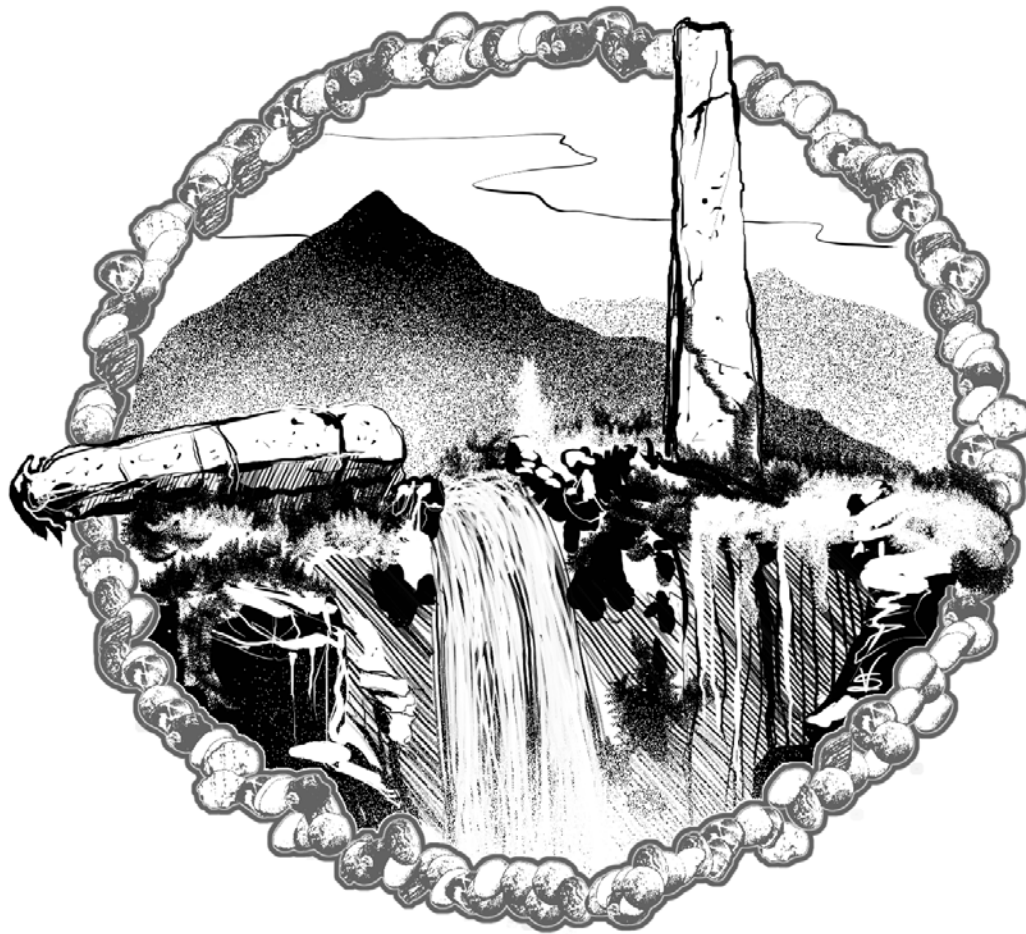


How to Host a Knoblander

by
Sir Wisp Nemoralis



The Boffer Forge



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How to Host a Knoblander



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Chapter 1: General Rules of Knoblander

The following are the standard “Knoblander rules” that we use during the event. It is important to cover these before we get into how everything is put together because these are the rules that create the game boundaries of how we play this event. It can be difficult for a new player who’s never been to a Knoblander before to understand the scope of what they can do in this battle game without understanding these basics. As a Reeve for Knoblander it is best to describe the event as a standard Amtgard class-battle game which lasts for 2 days and uses the following additional rules.

