

Welcome to Xadune!

New Player Orientation Guide

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WELCOME TO XADUNE

We are so excited to have you join us! Xadune is an amazing, diverse community of LARPer who come together and play in the world of Xadune.

This will function as a quick-reference How-To guide for your first event. The Player's Handbook, available for free at xadune.com, has the complete ruleset and setting information.

If you have any questions at all during the event, please feel free to ask! Marshals and veteran players alike are more than happy to answer questions.

Let's go over some quick safety and logistics.

OUT-OF-PLAY LOGISTICS

SAFETY

Safety is the #1 priority at Xadune.

Do not touch another player with anything except a boffer, foam dart, or packet without their permission. You may ask, "Permission for Physical Roleplay", and if they give clear and enthusiastic consent, you may touch the player in an appropriate way.

Watch your swings. If you are hitting too hard with your boffer, you may be told to watch your swings.

You can always opt out of a roleplay encounter or module if you are uncomfortable. You will not be punished, in-play or out, though you may lose out on the reward from being on that mod.

"MEDIC"

If you are hurt in real life, call for a Medic. The game comes to a hold when Medic is called. Do not call Medic for another person, unless they are unable to. Do not use the word "Medic" in play.

TAVERN

The Tavern is where you can purchase food throughout the event. You can either put money on your Tavern Tab at the beginning of the event, or pay-as-you-go.

After the event, your Tavern Tab will be emailed to you.

Under no circumstances should you enter the Kitchen of the Tavern with a shut door. Shut doors mean the Tavern is closed.

CABINS

Cabins are where you sleep and keep your things. You can select your cabin prior to the event via the Xadune website.

Each cabin will have 'Cabin Notes'. These notes should be filled out with who is staying in the cabin, what is out-of-play, and any cabin defenses. Feel free to decorate your cabin, but don't keep in-play items in out-of-play areas!

HEADBANDS & BEING OUT OF PLAY

White: You were given a glowing white headband at check-in. This is how you will indicate you are out-of-play. If you see someone wearing a glowing white headband, they aren't there.

This headband is yours to keep! If it breaks, we will swap it out for a new one. If you lose it, it is \$10 to replace. If at the end of the event, you find Xadune isn't for you, please return it to Xadune Staff.

Additionally, if you need to be out-of-play for less than one minute, place your closed fist or your boffer on top of your head.

If you need to be out-of-play for more than one minute, use your white headband and go to an OOP area or your cabin.

Orange: Medically OOP. Do not touch a person with an orange headband with anything, be it hand or boffer.

Green: Invisible, not inaudible

Blue: In the Twilight. Invisible and inaudible.

Purple: Piloting a physical representation of the character, like a puppet.

MARSHALS

A Marshal is a person who is involved with running an encounter. These are your GMs, so to speak. A Marshal will give descriptions, help you utilize skills, and make rules calls. ALL rules are at marshal discretion. Do not argue with a marshal's rules call.

STAFF AND PLOT

These are the teams of people who run the logistics and content of Xadune.

Staff: These are the people who run Xadune. This is the group you want to talk to if you have questions relating to the game, logistics, or your character.

Plot: This is a group of Players who are volunteering their time to spend a year running content for the game. These lovely folks run the majority of content in an event.

APPROACHING STAFF AND PLOT CABINS

Always announce your presence before approaching Staff cabins by loudly announcing, "Player on Deck!" Location of the Staff cabin

will be announced at Opening Ceremonies.

VOLUNTEER SHIFTS

You are required to complete a 3-hour Volunteer shift every event. When you have completed a Volunteer Shift, you must have your card signed off by a Marshal.

During a Monster Shift, you could play a “bad guy”, NPC, monster, or help Staff and Plot in a number of ways. To report for a Monster Shift, go to the Plot Cabin.

During a Tavern Shift, you will be prepping food, cleaning dishes, etc. If you complete this shift, a \$4.50 credit will be applied to your account, usable for that event only. When reporting for a Tavern Shift, head to the Tavern Kitchen.

Cleanup Shifts occur only after the game ends.

