

PLOT

Dusternis... a dark world ruled by ruthless king Hogarth. Millions of shackled citizens bow to his power. For many years during his undivided reign he has led all his enemies to the death's arms. Whoever was brave enough to question his will was going to get into fatal trouble. Year after year, Dusternis grew even more powerful and its residents, even though they were completely devoted to the crown, were living a prosperous life. Their only danger was the King himself - he was going to do anything to keep his throne, even by bloodshed. Citizens of Dusternis are just like their king - ruthless, possessive and scrupulous. They always fill their orders and try to achieve the peak of their abilities, no matter the consequences. They value their king even more than their own life.

After the land of Dusternis was hit by a comet, magical portals started to open. The portals led to the world of Maleficia. Hordes of magical beasts have raided the land of Hogarth, so in order to protect his people he has established an UnMagic inquisition, which consisted of the bravest warriors of Dusternis. Inquisitors have quickly understood the secrets of Maleficians' magic and used it to exile them to another world. To exile them to the Earth...

Maleficians came to Dusternis against their will. These creatures, which greatly value peace and harmony, were subjected to various influences of magical forces ruling over their world - Maleficia. Wild magic has opened a portal to Hogarth's land, which ended disastrously for both nations. Maleficians, in order to avoid complete extinction, started to use magic as a weapon. Even though that situation has forced them to radically change their personalities, they still are open, friendly and honest... at least between themselves.

Both Maleficians and Dusternians assumed human forms, afraid of being discovered by humans. Maleficians were trying to find a way to go back to their world, while the Inquisition was doing everything to prevent that. This conflict has already led to many casualties on both sides.

Several hundreds years later - in 2015, there occurred a gathering of the wisest Maleficians, who even remembered the times of invasion on Dusternis. The signs in the sky and on the Earth informed them, that on that day they will be able to open a portal to Maleficia. It is possible because of a certain positioning of stars, which occurs only once for a thousand years. They would only need some magic...

Living on Earth for a long time has weakened the magical abilities of Maleficians and Inquisitors. The Inquisitors were even able to appear on the gathering, so everyone should be on guard! No one knows what could happen because of them while opening the portal.

The aforementioned gathering is where your adventure begins... No matter where you are from, you have only one task - get back home. Earth is not a place for you.

What the Game Master needs to know:

As a Game Master, you have secret knowledge about who represents which faction. You can't tell players who is an Inquisitor. They need to discover it themselves. Otherwise, it will ruin the fun.

Game Master plays a role of a neutral character, who is a Malefician organizing the gathering. As a host, you need to lead players into introducing themselves and starting a discussion. If players will get too aggressive (for example, they will pick fights too quickly) you need to extend the time without magic.

To open a portal, players need to use certain items, called "tokens". Each "token" represents a "magical mark", which one character can bestow upon another. At the beginning, 7 out of 18 players will be given a token. There will be only 3 moments (magical outbursts), you will have to determine when will they occur, on which players will be able to exchange tokens. Additionally, first of these moments unlocks magic for Maleficians, second one for Inquisitors, while third one will be the time, when players can open the portal. After opening, it will suck in everyone after 10-15 minutes. It's destination will depend on who gathered the tokens - Dusternis for Inquisitors and Maleficia for Maleficians. Tokens can't be taken from a dead character.

Only one person will perform a ritual to open the portal. Additionally, it has to be a character which started without a token and collected a majority of them from other characters - that means everyone will need to decide who can they trust.

Players can die only after opening the portal. Before that time, any defeated player will be unconscious for 5 minutes - remember, it's difficult to kill a Dusternian or a Malefician without using powerful magic.

Short magic mechanics description:

3 spells for each character. Players can cast each spell once. There are two spell categories: combat and common. Dusternians will know 2 combat and 1 common spells, Maleficians 1 combat and 2 common spells. Each spell will have a corresponding piece of tape or a band. Players will have to take these off while casting a spell.

Each combat spell deals one damage. If a spell will be cast as a "surprise spell" - indicated by clapping above victim's head, it will deal two damage. Player who received two damage will be unconscious for 5 minutes at first time, and for 10 minutes at each other time (player who was defeated once will wear a band or something different to indicate that he's "wounded").

Two damage can be, for example, dealt by one normal spell and one physical attack, one "surprise spell" and so on. Players can't kill themselves before opening the portal.

[Few examples of common spells: Healing wounded player, Reviving, Blocking someone's magic, Looking at someone's spell list]

A player can counter someone's spell by sacrificing one of their own, it can be done only once and while the spell isn't cast as a "surprise spell".

Spells will be printed on the back of character sheets. This will prevent seeing someone's description while looking at another player's spells.

Temporarily eliminated players have to wait for 5 minutes at first time they were dealt 2 damage, and 10 minutes at each other time - Dusternians and Maleficians, as magical creatures, can't be killed easily. Wounded or unconscious players can be healed by using corresponding spells.