Death Counts: Upon being killed (be it by spell or sword) instead of returning to a Nirvana, you must instead fall to the ground where you were slain. At that time you may begin your normal death count as if you were in Nirvana. At the conclusion of your five minutes, you are returned to life with a two minute grace period during which you may not be attacked in any way or followed should you leave the area. We call this “blinking”. You may however choose to ignore this grace period by shouting “ALIVE” and rejoining the game without the benefits described above

The Three Hand Carry Rule: It may become necessary during the course of the game to carry a comrade or even an enemy away from the scene of the action. To simulate carrying someone, we use the “Three Hand Carry Rule”. To do this, you must have three open hands (not carrying any weapons, items, charged with abilities like Vibrating Palm etc) placed on the body of the person you wish to carry. That person is then honor bound to rise and WALK at a slow pace to where ever those carrying him wish to go. If at any time, there are less than three open hands on the person being carried they are required to fall to the ground as dead weight.

Item Tags: In-game items (weapons/armor/special items received in play) will have a special tag on it identifying it as being “in game”. In order for a weapon to be considered “in game” it MUST have one of these tags placed upon it. When looting the corpse of another player or NPC, these are the items which you may loot (along with coins and other obviously in game items that do not require a tag). Tags may be purchased in town to replace missing or looted tags. These are paid for with “in game” cash, not real money, no matter what anyone on logistics may tell you (especially if they look hungry).

Item tags differ from event to event. We’ve used different types of tags at each Knoblander but these have usually been strips of paper with a color type (for weapons) or armor type printed on it and then laminated. To fix it to the weapons or armor, we would take the strip and fold it over, then staple the ends together. Looping a rubber band

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through the strip and then fixing it to the weapon or armor worked well in game, but it's a pain to prep for.

The event tags are probably the biggest pain in the butt to deal with on the logistical side and if not accounted for, it can really screw up your event. For Knoblander VI I had spent an entire night sorting tags and making sure there would be enough. On event day however, the tags had been forgotten at my friends house. I ended up pulling a rabbit out of my ass by converting our life tokens (plastic poker chips) into stand in item "counters". Luckily I had enough little "dot stickers" from a previous event just laying around in my "logistics box to where I could put one on a chip and then write what that item was. We handed out the chips to the players and made them figure out how to carry them. It was a pain for those players without pockets, but it was functional and I was able to come up with hundreds of item chips in under an hour on the spot. In hind sight, I wish I had used that method from the start as it was much easier to handle than the thousands of little strips of laminate paper with rubber bands that I had used till then. The older veteran players from past Knoblanders didn't like the "new" method, but in the end it grew on them and was actually easier to handle. The next time I auto-crat this event, I'll be sure to use this same system.



Lives & Spell Lists: All players have only their normal number of lives during the entire weekend (i.e. a first level warrior has 5 lives which must last him/her all weekend). If you are shattered out of the game (all lives lost) you become the property of the logistics crew and must serve them as NPCs. It is possible to re-join the game after being shattered, but only in limited ways. Some examples include making the shattered players' peasant warriors with four lives and holding a "slave auction" in the town.

Spell lists must last for the entire weekend. Once per life and per game spells are spent, they are gone until either you're next life (for per life spells) or you buy replacement scrolls in town. It is possible to buy more spells then you may normally cast if you have the \$\$\$.

No Monsters Allowed: Monster classes are not playable at Knoblander and this includes all Alt Classes. Also any spells which allow monsters into play, such as Transform, Mimic, Reanimate, etc, are not allowed. We originally allowed for this at the first Knoblander and quickly learned our lesson. No Monsters on field is a GOOD thing.

Destroying Tents: Tents within a PC camp may be destroyed at any time during the game. Tents may be destroyed by fire only. To represent this in play, a player may stand next to a tent and announce in a clear loud voice that they have set fire to the tent. This can be done by a fireball, torch, or any other reasonable source of flame. Once this has

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been announced, any player inside of the tent has a fifty count to evacuate. If the player inside does not clear the tent before the fifty count is over, they are considered dead. A player inside of a burning tent may “teleport” away if able but must still leave the tent and go wherever it is they are teleporting to. Destroyed tents “come back” after ten minutes.