BEGINNING OF THE EVENT

CHECK IN

Check in begins at 7pm in the Tavern. At check in, you pay for the event, pre-pay your Tavern Tab, donate for Stored XP, and collect your character card.

Also at Check In, this is the time to present all boffers and firearm phys reps to the Safety Marshal to be checked and safety tagged. Weapons not checked or which do

not pass safety cannot be used during the event.

OPENING CEREMONIES

Opening Ceremonies start around 9pm in the Tavern. Opening Ceremonies have important announcements regarding out-of-play logistics and in-play setting. It's best to show up to Opening Ceremonies already dressed in character.

GAME ON

Game On will be announced at Opening Ceremonies, and also loudly announced when the time comes.

PLAYING THE GAME

The best way to play Xadune is to, well, play Xadune. You will have many opportunities to adventure, but you will have to take those opportunities yourself. Remember what calls your character to adventure, and go have fun!

MODS

A Module, or Mod, is an adventure which takes you away from the Tavern. Mods can be anything from helping an old woman with the rats in her basement to 8-straight hours of combat against alchemical abominations.

HOLDS

If you hear the word, “Hold” yelled, this is a pause in the game.

Freeze, take a knee, or sit down and remain quiet. Listen for instructions. This is a pause in game.

COUNTS

Many things require a count: Searching, Killing Blow, Bandaging, etc. Always count down and declare the action. "Searching 10, Searching 9..." etc.

ROLEPLAY

How do you roleplay? Just go up to someone and start talking in character!

Roleplay can be rewarded with Roleplay XP, added to your card after the event. So feel free to act out getting shot, get into sneaking, have meaningful conversations with Player Characters (PC) and Non-Player Characters (NPC).

A good thing to remember with roleplay is that actions in Xadune may have consequences. Saying something rude to a character might have a negative consequence – and at the same time, being kind to a character might have boons. This is true for both PCs and NPCs; being a jerk in-play can be bad.

USING ITEMS

To show you've consumed an item like a bandage or a light elixir, you destroy the tag by tearing it in half.

If you throw the torn tags on the ground, remember to pick them up.

If you use an item with a tag that has boxes on it, like ammunition, mark out the number of boxes corresponding to the amount you used. When there are no more boxes, destroy the tag.

USING A NON-COMBAT SKILL

If you have a non-combat, non-production Skill, using it is simple: all you have to do is announce to the Marshal that you are using it. A Marshal may ask if anyone wants to use any Skills during a mod or encounter, and this is a great time to speak up.

Some Skills require Skill Point usage, and this should be marked on your card after using the Skill.

For example, if you want to use your Lore Skill, "Commerce: R1", simply announce it to the Marshal and they will let you know what you know.

CRAFTING AND MERCHANTING

If your character has a Production skill, they can utilize formulas or schematics, as well as materials and Skill Points, to create items. This is done with a Crafting and Merchanting marshal. Times for this will be announced at Opening Ceremonies.

Volunteer Shift:

Printed: 15 November 2025

Cabin:

Winona Rider

playing

Mina Harker

Demographics

Level: 2

XP: 20

Race: Human

Free XP: 1

Zodiac: Terrapin

Culture: -

Body Points: 10

Skill Points: 8

Body Breakdown: Critical: 2 | 50%: 5 | 75%: 7

Lives: 3

Traits

Natural Linguist

Languages

Speak & Read/Write: Common

Lores

-

Learning

Memberships & Affiliations

-

Abilities

-

Skills

Scribing (2SP/page)

Etiquette R1

City Lore R1: Revrent City

Riding: Rose

Calligraphy (2SP)

Craft Skill R1: Shorthand (2SP)



Please track Armor, Body, and Skill on back of card.

Learn Slots: ☐☐☐☐

YOUR CHARACTER CARD

Your character card contains the logistics of your character.

Whenever you lose Body Points, Skill Points, or Armor Points, you must note this on your card.

Level: Your character's level is determined by your XP total and Race.

Zodiac: The star sign your character was born under.

Race: Your character's race.

Culture: Your character's culture, if you choose to take one.

Lives: How many times your character can be resurrected from dust.

XP Total: The cumulative total amount of XP your character has.

Free XP: The amount of unspent XP your character has. This is used to purchase new Skills.