Each combat spell is a distance attack.

Combat Mechanics

Every player has five cards. Two of them indicate dealing 1 damage, one indicates dealing 2 damage, and remaining ones don't deal any damage. Defending player chooses one card at random from the attacker and is dealt damage according to the chosen card.

Cards never disappear, because physical combat can be initiated in any moment.

Receiving 2 damage means temporary unconsciousness - for 5-10 minutes.

Cards:

1 damage



2 damage



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A red pen nib is shown in a diagonal orientation, pointing towards the top right. It has just finished drawing a large, stylized red letter 'D'. Below the 'D', the nib has drawn two parallel horizontal red lines. The nib itself is light grey with a red tip and a small red ring near the base.

Token:



Alex Svegnard – Dusternian/Inquisitor

You're a young Dusternian, who was born on Earth. Your parents, Inquisitors, have passed on you all teachings of Hogarth. Soon enough you have become an Inquisitor as well, taught to hunt evil Maleficians. You were ordered to impersonate them and become a spy for the good of Dusternis. However, when you got to know them better, you have realized that they aren't as bad as your parents and other Inquisitors have said. You see them as friendly and cheerful beings. You even managed to find a friend among them – Kraki, as you saved his/her life in the past. Despite that, Kraki still isn't aware of the fact, that you're an Inquisitor. Even if you're still one of them, you try to help all Maleficians.

You have heard about the grand gathering and decided to attend, because you know that Inquisitors can easily infiltrate the place. Only you can prevent the upcoming massacre.

Tasks:

- Find other Inquisitors – you need to know who can be dangerous for Maleficians
- Don't let any blood to be shed, especially on Maleficians side. However, remember that peace kept at all cost is not true peace.
- Don't let anyone find out who you really are.
- Find your friend, Kraki. You know he/she has also arrived at the gathering.
Remember that he/she isn't aware that you're a Dusternian.

Kraki Vollara – Malefician

You're an experienced Malefician who even remembers the times of the Grand Invasion. While you were on the land of Hogarth, you've been trying not to bother anyone and wait for peaceful times until you were teleported to the Earth. Your prudence and sharp wit allowed you to avoid all trouble and conflicts. While on Earth, you were still trying to find a way to open a portal and come back to Maleficia. However, this world has quickly become your new home – you've found the love of your life and started a family. Unfortunately, the Inquisition has quickly tracked you down. Only you barely survived, thanks to a certain Malefician – Alex, who was able to save your life.

You still listen to your reason, even if loss of your close ones has heavily changed you. You're driven by revenge – Inquisitors are your biggest enemies. For Maleficians, however, you're still the same – calm, serious and kind. You don't care about anyone, and even about all that “come back to Maleficia” ruckus. For you, it's just another stop before invading Dusternis.

Tasks:

- Find a way to open the portal and get back to Maleficia.
- Find more Maleficians willing to attack Dusternis again – become their leader.
- Your friend – Alex Svengard, is also attending this meeting. Find him – he can be helpful.
- Kill as many Inquisitors as you can, but still be careful – not everyone who seems like an Inquisitor to you may be one.

Layne Ugyen – Malefician

You were born on Dusternis, but you don't remember too much from that world. After coming to Earth, your parents tried to raise you as a normal human, but you never were able to fit in that role. You've had an incredible imagination, which expressed itself in a form of various works of art. Your creative mind was always one step ahead of others. You were living carelessly, spending money on any pleasure that appealed to you, never worrying about your future. The only thing that mattered was the present and creating art. Unfortunately, you were tracked down by the Inquisition and almost lost your life. You needed to get help from other Maleficians, even if you never felt any special bond with them.

You've been invited to a gathering, which focuses on opening a portal "to home". However your "home" is here – on the Earth. Who would want to give up on all those pleasures and prosperous life? You can't let the portal be opened – it's their problem, not yours.

Tasks:

- Don't let the portal be opened.
- Don't hesitate to manipulate others – everyone can be useful for your goals.
- Find someone who can protect you from Inquisitors – they can still be after you!
- Convince others to stay on Earth.

Liron Mudiwa – Dusternian/Inquisitor

You're an old war veteran. For many years you were proudly serving the king – Hogarth. You're a traditionalist with a strong bond with your homeland, trained to fight for Dusternis. Even though the times of war have passed, you still remember what does it mean to be a warrior. You know how and when to take risk. Running into fire or cold-blooded killing is not a problem for you if it's an order from Dusternis. The only problem is your bad health, which even makes moving difficult – especially the long-term injury of your right leg, which worsens every year because of the Earth's atmosphere. Your grandchild – Lynn Nima – tries to take care of your health, but you don't need any help. You insist that everything's okay. You know humans very well, you got to learn about these abominations firsthand. Thanks to that, you know how to impersonate them perfectly. You can't stay on this planet any longer, it's not how you imagined your life. You dream about seeing your grandchildren serving next rulers of Dusternis, helping in development of your homeland.

