprints require resources to complete. Once constructed, the building will deliver either a game-wide benefit that all players in the game can utilize OR that building will be owned by a specific player.
- *Settlement Events* | Some modules or events require resources to unlock. This must be paid in advance of the module or event being made available.

Influence

Any character can use and trade Influence, but the Influential skill allows a character to gain Influence regularly. It means that that character has become a notable member of the community, dealing and trading in power and favors. Levels of the Influential skill grant the player a given number of Influence points at check in. Influence is not lootable, but it can be traded. If you find Influence lying around at events, please turn it in to staff. Influence coins are white poker chips with a crown on them.

When exchanging influence with another player, good terminology to use would be: "Would you aid me with some of your influence?" or "Could you perhaps grant me some favor?". Players are free to show the coins to the players involved so they can see how much they have or they are offering. Players who are requesting Influence can say a number or, more preferably, make a hand gesture or write down a value.

Influence can be used on the following activities in the game:

Archetype Rank

Characters must spend Influence to rank up in their Advanced Archetype. The amount of Influence that is required varies and increases as one goes up in rank. Advancement can be found in the Character Guide section.

Bribes & Favors

Influence can be used to bribe NPCs, change the course of a plot, or get something desired out of an NPC. Influence is a player's way to change or alter the story. There is not a specific amount that will

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facilitate these bribes or favors but below are some rough examples:

- *1 Influence*: A minor bribe or favor. Example: Convince an NPC to reveal additional information about a situation.
- *2 Influence*: A moderate bribe or favor. Example: Have an NPC change their mind about something that they have decided.
- *3+ Influence*: A major bribe or favor. Example: Convince an NPC or faction to move against someone else.

Pay Retainers

If you hire a player as a Retainer, they must be paid in the amount and type of currency listed on their Archetype card. This currency is almost always coin or Influence and it is up to you to supply it. You must pay your retainers each event, otherwise they may not want to work for you anymore!

Influence Decisive Moments

Each game there will be at least one Decisive Moment that will usually be a choice between two or more options. You may invest Influence in one or more options, and by doing so, you can influence the outcome of the Decisive Moment. This will have a significant impact on the course of the story, as well as unlock other options in the campaign depending on the outcome of the voting.

Pay for Settlement Events

Some modules and events may require Influence to unlock or access; these are called Settlement Events. This must be paid in advance of the module or event.

Medicine

Characters with the Medicine skill, or any related healing abilities, will need to roleplay the use of, and possess, a **Chirurgeon's Kit**. This is both a physical prop kit and an item tag. This kit should include some period-appropriate bandages, and the various accoutrements of a Medieval healer. Note that you may not apply any skills that require a Chirurgeon's Kit without the physical props, i.e. bandages, etc… Make sure to bring plenty to game!

Throughout the duration of your skill use, you should roleplay the healing that you are performing on the player, as you see fit. Always ask for permission before engaging in physical roleplay with other players.

Every use of your Medicine skill, or other skills that represent healing, utilizes one use of your Chirurgeon's Kit. Each kit comes with ten uses, and additional kits must be purchased or found in-game.

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The Medicine skill specifically stops a character's Bleeding Count, and restores them to a Wounded state if successful. The Medicine skill cannot heal the Wounded state, heal injured limbs, or stop a character's Dying Count. See more about the Bleeding, Dying, and Wounded states in the Combat section of the Player's Guide.

Perception

The Perception skill allows your character access to additional information that other characters cannot see or sense. At events, you will find documents and/or business cards that will be labeled with Perception <Level>. If you have the corresponding level of Perception, you can read what is on the document or the card.

Tracking

The Tracking skill allows your character to follow trails and find things that other characters cannot find. At events, you will find Tracking stakes. These stakes will have colored tape on them and/or paper cards labeled with Tracking <Level>, which denotes the skill required to read them.

The color of the stakes represents the level of the Tracking required to follow them.

- *Green* | Tracking 1
- *Yellow* | Tracking 2
- *Red* | Tracking 3

If you see cards or documents labeled with Tracking <Level>, you may read the information if you have the corresponding level of Tracking.

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Martial Skills

Martial Skills can be purchased by any Eldritch character. They represent your character's ability to fight and protect themselves. Purchasing limitations on skills can be found in the Choose your Skills and Leveling Up sections of the Player's Guide. The following are the Martial Skills. More details about some of the skills can be found below the table, and information about Combat at Eldritch can be found later on in the Player's Guide.

Note: Buying a martial skill does **not** give you armor or weapon item cards, it just gives your character the ability to use the corresponding equipment. You need an item card to be able to use a physical weapon or armor. Your Basic Archetype gives you starting equipment and/or starting coin which can be used to purchase equipment at your first check in. Otherwise, items can be purchased or found in-game.

For example, if you buy the One-Handed Weapons - 1 skill, you do not automatically get a Small or Medium Weapon item card.

Name	***Description***	***Prerequisite***	***CP Cost***
Archer	Can use a bow. Gain access to the Stun active martial skill with the bow. May use one Stun call with a bow per Refresh. Arrows ignore Armor Value (AV) and Tough on their targets.	None	1
Armor Proficiency - 1	Can wear armor of any type. While wearing light armor (chain shirt or leather), gain the armor's full Listed Armor Value. While wearing medium (coat of plates), your effective AV is the listed AV of light armor of that same tier, or 3 AV if medium, and 4 AV if heavy.	None	1
Armor Proficiency - 2	Get maximum AV from any light or medium armor worn. While wearing heavy armor, your effective AV is the listed AV of medium armor of that same tier, or 4 AV, whichever is higher.	Armor Proficiency - 1	2
Armor Proficiency - 3	Get maximum AV out of any armor worn, light, medium, or heavy.	Armor Proficiency - 2	2

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Combat Agility - 1	Gain +1 Armor Value (AV) on light and medium armor.	Armor Proficiency - 1	1
Combat Agility - 2	Gain +1 AV on light and medium armor.	Combat Agility - 1	1
Combat Agility - 3	Gain +1 AV on light and medium armor.	Combat Agility - 2	1
Gunner	May use an approved prop firearm in combat. Bullets send targets directly into their Dying Count regardless of hit location, Tough, or Armor. Bullets apply one Sunder to shields that are hit.	None	1
Master of Arms - 1	Gain +1 use of any ONE active martial skill that you have access to, per Refresh. Can wield a one-handed weapon in both hands, except for a bow.	At least ONE of the following: Archer, Gunner, One-Handed Weapons - 1, Two-Handed Weapons - 1, Shields - 1	1
Master of Arms - 2	Gain +1 use of any ONE active martial skill that you have access to, per Refresh. You may choose the same or different active martial skills for each level of Master of Arms each Refresh.	Master of Arms - 1	2
Master of Arms - 3	Gain +1 use of any ONE active martial skill that you have access to, per Refresh. You may choose the same or different active martial skills for each level of Master of Arms each Refresh.	Master of Arms - 2	2
One-Handed Weapons - 1	May use a small or medium weapon. Gain access to the Stun active martial skill with a small or medium weapon. May use one Stun call with a small or medium weapon per Refresh.	None	1
One-Handed Weapons - 2	Gain access to the Stagger active martial skill. May use one Stagger call with a small or medium weapon per refresh.	One Handed Weapons - 1	2
One-Handed Weapons - 3	Gain access to the Disarm active martial skill. May use one Disarm call with a small or medium weapon per refresh.	One Handed Weapons - 2	2
Resilience - 1	Add 1 minute to the duration of your Bleeding count.	None	1

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Resilience - 2	Add 3 minutes to the duration of your Bleeding count.	Resilience - 1	2
Resilience - 3	Add 5 minutes to the duration of your Bleeding count.	Resilience - 2	2
Shields - 1	May use shields. Shields cannot be disarmed. Shields can block bullets but receive a Sunder when they do. Shields can block all weapon strikes and arrows.	None	1
Shields - 2	Gain access to the Stun active martial skill. May use one Stun call with your melee weapon, per Refresh. Please do not shield bash other people; you may instead mime the Stun with your shield while delivering it with your weapon, if you wish. You may call the Stun from the front or back of your opponent.	Shields - 1	2
Shields - 3	Gain access to the Resist active martial skill. May use one Resist call with a shield per refresh.	Shields - 2	2
Tough - 1	Gain +1 point to your Armor Value (AV) total. This is your character's natural toughness and does not require armor to be worn. Tough points refresh at the same time as all other active martial skills.	None	1
Tough - 2	Gain +1 point to your AV total.	Tough - 1	1
Tough - 3	Gain +1 point to your AV total.	Tough - 2	1
Two-Handed Weapons - 1	May use large weapons. Two-handed weapons cannot be disarmed.	None	1
Two-Handed Weapons - 2	Gain access to the Sunder active martial skill. May use one Sunder call with a large weapon per Refresh.	Two-Handed Weapons - 1	2
Two-Handed Weapons - 3	Gain access to the Cleave active martial skill. May use one Cleave call with a large weapon per refresh.	Two-Handed Weapons - 2	2

Armor Value

Armor Value (AV) is the number of strikes your armor can take before it is broken and no longer provides protection. Any AV depleted

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from your armor by being struck can only be replenished by being repaired by a Blacksmith.

Toughness is also described in terms of Armor Value, but it does not require the player to wear armor to utilize it. Tough represents your character's natural toughness. AV from armor is depleted before AV granted by Tough.

After your Armor Value and Tough are depleted during combat, any further strikes you take go directly to your character's body. More details on this are found in the Hybrid Hit Location System section of the Player's Guide.

Material	***AV***	***Type***	***Attributes***	***Example Armor Types***
Leather, Chainmail, or Cloth Gambeson	1	Light	None	Leather garment, leather lamellar, boiled leather, layered leather, leather with studs, chainmail, cloth gambeson
Scale Mail or Coat of Plates	3	Medium	May negate two Cleave calls. Repairing the armor restores this benefit.	Brigandine, coat of plates, metal scale mail, metal lamellar
Iron Plate	4	Heavy	May negate all Cleave calls while material value remains, i.e. until your armor becomes "damaged".	Plate with mail, plate, polyurethane plate

Refreshes

A Refresh is when your active martial skills (and some other skills) get restored periodically at events. You have a certain number of uses between each refresh, based on your martial skills, other skills, and equipment.

Refreshes are provided by certain Construction Projects at Eldritch events, and are applied to all players at the game once they are built. Once built, they are permanent and will be present at every event. The buildings that provide refreshes are:

- *Tavern* | Provides a refresh at noon on Saturday
- *Housing* | Provides a refresh at midnight on Friday

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Until they are built, there are no refreshes at events.

Active Martial Skills

Active Martial Skills (often referred to as "calls") are additional abilities that come with certain martial skills. They can be called out during combat to apply an effect to your opponent.

To make an active martial call, you must say the call out loud **before** making a strike with your weapon, then proceed with your strike. If you miss your strike, the active martial call is used up until the next refresh. The one exception is Resist, which is defensive, and can be called aloud after an Active Martial call has been made against you.

It is the responsibility of the target to "take" the call. At Eldritch, it is important that we trust each other to accept calls made against us. Your opponent knows how much AV they have, and which calls they can negate based on their abilities and equipment; you do not. They do not have to verbally respond to the call you made, but they need to keep track of whether the call affected them, and they should roleplay accordingly. Likewise, you will be required to do the same if an NPC or player makes an active martial call against you.

If you feel that someone is egregiously not taking calls made against them, it is more likely that they don't understand the rules than that they are ignoring the calls on purpose. **Do not stop combat to ask a player if they are taking their calls.** Wait until combat is over and then either check in with the player to clarify concerns or questions, or notify a staff member.

Name	***Effect***
Cleave	Cleave attacks go through any Armor Value (AV) on the target, doing damage as if the target has no AV from worn armor or Tough. Does not go through shields. Some armor can negate one or more Cleaves, but the wearer must still count the damage from the strike against their AV. A proper Resist call can negate both the Cleave and its damage.
Disarm	Target character must drop their weapon and may pick it back up as soon as they are able. The strike does not have to hit the target's weapon, it can hit any legal part of their body. Please avoid striking breakable

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	props, such as guns. Claws, two-handed weapons, and shields cannot be disarmed. Damage and/or any other effects must be taken as normal if the strike hit the target's body.
Resist	Negates any active martial skill and the damage that would have come with it. If granted Resist by your shield, you must be wielding your shield to use it. Cannot be used to counter: Curses, Diseases, Fear, Paralyze, Poisons, Sleep, Weakness, or normal damage. Resist must be called aloud when being used, like other Active Martial Skills.
Stagger	Target must step back two large steps and take damage and/or any other effects from the strike as normal. They cannot defend themselves while taking their steps. The Stagger call must be taken by the target even if the strike was blocked by a weapon or a shield.
Stun	Stun disorients the target. Target must act dazed and stumble around for 3 seconds. A Stun must be delivered to the target's back. You must be completely behind the target to deliver the Stun; it cannot be delivered by reaching around to their back, unless you have a skill that allows you to do so. Do not apply damage or any other effects from the strike.
Sunder	Sunder breaks or does damage to all weapons and shields. Some weapons and shields can negate one or more Sunders. Take damage and/or any other effects from the strike as normal if it hits your body.

Temporary Active Martial Skills

Active martial skill uses and Tough granted from a skill that defines them as temporary are consumed before any other active martial skill uses or Tough. They may not be refreshed but otherwise last until the end of play.

NPC Active Martial Skills

Non-player characters have access to the same list of Active Martial Skills that players do, and they largely follow the same rules. See the Monsters and Special NPCs section for more information about that. However, there are additional calls that you may hear them make, covered in the In-Game Effects section. Of particular importance to the Martial Skills section is the Wound call.

