

Rules of Dragooning

*“Death’s toiling bark
The howling winds that lie
I prowl the night like a shark
I spare the Beast to die”*

Rules of Dragons

- ❖ **Dragoons** are expert hunters who are specially trained in combat against **Beasts**.
- ❖ **Dragooning** is an occult, traditional and dangerous profession. Within its framework, its practitioners are called upon to use specialized equipment and abilities. For the sake of this ruleset, these will be categorized and referred to as **Hauntings**, while the equipment as **Haunted**.
- ❖ **Dragoons** can not use **Spells, Husher Devices** or create **Alchemical Potions**, as it alerts Beasts to their presence and limits their capabilities.
- ❖ **Dragoons** may not benefit from Heavy Armor. Heavy Armor is constantly unavailable to **Dragoons**.

As such, the maximum amount of **Armor Points** a **Dragoon** may physically have is 5.

Rules of Equipment

- ❖ Dragons are the only characters who can activate Haunted Equipment.
- ❖ Every weapon can be **Haunted** ad infinitum.
- ❖ Every **Haunting** lasts for 3 uses or until the end of the day.

- ❖ A **Haunting** may not be removed in order to add another **Haunting**.
- ❖ Haunting equipment is a process that can only be taken up by **Magii** who own the **Maestro** Rank, and are trained in Elemental Magic of the same Element as the *Elemental Stone* used.
- ❖ **Haunting** requires a short *Ritual* lasting 1 minute on a flat surface, using an *Elemental Stone*, that is then consumed.
- ❖ Haunting can only be applied to *Mastercrafted* equipment.
- ❖ *Mastercrafted* weapons inflict a different damage type than common ones, usually stemming from the use of some special *Ore* or *Oil*. They can however still be used in combat with other characters normally.
- ❖ For the creation of *Masterwork* equipment the use of the **Husher** ability Filtration is necessary to finalize the process.
- ❖ *Elemental Stones, Ores* and *Oils* are usually *Alchemical Catalysts* that can be found by Merchants, in Nature and from Crystalline **Beasts**.
- ❖ *Mastercrafted* weapons are only effective against **Beasts** and **Otherworldly Threats**.

Rules of Conduct

Mastercrafted Weapons

The **Target** can use an *Ore* or *Oil* that is toxic towards **Beasts** (such as *Silver*, *Cold Iron*, *Jade*, *Wisteria Blossom*, *Salt* and *Undying Water*) to empower their weapon.

After a piece of equipment becomes *Mastercrafted*, its effects are permanent. Every piece of equipment can only be *Mastercrafted* once.

When using such a weapon against **Beasts**, the **Target** uses the command word “(name of material!)”

E.g:

Silver!

Haunted Weapons

A **Dragoon** may use the energy stored in *Elemental Stones* to **Haunt** their weapon.

When using such a weapon, the **Dragoon** may call upon the effects of *Spells* through the use of their weapon.

The Spell effects are based on the Elemental Stone used as described below:

Zeen

The weapon is *haunted* with 1 *Elemental Stone* of Life (Yellow)

The **Zeen Haunting** can only be applied to non-bladed weapons (such as staves, clubs and rods)

Command Word: “Enchantment”

Enchantment: The **Dragoon** activates the **Zeen Haunting** on an **Unarmed Target**. The **Target** considers them trustworthy and heeds to their advice.

Thnee

The weapon is *haunted* with 1 *Elemental Stone* of Death (Black)

Command Word: “Weak”

Weak: The **Dragoon** activates the **Thnee Haunting** to weaken a **Target**. The **Target** moves slowly and is unable to fight or cast Spells.

Thermee

The weapon is *haunted* with 1 *Elemental Stone* of Fire (Red)

Command Word: “Burn”

Burn: The **Dragoon** activates the **Thermee Haunting** to cause fire damage to their **Target**. The Limb of the **Target** is *Wrecked* and they take 1 **Hit Point** of damage, if the **Target** is hit on a limb, while the **Target** loses all their **Hit Points**, if the **Target** is hit on the Torso.

Cheon

The weapon is *haunted* with 1 *Elemental Stone* of Water (Blue)

Command Word: “Freeze”

Freeze: The **Dragoon** activates the **Cheon Haunting** to freeze the **Target** of their next hit.



Pnoe

The weapon is *haunted* with 1 *Elemental Stone of Wind*(Purple)

The **Pnoe Haunting** can only be activated on Knives.

Command Word: "Sleep"

Sleep: The **Dragoon** activate the **Pnoe Haunting** to lull their *Target* into sleep. The *Target* can not be woken from this sleep in any way.

Huus

The weapon is *haunted* with 1 *Elemental Stone of Earth* (Green)

Command Word: "Break"

Break: The **Dragoon** activates the **Huus Haunting** to destroy their *Target's* defences.