You hate both Maleficians and humans, but you hide it inside yourself. You're waiting impatiently for a moment, when blood will be shed. You're going to do everything to return to Dusternis. The grand gathering is your chance. You only need to appear there impersonating a Malefician.

Tasks:

- Don't let anyone find out about your identity.
- Don't let the portal to Maleficia be opened.
- Find someone who can help you in making decisions.
- Do everything to open a portal to Dusternis.
- You don't trust Nogah Efe. He's just a filthy Malefician who wants to deceive Lynn Nima – your grandchild. Don't let Nogah get close to him.

Lynn Nima – Malefician

You're Lyron Mudiwa's young grandchild. Your father was a Dusternian and your mother was a Malefician – that means that mixed blood flows in your veins. You've been raised on the Earth surrounded by humans and Maleficians. When you were two years old your parents were killed during one of the attacks on Maleficians. In order to avenge them you're going to improve your magical abilities. The problem is that many Dusternians are impersonating the Maleficians and you're not able to determine their true identity. You're gullible. If you could, you would just kill all Dusternians and Maleficians standing on your way. You don't care about anyone and often take hasty decisions. The only person you trust is your grandparent – Liron Mudiwa. You know he misses his homeland, but you never reveal to him, that you're half Malefician. You love him. You know he has a long-term injury of his leg – you need to find someone who can help you with that matter.

You appear at the gathering, where Maleficians will open a portal to their home. It's a perfect opportunity to avenge your parents and prevent any portal from opening. However, you don't want to cause any problems for your grandparent.

Tasks:

- Don't tell anyone about your mixed blood.
- Look for someone, who can help you develop your magical abilities.
- Convince Liron Mudiwa to stay on Earth.
- Nogah Efe has a cure for your grandparent's injured leg. Acquire it from him and give it to Liron.
- Don't let the portal be opened – cause an uproar if needed.

Nogah Efe – Malefician

You're a former resident of Maleficia. Since the Great Invasion you're living carelessly on the Earth. You're calm and persuasive, enjoying the time you spend on the Earth living among humans. You don't participate in any conflicts, wars or conspiracies. You think that Dusternians and Maleficians should live together in peace. Everyone who would try to destroy that state is suspicious. You sense a great hostility from Liron Mudiwa – you're sure that he's a great danger for humanity. Thanks to Lynn Nima you know about Liron's injury. You've prepared a special poison in place of a cure...

As a fellow Malefician you participate in the gathering focused on opening a portal to Maleficia. However, you got used to the charms of living on Earth, to its culture and traditions. You don't want to get back to your homeland.

Tasks:

- Don't let a portal be opened.
- Watch Liron carefully, he's definitely planning something.
- Give the poison to Lynn Nima, to get rid of Liron.
- Convince Maleficians and disguised Dusternians to make peace. Don't hesitate to use your persuasion skills.

Joyce Egnar – Human marked with Maleficians' magic

You were always inquisitive and often got into trouble by minding someone else's business. You were also somehow able to get out of them as well. You're friendly and good-natured and never had any problems with making friends. On one of the crazy parties you've been on, you met Diato. After a long night, while being completely drunk, you decided to drive him back home. Your journey, however, ended rather quickly – on one of the trees next to the road. Diato, in order to save your life, has marked you with his magical power. Now you can cast spells! You want to know more, Diato should be able to help you with this power!

After a few weeks you have finally found Diato. He's going on some strange gathering. Is it a sect? Find him and convince him to help you develop your magical power.

Tasks:

- Find Diato.
- Don't reveal your identity in this shady environment.

You've heard something about opening a portal – find what is it about.

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Virgil Nostro – Dusternian/Inquisitor

Centuries ago, you've been bravely defending Dusternis from Maleficians' invasion, fighting shoulder to shoulder with your friend – Johane. You've come to the Earth with him to track down the Maleficians. Eliminating them was your main goal – they invaded your homeland and led to your family's death. Your weapons already killed tenths of Maleficians. You were always going to battle next to Johane, your comrade-in-arms. During one of dangerous missions, you killed a Malefician, who turned out to be Johane's partner. He couldn't forgive you, and turned against you. You've almost lost your life while fighting with him. Your ways have parted since then.

You found out that Maleficians organize a gathering. You arrived there, even if you don't care about them anymore. You want to find Johane and become reconciled with him. It won't be easy, as he's probably taken a different form, than the one you knew him in.

Tasks:

- Find Johane and become reconciled with him.
- Don't let Maleficians open the portal – you don't want their invasion to repeat, don't you?

Find other Inquisitors.