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Wound	The Wound effect is damage that ignores AV from Armor. It can be absorbed by Tough or a body part of the target's choosing, as if struck by a weapon. It cannot be blocked by Shields or any Armor type. It can be negated by Resist.

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Advanced Archetype Skills

Advanced Archetype Skills can only be purchased if you have the corresponding Advanced Archetype. They represent the abilities acquired by being part of a guild, faction, or order. Purchasing limitations on skills can be found in the Choose your Skills and Leveling Up sections of the Player's Guide. More details about some of the skills can be found below each Advanced Archetype Skills table.

- Aurons
- Cirque
- Knights
- Magisters
- Nobility
- Veterans
- Vigil

Signature Skills

Advanced Archetype Skills that are labeled with "***(Signature)***" are intended to be the pinnacle of your character's abilities. You can purchase those skills as soon as you are able, but they are intended to be higher level abilities that you probably won't be able to acquire until later Eldritch events because of their high prerequisites.

Retainers

Some Advanced Archetypes have skills that allow the character to hire Retainers. Your retainers become your "entourage" of sorts; they are people that your character hires or supports, and both you and the retainers gain benefits from the relationship. The skills that grant this ability will say that they provide a retainer "slot". The number of slots you have is the number of retainers you can have.

To take on a retainer, that player gives you their archetype card(s). While you retain them, you keep their archetype cards. At any point, they can leave your employ or you can release them, and you must give them their archetype card(s) back. Each archetype card lists the Salary it costs to employ the retainer and the Benefit received as a result. It is your responsibility to pay your retainers their Salaries. To receive the Benefit of your retainers, present their archetype cards to staff at check in each event.

Retainer Limitations

There are limitations on who can retain whom, from both a setting perspective, and rules perspective. From the view of the **player who can retain others**, if you have the requisite skill(s) as an:

- *Auron*
    - Can retain:

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        - Any Basic Archetype, except for Crafters and Merchants.
        - Can retain Veterans, Knights, and other Aurons.
    - Cannot retain Cirque, Magisters, Nobles, or Vigil.
- *Cirque*
    - Can retain:
        - Any Basic Archetype, including Crafters and Merchants.
        - Veterans and other Cirque.
    - Cannot retain Aurons, Knights, Magisters, Nobles, Vigil or Gunsmiths.
- *Knight*
    - Can retain:
        - Brigand, Commonfolk, and Soldier Basic Archetypes.
        - Veterans with the listed Basic Archetypes AND/OR who have chosen Soldier as their primary Veteran skill tree.
    - Cannot retain Aurons, Cirque, Magisters, Nobles, Vigil, or other Knights.
- *Magister*
    - Cannot retain others.
- *Noble*
    - Can retain:
        - Any Basic Archetype, except for Crafters and Merchants.
        - Gunsmiths if you are a House Richter Noble.
        - Bowyers if you are a House Innis Noble.
        - Aurons, Knights, Magisters, Veterans, and Vigil.
        - Other Nobles of lower rank than you.
    - Cannot retain Cirque.
- *Veteran*
    - Can retain:
        - Brigand, Soldier, and Urchin Basic Archetypes.
        - Other Veterans who have the Brigand, Soldier, and/or Urchin Basic Archetype.
    - Cannot retain Aurons, Cirque, Magisters, Nobles, Vigil, or Knights.
    - Some Veteran skills allow benefits for non-retained archetype cards at check in every event.

- *Vigil*
    - Cannot retain others.

From the perspective of the **player who is being retained,** if you are a:

- *Brigand, Soldier, or Urchin*

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    - Can be retained by anyone who can retain, but these are the only Basic Archetypes that a Veteran can retain.
    - Some Veteran abilities allow them to use your unretained basic archetype card for check in bonuses only. You will receive your card back from them afterwards.
- *Crafter or Merchant, but not a Gunsmith*
    - Can be retained by Cirque only.
    - Some Veteran abilities allow them to use your unretained basic archetype card for check in bonuses only. You will receive your card back from them afterwards.
- *Bowyer*
    - Can be retained by Cirque and House Innis Nobles.
- *Gunsmith*
    - Can be retained by a House Richter Noble only.
    - Some Veteran abilities allow them to use your unretained basic archetype card for check in bonuses only. You will receive your card back from them afterwards.
- *Any other Basic Archetype*
    - Can be retained by anyone who can retain.
    - Some Veteran abilities allow them to use your unretained basic archetype card for check in bonuses only. You will receive your card back from them afterwards.
- *Auron*
    - Can only be retained by Nobles and other Aurons.
- *Cirque*
    - Can only be retained by other Cirque.
- *Knight*
    - Can only be retained by Aurons and Nobles.
- *Magister*
    - Can only be retained by Nobles.
- *Noble*
    - Can only be retained by other Nobles of higher rank.
- *Veteran*
    - Can be retained by anyone.
    - Only Veterans with the Soldier Basic Archetype can be retained by Knights.
    - Some Veteran abilities allow them to use your unretained archetype card for check in bonuses only. You will receive your card back from them afterwards.
- *Vigil*
    - Can only be retained by Nobles.

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Aurons

The abilities of Aurons are centered around acquiring and supporting followers of the Aurorym faith.

Name	*Description*	*Prerequisite*	*CP Cost*
Acolytes (Signature)	Gain +2 Retainer slots.	Faithful - 1 and Rank 2	2
Bless - 1	May use the Bless skill 1 time per event. After an Auron appropriate blessing, the target may receive one temporary active martial skill use. This should be one the target player already has access to through their martial skills.	Rank 0	1
Bless - 2	May use the Bless skill 2 times per event.	Bless - 1 and Rank 2	2
Bless - 3	May use the Bless skill 3 times per event.	Bless - 2 and Rank 3	2
Bulwark of Faith - 1	May use the Bulwark of Faith skill 1 time per Refresh. See additional details below this table.	Rank 0	1
Bulwark of Faith - 2	May use the Bulwark of Faith skill 2 times per Refresh.	Bulwark of Faith - 1 and Rank 2	2
Bulwark of Faith - 3	May use the Bulwark of Faith skill 3 times per Refresh.	Bulwark of Faith - 2 and Rank 3	2
Dawn Ceremony	May perform a Dawn Ceremony once per event as outlined in the Auron packet. After doing so, all in attendance of the ceremony receive one temporary point of Tough and may negate the Fear effect once anytime throughout the rest of the event. The Tough and negate Fear granted in this way do not stack with Bulwark of Faith and Embolden, respectively.	Rank 0	1
Donations - 1	Gain 8 silver dragons per event at check in.	Rank 0	1

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Donations - 2	Gain 24 silver dragons per event at check in.	Donations - 1 and Rank 2	2
Donations - 3	Gain 4 gold dragons per event at check in.	Donations - 2 and Rank 2	2
Embolden - 1	May use the Embolden skill 1 time per Refresh. See additional details below this table.	Rank 0	1
Embolden - 2	May use the Embolden skill 2 times per Refresh.	Embolden - 1 and Rank 2	2
Embolden - 3	May use the Embolden skill 3 times per Refresh.	Embolden - 2 and Rank 3	2
Faithful - 1	Gain +1 Retainer slot.	Rank 0	1
Faithful - 2	Gain +1 Retainer slot.	Faithful - 1 and Rank 2	1
Faithful - 3	Gain +1 Retainer slot.	Faithful - 2 and Rank 2	1
The First Estate (Signature)	Gain 2 Influence per Retainer at check in.	Influential - 1 and Rank 2	2
Tithes - 1	150% Retainer Benefit from retainers with the Commonfolk, Urchin, Farmer, Feller, Miner, and Hunter archetypes at check in. If the retainer has the Veteran or no advanced archetype, you gain 175% instead.	Rank 0	1
Tithes - 2	Gain 200% more Retainer Benefit from retainers with the Commonfolk, Urchin, Farmer, Feller, Miner, and Hunter archetypes at check in. If the retainer has the Veteran or no advanced archetype, you gain 250% instead.	Tithes - 1 and Rank 2	2
Tithes - 3	Gain 250% more Retainer Benefit from retainers with the Commonfolk, Urchin, Farmer, Feller, Miner, and Hunter archetypes at check in. If the retainer has the Veteran or no advanced archetype, you gain 300% instead.	Tithes - 2 and Rank 3	2

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Bulwark of Faith

Upon the completion of an inspirational speech (sourcing material from the Book of Magnus), you may announce, “Mass Tough 1”. All of those in attendance of the speech gain a temporary Tough to their current Armor Value. Targets cannot gain more than one Tough in this way; they must expend the Tough, then they can benefit from Bulwark of Faith again. Does not stack with Tough granted by the Dawn Ceremony.

Embolden

Upon the completion of an inspirational speech (sourcing material from the Book of Magnus and/or the Aurorym faith), you may announce, “Mass Negate Fear.” All of those in attendance of the speech may negate the Fear effect as a temporary skill once anytime throughout the rest of the event. Targets cannot gain more than one Negate Fear in this way; they must expend the negation, then they can benefit from Embolden again. Does not stack with Negate Fear granted by the Dawn Ceremony.

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Cirque

The abilities of the Cirque cater to different play styles, be it a studious and skilled crafter, an enterprising gatherer and merchant, or a member of the Cirque's black underworld. The Cirque are masters of trade and craft.

The Cirque have three skill trees: General, Troupe, and Menagerie. You may purchase anything from the General skill tree, but you must pick either Troupe or Menagerie for your character. Once you choose, you gain access to that one tree and lose access to the other.

General Cirque

Name	*Description*	*Prerequisite*	*CP Cost*
Bribery	May convert 5 silver dragons to 1 Influence per event at check in. Up to 3 Influence may be created in this way.	Rank 0	1
Gossip - 1	Gain +2 Espionage points at check in.	Rank 0	1
Gossip - 2	Gain +4 Espionage points at check in.	Gossip - 1 and Rank 2	1
Gossip - 3	Gain +6 Espionage points at check in.	Gossip - 2 and Rank 3	1
Guildmaster - 1	Gain +1 Retainer slot.	Rank 0	1
Guildmaster - 2	Gain +1 Retainer slot.	Guildmaster - 1 and Rank 2	1
Guildmaster - 3	Gain +1 Retainer slot.	Guildmaster - 2 and Rank 3	1
Prestige - 1	Gain 3 silver dragons for each Retainer at check in. You may take this payout in any mix of resources and coin, using market prices.	Rank 0	1
Prestige - 2	Gain 7 silver dragons for each Retainer at check in. You may take this payout in any mix of resources and coin, using market prices.	Prestige - 1 and Rank 2	2
Prestige - 3	Gain 10 silver dragons for each Retainer at check in. You may take this payout in any mix of resources and coin, using market prices.	Prestige - 2 and Rank 3	2
Profiteer - 1	Gain 8 silver dragons per event at check in.	Rank 0	1

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Profiteer - 2	Gain 24 silver dragons per event at check in.	Profiteer - 1 and Rank 2	2
Profiteer - 3	Gain 4 gold dragons per event at check in.	Profiteer - 2 and Rank 3	2
The Boss (Signature)	Gain +2 Retainer slots.	Guildmaster - 1 and Rank 2	2

Troupe

Name	*Description*	*Prerequisite*	*CP Cost*
Artisan	When purchasing Blacksmithing or Artificer crafting skill at levels 2 or 3, it costs one less CP. You may also gain an additional Schematic of the same level at random.	Rank 0	1
Devotion to Practice - 1	Once per event, you may copy one Schematic that you own OR acquire one Schematic of your choice of a craft you own. The maximum level of any acquired Schematic from this skill is Level 1.	Rank 0	1
Devotion to Practice - 2	Once per event, you may copy one Schematic that you own OR acquire one Schematic of your choice of a craft you own. The maximum level of any acquired Schematic from this skill is Level 2.	Devotion to Practice - 1 and Rank 2	2
Devotion to Practice - 3	Once per event, you may copy one Schematic that you own OR acquire one Schematic of your choice of a craft you own. The maximum level of any acquired Schematic from this skill is Level 3.	Devotion to Practice - 2 and Rank 3	2
Efficient Craftsman (Signature)	Get a 25% reduction on crafting costs (use true rounding: =<1.4 round down; >=1.5 round up). You may choose which resources to save as a result.	Rank 2	2
Efficient Gatherer - 1	Gain 6 additional resources of your choosing at check in.	Gathering - 1 and Rank 0	1
Efficient Gatherer - 2	Gain 16 additional resources of your choosing at check in.	Efficient Gatherer - 1 and Rank 2	2

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Efficient Gatherer - 3	Gain 26 additional resources of your choosing at check in.	Efficient Gatherer - 2 and Rank 3	2
Master Artisan (Signature)	Unlock special Schematics either found or purchased at events that are available only to those with this skill. Gain 1 free non-Alchemy master artisan schematic that matches a level 3 crafting skill you have.	Blacksmith or Artificer skill at level 3 and Rank 2	2
Trade Caravans - 1	Purchase up to 30 resources of your choice at the market price, as listed in the Cirque Market Price Guide at check in.	Rank 0	1
Trade Caravans - 2	Purchase up to 60 resources of your choice at the market price, as listed in the Cirque Market Price Guide at check in.	Trade Caravans - 1 and Rank 2	2
Trade Caravans - 3	Purchase up to 100 resources of your choice at the market price, as listed in the Cirque Market Price Guide at check in.	Trade Caravans - 2 and Rank 3	2

Menagerie

Name	*Description*	*Prerequisite*	*CP Cost*
Blackmail	May convert 3 Espionage points to 4 silver dragons OR 4 silver dragons to 2 Espionage points at check in. May convert up to 2 gold dragons or 10 Espionage in this way.	Rank 0	1
Heist - 1	Purchase up to 6 resources per Retainer, as listed in the Cirque Market Price Guide at check in. Final amounts are determined based on a random roll in the range of +/- 10% more resources.	Rank 0	1
Heist - 2	Purchase up to 14 resources per Retainer at check in; modifier range is +/- 20% resources.	Heist - 1 and Rank 2	2
Heist - 3	Purchase up to 20 resources per Retainer at check in; modifier range is +/- 30% resources.	Heist - 2 and Rank 3	2

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Henchman (Signature)	Gain the Henchman skill. See additional details below this table.	Shadow Merchant - 1 and Rank 2	2
Master Thief (Signature)	Choose 3 letters from the range of lockpicking letters, A - X. When picking a lock, you now always have access to these letters. Gain the permanent letters Y and Z. May now automatically defeat any Level 1 - 3 Basic Lock once per Refresh.	Disable Device - 3 and Rank 2	2
Rumormonger - 1	Generate one negative Rumor about a character at the event.	Rank 0	1
Rumormonger - 2	Generate two negative Rumors about up to 2 characters at the event.	Rumormonger - 1 and Rank 2	2
Rumormonger - 3	Generate three negative Rumors about up to 3 characters at the event.	Rumormonger - 2 and Rank 3	2
Scandalous Rumors (Signature)	Steal X Influence from each player targeted by your Rumormonger skill at check in. X equals your level of skill in Rumormonger. This skill may only be used every other event on a given player.	Rumormonger - 1 and Rank 2	2
Shadow Merchant	Gain access to the Black Market item sheet. You may purchase any number of items from this list at check in, or as staff is available at events.	Rank 0	1
Stun Mastery	May now use the Stun active martial skill from any direction when attacking, and gain one extra use of Stun per Refresh. You must have access to Stun already, through a weapons skill that grants it.	A Weapons Skill and Rank 0	1

Henchman

The Henchmen ability allows a member of the Cirque's Menagerie to contract Cirque NPCs to perform specific tasks, including but not limited to: burglary, mugging, and physical violence against another character. The character with this ability should take their request to Logistics and discuss the contract with Eldritch staff. Only staff approved contracts may be executed upon. Approved contract requests will be fulfilled at the same or following event. Limit one use of this skill per event.

