



*Live Adventure*  
**Extended Rules**  
**“Mirrorworld”**

Version 1.0

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# 1. Extended Rules for the Mirrorworld

The ConQuest takes place in the „Mirrorworld“ setting. Therefore, the following rules apply to all parts of the event and supercede the rules of the „Basic Rules“ ruleset.

## Health Points (HP)

The basic health points of every character are reduced to 2 as long as he remains in the Mirrorworld. This does not reduce the „additional HP“ that can be acquired. The maximum of HP that can be achieved is therefore 7.

(Health points are the number of hits your character can take before he is knocked out. Armour points (AP) are subtracted first if available.)

## Artefacts

All artefacts that were created in Mythodea have no effect within the Mirrorworld. The only exception is, if this is explicitly mentioned on the artefact-pass. All artefacts from outside Mythodea have no effect or power whatsoever in Mythodea nor the Mirrorworld.

(Every artifact that has an effect at ConQuest has an artifact-pass that was handed out by game masters after the artifacts creation. No pass - no artifact. This is also true for artifacts forged in the Mirrorworld.)

## Gods

The conjuration of foreign Gods within the Mirrorworld is not possible (not even with the help of the Elements). Clerical effects which are covered by the effect & spell list inside the „Extended Rules: Effects“ are nevertheless available. They draw power from what the priest (or other spiritual character like shaman, paladin, cleric) has brought to the Mirrorworld. All major wonders in the name of foreign Gods (for example the summoning of Angels/Demons/etc. or the consecration of a temple) are **never** possible within the Mirrorworld. (This is similar to the effect that was valid in Mythodea. The only exception being that the Elements do not have to be called upon if a priest wants to cast a spell that is in the effects list of the „Extended Rules: Effects“).

## Elementbound

There are specific rules for those, who have a extremely strong connection to the Elements of Mythodea. Those are the Tribes (Naldar, Edalphi, Ouai, etc.), adventurers with the special ability „Friendship of the Elements“, all Archons and Nyames and several other individuals. These characters suffer more than others within the Mirrorworld since they lost their connection to the Elements (as everyone else) but are more dependant on this connection. They were contacted in advance by the game masters. If you think this applies to you as well and you were not contacted in advance please contact a game master.

# 2. Mirrorworld Disadvantages

The elements absence within the Mirrorworld reduces the abilities of all player characters severely. The following disadvantages are therefore binding for **every** player character during **the whole time**

at ConQuest unless a player gets the explicit instruction by a game master, that a specific disadvantage is nullified for them.

These disadvantages are not meant to make the NPCs look stronger or to ruin the fun for the PCs. They are meant as incentive for your characters to confront this Mirrorworld in all it's adversity. Every rule will include some thoughts on how this could be done.

**No rituals of any kind are possible (Magica disadvantage).**

The Mirrorworlds supernatural fabric was constructed by mortals in a way, that is very distinct and hard to understand. This fabric is so different from what you know from Mythodea or any other world that you can not grow accustomed to. This problem can apparently not be overcome by simple acclimatization, but maybe there are hidden places that have characteristics which are more familiar?



**The creation of alchemistic mixtures that cost 4 or more XP is not possible (Terra disadvantage).**

This includes all alchemistic mixtures that are required for a specific quest. Alchemy always requires components from mother nature and it seems, as if Terra's plants are less potent in the Mirrorworld. This is also true for substances brought into the Mirrorworld from outside. But maybe one can find components that enable stronger alchemistic mixtures?



**It is not possible to heal „additinal health points“ after a character was wounded (Aqua disadvantage).**

This also applies to health points (HP) that were lost due to other effects than simple injuries. The healing of base HP is not diminished by this (example: a character starts with 2 base HP and has 5 additional HP - a total of 7. He then receives 7 wounds. If he is healed after that he can only regain a maximum of 2 HP.) Aqua is the Element of healing but it seems as if Aquas powers do not reach the Mirrorworld sufficiently for full recovery. So no life will regain it's full strength without Aquas blessing and help.



**The forging of armour, weapon or other items produces unsatisfying results (Ignis disadvantage).**

Metal armour can only be repaired to 50% of it's total power after it was damaged (rounded up). Weapons and shields can not be repaired after they were damaged or destroyed. All metal items relevant for quests as well as artifact blanks can not be created. Ignis' flame seems to be diminished within the Mirrorworld and does not burn hot enough to enable metalworks. But maybe some component can be found within the Mirrorworld to make forges regain their fire?



**NPC armour can not be pierced by arrows (Aeris disadvantage).**

Usually only two full layers of armour (plate & mail) prevents direct damage by crossbows and arrows. But Aeris seems to no longer guide the arrows of the Element's warriors. Therefore, all PC arrows and

bolts (as well as those of their allied NPCs) result in simple damage (deducted from the armour points), not piercing damage (which would be directly deducted from the health points). Arrows shot by NPCs are not affected and therefore afflict direct (piercing) damage when hitting PCs (or allied NPCs). In case of player-vs-player shots, the normal armour rules (including piercing damage) are in effect. Maybe there's a way to regain Aeris blessing and strengthen the bows and crossbows of the Element's marksmen.