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Johane Snowborn – Dusternian/Inquisitor

Centuries ago, you've been bravely defending Dusternis from Maleficians' invasion, fighting shoulder to shoulder with your friend – Virgil. You've come to the Earth with him to track down the Maleficians, which attacked your homeland. You've killed so many, that you lost your count. Their life was always worthless to you. However, some time later you realised, that path paved by dead bodies isn't leading anywhere. You've entered a relationship with a human, who turned out to be a Malefician. You realised that rules of the Inquisition are worth nothing. Unfortunately, Virgil, being unaware of anything, has killed your partner. You've almost killed him, but he was able to escape. The only thing that matters now is revenge.

You have created a situation in which Virgil has found out about the gathering. You're sure that he'll be there – he's never going to let that opportunity slip. It's a perfect chance to deal with him once and for all. Make him suffer just like you did.

Tasks:

- Don't reveal your identity.
- Find other Inquisitors.
- Eliminate Virgil.
- Open a portal to Dusternis – it's time to go home.

Veyne Uhrent – Malefician

You were born on the Earth. You've heard the story about the Great Invasion from your father, who has raised you alone. He's been trying to pass on you all virtues of a true Malefician, but you never really cared about them. Magic is just a tool made for achieving your goals. You're reserved and never make hasty decisions – thanks to that, you were always able to avoid the Inquisition. As a lone wolf you were always hiding in different places on the Earth. It was difficult to survive all by yourself. One day, you have accidentally encountered a group of Maleficians and decided to join them. You made a good team, never disturbed anyone and lived in peace. Some time later, you fell in love with the leader of the group. However, it was an unrequited love. You've even found out, that he has an affair with an Inquisitor – Johane Snowborn. Before you had any chances to react, the leader died at the hands of another Inquisitor – Virgil Nostro. Someone has to pay for that.

You've found out that Maleficians organize a gathering and decided to attend. Maleficia is just a legend for you, you're here to deal with the Inquisition. Virgil and Johane will be here too – it's time for revenge.

Tasks:

- Find and eliminate Virgil and Johane.
- Don't let the portal be opened – Earth is your true home.
- Find other Maleficians who want to stay on the Earth.

Diato Xentar – Malefician

You spent your childhood on both Maleficia and Dusternis. Your parents died shortly after coming to the Earth, so you were left to live by yourself. As an enterprising person you managed to live well, without any problems. Sometimes you crossed your path with the Inquisitors, but you were always able to avoid any conflicts. Thanks to your friendly and good-natured attitude you were always the life and soul of all parties. During one crazy night you've met Joyce, who decided to drive you back home. He caused an accident, which almost led to his death. Having no choice, you healed him by using your magical powers. Your ways have parted since then. That situation was definitely a sign – you need to organize your life again and go back to home.

It's time to stop all that partying and living a careless life – your homeland is waiting for you. You've arrived at the gathering focused on opening the portal. Remember to be on guard - no one expects the Dusternian Inquisition!

Tasks:

- Open a portal to Maleficia.
- Unmask all Inquisitors.
- There are definitely some Maleficians that don't want to get back to their world at all... Do what you can to silence them.
- This gathering is a perfect opportunity to meet interesting people – use your extraordinary charisma to dominate the meeting.

Isialtar Halyeter – Malefician

You're an old sage and an experienced magician. No one's able to cast spells as powerful as you do. However, you never boast about that and try to avoid using magic if it's not necessary. You're gifted with eternal life. You spent most of your life on Maleficia, teaching the most talented to develop their magical powers. Thanks to you, many young Maleficians have grown up to be the most powerful defenders of their homeland. Since the Great Invasion you are continuing the teaching even on the Earth. However, you miss Maleficia. It's a place, where you spent almost thousand years after all. You desire to get back to your homeland and to continue raising powerful spellcasters.

You play an important role on the gathering. You're one of the wisest and most important Maleficians. It's a perfect opportunity to help everyone to go back to their homes.

Tasks:

- Don't let your guard down, you feel the dark Dusternian power surrounding you. Don't let them learn the secrets of your magical power.
- You feel a great power in Lynn Nima. However, you don't know if you can trust him. Decide if you want to teach Lynn to become a powerful magician.
- Do everything to open the portal to Maleficia.

Yagardi Cindlisdo – Malefician

You're from a rich family. You were always valued and pampered by your family. Your great charisma and educational achievements have made you extremely important for your parents. Even if you're physically mature, it's not the same for your emotionality. You often mind someone else's business and have problems with keeping your mouth shut. You live on the Earth since you can remember, but you heard many tales about your homeland. You've also heard that you can find your siblings somewhere among humans and Maleficians. You've lost contact with them many years ago. You really want to see them again.

You know that your sibling is going to attend the gathering. It's a perfect chance to get to know him/her better and go back to your homeland.