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Heist

The Heist ability uses a 6-sided die with the following result table. X represents the percentage amount mentioned in each level of the skill.

Result	***Consequence***
1 - 2	- X%
3 - 4	No change
5 - 6	+X%

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Knights

The skills of knights are centered upon enhanced combat abilities and the ability to heal and restore. They are fearless on the field of battle and can instill courage and bravery in others. They can become masters in multiple martial disciplines, and can possess some intermediate knowledge of healing practices.

Knights have three skill trees: General, Martial Knight, and Mercy Knight. You may purchase anything from the General skill tree, but you must choose a primary tree between Martial and Mercy. You may still purchase skills from the secondary tree, but you may only spend half as many points in it as you have spent in your primary tree.

General Knights

Name	*Description*	*Prerequisite*	*CP Cost*
Armor Mastery - 1	Gain +1 Armor Value (AV) when wearing any armor type.	Armor Proficiency - 1 and Rank 0	1
Armor Mastery - 2	Gain +1 AV when wearing any armor type.	Armor Mastery - 1 and Rank 2	1
Armor Mastery - 3	Gain +1 AV when wearing any armor type.	Armor Mastery - 2 and Rank 3	1
Banneret - 1	Gain +1 Retainer slot. Any retainers you employ must be Soldier Basic Archetype only. They may have the Veteran Advanced Archetype.	Rank 0	1
Banneret - 2	Gain +1 retainer slot.	Banneret - 1 and Rank 2	1
Banneret - 3	Gain +1 retainer slot.	Banneret - 2 and Rank 3	1
Lionheart	May negate the Fear effect once per Refresh.	Rank 0	1
Martial Training	Choose any two of the following martial skills: One-Handed Weapons - 1, Two-Handed Weapons - 1, Tough - 1, Armor Proficiency - 1, Shields - 1	Rank 0	1

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Martial Knights

Name	*Description*	*Prerequisite*	*CP Cost*
Battle Hardened	You may negate the Fear effect once per Refresh and gain +1 Tough. This effect can stack with any other ability, item, or consumable that grants the same benefit(s).	Tough - 1 and Rank 0	1
Defensive Mastery (Signature)	Choose any active martial skill that you have access to. You are now immune to the effects of that skill, including any damage taken to your Armor Value or body hit locations as a result.	A Weapons Skill and Rank 2	2
Juggernaut - 1	May use the Juggernaut ability 1 time per event. See additional details below this table.	Rank 0	1
Juggernaut - 2	May use the Juggernaut ability 2 times per event.	Juggernaut - 1 and Rank 2	2
Juggernaut - 3	May use the Juggernaut ability 3 times per event.	Juggernaut - 2 and Rank 3	2
Martial Expertise - 1	Gain +1 level of Master of Arms. Master of Arms levels above 3 give the same benefit as Master of Arms 3	Rank 0	1
Martial Expertise - 2	Gain +1 level of Master of Arms.	Martial Expertise - 1 and Rank 2	2
Martial Expertise - 3	Gain +1 level of Master of Arms.	Martial Expertise - 2 and Rank 3	2
Second Wind - 1	May take a knee and rest for 5 minutes to refresh your entire Tough pool 1 time per event.	Tough - 1 and Rank 0	1
Second Wind - 2	Gain +1 use of Second Wind.	Second Wind - 1 and Rank 2	2
Second Wind - 3	Gain +1 use of Second Wind.	Second Wind - 2 and Rank 3	2
Shield Wall (Signature)	Any shield you use may not be sundered. Additionally, you gain +1 Resist call per Refresh. This resist is not tied to the use of a shield	Shields - 3 and Rank 2	2
Weapon Mastery	May apply all known active martial skills to any weapons you are	Rank 0 and A Weapons Skill	1

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	capable of using.		

Juggernaut

When you would be put into a Bleeding or Dying Count, you may instead ignore the effect. You may also refresh your Tough points up to their maximum and restore the use of any injured limbs. After activating this ability and until you are able to rest for at least ten minutes, if you are put into your bleeding or dying count, you must skip your bleeding count and go straight to your dying count. You should roleplay as though you are fighting back the call of death when using this ability.

The intent behind "rest for at least ten minutes" in this case is that you shouldn't be able to rest between fights in an encounter that has multiple fights. Resting would be like leaving the encounter and sitting down in a safe location for ten minutes. If you have multiple uses of Juggernaut though, you can use them one after the other in the same encounter, since the ability allows you to ignore your dying count.

Mercy Knights

Name	*Description*	*Prerequisite*	*CP Cost*
Banner of Mercy (Signature)	Gain the Banner of Mercy skill. Requires a banner prop. See additional details below this table.	Rank 2	2
Battlefield Medicine - 1	Gain the Battlefield Medicine skill. The uninterrupted roleplay duration is 5 minutes. Requires one use of a Chirurgeon's Kit. See additional details below this table.	Rank 0	1
Battlefield Medicine - 2	Uninterrupted roleplay duration is 3 minutes. Requires one use of a Chirurgeon's Kit.	Battlefield Medicine - 1 and Rank 2	2
Battlefield Medicine - 3	Uninterrupted roleplay duration is 1 minute. Requires one use of a Chirurgeon's Kit.	Battlefield Medicine - 2 and Rank 3	2
Field Medic (Signature)	Battlefield Medicine skill no longer requires the use of a Chirurgeon's Kit.	Battlefield Medicine - 1 and Rank 2	2

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Trained Medic - 1	Your Medicine Skill may now halt another character's Dying count. Reduce your Medicine Skill healing time by one minute.	Medicine - 1 and Rank 0	1
Trained Medic - 2	Reduce your Medicine Skill healing time by three minutes.	Trained Medic - 1 and Rank 2	2
Trained Medic - 3	Reduce your Medicine Skill healing time by five minutes.	Trained Medic - 2 and Rank 3	2
Triage - 1	May use the Triage ability 1 time per event. See additional details below this table.	Rank 0	1
Triage - 2	May use the Triage ability 2 times per event.	Triage - 1 and Rank 2	2
Triage - 3	May use the Triage ability 3 times per event.	Triage - 2 and Rank 3	2

Banner of Mercy

Banner of Mercy allows you and others with healing abilities to decrease the required duration of those abilities when in close proximity to a stationary banner (unobstructed line of sight within 50 feet). To use this ability, you must plant a banner emblazoned with your heraldry or other insignia (must be no smaller than 2' wide by 3' long) in a location of your choosing. It may be stuck in the ground, hung, secured in a stand, or simply held, but it must be stationary and upright. All players that possess healing abilities can then reduce the required duration of their abilities by 1/4 (to a minimum of 30 seconds) as long as they are in the vicinity of the banner. Durations should be **rounded up**. It is only considered active as long as the Mercy Knight who planted the banner is within the vicinity of the banner. The Mercy Knight who uses this ability should indicate its effects to any other players who wish to use it. The effects of multiple banners do not stack.

Battlefield Medicine

Battlefield Medicine allows you to fully restore the use of an injured limb after five minutes of uninterrupted roleplay. See the Medicine skill description for appropriate roleplay guidelines. This skill requires one use of a Chirurgeon's Kit. It cannot be used to heal the Wounded state.

Triage

Triage allows you to revive a character in their bleeding or dying count such that the target character does not suffer the effects of the Wounded state. The target character may resume play as normal, though any limb injuries sustained before they were placed into their bleeding or dying

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count are still in effect.

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Magisters

Magisters are initiated members of the guild of the Apotheca. You may hear “Magister" and “Apotheca" used interchangeably to reference a person who is part of the guild. The abilities of the Apotheca are centered upon the creation of alchemical substances, the healing arts, and the acquisition of knowledge and skills.

Magisters have four skill trees: General, Scholar, Alchemist, and Chirurgeon. You may purchase anything from the General skill tree, but you must choose **two** trees between Scholar, Alchemist, and Chirurgeon. One of those trees will be your primary tree, and the other will be your secondary tree. You may purchase skills from the secondary tree, but you may only spend half as many points in it as you have spent in your primary tree.

General Magisters

Name	*Description*	*Prerequisite*	*CP Cost*
Logistician - 1	Logistician reduces the resource requirement of Interactive Events by 6 resources. This benefit may only be applied to a reduction in iron ingots, refined wood, leather, or cloth. May be used 1 time per event.	Rank 0	1
Logistician - 2	Reduce the resource requirement of an Interactive Event by 18 total resources. May be used 1 time per event.	Logistician - 1 and Rank 2	2
Logistician - 3	Reduce the resource requirement of an Interactive Event by 30 total resources. May be used 1 time per event.	Logistician - 2 and Rank 3	2
Ravens - 1	Receive 3 Espionage to spend on Rumors of any level at check in every event. Chance to receive letters from NPCs.	Rank 0	1
Ravens - 2	Receive 6 Espionage to spend on Rumors of any level at check in every event. Chance to receive letters from NPCs.	Ravens - 1 and Rank 2	1
Ravens - 3	Receive 9 Espionage to spend on Rumors of any level at check in every	Ravens - 2 and Rank 3	1

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	event. Chance to receive letters from NPCs.		

Scholar

Name	*Description*	*Prerequisite*	*CP Cost*
Anamnesis - 1	Allows you to ask one question based on a known lore per Refresh. Requires an Anamnesis Decoction, 5 minutes of uninterrupted meditation, and the requisite lore skill. This is a staff adjudicated skill.	Rank 0	1
Anamnesis - 2	May ask 2 questions per refresh. Each question requires the use of an Anamnesis decoction.	Anamnesis - 1 and Rank 2	2
Anamnesis - 3	May ask 3 questions per refresh. Each question requires the use of an Anamnesis decoction.	Anamnesis - 2 and Rank 3	2
Esoteric Studies	Reduce the number of lore props required to get additional levels in lore skills by 1.	Rank 0	1
Forbidden Lore (Signature)	Forbidden Lore grants you access to special lore props at Eldritch events. Lores gained from this skill cannot be copied.	Academics - 2 and Rank 2	2
Library - 1	Library grants you additional lore props. At check in, you gain a random lore prop, meeting the following requirements: It is not a Syllabus. It is of the same lore type as an opened lore prop you currently own. It is of the same level as an opened lore prop you currently own.	Rank 0	1
Library - 2	Gain two random lores at check in up to your maximum level in a lore type you know.	Library - 1 and Rank 2	2
Library - 3	Gain three random lores at check in up to your maximum level in a lore type you know.	Library - 2 and Rank 3	2
Rigorous Study	Upon buying this skill, gain 3 Level 1 Lore syllabi of your choice at check in. These lore syllabi are only granted once upon purchase of the skill.	Rank 0	1

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Scribe - 1	May copy one lore prop that you have opened per event. Cannot copy Syllabi.	Rank 0	1
Scribe - 2	May copy two lore props that you have opened per event. Cannot copy Syllabi.	Scribe - 1 and Rank 2	2
Scribe - 3	May copy three lore props that you have opened per event. Cannot copy Syllabi.	Scribe - 2 and Rank 3	2

Alchemist

Name	*Description*	*Prerequisite*	*CP Cost*
Botanist - 1	Gain 6 additional herbs each event at check in. You may choose which reagents you gather with this skill. You may only pull herbs of levels that you have access to with your Herbalism skill.	Herbalism - 1 and Rank 0	1
Botanist - 2	Gain 16 additional herbs at check in. You may only pull herbs of levels that you have access to with your Herbalism skill.	Botanist - 1 and Rank 2	2
Botanist - 3	Gain 26 additional herbs at check in. You may only pull herbs of levels that you have access to with your Herbalism skill.	Botanist - 2 and Rank 3	2
Chemist	Pay 1 less CP when purchasing Alchemy at levels 2 and 3. You may also choose an additional alchemy schematic of the same level at random after purchasing the skill levels.	Alchemy - 1 and Rank 0	1
Master Alchemist (Signature)	Alchemy crafting no longer requires the use of an apothecary kit. Additionally, when accompanied by a physical representation of a portable Alchemy station, a person with this skill may do alchemy crafting in the field. For each potion crafted in this way, please roleplay using your Alchemy station. See additional details below.	Alchemy - 3 and Rank 2	2
Mithridatism	Gain immunity to level 1 poisons. If you are subjected to a level 1	Rank 0	1