### 3. New NPC Spells

The following effects and spells complement the list within the „Extended Rules: Effects“ (page 35 and following). All special rules concerning NPC spells from this ruleset are in place! The word in brackets is the German command word. It is as always useful to remember those since they will be used commonly on the battlefield.

Pain („Schmerz“)	
<b>XP-cost</b>	3
<b>Casting time</b>	9 seconds spelltime (at least 6 words)
<b>Execution</b>	The caster points at his target with outstretched arm and open hand, then clenches his fist.
<b>Duration</b>	30 seconds
<b>Impact</b>	The victim twists in pain and cries out loud. It is not possible to fight or defend oneself while affected.

Mass-Pain („Massenschmerz“)	
<b>XP-cost</b>	9
<b>Casting time</b>	27 seconds spelltime (at least 18 words)
<b>Duration</b>	30 seconds
<b>Impact</b>	All PCs adjacent or close to the caster twist in pain and cry out loud. It is not possible to fight or defend oneself while affected.

Humility („Demut“)	
<b>XP-cost</b>	4
<b>Casting time</b>	12 seconds spelltime (at least 8 words)
<b>Duration</b>	60 seconds
<b>Impact</b>	The victim stops all actions, kneels down and falls silent. If he takes damage the effect ends instantly. If the caster moves out of the victims field of vision, the effect ends instantly. As soon as the effect ends, the victim is filled with disgust, shame and anger towards the caster.

<b>Mass-Humility („Massendemut“)</b>	
<b>XP-cost</b>	10
<b>Casting time</b>	30 seconds spelltime (at least 20 words)
<b>Duration</b>	60 seconds
<b>Impact</b>	All PCs adjacent or close to the caster stop all actions, kneel down and fall silent. If one of them takes damage the effect on him ends instantly. If the caster moves out of the victims field of vision, the effect ends instantly. As soon as the effect ends, the victims are filled with disgust, shame and anger towards the caster.

<b>Duel 2 („Zweikampf 2“)</b>	
<b>XP-cost</b>	10
<b>Casting time</b>	30 seconds spelltime (at least 20 words)
<b>Execution</b>	The magical words are spoken and the caster points out the two fighters.
<b>Duration</b>	instantly; until one of the fighters is unable to fight or until the caster ends the duel.
<b>Impact</b>	The caster can force two other characters to enter a duel that can not be interfered with. He does not take part in it himself but needs to concentrate on the duel to keep the spell up. If neither of the two fighters are willing to fight, the spell fails.

<b>Pull („Sog“)</b>	
<b>XP-cost</b>	12
<b>Casting time</b>	36 seconds spelltime (at least 24 words)
<b>Duration</b>	Until the death of the caster up to a maximum of 60 seconds.
<b>Impact</b>	All PCs in close proximity to the caster (approximately 5m radius) are pulled towards the caster. The pull continues even if the victim is standing right besides the caster. While one is afflicted by the pull, one is unable to fight (Attention: Safety issues!). The caster in the center of the pull effect is absolutely immun to any kind of damage while he invokes the spell but sacrifices his life to cast it (see duration).



## Dangers of the Mirrorworld

Our new setting is that of a meager and deadly world. If not for Terra Avatar's sacrifice last year (as well as the arrival of thousands of Element believers), this world would be unbearable. Thanks to the Avatar's sacrifice we also were not forced to lay waste to Brokeloh just to make it look like the Mirrorworld ;-).

Although there is some hope to survive this land, the Mirrorworld remains a place where none of the Sacred Elements can safeguard the adventurers. This Extended Ruleset contains several disadvantages and world specific rules which are meant to increase this feeling of despair.

## Incentives through disadvantages

Since the day we published the fact, that there would be severe disadvantages inside the Mirrorworld, it was met with some criticism. Many seemed to think it was meant to weaken the players and reduce the fun of playing.

Every hero's journey starts with a challenge. Had the dwarfs from the „Hobbit“ never lost their mountain they would never have had a reason to try a heroic recapture. Heroes need a motivation to do heroic stuff!

But every good challenge requires that it must be able to be overcome. Else it would not be a challenge but simply the tragic end of the story. This year's setting and story at ConQuest therefore also includes several opportunities to counter the disadvantages included in this ruleset. But you'll have to find those solutions during the play and won't be able to just read them up here.

As soon as you open this ruleset on Wednesday evening you'll have a full load of **incentives** to start playing. Some of them will barely hinder your character while others might be a lot more dangerous. We ask only one thing: Deal with it! Let your character solve the problems in game and by this help to establish the dangerous setting. We hope you have lots of fun with that!

**See you in the Mirrorworld!**

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