Body: How much damage you can take.

Skill Max: This is the total Skill Points your character can use on the Skills that require the use of Skill Points.

Body Breakdown: Some Skills require you to be at a certain percentage of your Body Point to use. This is a quick reference.

Traits: Any traits inherent to your character, either from their Race or purchased.

Abilities: These are Skills which affect combat in some way.

Skills: Information and Abilities that your character knows.

Learn Slots: The number of new Skills your character can learn at a time.

ARMOR POINTS

Armor points are determined by what clothes and armor you are

physically wearing. This may adjust during the event.

Type	Limb	Torso	Neck	Head
Light Armor Types				
Cloth	1	2	1	1
Padded, Soft Leather	2	4	2	2
Hard leather, studded soft	3	6	2	3
Medium Armor Types				
Studded Hard leather, ring	4	8	2	4
Chain	5	10	3	5
Cloth Brig	6	12	3	6
Heavy Armor Types				
Scale	7	14	4	7
Leather Brig	8	16	4	8
Plate	9	18	5	9

COMBAT

In combat, you hit things with boffer weapons and take damage from hits.

Calling damage with your swings:

Melee weapons have three-word taglines: Damage Amount, Damage Type, Damage Effect. A basic short sword calls “2 Slashing Normal”.

Ranged weapons have two-word taglines: Damage Amount and Damage Type. A caseless small arm calls 4 Pierce. Firearm damage must be shouted.

Spells and Prayers: these require a verbal component which describes the tagline of the spell in it, so listen closely.

KILLING BLOW AND SEARCHING

When you have beaten a monster down, you can finish the job. You don't want them to pop back up when you least expect it! Complete a Killing Blow by touching your boffer to the torso of the monster and counting down: “Killing Blow 3, Killing Blow 2, Killing Blow 1.” This may also get you an XP Chit – a tag with a fraction of an experience point that can be turned in at the end of the event.

Once you have incapacitated your kill, you may search the body. This is done with a 10 second Searching count: “Searching 10, Searching 9...”

LIFE, DEATH, AND THE LONG WALK

Your character card has the amount of Body Points your character has.

2+ Body Points: Normal

1 Body Point: Threshold of Death's Door. No running, skill expenditure, or attacking. Only defending and finding a healer.

0 Body Points: Unconscious, lasts for 10 minutes (600 seconds). After 10 minutes, wake up with 1 body

-1 Body Points: Bleeding Out. You can never go below -1 body. Begin a 60-second countdown. If the end of the count is reached and no one has helped, move to Dead status.

Dead: Start a 5 minutes (300 seconds) countdown. At the end of the count, if you aren't saved and have more than 1 life remaining, your body turns to dust and your spirit enters the Twilight. This is referred to as "Dust" or "Dusting". Go find the Staff or Storyteam member marshaling the encounter.

KEEPING TRACK

Keep track of how much Body you have lost and gained, Skill Points you have used, and Armor you have lost on the back of your card.

If you happen to hit Dead Status or Dust, keep track of it on the appropriate spot on the back of your card.

DAMAGE TYPES

Blunt: Hits armor first; hits body after armor is broken.

Slashing/Slash: Hits armor first; hits body after armor is broken.

Piercing/Pierce: Bypasses armor and hits body directly.

COMMON DAMAGE EFFECTS

Some common Damage Effects you may hear:

Bind: Binds your arms to your sides, but not your feet.

Body or Mental: Does damage directly to your Body Points, bypassing armor.

Death: Causes you to go directly to Dead status.

Disarm/Fumble: This causes you to drop your weapon and be unable to pick it up for 5 seconds.

Massive: No matter where this damage effect hits you, you take the damage. It is unblockable. Does not bypass armor.

Paralyze: Freezes you. You are still aware of your surroundings. Lasts 10 minutes.

Repulse: This effect forces the target ten feet from the caster. lasts 10 minutes.

Sleep: Puts your character to sleep for 10 minutes.

Waylay: Puts you at Unconscious and does 1 point of Body Damage. Lasts 10 minutes.

HEALING

Any character can apply a +1 bandage. It takes 30 seconds (counting down).