Tasks:

- Find your sibling.
- Find out what made him/her run away from home.
- Do everything to open the portal to Maleficia.
- Convince everyone to get back to Maleficia.

Zaiaran Haid (Agailo Clindlisdo) – Dusternian (former Malefician)

You're from a rich family. You craved for attention, which your close ones never gave to you. Your actions, no matter how important, were never noticed. You're an emotional being, driven by your heart, rather than your reason, and often enjoy solitude. You live on the Earth since you can remember, but you heard many tales about your homeland. You've also heard that you can find your siblings somewhere among humans and Maleficians. You've lost contact with them many years ago and you don't want to change that state. You ran away from home, because you didn't want to live with your family. You traveled through the world looking for someone, who will notice, appreciate or love you. You've met Reval Hagerenite, who convinced you to forget about Maleficians and become a Dusternian. You've done this, because you feel that it will give you hope and power to live.

You know that your sibling is also attending the meeting. Looks like your plan to go to Dusternis will require even more effort.

Tasks:

- Don't reveal your true identity. You're now known as Zaiaran Haid.
- Avoid direct meeting with your sibling.
- Don't let the portal to Maleficia be opened – this is your revenge.
- Do everything to open a portal to Dusternis.

Merin Raycerion – Malefician

You're a valued Malefician with a high social status. Since the Grat Invasion, you were teleported to the Earth with completely nothing at all. The only thing you want is to recover everything you owned. You're an egoist who cares only about money. You enjoy being in the center of attention, and often take part in cases that shouldn't involve you. You know how to manipulate others for your profit and achieve your goals no matter the consequences. For now, you only care about going back to Maleficia, as it's the place, where you left all your belongings... or at least you hope that they're still there. Earth is not a place for you – everything is so foreign and your status means nothing here.

As a person who needs to know everything, you decided to attend at the gathering. It's a perfect opportunity to go back to your homeland.

Tasks:

- Bribe Dusternians into agreeing to open a portal to Maleficia.
- Find someone who will support you.
- Don't let a portal to Dusternis be opened.

Reval Hagerenite – Dusternian/Inquisitor

You serve king Hogarth since you can remember. Unfortunately, because of the Great Invasion you were teleported to the Earth against your will. You want to go back to your homeland and kill everyone who won't tolerate his reign. You're assertive, ruthless and brave – that makes you suitable for being a leader. Your most loyal companion is Zaiaran Haid, who met you during the most difficult moments of his life. You've helped him regain hope and happiness. You managed to convert many Maleficians to the Dusternian side. The only thing you care about now is coming back to Dusternis. Your people only suffer here... Besides, you don't want the kingdom to fall.

The gathering of Maleficians is the only chance to make their plans fall apart. The opportunity to go back to your homeland is in your hands.

Tasks:

- Don't reveal your identity.
- You hate Maleficians, don't let them open the portal to their home.
- Do everything to guide all Dusternians to their homeland.
- Kill everyone who will oppose you.
- Keep an eye on Zaiaran... He might get in trouble.

Iner Fritheah – Malefician

As a joyful and serene person it was difficult for you to accept what happened. Even if the times were hard and you were sent to the Earth against your will, you can withstand everything. Thanks to positive thinking you were still able to enjoy your life. However, it's not so easy when Maleficians are still dying. You miss your home. You feel miserable. You hate solitude, so you're always looking for friends or simply someone who can be trusted. Your life on Earth is completely different than before. Even if you have a good sense of humor, you became spiteful. You often get used and easily get in trouble, because of your gullibility. It also made you fall in love many times, but it was always unrequited. You can't understand the Dusternians and their Inquisition, everyone should live in peace. You don't want any blood to be shed, but you're not powerful enough to prevent it.

You've heard about the gathering from your long-lost love – Folke Earhold. He/she will be there - maybe you can come back to Maleficcia together and start a new life...

Tasks:

- Try to form a relationship with Folke Earhold.
- Find people who agree with you.
- Always take revenge if someone disturbs you in any way.

Convince Folke Earhold to come back to Maleficcia.

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Demaer Nichye – Malefician

You're a child of a herbalist. Since you can remember, you've been always helping with your family business – healing the sick and wounded. You value your family the most and want to do anything what can help it. In fact, you simply enjoy being helpful. Unfortunately, your parents were one of the first victims of the Great Invasion. Even if you tend to be rather mild, you're filled with tremendous pain, regret and hate. Since then, you were gathering the knowledge about various elixirs and herbs, which can be used in combat. Now you know almost everything about herbs that can cause harm, or heal. From the outside, you still seem to be a happy and carefree person, but that changes when someone gets to know you better. You never hesitate when there's a Malefician who needs help. You're not sure if you should stay on the Earth, or get back to your homeland. You're driven by revenge... You can even sacrifice your own life for it.