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	poison you know that you have been poisoned but not what the poison is.		
Potent Brews - 1	Create one additional decoction of the same type when crafting a level 1 decoction.	Rank 0	1
Potent Brews - 2	Create one additional decoction of the same type when crafting a level 2 decoction.	Potent Brews - 1 and Rank 2	2
Potent Brews - 3	Create one additional decoction of the same type when crafting a level 3 decoction.	Potent Brews - 2 and Rank 3	2
Potion Monger - 1	Once per event at check in, gain 1 decoction that you can craft for no cost OR acquire one Level 1 Alchemy schematic of your choice.	Rank 0	1
Potion Monger - 2	Once per event at check in, gain 2 decoctions that you can brew for no cost OR acquire one Alchemy schematic of your choice from any level you can craft up to level 2.	Potion Monger - 1 and Rank 2	2
Potion Monger - 3	Once per event at check in, gain 3 decoctions that you can brew for no cost OR acquire one Alchemy schematic of your choice from any level you can craft up to level 3.	Potion Monger - 2 and Rank 3	2

Master Alchemist (Signature)

When in the field with your portable Alchemy station, please take an appropriate amount of time to roleplay crafting your potions (i.e., the crafting of potions isn't instantaneous, but it doesn't have to take a long time either; use your best judgement here). In the field, you won't have access to the Eldritch Alchemy tag totes which live in the Tavern, and assumedly, you would be making potions in this way for immediate use, so you don't need to acquire a corresponding item tag for your potions created in this way. If your potions are not consumed immediately, you can acquire the item tags for them later when you return to the Tavern. Additionally, any herbs consumed through the crafting of potions in the field can be returned to the Tavern Herb totes or the Used Items box in the Tavern later.

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Chirurgeon

Name	*Description*	*Prerequisite*	*CP Cost*
Chirurgeon - 1	Fully heal a player from any state; Wounded, Bleeding, and Dying. Heals all limb injuries as well. This is the only ability that heals the Wounded state. This ability requires 20 minutes of uninterrupted roleplay and one use of a Chirurgeon's Kit. This skill cannot be used in the field on a module; it must be performed in a space designed to be a hospital or surgery center.	Rank 0	1
Chirurgeon - 2	Uninterrupted roleplay duration decreased to 15 minutes. This skill requires one use of a Chirurgeon's Kit.	Chirurgeon - 1 and Rank 2	2
Chirurgeon - 3	Uninterrupted roleplay duration decreased to 10 minutes. This skill requires one use of a Chirurgeon's Kit.	Chirurgeon - 2 and Rank 3	2
Master Chirurgeon (Signature)	Use of the Chirurgeon skill no longer requires the use of a Chirurgeon's Kit.	Chirurgeon - 1 and Rank 2	2
Mend Limb - 1	Fully restore the use of an injured limb after 6 minutes of uninterrupted roleplay. This skill requires one use of a Chirurgeon's Kit.	Rank 0	1
Mend Limb - 2	Restore the use of an injured limb after 4 minutes. This skill requires one use of a Chirurgeon's Kit.	Mend Limb - 1 and Rank 2	2
Mend Limb - 3	Restore the use of an injured limb after 2 minutes. This skill requires one use of a Chirurgeon's Kit.	Mend Limb - 2 and Rank 3	2
Resuscitate (Signature)	Once per event, you may resuscitate a character who has exceeded their Dying Count by five minutes or less, by performing at least 3 minutes of uninterrupted roleplay. This skill requires one use of a Chirurgeon's Kit. After resuscitation, the target player will be in the	Chirurgeon - 1 and Rank 2	2

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	Wounded state and any injuries they sustained will be present.		
Trained Physician - 1	Medicine Skill may now halt another character's Dying count. Reduce your Medicine Skill healing time by one minute.	Medicine - 1 and Rank 0	1
Trained Physician - 2	Reduce your Medicine Skill healing time by three minutes.	Trained Physician - 1 and Rank 2	2
Trained Physician - 3	Reduce your Medicine Skill healing time by five minutes.	Trained Physician - 2 and Rank 2	2

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Nobility

The abilities of the Nobility are centered upon acquiring and supporting Retainers. Nobles are able to collect and generate Influence in order to tip the scales in their favor or perhaps upset the plans of adversaries.

Nobles have several skill trees: **General** and one tree representing every **Noble House** in Arnesse and one for Nobles from Tian Zhou. You may purchase anything from the General skill tree, but you must pick which House your Noble is from and can then only purchase skills from that House's skill tree.

- Aragon
- Bannon
- Blayne
- Corveaux
- Hale
- Innis
- Richter
- Rourke
- Twilight Empire

General Nobility

Name	*Description*	*Prerequisite*	*CP Cost*
Calling Favors (Signature)	Convert 1 Influence to 4 silver dragons per event at check in. Up to 32 silver dragons may be converted in this way.	The Second Estate - 1, Taxation - 1, and Rank 2	2
Courtiers - 1	Gain +1 Retainer slot and ability to bestow 1 Courtier archetype on a player. A courtier made in this way does not need to become your retainer.	Rank 0	1

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Courtiers - 2	Gain +1 Retainer slot and bestow 1 additional Courtier archetype.	Courtiers - 1 and Rank 2	1
Courtiers - 3	Gain +1 Retainer slot and bestow 1 additional Courtier archetype.	Courtiers - 2 and Rank 3	1
Feudalism (Signature)	Gain 2 Influence per Retainer at check-in.	The Second Estate - 1 and Rank 2	2
Household - 1	Gain +2 Retainer slots.	Rank 0	1
Household - 2	Gain +2 Retainer slots.	Household - 1 and Rank 2	1
Household - 3	Gain +2 Retainer slots.	Household - 2 and Rank 3	1
Pulling Strings - 1	Once per event, gain 4 Influence for the purpose of contributing to an Interactive Event.	Rank 0	1
Pulling Strings - 2	Once per event, gain 8 Influence for the purpose of contributing to an Interactive Event.	Pulling Strings - 1 and Rank 2	2
Pulling Strings - 3	Once per event, gain 12 Influence for the purpose of contributing to an Interactive Event.	Pulling Strings - 2 and Rank 3	2
Rousing Speech	Once per event, after an inspirational speech to your Retainers and/or anyone who has sworn an oath of loyalty to you and bears your blazon, you may grant them one temporary point of Tough and they may negate the Fear effect once anytime throughout the rest of the event.	Rank 0	1
Taxation - 1	Gain 8 silver dragons per event at check in.	Rank 0	1
Taxation - 2	Gain 24 silver dragons per event at check in.	Taxation - 1 and Rank 2	2
Taxation - 3	Gain 4 gold dragons per event at check in.	Taxation - 2 and Rank 3	2
The Second Estate - 1	Gain 1 Influence per event at check in.	Rank 0	1
The Second Estate - 2	Gain 3 Influence per event at check in.	The Second Estate - 1 and Rank 2	2

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The Second Estate - 3	Gain 5 Influence per event at check in.	The Second Estate - 2 and Rank 3	2

Aragon

Title	*Description*	*Prerequisite*	*CP Cost*
Student of the Tower	Choose one of the following Magister archetype skills: Library, Rigorous Studies, Esoteric Studies, Chemist, Potion Monger, Mithridatism. You gain Level 1 in that skill. All subsequent levels of that skill can be purchased normally.	Rank 0	1
Master of the Mists	Once per event, reduce a Magister's promotion costs by 20%. You do not have to be retaining them.	Rank 0	1
Wasteland Warrior	Choose one of the following skills: Two-Handed Weapons - 1, Tough - 1, Combat Agility - 1. If you use spears, gain 1 use of Stagger active martial skill per Refresh.	Rank 0	1
Higher Education (Signature)	Gain Academics 2. Gain 1 CP to spend on any of the following skills: Household, Courtiers, Influential, Espionage, 2-Handed Weapons, or Alchemy.	Academics - 1 and Rank 2	2

Bannon

Name	*Description*	*Prerequisite*	*CP Cost*
Little Birds	Gain 1 Espionage per Retainer to a maximum of 4 per event at check in. You may forgo gaining any Espionage and instead gain a maximum of 2 Influence.	Rank 0	1
Friends in High Places	Add +2 Influence to any Influence contributed with Pulling Strings once	Pulling Strings - 1 and Rank	1

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	per event.	0	
Entourage (Signature)	Gain +4 Retainer slots.	Household - 1 and Rank 2	2
Connections at Court	Once per event, reduce a Vigil's promotion cost by 20%. You do not have to be retaining them.	Rank 0	1

Blayne

Name	*Description*	*Prerequisite*	*CP Cost*
Fervor of the Dawnbringer	Your Rousing Speech also refreshes a use of Master of Arms for all of those who have it.	Rousing Speech and Rank 0	1
Theocracy (Signature)	Gain 4 Influence or 2 Gold Dragons every event at check in.	The Second Estate - 1, Taxation - 1, and Rank 2	2
Monasticism	Once per event, reduce an Auron's promotion costs by 20%. You do not have to be retaining them.	Rank 0	1
Humble Beginnings	Qualify for the Noble Archetype as a Commonfolk Archetype.	Rank 0	1

Corveaux

Name	*Description*	*Prerequisite*	*CP Cost*
Martial Instruction	Choose any two of the following martial skills: One-Handed Weapons - 1, Two-Handed Weapons - 1, Armor Specialist - 1, Armor Proficiency - 1, Shields - 1	Rank 0	1
Lord Captain	Choose one of the following Knight archetype skills: Lionheart, Armor Mastery, Martial Expertise, Trained Medic, Battlefield Medicine. You gain Level 1 in that skill. All subsequent levels of that skill can be	Rank 0	1

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	purchased normally.		
Knight Commander	Once per event, reduce a Knight's promotion costs by 20%. You do not have to be retaining them.	Rank 0	1
Heavy Armor Training (Signature)	Gain +2 Armor Value (AV) when wearing heavy armor.	Armor Proficiency - 1 and Rank 2	2

Hale

Name	***Description***	***Prerequisite***	***CP Cost***
Raiding Party (Signature)	For every Knight or Soldier archetype you retain, gain 5 random resources per event at check in	Household - 1 and Rank 2	2
Raised by Wolves	Choose any two of the following martial skills: One-Handed Weapons - 1, Two-Handed Weapons - 1, Tough - 1, Armor Proficiency - 1, Shields - 1	Rank 0	1
Berserkers	When using your Rousing Speech ability, you can alternatively grant 2 Tough or 2 Fear negations instead of its normal 1 Tough and 1 Fear negation.	Rousing Speech and Rank 0	1
Axe Master	Gain One-Handed Weapons - 1. Instead of gaining a Stun however, you gain a Sunder active martial skill that can only be used with one- or two-handed axes.	Rank 0	1

Innis

Title	***Description***	***Prerequisite***	***CP Cost***
Rally	May use the Rally skill once per Refresh. This skill mirrors the Auron skill, Embolden, but does not require religious context or the Book of	Ways of Old	-

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	Magnus.		
Strength of the Oak	May use the Strength of the Oak skill once per Refresh. This skill mirrors the Auron skill Bulwark of Faith but does not require a religious inclined speech or the Book of Magnus.	Ways of Old	-
Ways of Old (Signature)	Gain Rally and Strength of the Oak as skills.	Rousing Speech and Rank 2	2
Masters of the Arrow	Gain +1 Retainer slot that can only be used for the Bowyer archetype.	Rank 0	1
Whispers of the Deepwood	Choose a 1 CP skill from another Noble House tree. You acquire that skill. It replaces this one.	Rank 0	1
Horn of the Wood	May use your Rousing Speech ability an additional time per event.	Rousing Speech and Rank 0	1

Richter

Name	***Description***	***Prerequisite***	***CP Cost***
Pact of Old	Gain +1 Retainer slot that can only be used for Blacksmith or Gunsmith archetypes.	Rank 0	1
Scion of the Dark Tower	Gain a one-time payout of 10 Influence.	Rank 0	1
The Iron Fist (Signature)	Gain +4 Influence every event at check in.	The Second Estate - 1 and Rank 2	2
Legacy of the Forge	Once per event, you may purchase a schematic (at the market cost) matching the type, and not exceeding the level, of a crafter Retainer in your employ.	Rank 0	1

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Rourke

Name	Description	Prerequisite	CP Cost
Scallywag	Choose one of the following Cirque archetype skills: Blackmail, Gossip, Shadow Merchant. You gain Level 1 in that skill. All subsequent levels of that skill can be purchased normally.	Rank 0	1
Pirate Cove (Signature)	May sell items at check in for Cirque buyback prices. A maximum of 25 silver dragons in goods can be sold this way. Influence can be gained instead of coin at a rate of 5 silver dragons to 1 Influence.	Rank 2	2
Plunder	For every Commonfolk, Urchin, or Brigand Retainer in your employ, gain 3 random resources every event at check in.	Household - 1 and Rank 0	1
Dead Man's Chest	Gain 1 gold dragon every event at check in.	Taxation - 1 and Rank 0	1

Twilight Empire

Name	Description	Prerequisite	CP Cost
Discourse	For every two Retainers in your employ, gain a random level 1 lore prop, up to 2, every event at check in. You may instead forgo all lore props to gain one syllabus of your choice.	Household - 1 and Rank 0	1
Duelist Training	Choose any two of the following martial skills: Archer, Two-Handed Weapons - 1, Tough - 1, Armor Proficiency - 1, Shields - 1	Rank 0	1
Shadowing Moon and Radiant Sun (Signature)	Gain both of the following abilities: 1) Once per event, by holding a scholarly conclave, you gain insight into an opened lore that you or one of your Retainers owns. You may ask one question of staff about that lore. It cannot be Forbidden Lore. 2) Hyper Awareness - 1 per the Vigil archetype skills.	Academics - 1 and Rank 2	2

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Strategically Minded	Choose one of the following Vigil archetype skills: Courtly Intrigue, Sense Influence OR the Magister archetype skill, Logistician. You gain level 1 in that skill. All subsequent levels in that skill may be purchased normally.	Rank 0	1

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Veterans

Veterans do not represent a guild, but rather, they are particularly skilled and trusted members of a community, experts of their chosen path in life. Deft craftspeople, knowledgeable gatherers, wise warriors, and skillful people managers, they are the backbones of their towns and cities. Some may be a bit shady, but they're the best at being shady.

