

DARK AWAKENINGS

SIGNS, SYMBOLS AND COMMON CALLS

There are a number of signs and symbols within the game. Some are known only to certain people, others are more commonly known. There are also a number of calls that may be heard during play. Some of them refer to in character interactions whilst others have out of character purposes.

This list is not exhaustive, as there are secret spells and effects that are not commonly known. These will be explained at the time if it is relevant.

Common Calls

Out of Character Calls

Time In! – The game has started. Players are expected to be in-character as much as possible during play.

Time Freeze! – Players must instantly stop what they are doing and close their eyes. The game is paused while something is explained or set up.

Time Faff! – Players are to remain in-character, but not to progress further. This is usually to give the monsters time to finish getting set up.

Time Out! – Everyone can now drop out of character. This may be for various reasons, but most commonly signifies the end of play.

Man Down! – There is an out of character injury or incident that requires attention. This is an instant **Time Out!** and must follow all instructions given to ensure the safety of everyone involved.

Ref! – This call is used to draw the attention of a referee for questions, input regarding player actions, etc.

No Effect! – This call is used to signify that you are immune to a roleplaying effect, e.g. If a character has Willpower 1 and “Charm” is cast upon them, they may call **No Effect!** as they are immune to the spell.

Resist! – This call is used to signify you have a temporary invulnerability to a roleplaying effect, e.g. If a character has Willpower 1 and a “Fear” is cast upon them, they may choose to use their once per encounter spell resist and call **Resist!** to indicate they have not been affected by the spell.

Environment! – This call is used to signify that something in the world is having an effect on the players. It will be followed by a spell or roleplaying effect. It cannot be resisted or countered unless otherwise specified.

Spell Effects

Agony! – If anyone suffers an **Agony!** call, they feel incredibly intense pain for 10 seconds.

Enthral! – If you are enthralled by a creature, it is as though you are under the effect of a permanent dominate effect.

Common Signs and Symbols

High-Vis Armband

Worn by someone acting as a referee. They are not present and cannot be seen unless directed otherwise.

Common Resources



These are common resources that may be used by a Runesmith to make items in between events. While common folk may recognise these resources, only a Runesmith may extract them.

B These are common bundles that may be used by a Herbalist to make potions and concoctions in between events. While common folk may recognise these bundles, only a Herbalist may extract them.

Items

M These are masterworked or magical items. The nature of the item and any additional effects will be noted on the tag

Effects

✓ The person is under the effects of a Musk of Truth potion. If you can see this symbol, you cannot lie to the person wearing the symbol.

C The person is under the effects of a Musk of Charm potion. If you can see this symbol, you must act as though under the effects of a “Charm” spell (normal resistances to “Charm” apply).

F The person is under the effects of a Musk of the Foul potion. If you can see this symbol, you must act as though the person is completely untrustworthy. May be resisted by Willpower 1.

Other

L The item this symbol is attached to is locked and can only be opened if the lock is picked (or via an alternative method).

Potions & Concoctions

The most common potions are represented by glass or plastic vials/bottles filled with coloured liquid. Other types of potions are represented by empty bottles with a slip of paper identifying the potion.

Heal Limb – Yellow Liquid

Heal Body – Red Liquid

Cure All – Blue Liquid

Mana Potion – Black Liquid

Stasis Potion – Green Liquid

Holy Water – Clear Liquid

Rogue and Wilderness Lore

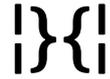
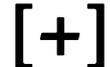
These are symbols that only those with the Rogue or Wilderness Lore Skills may identify. If you see these symbols and do not have the correct skill, you must ignore it.

T The item this symbol is attached to is trapped in some way. If the trap is not disarmed, it will activate. If you have set the trap, you must identify the nature of the trap.

Rogue Specific

-  This symbol will accompany a normal trap symbol. This denotes that the trap is magical and therefore can only be disarmed by a Rogue with the appropriate skill. If it is not disarmed correctly, it will activate.
-  This symbol will accompany a normal lock symbol. This denotes that the lock is magical and therefore can only be picked by a Rogue with the appropriate skill.

Wilderness Lore Specific

-  This symbol points in the direction of something of interest and may be accompanied by another symbol. It is also used to generally give directions. It symbolises two eyes looking in the direction of interest.
-  This symbol highlights a route that should not be taken or the presence of something dangerous.
-  This symbol indicates that a mana bloom is nearby. Mana blooms are rare nodes that can recharge a magic user's mana pool.
-  This symbol indicates that a Threshold is nearby.
-  This symbol indicates that a shrine or consecrated ground is nearby.