Diagnose: A character may call 'Diagnose' on your character. Describe how many Body Points you are missing, and any status effects. "Down 5 Body, Paralyzed".

If you hit Dead status, either because you were Bleeding Out for more than 60 seconds or because you took a Death effect, announce, "Dead" upon being Diagnosed. Normal healing does not work on Dead.

When a Doctor, Priest, or Mage heals you, they will announce the amount they are healing you for: for instance, "Plus 5 Body" means you gain 5 Body Points. If you are at -1 Body, you would become conscious and be at 3 Body Points.

A Doctor may "Stop your Bleed Out Count". This pauses your

Bleed Out count wherever it was at the time they announced it.



END OF THE EVENT

The event ends at 12pm noon on Sunday. To Check Out, take your character card and place it in the Card Box in the Tavern. If you have any XP chits and/or tithes to turn in, place them in a plastic bag (provided) with your character card and place in the box.

You can also begin learning a Skill! This was previously done on physical cards, but are now done on the Website. Look under Contact -> Submit a Learn Card.

Check with the Tavern to see if you have an outstanding Tavern Tab.

Be sure to leave your cabin in better condition than you found it. Collect all your belongings, return

all furniture to its original position, sweep the floor, close all windows and doors, and turn off all lights.

AFTER THE EVENT

Drive safely, rest up, and rehydrate!

You will be sent a message with a list of what you ordered and paid on your Tavern Tab. If you have an outstanding Tavern Tab, you can pay it via PayPal – with an additional 4% service fee.

Your character card will be updated with the XP earned over the event, including XP chits and RP XP, as well as any Skills you being to learn. Keep an eye on your profile for your updated character card. Please review your card and use the Submit a Question form on the website to ask any questions no later than the Sunday before the next event.

BETWEEN EVENT THINGS

Once you have a character, you can roleplay on the Discord Server between events!

All game announcements will be made on the Xadune website. Any change to logistics, updates, and news will be visible on <https://xadune.com/>.

Be sure to Pre-Register for the next event on the Xadune Website.

Pre-Registration offers a discounted ticket price and allows you to select the cabin you wish to stay in. It also helps Staff make the event even better for you.

3 EVENT RESPEND

You have 3 played events to solidify your character concept. Everything you started with can be changes. Any XP used after you started your first event cannot be respent, so you cannot change skills you added later.

After your 3-event period, respending your character causes you to half your XP, and can only be done once, ever.

Feel free to ask on the #new-player channel on Discord, the Submit a Question form on the website, or email Cards@xadune.com about any questions you have regarding the event, future events, or anything Xadune related.

GROWING YOUR CHARACTER

Past your Starting XP, you will gain XP as you play, and you can purchase Skills using this XP. You can learn up to 4 Skills at a time, although learning more than 2 Skills at a time will make all Learn Times take longer. Skills you are learning are marked on your Card.

Skills usually require a Teacher to learn, either an NPC or a PC who can teach the Skill. Some Skills can

be self-taught, but it will cost more XP.

A CRASH COURSE ON XADUNE

The world of Xadune is a vast, diverse place. Be sure to reach the Xadune Player's Handbook for more on all the topics covered in this quick-start guide.

SETTING

The setting of Xadune is Gaslamp Fantasy: an Edwardian world with magic and impossible technologies. Unless otherwise noted in the rulebook, the customs and popular fashion is similar to the 1900's on Earth.

Xadune is a planet with 2 Suns: Termus (yellow) and Nexus (blue). Additionally, it has 2 Moons: Io (green) and Sent (white).

There are 3 continents on Xadune: Pha, Jarr, and New Zeal. There are also a series of islands in the various oceans.

The southern pole of the planet is pointed almost directly at the sun Nexus, whereas the northern pole never sees Nexus's light. This means that the far north is very cold, and the far south is very hot.

As of 2026, the year is AFS 146 (pronounced A-F-S One-Four-Six). AFS stands for After Fallen Star, a cataclysm which occurred 146

years ago. Months and dates are the same as you're used to: January through December; 28 to 31 days a month.

The currency used across the world is called the Unit, which is a lower case u with a strikethrough π.