Veterans have six skill trees: Academic, Artisan, Burgher, Peasant, Scoundrel, and Soldier. You must pick two trees from the list. One of those trees will be your primary tree, and the other will be your secondary tree. You may purchase skills from the secondary tree, but you may only spend half as many points in it as you have spent in your primary tree.

Note that Veterans automatically start at Rank 2.

Academic

Name	*Description*	*Prerequisite*	*CP Cost*
Hardy Constitution (Signature)	Once you have had, and been cured or survived, a Level 1 Poison or Disease, you cannot be afflicted by it again.	Rank 2	2
Home Remedy - 1	Gain 1 level 1 Disease or Poison cure of your choice per event.	Rank 1	1
Home Remedy - 2	Gain 2 level 1 Disease or Poison cure of your choice per event.	Home Remedy - 1 and Rank 2	2
Home Remedy - 3	Gain 3 level 1 Disease or Poison cure of your choice per event.	Home Remedy - 2 and Rank 3	2
Lorekeeper - 1	Gain 1 random level 1 lore prop (not a Syllabus) in a category of your choice per event at check in.	Rank 1	1
Lorekeeper - 2	Gain 2 random level 1 lore props (not Syllabi) in a category of your choice per event at check in.	Lorekeeper - 1 and Rank 2	2
Lorekeeper - 3	Gain 3 random level 1 lore props (not Syllabi) in a category of your choice per event at check in.	Lorekeeper - 2 and Rank 3	2

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Rub Dirt On It (Signature)	Reduce your Medicine skill healing time by two minutes.	Medicine - 1 and Rank 2	2
Sawbones	May mend injured limbs. You must roleplay uninterrupted mending a limb for 5 minutes. This takes a use of a Chirurgeon's Kit.	Rank 1	1
Scrivener - 1	You may copy 1 lore prop that you have opened per event. Cannot copy Syllabi.	Rank 1	1
Scrivener - 2	You may copy 2 lore props that you have opened per event. Cannot copy Syllabi.	Scrivener - 1 and Rank 2	2
Scrivener - 3	You may copy 3 lore props that you have opened per event. Cannot copy Syllabi.	Scrivener - 2 and Rank 3	2
Well Read	Reduce the number of lore props it takes to acquire additional levels in lore skills. This does not apply to the first level of a Lore skill. Each time you level up a lore skill, it costs you 1 less than the listed amount of required lores.	Academics - 1 and Rank 1	1

Artisan

Name	*Description*	*Prerequisite*	*CP Cost*
Apprentice (Signature)	Gain 1 random Schematic every event at check in of a craft you own. The maximum level of any acquired Schematic is your level in that craft.	A Crafting Skill and Rank 2	2
Architect - 1	Once per event, turn in 1 character Archetype card that only has a Basic or Veteran Archetype for 10 iron ingots, refined wood, leather, or cloth toward a Construction Project. The archetype card should not be retained by anyone.	Rank 1	1
Architect - 2	Once per event, turn in up to 2 character Archetype cards that only have a Basic or Veteran Archetype for 10 iron ingots, refined wood, leather, or cloth toward a Construction project. The archetype cards should not be retained by	Architect - 1 and Rank 2	2

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	anyone.		
Architect - 3	Once per event, turn in up to 3 character Archetype cards that only have a Basic or Veteran Archetype for 10 iron ingots, refined wood, leather, or cloth toward a Construction project. The archetype cards should not be retained by anyone.	Architect - 2 and Rank 3	2
Brewmaster - 1	Gain 1 decoction that you can craft at check in every event for no cost.	Alchemy - 1 and Rank 1	1
Brewmaster - 2	Gain 2 decoctions that you can craft at check in every event for no cost.	Brewmaster - 1 and Rank 2	2
Brewmaster - 3	Gain 3 decoctions that you can craft at check in every event for no cost.	Brewmaster - 2 and Rank 3	2
Entrepreneur - 1	Gain 4 silver dragons per event at check in.	Rank 1	1
Entrepreneur - 2	Gain 12 silver dragons per event at check in.	Entrepreneur - 1 and Rank 2	2
Entrepreneur - 3	Gain 20 silver dragons per event at check in.	Entrepreneur - 1 and Rank 2	2
Market Exchange	Once per event at check in, you may convert resources into coin, or coin into resources (1 resource = 1 silver dragon). Up to 2 Gold Dragons worth of value may be traded in this way.	Rank 1	1
Trade Deals (Signature)	Once per event at check in, turn in up to 3 character Archetype cards that only have a Basic or Veteran Archetype for three resources (of your choice) or three silver dragons per card. The archetype cards should not be retained by anyone.	Rank 2	2

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Burgher

Name	*Description*	*Prerequisite*	*CP Cost*
Call to Arms	Once per Refresh, grant any number of Basic or Veteran Archetypes who hear you give a rousing speech one temporary use of Tough.	Rank 1	1
Mob Rule (Signature)	Once per event at check in, turn in up to 3 character Archetype cards that only have a Basic or Veteran Archetype to remove one Influence per card from a player of your choice. A player can only be targeted once every other event by this power. The archetype cards used for this should not be retained by anyone.	Rank 2	2
Power of the People (Signature)	Once per event at check in, turn in up to 3 character Archetype cards that only have a Basic or Veteran Archetype for one Influence or four silver dragons per card. The archetype cards should not be retained by anyone.	Rank 2	2
Prominent Citizen - 1	Gain 1 Influence every event at check in	Rank 1	1
Prominent Citizen - 2	Gain 3 Influence every event at check in.	Prominent Citizen - 1 and Rank 2	2
Prominent Citizen - 3	Gain 5 Influence every event at check in.	Prominent Citizen - 2 and Rank 3	2
Village Gossip - 1	Once per event at check in, gain 3 Espionage points that can only be used to acquire rumors.	Rank 1	1
Village Gossip - 2	Once per event at check in, gain 6 Espionage points that can only be used to acquire rumors.	Village Gossip - 1 and Rank 2	1
Village Gossip - 3	Once per event at check in, gain 9 Espionage points that can only be used to acquire rumors.	Village Gossip - 2 and Rank 3	1
Voice of the People	Once per event at check in, turn in up to 3 character Archetype cards that	Rank 1	2

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	only have a Basic or Veteran Archetype for one Influence per card for the purpose of placing in the Decisive Moment box(es) of your choice.		

Peasant

Name	*Description*	*Prerequisite*	*CP Cost*
Advanced Herbalism (Signature)	Gain an additional 12 herbs when you use Herbalism at check in. You may now choose which herbs you get for all your Herbalism at check in.	Herbalism - 1 and Rank 2	2
Life of Labor - 1	Gain +1 Tough.	Rank 1	1
Life of Labor - 2	Gain +1 Tough.	Life of Labor - 1 and Rank 2	1
Life of Labor - 3	Gain +1 Tough.	Life of Labor - 2 and Rank 3	1
Master Farmer - 1	Gain an additional 6 cloth per event at check in.	Farming - 1 and Rank 1	1
Master Farmer - 2	Gain an additional 16 cloth per event at check in.	Master Farmer - 1 and Rank 2	2
Master Farmer - 3	Gain an additional 26 cloth per event at check in.	Master Farmer - 2 and Rank 3	2
Master Feller - 1	Gain an additional 6 refined wood per event at check in.	Woodcutting - 1 and Rank 1	1
Master Feller - 2	Gain an additional 16 refined wood per event at check in.	Master Feller - 1 and Rank 2	2
Master Feller - 3	Gain an additional 26 refined wood per event at check in.	Master Feller - 2 and Rank 3	2
Master Hunter - 1	Gain an additional 6 leather per event at check in.	Hunting - 1 and Rank 1	1
Master Hunter - 2	Gain an additional 16 leather per event at check in.	Master Hunter - 1 and Rank 2	2
Master Hunter - 3	Gain an additional 26 leather per event at check in.	Master Hunter - 2 and Rank 3	2
Master Miner - 1	Gain an additional 6 iron ingots per event at check in.	Mining - 1 and Rank 1	1

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Master Miner - 2	Gain an additional 16 iron ingots per event at check in.	Master Miner - 1 and Rank 2	2
Master Miner - 3	Gain an additional 26 iron ingots per event at check in.	Master Miner - 2 and Rank 3	2
Resourceful (Signature)	Once per event at check in, gain an additional 12 resources. You may now choose which resources you get for all your gathering.	Gathering - 1 and Rank 2	2

Scoundrel

Name	*Description*	*Prerequisite*	*CP Cost*
Mark - 1	1 time per Refresh, ask a player or NPC how much Influence OR coin they have. They must answer truthfully.	Rank 1	1
Mark - 2	3 times per refresh, ask a player or NPC how much Influence OR coin they have. They must answer truthfully.	Mark - 1 and Rank 2	2
Mark - 3	5 times per refresh, ask a player or NPC how much Influence OR coin they have. They must answer truthfully.	Mark - 2 and Rank 3	2
Sabotage (Signature)	Once per event at check in, gain 6 Espionage for the purpose of putting into the Decisive Moment box(es) of your choice.	Rank 2	2
Scrounger	Once per event at check in, you can swap any resources you gain or have for any other resources of the same level. Iron, Leather, Cloth, and Wood cannot be traded for Herbs but Herbs can be traded for other Herbs of the same level.	Rank 1	1
Second Story Job - 1	Gain 1 permanent letter between A-H. Automatically defeat a Level 1 lock once per Refresh.	Disable Device - 1 and Rank 1	1
Second Story Job - 2	Gain 1 permanent letter between I-P. Automatically defeat up to a level 2 lock once per refresh.	Second Story Job - 1 and Rank 2	2
Second Story Job - 3	Gain 1 permanent letter between Q-X. Automatically defeat up to a level	Second Story Job - 2 and Rank	2

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	3 lock once per refresh.	3	
Spy Network (Signature)	Once per event at check in, turn in up to 3 character Archetype cards that only have a Basic or Veteran Archetype for 2 Espionage per card. The archetype cards used for this should not be retained by anyone.	Espionage - 1 and Rank 2	2
Word on the Street	Once per event, you can ask who is currently winning a Decisive Moment.	Rank 1	1

Soldier

Name	*Description*	*Prerequisite*	*CP Cost*
Grizzled (Signature)	Gain 1 use of Master of Arms and Second Wind per Refresh.	Master of Arms - 1 and Rank 2	2
Gutsy	Negate 1 Fear call per refresh.	Rank 1	1
Light Armor Focus	Gain 1 Armor Value (AV) when wearing light armor.	Armor Proficiency - 1 and Rank 1	1
Mercenary Captain - 1	You can no longer be Retained, but you gain +1 retainer slot. Any retainers you employ can be Soldier, Brigand, or Urchin Basic Archetype only. They may have the Veteran Advanced Archetype.	Rank 1	1
Mercenary Captain - 2	Gain +1 retainer slot for Soldier, Brigand, or Urchin Archetypes.	Mercenary Captain - 1 and Rank 2	2
Mercenary Captain - 3	Gain +1 retainer slot for Soldier, Brigand, or Urchin Archetypes.	Mercenary Captain - 2 and Rank 3	2
Militiaman	Gain the Martial Training skill. At character creation, you may take the Soldier archetype starting equipment and coin instead of your basic archetype's. You will still maintain your original basic archetype's skills and card.	Any Martial Skill and Rank 1	1
Phalanx	Gain Two-Handed Weapons - 1. When you use a spear, you gain 1 Stagger active martial skill per Refresh.	Rank 1	1

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Plucky (Signature)	Gain 1 Resist active martial skill per Refresh.	Rank 2	2
Quartermaster - 1	Once per event at check in, gain 5 silver dragons worth of items from the Cirque price sheet.	Rank 1	1
Quartermaster - 2	Once per event at check in, gain 14 silver dragons worth of items from the Cirque price sheet.	Quartermaster - 1 and Rank 2	2
Quartermaster - 3	Once per event at check in, gain 24 silver dragons worth of items from the Cirque price sheet.	Quartermaster - 2 and Rank 3	2

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Vigil

The Vigil have three skill trees: **General**, **Justicar**, and **Sentinel**. You may purchase anything from the General skill tree, but you must choose a primary tree between Justicar and Sentinel. You may still purchase skills from the secondary tree, but you may only spend half as many points in it as you have spent in your primary tree.