Haunted Items

To deal with the various abilities that **Beasts** possess, **Dragoons** have from time to time employed a variety of different Mechanisms. The most well-known is the *Panoptes*.

PANOPTES

The *Panoptes* is created by the usage of a *Mastercrafted Glass Oculus* with Silver and its *Haunting* with 1 *Elemental Stone of Fire*.

While a *Panoptes* held by a **Dragoon** is being lit by the light from the Device of a **Husher**, invisible beings lit by this light are visible.

The *Panoptes* can even see through invisible characters under the effects of the **Spell** "Feather in the Wind".

REPROACHER

The *Reproacher* is a musical instrument (mouth harp) that is created through the usage of a *Mastercrafted Mouth Harp* with Cold Iron and *Haunted* using 1 *Elemental Stone of Death*.

When a **Dragoon** plays the *Reproacher* in absolute silence, the notes it reverberates make supernatural creatures attack them.

REFLECTOR

The *Reflector* is a small handheld mirror that is created through the usage of a *Mastercrafted Handheld Mirror* with Jade and *Haunted* with 1 *Elemental Stone of Wind*.

When a **Dragoon** activates a *Reflector*, they leave the *Reflector* on the ground they are currently stepping upon. The *Reflector* now symbolizes out of game where their real body now stands.

Until the *Reflector* is picked up or for the next 5 minutes (whatever happens first), the **Dragoon** is a *Mirage* - their visage is false and they can not attack or activate abilities. If the *Mirage* takes any form of damage, the **Dragoon** returns without consequences back to the *Reflector*.

If during the duration that the **Dragoon** is a *Mirage*, someone (symbolically) destroys the *Reflector*, the **Dragoon** dies instantly, the moment they take wind of it.

The **Dragoon** must (symbolically) destroy the *Reflector* after its use.

SIGIL

The *Sigil* is an old piece of paper bearing prayers and is created through the usage of a *Mastercrafted Sigil* with Wisteria Oil and *Haunted* with 1 *Elemental Stone* of Life.

When a **Dragoon** activates a *Sigil* on a **Dead** ally and says the command word “*Resuscitate*”, the ally returns to life for 5 minutes with 1 **Hit Point**.

The **Dragoon** must (symbolically) destroy the *Sigil* after its use.

FLOWER CROWN

The *Flower Crown* is an item that is created through the usage of a *Mastercrafted Flower Laurel* with Salt and *Haunted* with 1 *Elemental Stone* of Earth.

When a **Dragoon** wears the Flower Crown, they are under the effects of the Command Words “*Disarm*” and “*Dismantle*” for the next 5 minutes. During that time, the **Dragoon** is immune to hits from **Beasts**. After 5 minutes pass, the *Flower Crown* wilts. The **Dragoon** must (symbolically) destroy the *Flower Crown*.

THE EVIL EYE

The *Evil Eye* is a jewellery bead made through the usage of a *Mastercrafted Evil Eye Bracelet* with Undying Water that is *Haunted* with 1 *Elemental Stone* of Water.

A **Dragoon** can tie an *Evil Eye* bracelet on the hand of a *Target* and say the command word “*Cleanse*”. The *Target* removes all mind affecting effects currently active by **Beast** powers on them.

The **Dragoon** must (symbolically) destroy the *Evil Eye* after its use.

Hauntings

- ❖ The **Dragoons** can use small Supernatural tricks at will, through *Hand Signs*.
- ❖ These Tricks are named and referred to as *Hauntings* and do not affect or interact with other player *Characters*. They are Supernatural tricks that are caused through imitation of **Beast** Abilities.
- ❖ It is believed in the *Southlands* that **Dragoons** gain the ability to use *Hauntings* by feasting on the body parts of **Beasts**.

Light

A **Dragoon** *haunts* their hand with supernatural light.

Activation Sign:



Light: The **Dragoon** activates a flashing light from their hand (advised to use a LED glove). The light must always be turned towards the sky. With the use of the same *Haunting*, the light dies out.

Honesty

The **Dragoon** calls forth the true nature of the immobilized **Beast** in front of them.

Activation Sign:



Honesty: The **Dragoon** touches the forehead of an immobilized **Beast** and shouts “*Name yourself!*” The **Beast** responds with the name of its species.

Sparks

The **Dragoon** puts a *Haunted Candle* on the floor.

Activation Sign:



Sparks: The **Dragoon** activates a red LED candle and places it on the ground. They can pick it up using the same *Haunting*.

Voracious

The **Dragoon** uses a *Potion* to prepare for their next encounter.

Activation Sign:



Voracious: The **Dragoon** consumes a *Potion* and ignores its effects. For the next 5 minutes, they ignore the next hit or ability from a **Beast**.