You know that you can find your friend somewhere on this gathering. He regularly visited your parents' shop. Maybe he'll be able to help you with your decision about staying on the Earth or not.

Tasks:

- Take revenge for your parents.
- Find your friend, ask him about his plans.

Find other people driven by revenge.

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Lesym Obell – Malefician

You're a person, who prefers not messing into any business that's not related to you. You're an introvert, who cares only about yourself and hates when anyone disturbs your calm. You just want to have a peaceful life, no matter where it will be, even the Earth would be acceptable – it's not so bad in here, in fact, it's almost as serene as Maleficia. However, it's difficult to live in peace when you hold such a high post in Maleficia. Here on Earth you don't have to think about all those duties. You don't miss magic at all and always manage however you can. The only problem is that you still feel responsible for Maleficians. If there's any important decision to be made, you should be the one that makes it. You want to lead everyone to their homes and then enjoy your life on Earth. The choice between your peace and Maleficians' safety is obvious. Leaving your homeland has changed you, but you're not evil, you're just a bit egoistic. Robert Byne is your right-hand man, your protector. You still remember how he saved your life during the unexpected Dusternian attack. You treat him as your friend, even if he seems a bit cold to you. He treats you with respect and never behaves naturally. After all, he has a decent living thanks to you.

Maleficians have organized a gathering, so it's your duty to be there. Who else could take responsibility for that important matter? You're afraid of a bloodshed, so if any trouble arises remember about your friend, who always protected you from any danger.

Tasks:

- Open a portal to Maleficia.
- Find people who want to stay on Earth.
- Convince Robert to stay on the Earth.

Repay Robert Byne for all his help.

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Robert Byne - Malefician

You're the protector and a right-hand man of Lesym Obell, who provided you with prosperous life after you saved him during a Dusternian attack. You treat him with great respect, because he holds a high post in Maleficia. However, you know that since he came to the Earth, he changed dramatically. You're a calm, honourable and honest person. You're a skilled warrior, confident in your own abilities. You want to protect all Maleficians just like Lesym does. Despite your timid character, you're not afraid of rushing into battle. You hate watching as others suffer and always get yourself into danger before them. In your opinion Dusternians should be just killed – they have caused too much harm. You never surrender, even if it can cost you your life.

You know that Lesym Obell is going to attend at the gathering. You need to defend him and all other Maleficians. No one knows what could happen there.

Tasks:

- Convince Lesym Obell to get back to Maleficia.
- Protect Maleficians at all cost.
- Find all Inquisitors.
- Open a portal to Maleficia.

Folke Earhold – Malefician

You're a melancholic person – you often recall the better times, which are now in the past. However, you also remember each time your heart's got broken, or when you hurt others. You're very sensitive, thanks to that, you can easily read other people. A simple talk is enough to know anything about anyone. You give the impression of a timid person, who will never hurt anyone. Many people admire your personality, easily trust and like to take care of you. You still remember Iner Fritheah, who loved you, but you couldn't bring yourself to do the same for him/her. You miss him/her, maybe he/she is the person that will give you the happiness you're looking for? This whole situation with being teleported to the Earth has overwhelmed you, in your opinion it makes no sense – Maleficians haven't disturbed anyone at all. You prefer peace instead of resorting to violence. Everyone has their own goals, which shouldn't be judged. You've met Iner Fritheah again on the Earth, maybe you could reconcile with him/her?

You want to get back to home, so for you, the gathering is just a ticket to Maleficia. You hope that everything will work out and you'll be able to come back to the world you miss so much.

Tasks:

- Discreetly find all Dusternians and try to become friends with them.
- Open a portal to Maleficia.
- Convince Finy Chylley to come back to Maleficia together.
- Become friends with Iner Fritheah.

Masym Sige – Dusternian/Inquisitor

You're an Inquisitor. You hunt Maleficians and never even asked yourself why. It was a simple order which even satisfies your hidden desires. You love danger and often look for it. You don't care about anyone. You give the impression of an insane person, who can turn friends into enemies in seconds. You lack empathy. You know how to behave in certain situations, but that's just an effect of getting used to them for years, so you often do things, which others may perceive as strange. You're carefree and often like to joke around even in serious situations. Maleficians are your entertainment – or rather the adrenaline that accompanies killing them. You're a trained Dusternian warrior, who never hides that he likes battle. However, after being teleported to the Earth, you need to hide your true personality. It's difficult, because you haven't even picked a small fight for a long time. But even here, you need to observe Maleficians. There's no hurry, the fun is just beginning.

You're attending the meeting for amusement. However, before attacking anyone you need to befriend them – direct attack on weak Maleficians isn't that interesting... And remember that you want to get back to your homeland too.

Tasks:

- Create some thrilling situations.
- Find all Maleficians.
- Kill all Maleficians, but remember, that even some Dusternians may impersonate one of them. You don't want to kill your kin.