RACES

The civilized races you may interact with on Xadune are:

Human
Orc/Half-Orc
Elf/Half Elf
Deep Elf
Goblin
Hobgoblin
Halfling
Dwarf
Gnomes
Faery
Brownie
Minotaur
Feline
Lizardfolk
Farborn

THE POWERS

There are 26 Powers, or Gods, in the Xadune pantheon. They have been known to interact directly in their lives of their followers.

The 7 Great Powers

Trom – Loyalty, Protection, & Sun
Goddamas – War & Madness
Latansee – Luck & Money
Ashton – Life & Rebirth
Riot – Fate & Magic
Riot – Mischief & Storms
Armadel – Death & Loss

Echpen – Poison & Suffering

The 5 Sisters

Gallo – Stars, Space, & Navigation

Grim – Murder, Tyranny, & Discord

Dew – Nature & Druids

Tinder – Forests & Rangers

Filter – Purity, Law, & Innocence

The 13 Lesser Powers

Cheva – Art, Bards, & Inspiration

Cobanoglu – Cold, Winter, & Water

Everglave – Knowledge & Pity

Neltéveye – Peace & Love

Reglaity – Torture & Hurt

Relanegi – Fire & Destruction

Reyka – Undead, Rot, & Decay

Selita – Farms, Agriculture, & Earth

Sev – Darkness, Night, & Thieves

Sawa – Time

Sonla – Energy & Mages

Supralitize – Dreams, Nightmares, & the Wind

Utili – Construction & Crafts

XA0024

In AFS 128, a mysterious Island City known as XA0024 was discovered in the Aturin Sea. It is known as a neutral territory. It is the only place in the entire world that has access to the rest of the multiverse, due to having an infinite number of Portals to an infinite number of places.

Portals are opened by a Portkey, which can be anything from a specific object, or a feeling, or anything in between.

XA0024 is completely covered by a city. It is broken into 6 Wards. Ward 5 is where the majority of the game takes place.

A VERY BRIEF HISTORY

Before Fallen Star years ago, there were three Suns in the Xadunian sky. However, there was a cataclysmic event in which all three Suns disappeared. After 6 months, only two of the three suns returned. What happened to the third sun is anyone's guess. This Cataclysm is known as Fallen Star.

In AFS 135, a cataclysm known as the Reaping occurred. In February, death suddenly stopped happening. In July, it began again, and nearly a third of the world's population was wiped out.

THE VICHESE

In February of AFS 136, foreign airships descended from the sky and the Vichese (Vee-cheese) – apparently Elves from somewhere other than Xadune – began their vicious invasion of the planet. This war was fought across the entire world.

The Vichese are much more technologically advanced than Xadune. Their weapons are unlike anything on the planet, and Scientists and Engineers across the globe are racing to catch up.

Since that fateful night, the Vichese have made a base on Pha and have been pushing out. They took over Shaerorer Thysaer, Kaz'Letai, and Shirri'san'issi, and

are currently fighting on the Barboroy and Kinsley borders.

In December of AFS 136, an attack was launched against the Gnoll race, which has all but eradicated them.

Because of the inability to differentiate between a native elf and a Vichese, the World Council passed an Executive Order in AFS 137 to remove all elves from positions of power across the world.

PRESENT DAY

The world is no longer at war with the Vichese; there is a tentative peace which was brokered in AFS 146. The aftershocks of the war are still being felt, as both factions learn to live together.

Prior to the invasion, there were a number of tensions between countries, cultures, and races, and while the vestiges of those are still apparent, the world itself is at a level of peace as they come together to fight this external common enemy.

News from XA0024 in the past year have talked about the Island being completely cut off from the rest of the world for 10 months in AFS 145.



NOTES:

This image shows a single sheet of white paper with horizontal ruling lines. The lines are evenly spaced and run across the width of the page. There are no margins, text, or other markings on the paper.[illegible]

Drink plenty of water

Eat well

Get sleep while you can

Don't fall asleep in Tavern

Don't walk off alone.

But when you do...

Die loudly

We are so excited to have you at Xadune!

For the full Player's Handbook, visit <https://xadune.com/>