General Vigil

Name	*Description*	*Prerequisite*	*CP Cost*
Favored of the Court - 1	Gain 1 Influence per event at check in.	Rank 0	1
Favored of the Court - 2	Gain 3 Influence per event at check in.	Favored of the Court - 1 and Rank 2	2
Favored of the Court - 3	Gain 5 Influence per event at check in.	Favored of the Court - 2 and Rank 3	2
Hardened Constitution	You are now immune to any level 1 poison. If you are subjected to a level 1 poison, you know that you have been poisoned, but not what the poison is, unless you have the Diagnose ability.	Rank 0	1
Whispers in the Halls - 1	Gain 2 Espionage per event at check in.	Rank 0	1
Whispers in the Halls - 2	Gain 4 Espionage per event at check in.	Whispers in the Halls - 1 and Rank 2	1
Whispers in the Halls - 3	Gain 6 Espionage per event at check in.	Whispers in the Halls - 2 and Rank 3	1

Justicar

Name	*Description*	*Prerequisite*	*CP Cost*

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Courtly Intrigue - 1	Gain 2 Espionage per event at check in. Gain special insight into 1 rumor you have gained via the Espionage system.	Rank 0	1
Courtly Intrigue - 2	Gain 4 Espionage per event at check in. Gain special insight into 2 rumors you have gained via the Espionage system.	Courtly Intrigue - 1 and Rank 2	2
Courtly Intrigue - 3	Gain 6 Espionage per event at check in. Gain special insight into 3 rumors you have gained via the Espionage system.	Courtly Intrigue - 2 and Rank 3	2
Extortion	May convert 3 Espionage points to 1 Influence OR 1 influence to 2 Espionage every event at check in. Up to 3 Influence or 6 Espionage may be generated in this way.	Rank 0	1
Eye for Detail (Signature)	Gain Perception - 1 and Perception - 2. Once per event, you may ask staff for insight on something you have seen or heard.	Rank 2	2
Kingmaker (Signature)	Remove or grant X Influence from each character you started a rumor about using the Whisper Campaign skill at check in. X equals your level in the Whisper Campaign skill. A player can only be targeted once every other event by this power. Granted Influence is supplied by staff and removed Influence is given to staff.	Whisper Campaign - 1 and Rank 2	2
Sense Influence - 1	1 time per Refresh, ask a player or NPC how much Influence and Espionage they have. They must answer truthfully.	Rank 0	1
Sense Influence - 2	3 times per refresh, ask a player or NPC how much Influence and Espionage they have. They must answer truthfully.	Sense Influence - 1 and Rank 2	1
Sense Influence - 3	5 times per refresh, ask a player or NPC how much Influence and Espionage they have. They must answer truthfully.	Sense Influence - 2 and Rank 3	1
Whisper Campaign - 1	Add 1 positive or negative rumor based about another character to the pool of rumors.	Rank 0	1

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Whisper Campaign - 2	Add 2 positive or negative rumors about up to two different characters to the pool of rumors.	Whisper Campaign - 1 and Rank 2	2
Whisper Campaign - 3	Add 3 positive or negative rumors about up to three different characters to the pool of rumors.	Whisper Campaign - 2 and Rank 3	2

Sentinel

Name	*Description*	*Prerequisite*	*CP Cost*
Guardian - 1	Once per Refresh, while within arm's reach of another character, you may transfer one active martial call or melee strike targeted at that character to you.	Tough - 1, Hyper Awareness - 1 and Rank 0	1
Guardian - 2	May now use the Guardian skill twice per refresh.	Guardian - 1 and Rank 2	2
Guardian - 3	May now use the Guardian skill three times per refresh.	Guardian - 2 and Rank 3	2
Hyper Awareness - 1	Gain +1 use of the Resist active martial skill per Refresh.	Rank 0	1
Hyper Awareness - 2	Gain +1 use of Resist per refresh.	Hyper Awareness - 1 and Rank 2	2
Hyper Awareness - 3	Gain +1 use of Resist per refresh.	Hyper Awareness - 2 and Rank 3	2
Iron Body (Signature)	Gain +2 points of Tough.	Tough - 3 and Rank 2	2
Martial Prowess - 1	Gain +1 level of Master of Arms. This stacks with your existing level(s) of Master of Arms. Master of Arms levels above 3 give the same benefit as Master of Arms 3	Rank 0	1
Martial Prowess - 2	Gain +1 level of Master of Arms. This stacks with your existing level(s) of Master of Arms.	Martial Prowess - 1 and Rank 2	2

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Martial Prowess - 3	Gain +1 level of Master of Arms. This stacks with your existing level(s) of Master of Arms.	Martial Prowess - 2 and Rank 3	2
Wylding Hand - 1	Gain the ability to use brawling boffers (Claws). Gain access to the Stun active martial skill. May use one Stun per Refresh.	Rank 0	1
Wylding Hand - 2	Gain access to the Disarm active martial skill with your brawling boffers. May use one Disarm per refresh.	Wylding Hand - 1 and Rank 2	2
Wylding Hand - 3	Gain access to the Cleave active martial skill with your brawling boffers. May use one Cleave per refresh.	Wylding Hand - 2 and Rank 3	2

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Combat

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Overview

Strive for Cinematic

Eldritch's combat system emphasizes drama and experience. We often refer to it as "cinematic, not machine gun". But we can't rely on mechanics alone for this; we need help from the players.

Use the following guidelines during combat:

- Don't try to make as many strikes as you can in as little time as possible; it could be considered griefing if you do.
- Pull your strikes back. That is, don't use your full strength in the follow through.
- **Respond when you are struck**, even if it hit your armor or shield - wince, stagger a bit, yell out in pain, etc. Remember, reactions are fun for you and reward those around you.
- Consider the weight of your weapon, especially if you are using a two-handed weapon. Perhaps it causes you to strike slower.

One Strike Per Second

You must wait one second between strikes against an opponent, character or NPC. In group combat, all of the opponents of a single target must also wait one second between strikes made on that target. Conversely, the target of an attack only has to take one strike per second, even if they are being hit by multiple opponents at the same time. The purpose of this is for both safety and ease of remembering the strikes one takes.

Legal Targets & Safety

Legal targets are torso, arms, and legs. Illegal targets are head, groin, and hands. Eldritch combat is "medium touch". A weapon strike needs to make firm and unimpeded contact with a legal target on your opponent. It is more than a tap, but less than striking as hard as you can. Your opponent should know when they have been struck, but it should not cause pain.

Never strike by thrusting the point of your cored weapon at an opponent, not even with two-handed weapons (such as spears) which in real life, may have been meant for thrusting. Non-core weapons, such as small knives, can safely be used to mime stabbing.

Even medium touch is not without accidents. Bruises can and do sometimes occur. Please take this into consideration when thinking about whether you want to make a combat or non-combat character.

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The Defender is Right

At Eldritch, we want to foster a community of trust. In combat, trust the defender to take weapon strikes and calls that you make against them. Only the defender knows how much Armor Value they have and what active martial calls they can make and/or absorb. It is their responsibility to take hits and calls according to their character sheet, not the attacker's.

If you feel that someone is egregiously not taking hits or calls made against them, it is more likely that they don't understand the rules than that they are ignoring the calls on purpose. **Do not stop combat to ask a player if they are taking their hits or calls.** Wait until combat is over and then either check in with the player to clarify concerns or questions, or notify a staff member.

Griefing

During combat, the following actions can be considered "griefing", which is prohibited by our Code of Conduct:

- Aggressively cornering other players. If you are a shield user, this includes forcibly pushing someone with your shield.
- Striking quickly to get in as many hits as possible.
- Striking hard to "blow through" weapons such that an opponent cannot block a strike.

Sometimes, the heat of combat takes over and players may not realize they are doing these actions. If a player is subject to someone striking too quickly, they can choose to ignore the strikes. Players may also call "Break" or use the "Oh, mother" mechanic during combat.

If a player continues to perform actions that could be considered griefing, staff should be notified, and the player will be subject to the rules of the Code of Conduct.

Non-Combatants in Combat

Eldritch has a system for non-combatants to participate in combat without physical roleplay. Please read our Non-Combatants rules in the Accessibility & Accommodation section so that you know how to interact with non-combatants at Eldritch.

Monsters and Special NPCs

The vast majority of NPCs follow the same combat and weapon rules that the players are expected to follow.

The exceptions to this are Monsters and some "special" NPCs (i.e. humans with augmented abilities)

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who may not be affected by all Active Martial Skills or all types of weapon hits. We attempt to make these immunities logical based on the type of creature they are, but we're not always going to tell the players about these exceptions ahead of time. Sometimes, you might find out about these exceptions in-character, such as through Lore.

Some examples could be:

- Zombies may be immune to Stun.
- Werewolves might not be sent into their Dying count when hit by a bullet, and instead may treat the strike as multiple hits against their Tough. The same concept might be applied to arrows.
- An augmented human NPC might be immune to certain Active Martial Skills based on their abilities.

A staff marshal on the field during combat scenes may communicate in an in-character way what kind of effect (or lack thereof) your characters have on the NPCs you face. But as mentioned in the section, "The Defender is Right", you should trust that the NPCs know what kind of hits they can and cannot take. If you have concerns or think that a mistake is being made, you can ask a staff marshal overseeing the scene.

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Hybrid Hit Location System

Eldritch utilizes the Hybrid Hit Location system to simulate live combat. The hybrid hit location system consists of Armor Value (AV) and body hit locations. Hit locations are **arms**, **legs**, and **torso**.

Never strike by thrusting the point of your cored weapon at an opponent, not even with two-handed weapons (such as spears) which in real life, may have been meant for thrusting. Non-core weapons, such as small knives, can safely be used to mime stabbing.

A single successful strike delivers one "point" of damage. You do not need to vocalize this when striking or receiving a blow. A character's AV is depleted by strikes. It does not matter where the strikes land when depleting AV. AV from armor is depleted before AV granted by Tough.

Once a character's Armor Value is depleted, or they are subject to a successful Cleave call, strikes are then taken to specific hit locations on the body. At this point, it **does** matter where the strikes land. If a character receives a strike:

- ***To one arm or both arms*** | The arm(s) are rendered useless and cannot be used to hold anything or perform any actions.
- ***To one leg*** | The leg is rendered useless and cannot be used to stand on. The player may hobble or go down to one knee.
- ***To both legs*** | Both legs are rendered useless and cannot be used to stand on. The player cannot hobble; they must lay on the ground if they are able. They may crawl to get away if their character still has the use of at least one arm.
- ***To any limb already rendered useless /*** Any subsequent blow drives the player into their Bleeding Count, as if they'd take a hit to their torso. Must fall to the ground (if able), and roleplay as critically injured.
- ***To the torso*** | The character immediately enters their Bleeding Count, at which point, they must fall to the ground if they are able, roleplaying as critically injured.

Injuries sustained to limbs **cannot** be healed by the Medicine skill. They can be healed by Magisters of the Apotheca, Mercy Knights, and Veterans with the requisite skills.

For any of the above injuries, if you cannot lay on the ground, you can instead use our accessible Roleplaying Injuries guidelines.

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Bleeding, Dying, and Wounded States

For any of the following states, instead of roleplaying falling to the ground if you are unable to, you may instead use our accessible Roleplaying Injuries guidelines.

Bleeding

Also referred to as "Bleeding Out" or "Bleed Count". A character enters the Bleeding state when they receive a strike to the torso with no Armor Value available to use. The Bleed Count lasts **three minutes**, unless modified by a skill or other in-game effects.

While in the bleeding state, a character **cannot**:

- Run
- Use active martial skills
- Use injured limbs

They **can**:

- Speak
- Use uninjured limbs (this means they can walk slowly if their legs are uninjured)

The Bleed Count is stopped using the Medicine skill, and certain Magister and Mercy Knight skills. If the Medicine skill is interrupted, the Bleed Count continues. Once 'healed' by Medicine, the character enters the Wounded state. Note that being healed by Medicine does **not** restore the use of injured limbs. There are specific skills that Magisters of the Apotheca, Mercy Knights, and Veterans have that can heal injured limbs.

If the Bleed Count ends without the character receiving help, or if the character is struck a second time in the torso during the Bleed Count, the character enters the Dying State.

Dying

Also referred to as the "Dying Count" or "Death Count". A character enters the Dying state after their Bleed Count ends, if they are struck in the torso during their Bleed Count, or if they are struck with a bullet. The Dying Count lasts **three minutes**. If the count completes, the character dies. While in the dying state, a character is considered unconscious. They **cannot**:

- Speak
- Act in any way

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A player may perform a killing blow to most other human and humanoid beings by miming a killing blow to a vital area, like the torso, for a duration of at least 5 seconds. This killing blow will bypass the three-minute dying count and render the character permanently dead.

The Dying Count can be stopped by Magisters of the Apotheca and Mercy Knights who have the requisite skill. Once healed from the Dying state, the character enters the Wounded state.

If your character dies, you should immediately find a member of Eldritch staff for instruction. (Note: If you create a new character after a character's death, your new character will start at the same level of Rank and CP as your previous character had, regardless of what basic and/or advanced archetypes you choose.)

Wounded

If a character is healed from the Bleeding or Dying states, they are considered Wounded. While in the Wounded state, a character **cannot**:

- Run
- Use active martial skills
- Use injured limbs

If a character is struck in the torso while they are Wounded, they skip the Bleeding state and go straight into the Dying state.

The Wounded state is automatically resolved after one event. If a character was in the Wounded state at the end of Event 2, they would no longer be wounded at the beginning of Event 3.

For a quicker solution, the Wounded state can be healed by Magisters of the Apotheca if they have the requisite skill. The Wounded state can also be bypassed by a Mercy Knight with the requisite skill.

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Armor & Weapons Regulations & Details

All weapons and armor must be represented by physical props as well as in-game item cards. For example, you cannot use your sword prop if your character does not have a Medium Weapons item tag. You cannot get the benefit of your armor without an armor item tag.

Item tags can be acquired in multiple ways. Some Basic Archetypes have starting equipment. Some Basic Archetypes have starting coin that allows you to buy items at check in of your first event. Besides that, items can be purchased or found in-game.

Armor

Wearing armor requires the Armor Proficiency skill. See the Armor Value (AV) section of the Player's Guide for details on the mechanical protection that armor provides.