Beorhtio Altes – Dusternian/Inquisitor

Even as an Inquisitor you don't especially care about Maleficians. You only care about gold in your world, you always want to get richer and richer. You're cunning and easily expose your greed through your plans and actions. You don't hate Maleficians, as killing them gives you nothing... but stealing from Dusternians does. You often fall in trouble, but finding a way out isn't very difficult thanks to your charisma. You want to go back to your homeland. On the Earth you're afraid that anything you do can get back to you. You don't want to be controlled by your feelings... It's hard, so you want to go back as fast as possible and take care of your business.

The gathering is a perfect opportunity to gather new goods and open a portal to home. You're there to create your own destiny.

Tasks:

- Try to deceive and kill all Dusternians, befriend them first.
- Find people who want to go back to Dusternis.
- Open a portal to Dusternis.

Finy Chylley – Dusternian/Inquisitor

You really admire your King. Even if he sent you to the Earth against your will, while you have opposed his order. It's difficult to live here. You hate Maleficians, because they are the reason why you had to leave your homeland. You don't bother about relations or friendship. You're stubborn and rash. Now you only care about going back, you need to find someone who will help you with that. The only good thing about being here is satisfying your curiosity, but that's all. You became somewhat interested in Maleficians' history. You got to know Iner Fritheah – he's a good friend actually. His cheerfulness proved you, that you don't have to be so ruthless every time. Now you need to make up your mind – you could go back to Dusternis, where your home awaits you, or go to Maleficia, where you won't have to suffer because of your flaws.

Folke Earhold informed you about the gathering. You want to see for yourself if Maleficians are really that evil as King Hogarth described.

Tasks:

- Together with Iner Fritheah decide if you want to go back to Dusternis.
- Talk with other Maleficians, it should help you with your decision.
- Find someone who could help you with your lack of prudence.
- See for yourself if Hogarth was really a great King or another heartless being.

SPELLS

Alex Svengard

Combat: Fire Bolt, Magic Bolt – deal 1 damage.

Common: Heal – heals chosen character, removing it's "wounded" state and reducing it's unconsciousness time to 5 minutes for next time it's damaged.

Kraki Volara

Combat: Magic Bolt – deal 1 damage.

Common: Creeping Vines – magical vines constrict one chosen character immobilizing it for 5 seconds.

Clairvoyance – look at target character's spell list.

Layne Ugyen

Combat: Evil Glare – deal 1 damage.

Common: Memory Loss – erase chosen character's one memory (single occurrence, someone's name and so on)

Suggestion – during a magical outburst you can mark yourself for getting one token.

Joyce Egnar

Combat: Acid Bolt – deal 1 damage.

Common: Slow – chosen character for 10 seconds moves like in slow-motion.

Heal – heals chosen character, removing it's "wounded" state and reducing it's unconsciousness time to 5 minutes for next time it's damaged.

Virgil Nostro

Combat: Fire Bolt, Lightning – deal 1 damage.

Common: Revive – instantly bring one character back to life.

Johane Snowborn

Combat: Lightning, Icy Touch – deal 1 damage.

Common: Clairvoyance – look at target character's spell list.

Veyne Urhent

Combat: Evil Glare – deal 1 damage.

Common: Creeping Vines – magical vines constrict one chosen character immobilizing it for 5 seconds.

Revive – instantly bring one character back to life.

Diato Xentar

Combat: Icy Touch – deal 1 damage.

Common: Slow – chosen character for 10 seconds moves like in slow-motion.

Suggestion – during a magical outburst you can mark yourself for getting one token.

Iner Fritheah

Combat: Magic Bolt – deal 1 damage.

Common: Hypnosis – you can hypnotize someone by snapping your fingers next to his ear. You can order that character to do one thing (it can't be killing another character), hypnosis ends while the order is completed successfully or not.

Slow – chosen character for 10 seconds moves like in slow-motion.

Demaer Nichye

Combat: Elixir of Suffering – you can create an elixir which deals 2 damage.

Common: Poison – added to chosen object, deals 1 damage.

Heal – heals chosen character, removing it's "wounded" state and reducing it's unconsciousness time to 5 minutes for next time it's damaged.

Lesym Obel

Combat: Magic Bolt – deal 1 damage.

Common: Hypnosis – you can hypnotize someone by snapping your fingers next to his ear. You can order that character to do one thing (it can't be killing another character), hypnosis ends while the order is completed successfully or not.

Clairvoyance – look at target character's spell list.

Robert Byne

Combat: Fire Bolt – deal 1 damage.

Common: Magic Shield – absorbs damage dealt to you or another character.

Revive – instantly bring one character back to life.

Folke Earhold

Combat: Evil Glare – deal 1 damage.

Common: Paralyze – paralyzes one character for 15 seconds.

Slow – chosen character for 10 seconds moves like in slow-motion.