Armor must be represented by physical costuming. If your character has leather armor, you must wear leather armor. If your character has plate armor, you must wear plate armor. High-quality polyurethane armors will be accepted on a case-by-case basis. Please contact us if you have questions about your costuming.

To be considered "armored", and to receive the benefit of your AV, at a minimum, you must wear chest armor and pieces that cover at least one set of your limbs. For example, you could wear torso and leg armor OR torso and arm armor. You may utilize an item tag up to the armor class of the lesser of the armor represented on your torso and a limb of your choice. For example, if you wear plate on your torso(heavy), a coat of plates on your legs(medium), and leather on your arms(light), you may use an item tag up to medium armor. This is because your highest limb is medium and the best of that and your torso is also medium.

You may only wear one set of tagged armor at a time. All limbs receive the benefit of that armor so long as the armor is represented properly. For example, if you wear torso and leg plate armor you receive the benefit of plate armor to your arms.

Weapons & Shields

Medium Weapons

Medium Weapons are weapons roughly between 30" and 43" from end to end. You may use a medium

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weapon in one hand if you have the One-Handed Weapons skill. If you have the Master of Arms skill you may use two, one in each hand, or one medium and one small weapon.

Never thrust with a cored weapon

Small Weapons

Small Weapons are weapons under 30" from end to end. A small weapon may also be thrown if it does NOT contain a core and is under 12". You may wield a small weapon in one hand if you have the One-Handed Weapons skill. If you have the Master of Arms skill you may use two, one in each hand, or one medium and one small weapon.

Never thrust with a cored weapon.

Claws

Claws are small boffer weapons, consisting of a fiberglass core, pipe foam padding, and some sort of kite or gaffer's tape. They are used to safely represent unarmed combat. The Vigil's Wylding Hand skill utilizes claw boffers, and some NPCs at Eldritch may use them. While claws technically act as hand or fist attacks, characters do not take damage when their claws are struck and they may not be disarmed per the active martial skill rules. Damage from claws subtracts from Armor Value and causes damage as usual, unless otherwise stated in the combat encounter.

They can be built using .505 kitespar, surrounded by ½" pipe foam insulation, and capped with a soft, 2" foam tip. This is then wrapped with gaffer's tape, or kite tape, but not compressing it to the point of making the blade hard. The blade section can be no longer than 7", while the hilt should be roughly the size of your fist. Lastly, a claw should have some sort of padded foam pommel. Soft practice golf balls work well for this. There is no crossguard on a claw. All claws must be approved at check in by Eldritch staff before they are allowed for use during an event. There are many helpful tutorials online, so if you need some help building a set of boffer claws, a quick web search should do the trick.

Never thrust with a cored, claw boffer weapon.

Large Weapons Weapons

Large weapons are anything beyond roughly 43" in length. Large weapons cannot be disarmed and must be wielded in two hands in order to deal damage or block a strike.

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While in real life, two-handed weapons were often meant to be thrusted, **never thrust with any two-handed weapon at Eldritch**. This is for safety. Instead, use controlled swings like you would with a one-handed weapon.

Bows and Arrows

A bow can be 24" to 72" and have no more than 35 lb. maximum draw weight. Our preference is bows that are 25 to 30 lb draw weights. If you have a bow in the 30 to 35 lb draw weight range, please check in with staff on the use of this bow and **never** fully draw it when aiming it at people. Please refer to this blog by Drachenfest US (specifically the requirements and specs section), which contains the safety standards we abide by with regards to arrow standards and overall safety, with the rare exception like bow draw weights.

If an arrow hits a target, in any hit location, it bypasses all Armor Value and Tough. Arrows can be blocked by shields. Arrows cannot be knocked out of the air by weapons or limbs for safety reasons. Arrows are purchased in bundles. Arrows are expended once shot, even if you miss. Once you are out of arrows, you must purchase more.

Pistols and Rifles

Pistols must be of the Buzzbee brand or similar, in the flintlock style. Rifles should be of the B3 or Carny Rex brands (or similar). If you are not using the explicitly mentioned brands, you should request approval before bringing the pistol or rifle prop to an event.

Both Pistols and Rifles should shoot small foam darts or balls one at a time. As part of the loading process, you must apply a plastic pop-cap to the wheel mechanism, such that when it fires, it makes a loud, auditory cracking sound. You are encouraged to paint or modify the pistol or rifle to improve its aesthetic quality.

If a shot hits a target, in any hit location, the target immediately enters their Dying count. Bullets deliver the Sunder effect to shields. Bullets cannot be knocked out of the air by weapons or limbs for safety reasons.

Ammunition is purchased in bundles. Ammunition is spent once shot, even if you miss. Once you are out of ammunition, you must purchase more. Non-masterwork pistols may not fire in the rain.

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Shields

Shields cannot be disarmed. Shields can block all weapon strikes and arrows. Shields can block bullets but receive a Sunder when they do. If you have access to the Resist active martial skill through your shield skills, then you must be wielding your shield to use the call.

Approved Weapon Vendors

All weapons and shields must come from an approved manufacturer and no homemade weapons or shields are allowed (except claws). This is to ensure consistency in not only aesthetics and quality, but safety. Should you wish to purchase a custom weapon from a non-approved manufacturer, please submit your request to staff via email, including information about the vendor, item specifications, and any helpful links. It is recommended that you get approval **before** you purchase the item. The following brands are approved for use: Calimacil, Dark Knight Armoury, Epic Armoury, Mytril, Atelier Nemesis, Medieval Collectibles, Mytholon, Buzzbee (pistols), B3 (rifles), and Carny Rex (rifles). Any other manufacturer must be approved before it may be used at an Eldritch event.

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In-Game Effects

In-Game Effects are a way to mimic real world actions and effects in a roleplay setting. They are verbal commands or informational cards that are directed at an individual character or a group of characters. There are combat effects (called Active Martial Skills) and non-combat effects, so it is important for you to be familiar with them even if you do not plan to participate in combat at events.

In-Game Effects Rules

Duration

Unless otherwise noted, all effects last 10 minutes. Some effects can be resolved by in-game means, like drinking a potion.

Stacking

Except for Poisons, Curses, and Diseases, effects do not stack. For example, you cannot be given Sleep and Paralyze at the same time.

No effect overrides another effect, either. For example, if you already have Weakness and something or someone attempts to Fear you, it will not work. The Weakness must resolve before other effects can be given to you.

Delivery

Targeted

Targeted effects target a single character. They will be indicated by the source announcing "<effect name>", accompanied by a physical signal. The physical signal will be delivered by weapons (melee, ranged, and shields), an outstretched hand towards the character, a gaze, a whisper directly to the character, or some other means. If your character has ways to negate the call, they may do so.

Mass

Mass effects affect every character within earshot of the call. They will be indicated by the source announcing, "Mass <effect name>". If your character has ways to negate the call, they may do so.

Carded Effects

Poisons, Curses, and Diseases are delivered by cards to individual characters, usually by game

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marshals. The cards will contain instructions about how to roleplay the effect(s) and how long the effects last.

Delivering Poisons

Poisons can be delivered by any player if they have a poison item tag; they do not have to be an Alchemist. To deliver a poison, you must **roleplay** delivering the poison. How this looks will be up to you; do you pour the poison into their drink or food? Do you coat your weapon and then attack someone with it? Roleplaying is required because there must be opportunities for you to get caught, just like in real life.

However you deliver the poison, ensure that it is successful before taking the next step. For example, if you poured the poison into someone's drink, make sure that they take a sip. If you coated your weapon and attacked someone, make sure that your strike was not stopped by their armor. Whether you are successful or not, the poison is consumed.

If you successfully deliver the poison, take the poison item card to staff. Do not give it directly to the player you poisoned, unless it's irrelevant whether or not they know it was you. Tell staff which character or NPC you poisoned, and then staff will deliver the Poison card to that player or NPC for you.

In-Game Effects List

Name	*Description*
Cleave	(Active martial skill) Cleave attacks go through any Armor Value on the target, doing damage as if the target has no AV from worn armor or Tough. Does not go through shields. Some armor can negate one or more Cleaves, but the wearer must still count the damage from the strike against their AV. A proper Resist call can negate both the Cleave and its damage.
Curse	Curses are handed out as cards, which will contain the details on how to roleplay the curse, and any ramifications of it. Curses may stack with themselves, Poisons, and Diseases.
Disarm	(Active martial skill) Target character must drop their weapon and may pick it back up as soon as they are able. The strike does not have to hit the target's weapon, it can hit any legal part of their body. Please avoid striking breakable props, such as guns. If you Disarm a Player duel wielding, the Target drops their

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	least favourite weapon. Claws, two-handed weapons, and shields cannot be disarmed. Damage and/or any other effects must be taken as normal if the strike hit the target's body.
Disease	Diseases are handed out as cards, which will contain the details on how to roleplay the disease, and any ramifications of it. Diseases may stack with themselves, Poisons, and Curses.
Fear	Fear causes the target to make poor decisions and prevents them from approaching the source of their Fear for at least 10 seconds. Target may choose to roleplay for longer than 10 seconds if they wish, but that is the minimum duration required.
Paralyze	Paralyze immediately freezes the target in place and makes it impossible to speak, move, or take any actions. You must drop to the ground safely (and if able to). Target may be moved per the rules of Carrying Other Characters.
Poison	Poisons are handed out as cards, which will contain the details on how to roleplay the poison, and any ramifications of it. Poisons may stack with themselves, Diseases, and Curses.
Resist	(Active martial skill) Negates any active martial skill and the damage that would have come with it. If granted Resist by your shield, you must be wielding your shield to use it. Cannot be used to resist: Curses, Diseases, Fear, Paralyze, Poisons, Sleep, or Weakness. Resist must be called aloud when being used, like other Active Martial Skills.
Sleep	Immediately puts the target to sleep. As safely as possible, the player must roleplay as though they are in a deep slumber and may take no additional actions. Target may be woken on a 10 count by miming a shaking motion. Target will be woken if they are struck while asleep. Target may be moved per the rules of Carrying Other Characters.
Stagger	(Active martial skill) Target must step back two large steps and take damage and/or any other effects from the strike as normal. They cannot defend themselves while taking their steps. The Stagger call must be taken by the target even if the strike was blocked by a weapon or a shield.
Stun	(Active martial skill) Stun disorients the target. Target must act dazed and stumble around for 3 seconds. A Stun must be delivered to the target's back. You must be completely behind the target to deliver the Stun; it cannot be delivered by reaching around to their back. Do not apply damage or any other effects from

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	the strike.
Sunder	(Active martial skill) Sunder breaks or does damage to all weapons and shields. Some weapons and shields can negate one or more Sunders. Take damage and/or any other effects from the strike as normal if it hits your body.
Weakness	Induces a state of severe weakness. Target may use no Active Martial Skills, and must move slowly, but can otherwise function as normal. Target should roleplay feeling weak.
Wound	The Wound effect is damage that ignores AV from Armor. It can be absorbed by Tough or a body part of the target's choosing, as if struck by a weapon. It cannot be blocked by Weapons, Shields, or any Armor type. It can be negated by Resist.

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Eldritch Change Log

6/22/2026

- Tweaked Calling Favors skill from “max 3 gold conversion” to “max 32 silver conversion”.

5/12/2026

- Clarified 6/24/2018 Change Log entry regarding using a two-handed weapon with one hand was a pre-Reboot rule and no longer applies
- Clarified that you can dual-wield a gun and a sword with Master of Arms, if you choose.
- Clarified that if you are dual-wielding, and you are hit with a Disarm call, you drop your least favourite weapon.
- Clarified that if you throw an object in a combat situation, it does cause damage, but if you MUST have a tag for it, one per object. If you throw an object in a non-combat situation, it does not cause damage, it’s an insult only, and you do not need a tag.

4/22/2026

- Updated Resist to now require that it be called aloud when used, so that it follows the same rules as the other Active Martial Skills.

4/12/2026

- Added the Wound effect.

3/30/2026

- Updated Entourage skill to be in line with Household skill update.

3/16/2026

- Updated Master Alchemist signature skill

3/15/2026

- Updated one handed and two handed weapons language to be consistent with items tags.
- Added links to archery blog for arrow reference.
- Updated art credits

2/2/2026

- Updated Pirate’s Cove Signature Skill to sell at the Cirque buyback price, instead of ½ the Cirque buyback price.

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- Updated Knight Retainership to include Brigands and Commonfolk Basic Archetypes and "Veterans with the listed Basic Archetypes AND/OR who have chosen Soldier as their primary Veteran skill tree."

1/20/2026

- Updated Armor Proficiency levels 1 and 2 to give a base level AV benefit for both medium and heavy armor types, of 4.
- Clarified some different skills.

12/8/2025

- Added clarifying information about what resources are used for under the Gathering Skills section
- Added "What are Gathering Nodes?" clarification under the Gathering Skills section.
- Added "Monsters and Special NPCs" under the Combat Overview section, detailing how monsters and special NPCs may have exceptions to some combat rules.

11/17/2025

- Removed the Resurrectionist Basic Archetype
- Increased Household retainer gain to +2 per level instead of +1

10/21/2025

- Updated Scrounger skill to reflect it is resources 'of the same level'. It is relevant for herbs, which are multi-level. A player can swap a Level 1 herb for another Level 1 herb but not a level 1 herb for a Level 3 herb. Also clarified that Wood, Cloth, Leather, and Iron cannot be traded for Herbs. Herbs can be traded for other herbs of the same level.

10/19/2025

- Updated the Ravens ability to receive more Espionage per level, and removed the writeup about sending letters/rules around sending letters. Magisters can still send letters to NPCs on behalf of other characters.

10/17/2025

- Made a clarification around the Tithes power to reflect the final calculation more clearly. Changed Tithes 3 to 300% as the math was wrong in the previous version.