Masym Sige

Combat: Fire Wall – deal 1 damage.

Common: Memory Loss – erase chosen character's one memory (single occurrence, someone's name and so on)

Creeping Vines – magical vines constrict one chosen character immobilizing it for 5 seconds.

Beorhtio Altes

Combat: Acid Bolt – deal 1 damage.

Common: Memory Loss – erase chosen character's one memory (single occurrence, someone's name and so on)

Finy Chylley

Combat: Acid Bolt – deal 1 damage.

Common: Slow – chosen character for 10 seconds moves like in slow-motion.

Liron Mudiwa

Combat: Freezing Touch, Icy Bolt – deal 1 damage.
Common: Snowdrift – immobilizes one character for 5 seconds.

Lynn Nima

Combat: Fire Wave – deal 1 damage.
Common: Heal – heals chosen character, removing it's "wounded" state and reducing it's unconsciousness time to 5 minutes for next time it's damaged.
Clairvoyance – look at target character's spell list.

Nogah Efe

Combat: Deep Cut – deal 1 damage.
Common: Clairvoyance – look at target character's spell list.
Magic Web – immobilizes one character for 5 seconds.

Isialtar Halyeter

Combat: Deadly Glare – deal 2 damage.
Common: Revive – instantly bring one character back to life.
Mind Reading – you can look at someone's character sheet for 2 minutes.

Yagardi Clindlisdo

Combat: Freeze – deal 1 damage.
Common: Clairvoyance – look at target character's spell list.
Heal – heals chosen character, removing it's "wounded" state and reducing it's unconsciousness time to 5 minutes for next time it's damaged.

Zaiaran Haid

Combat: Possess Mind, Soul Drain – deal 1 damage.
Common: Energy Surge – heals 1 damage from self.

Merin Raycerion

Combat: Fireball – deal 1 damage.
Common: Suggestion – during a magical outburst you can mark yourself for getting one token.
Adrenaline – gain 1 additional hitpoint for 2 minutes.

Reval Hagerenite

Combat: Magic Bolt, Stone Rain – deal 1 damage.
Common: Hypnosis – you can hypnotize someone by snapping your fingers next to his ear. You can order that character to do one thing (it can't be killing another character), hypnosis ends while the order is completed successfully or not.

Test Report

Tests occurred on 25.04.2015. Combat and magic mechanics were tested by three people not bound with creation of the LARP. Tests lasted for 30-45 minutes. Conclusions:

Combat Mechanics:

- Testers agreed that using cards is a clear option, however there's a problem that players need to hide them somewhere when not in use and take them out during battle. The rules are simple – attacked player chooses one of the attacker's cards at random, and the chosen card indicates the attack's strength. Tests confirmed that it's the most fair option (it's impossible to cheat).
- Physical combat has lower value, so it can be initiated without limits. However this LARP isn't about killing. Testers agree that combat can add significant flavor to the LARP, because if someone senses a threat from another person, that player may eliminate him for a few minutes during any important moment. However chances depend solely on luck.
- Adding two "no damage" cards balances the mechanics – attacking player will never be completely sure if his opponent will be eliminated. Testers stated, that it makes combat more interesting.
- The "rock-paper-scissors" solution doesn't fit the LARP's main theme. According to testers, it's too monotonous and eliminates enjoying the use of cards.

Magic Mechanics:

- The ability to cast each spell only once makes it easier for players to remember their actions.
- Colorful bands inform all players about their available spells. After casting a spell the corresponding band has to be removed, in order to prevent cheating. Testers stated it's a great solution – it's easy to understand the system and to see if you can cast a spell or not.
- Dusternian and Malefician magic spells are balanced. Testers agreed that players should have individual sets of spells. That adds more variety.
- The time limit prevents players from starting fights too early. They can't kill each other until a portal becomes opened.
- Dusternian magic is unlocked later, because they have more combat spells. It makes the LARP more balanced. Players can focus on their roles instead of fights.
- Casting a spell as a "surprise spell", by clapping above someone's head can be troublesome, however it's the only good solution to simulate a surprise attack. Testers concluded, that one player may notice a surprise attack planned by another, and that may lead to an argument. These situations will need someone uninvolved to be solved. Nevertheless let's assume that players are honest and don't want to ruin the fun.
- As players can't be killed before opening a portal even by combat spells, they won't start suddenly killing each other. It's easier to survive and even involve more players in a fight to increase own chances in combat.
- The 5-10 minute elimination after getting two damage can discourage someone from continuing to play. Testers stated that temporarily eliminated players shouldn't leave the room, but instead lie down or cross their hands and wait for their return.
- The ability to defend only once is a good idea. Players need to decide if they want to take the risk and get damaged, or defend themselves at the cost of their spell. Testers agree, that the bigger the choice, the bigger the fun. (as long as rules aren't complicated)