9/19/2025

- Removed Archer 2 & 3 and Gunner 2 & 3 as skills.

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9/8/2025

- Loot pinata: All basic archetype starting gear has been doubled

8/9/2025

- Clarified that a Disarm call can be made even if the strike hits a body part and not the opponent's weapon. Also added that disarm strikes should avoid hitting breakable props, such as guns.

6/22/2025

- Updated Ranks to indicate that all new characters start at Rank 1 instead of Rank 0 now. Veterans start at Rank 2.
- Added heading to the Skills section about rounding (everything uses true rounding unless otherwise noted).
- Codified the "one strike per second" rule, even during group combat.
- Codified "no thrusting" with cored weapons, particularly two-handed weapons.
- Clarified that armors that can negate Cleave ignore Cleave calls, but not the regular damage that comes with a strike in which Cleave was called.
- Clarified that Sunder strikes do damage to the body as normal if they hit a part of the body.
- Removed the "owned" requirement for Magister skill, Scribe.

4/8/2025

- Codified in Rank Advancement that true rounding is to be used.

3/30/2025

- Updated the armor physrep section. This clarifies the requirements for utilizing an item tag.
- Added section on temporary skills with appropriate links that clarifies when and how they are used up.
- Clarified gunnery skill to indicate that bullets apply one sunder rather than sundering a shield entirely and to clarify when the dying effect is applied.
- Reworded the active martial skill and in game effects section to have language that applies equally to melee weapons, arrows, and bullets. Since each of these can, with certain skills be applied to them. "Apply effects" and/or "damage".
- Modified the Veteran Artisan Skill Architect to be turned in when the construction project is turned into staff.
- Clarified language regarding homemade weapons and shields.

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3/17/2025

- Updated Devotion to Practice to clarify that it supplies a schematic of your choice.
- Updated crafting skills, like Blacksmith and Alchemy, to clarify that the schematic gained at levels 2 and 3 is given at the check in following the purchase of the skill.

3/1/2025

- Updated the Rank and Skill purchase per event limitations based on the decision to run fewer events. All limitations will now be lifted at Event 7.
- Removed limitation that prevented purchasing multiple levels of a single skill per event after character creation.

1/27/2025

- Added language to the Magister Alchemist skill Mithrandism and the Vigil skill Hardened Constitution that clarifies knowledge the player has regarding what happened.

12/17/2024

- Updated language on income and gathering skills to be consistent on when and how income is generated. All skills now "gain"... "at check in"
- Updated "Armor Value" wording in Combat Skills to be consistent with the language in Combat.
- Added language to make clear that higher level gathering skills increase the reward from appropriate nodes at game
- Added language to rumormonger to clarify when and how rumors should be submitted to staff

- Added language to the Knight Skill "Martial Expertise" and the Vigil Sentinel skill "Martial Prowess" that grants +1 level of another skill to clarify what happens above "level 3"
- Clarified that the shield wall resist is not tied to the use of the shield

10/16/2024

- Clarified that skills that allow you to copy lore props at check in do not allow you to copy Syllabi.

9/24/2024

- Clarified that additional hits to an already rendered useless limb puts the player into their Bleeding Count, same as if they'd taken a hit to the torso.

9/15/2024

- Clarified the wording of the Artisan & Master Artisan skills - from "non-Alchemy crafting skills" to "Blacksmith or Artificer".

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9/14/2024

- New characters created after a character death will retain the same Rank and CP level as the deceased character, regardless of the new character's basic and/or advanced archetypes are.

9/12/2024

- Removed the Taught skill acquiring mechanism

9/10/2024

- Added Twilight Empire Noble skills.

9/8/2024

- Clarified where crafters can do repairs, if they have the ability to repair items.

9/2/2024

- Clarified that Resist does not need to be called aloud when used.
- Added column on the armor type table to include prop examples.

6/24/2024

- Clarified Master of Arms to indicate that you get +1 use of only one of your active martial skills per Refresh, not all of them.
- Updated Shields - 2 to say that you can use Stun with your melee weapon instead of your shield. Physically shield bashing an opponent to deliver the Stun is no longer allowed. You may mime the Stun with your shield while delivering it with your melee weapon if you wish.
- Added a note to the Griefing section to clarify that pushing someone with a shield is considered aggressively cornering them.
- Added clarification that Martial Prowess stacks with Master of Arms.

3/16/2024

- Clarified that with Alchemy crafting, each recipe yields 2 doses of a potion, and the Distilled Spirits recipe yields 10.

3/14/2024

- Clarified that lores gained from Forbidden Lore skill cannot be copied.
- Clarified what Advanced Archetypes Veterans cannot retain.
- Added Magisters to the list of Advanced Archetypes that Cirque cannot retain.

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3/11/2024

- Updated Whisper Campaign to explain how to send in rumors.

3/4/2024

- Changed prerequisite for Forbidden Lore to be Academics - 2, instead of Academics - 3.
- Updated Scholar retainer benefit to be 2 lores instead of 1 lore. Clarified that if you draw a Lore that you already own, you can redraw.
- Removed Master Thief as an option for Scallywag.

12/4/2023

- Updated Market Exchange description from:

Market Exchange - 1	Once per event at check in, you may convert resources into coin, or coin into reso resource = 1 silver dragon). A maximum of 2 gold dragons can be earned per even

to:

Market Exchange - 1	Once per event at check in, you may convert resources into coin, or coin into resou = 1 silver dragon). Up to 2 Gold Dragons worth of value may be traded in this way.

11/11/2023

- Updated Noble abilities that grant an Influence reduction for specific archetypes to say "Once per event, reduce a [Archetype]'s promotion costs by 20%. You do not have to be retaining them."
- Removed the note in the Delivering Poisons section that stated that the delivered poison card given to the victim would be different from the poison item card that the poisoner would own. They will be the same card.

11/02/2023

- Updated Donations to require the previous level of Donations skill to purchase rather than Followers.

10/29/2023

- Updated Rigorous Study to grant 3 level 1 lore syllabi, instead of just 1.

10/9/2023

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- Clarified Chirurgeon's skill to say, "This skill cannot be used in the field on a module; it must be performed in a space designed to be a hospital or surgery center."

4/22/2023

- Veterans now get a rank advancement discount if they have a 1 CP or 2 CP basic archetype. Was 1 CP only before.
- Cirque rank advancement discount has been clarified to qualify for Merchant, Blacksmith, Artificer, Bowyer, and Urchin basic archetypes.
- Veterans have been clarified to start at Rank 1 instead of Rank 0. Rank 0 benefit has been removed from the Advanced Archetype table for Veterans. Veteran skills that required Rank 0 now require Rank 1.

4/19/2023

- Added a note to the Martial skills that clarifies that you do not get weapons or armor item cards by purchasing martial skills.
- Added a note about Signature skills to the Advanced Archetype section and what our intent behind them is.
- Clarified that Herbalism 1, 2, and 3 grant access to the corresponding reagent levels.
- Reduced the Herbalism level cost for Botanist - 1 and stated that the botanist can only pull herbs of levels that are equivalent to or less than their skill level in Herbalism.
- Reduced the Gathering level cost for Efficient Gatherer - 1 from 3 to 1.

4/18/2023

- Hunters can now choose to take a Bow and Arrows in place of their leather and starting coin.
- Brigands now get 4d4 silver in starting equipment, instead of 4d3.
- Bowyers can now choose the Arrows schematic or the Bows schematic at level 1. Bowyer - 2 now grants the ability to make improved bows.
- Reordered character creation to have archetype and skill choosing first, and background writing second.

4/6/2023

Major update, representing our re-launch rules including Archetypes, Skills, and Influence/Espionage changes. Post Event II Changes:

- Clarified consensual PVP does not just mean physical conflict.
- Added a note about occasionally ignoring rules to lift other players in the Code of Conduct.
- Adopted the "Oh, mother" mechanic in the Social Contract.
- Added the Break to the Social Contract.

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- Crafters now receive enough resources to craft one item at character creation.
- Removed Taught skill requirements.
- Added Event based regulations for buying skills at character creation.
- Added Event based regulations for leveling up crafting skills.
- Changed time requirement for ranking up from 3 events to 1 event; disallowed rank 3 until Event 5.
- Clarified Searching.
- Added Sneaking to the General Character Interactions section for clarification.
- Clarified Rank 0 benefits in the Advanced Archetype table.
- Clarified the Wounded condition for the Medicine skill and the Wounded State in the Combat section.
- Clarified the ability of the Diagnose skill; added a cipher for Diagnose as part of the skill.
- Clarified that locks cannot be stolen after lockpicking them.
- Described how to Craft at events; clarified the use of kits for crafting.
- Clarified who could Retain who and who is responsible for Salaries.
- Described Refreshes.
- Clarified all active martial skills.
- Removed the Command effect.
- Changed the Fear effect roleplay guidelines and duration.
- Added the Resist effect to the In-Game Effects List.
- Added instructions on how to deliver poisons.
- With regard to Construction Projects, changed the wording from schematics to blueprints.
- Added Interactive Events as its own section.
- Removed the Steal Buildings mechanic for Espionage. Buildings can be traded amongst players and added a description of that to the Construction Projects section.
- Updated requirement of Stun Mastery, Defensive Mastery, and Weapon Mastery to be any weapons skill.
- Added a description for the Ravens skill and reduced its CP cost per level.
- Clarified the Chirurgeon skill.
- Updated Wounded state to resolve after one event; previously, it was permanent until healed.
- Clarified the Pulling Strings skill.
- Clarified the Plucky skill.
- Clarified Spy Network skill; grants 2 espionage, not 3, and can utilize 3 archetype cards, not 2.
- Updated Sense Influence to sense Influence and Espionage.
- Changed Guardian requirement from “hand on shoulder” to “within arms reach”.
- Reordered the Change Log to be latest changes at the top instead of the bottom.

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12/15/2019

- Added lockpicking update and picture.

11/30/2019

- Updated Theft section and how to keep your personal valuables from being rifled through.
- Sunder no longer requires a player to take a knee.
- Clarified that you cannot use Resist to negate arrow damage.
- Added Wounded state to describe what happens after you've been healed from the Bleeding/Dying state.
- Herbalism will no longer be a random pull at check in. Will be included in-character packets at game.
- Bestiary is now part of the Lore system and will be implemented as such, i.e. tags, paper props, etc…
- Changed perception example description.
- Added lockpicking update and picture.

10/12/2019

- Updated professions descriptions.
- Updated Theft rules.
- Added max resists column to armor table.

2/27/2019

- Updated that you remember what you did while under the Command effect.

2/14/2019

- Updated what Espionage and Influential do.

1/22/2019

- Clarified what players can do during Bleeding state. Must drop down, but can use whatever limbs aren't injured to crawl, defend, etc… Can't use Active Marshal Skills.
- Clarified repair duration for Blacksmiths
- Notify staff after second event of apprenticeship to get profession skills.
- Corrected armor example where one instance says leather gives 1 AV and another instance says 2. Right answer is 1.
- Clarified character rewrite duration.
- Medicine does not diagnose disease anymore. This is now the realm of the Apotheca.
- Added PVP section.

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12/1/2018

- Someone entering into a Profession via the Generalist path must spend 8 Influence to do so, upon becoming rank 1.

10/4/2018

- Clarified Medicine skill to only diagnose injuries and disease.

8/27/2018

- Corrected Disarm to specify that it doesn't apply to shields.

8/9/2018

- Updated places in PG where skills said 'per day' to 'per skill refresh'

8/8/2018

- Clarified use of Active Martial Skills with Bows and Firearms – you can't do it unless you have the Sniper skill, and that only works with Bows.
- Updated schematic picture to reflect current format.

6/24/2018

- Clarified that you may use two-handed weapons in one hand, but do then not meet any prerequisites for any active martial skills that require two-handed weapons, i.e. Sunder, Cleave [NOTE: This clarification was pre-Reboot and does not currently apply]
- Added section on traps under ranged weapons section
- Established a more defined cadence upon which Active Martial Skills are refreshed and effects go away.
- Changed Dodge to Resist. Reflects more appropriate verbiage. Master of Arms does not refresh Resist.
- Heavy armor negates all Cleave Active Martial Skills.
- Information Gathering is now called Espionage and works differently.

6/17/2018

- Change Sunder effect – need to take a knee in addition to weapon damage.
- Knockback is now Stagger. Added further roleplay guidelines. Stagger is available to one-handed weapons.
- Add Kickstarter backer names.
- Added 'break' rule to hamper attempts at simply getting in close to an opponent and

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cornering/locking them up.
- Medium armor caps at two resists, heavy at one.
- Removed second wind. You now get these as part of Master of Arms at each level. May not be used to reset Resist.
- Disarm no longer affects two handed weapons.
- Paralyze is back to the original effect.
- Changed Information Gathering to Espionage and adjusted the workings of the skill.

5/25/2018

- Updated the Bleeding count to no longer be the Weakness effect. Character subject to the same effects of weakness, but not calling it weakness for simplicity. Bows do not deliver the Cleave effect but renders the results of Cleave. Clarified such that Resist may not be used against arrows.
- Clarified the way effects work on a character.
- Clarified Bleeding state and what happens in between this state and being fully healed.
- Clarified how someone trains another in a profession and advances a character to a new rank.
- Fleshed out how lores and Academics works a bit better.
- Clarified that Eldritch should be considered a medium contact game, is not lightest touch, and what all this actually means.
- Changed Dying state to Bleeding count and Death state to Dying count. This should make things clearer now.
- Clarified one second rule and how it relates to attacks from any weapon.
- Any effect, with the exception of Poison, Diseases, and Curses, ends at noon or midnight unless cured otherwise.
- Removed Body and Mind type effects. Not relevant anymore.
- Adjusted crafting character point costs.

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