In Game Items and Spell Costs

Items	Cost to Purchase	Resale Value	Point Value
Green Weapons	2 Gold	1 Gold	1/5 pt
Black Weapons	1 Gold	1/2 Gold	1/10 pt
Orange Weapons	4 Gold	2 Gold	1/4 pt
Blue Weapons	6 Gold	2 Gold	1/4 pt
Red Weapons	8 Gold	3 Gold	1/2 pt
Armor Per Point	3 Gold	1 Gold per point	1/6 pt
Shield Small	4 Gold	2 Gold	1/4 pt
Shield Medium	6 Gold	2 Gold	1/4 pt
Shield Large	8 Gold	3 Gold	1/2 pt
Spells	Spell Level x Point Cost in gold		
10 Gold Pieces			1 pt

Items: In game resources you can buy/sell or turn in for victory points in the game.

Cost to Purchase: The amount it will cost you to buy a equipment tag from logistics.

Resale Value: The amount logistics will give you for a equipment tag you’ve looted.

Point Value: The amount of points received towards the overall score if turned in.



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Chapter 2: The Plot and the Theme

The Plot

This is the most difficult aspect of planning the game. Knoblander has a reputation of being a RP event. While it's true that Knoblander is probably more so a RP event than most any other event in Amtgard, it is a long way from being ONLY a RP themed quest. What we want to accomplish when planning for the plotline is to provide something that at face value is interesting enough to be noticed by stick jocks and involving enough to enchant flurbs.

The thing to avoid is forcing the plot line to become the central aspect of the adventure. In order for it to be truly fun for the most amount of people, it has to be set up where if you don't care one iota about the storyline, you can ignore it and still have a blast with the individual missions. That also allows those who do get into the role play of it, to take it a step further and really look into things on their own. It is for those people that we set up the "extras" that they can find and obtain from NPC's in town, or from clues just laying in a box somewhere in the woods. Our history with the event has proven that it is possible for a stick jock and a flurb to both play the same event on the same team and walk away receiving exactly what they wanted from the event and in larger doses than they had ever received anywhere else in Amtgard at any other event.

Establishing Plot

To establish an elaborate storyline for a group of over 100 players is actually pretty simple if you follow some proven guidelines and ideas from the past.

While billing the event, the overall general storyline is announced, "Evil cults descend on the Knoblands to find relics of Loki and attempt to free him from his bondage". This gives everyone coming to the event a good idea of what the weekend is going to revolve around and gets them thinking towards that goal while receiving new plot information in the game.

Once the game has kicked off officially on Friday night, the plot line really comes alive with the reception of the first mission. The first section of every mission sheet (more on this in detail later) sets up the In Character situation of what is going on in the area. This is where 90% of the story comes from in a



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Knoblander. Just by adding a small paragraph of in character information, and tying it in with what they are about to be tasked to do, it creates an atmosphere and backdrop to each mission. The goal with the flurb players here is to provide the set up and let their imagination and interaction with other flurbs do the rest while they physically play out the “mission”. It works wonders and again, it keeps the Stick Jocks unburdened with anything other than a simple paragraph of RP info at the beginning. I like to think that the flurbs are generally impressed with an entire team following a plot line from their point of view as well especially when they are normally regulated to roles on the side line at your typical event. The only danger here is that the Team Captain has to make sure the enthusiasm for the storyline doesn't start to aggravate the non-rp inclined members of his team. Stress it directly to the team captains in the team captain meeting prior to kick off of the event and this will go a long way towards heading off any future problems.

Theme

The theme of the event is what each individual mission throughout the weekend is designed to support. For an upcoming event I am currently working on I am planning on having the theme be team play. Teams of no more than 20 players (within the restrictions of the normal class guidelines for a battle-game) each are assigned a specific color, and each are camped in individual locations throughout the game property. Each team will score and earn points just as with every prior knoblander event and will be in competition with every other team. The benefits of having the multiple teams vs. the standard two armies are...

- 1) it's a lot easier for a camp reeve to manage a group of 20 rather than a group of 80.
- 2) Increased number of teams allows for a greater number of potential interactions during missions which creates more interesting engagements and spreads the plot much quicker.
- 3) It lessens the chance that one team will dominate the other throughout the event. Even if there is a power team of 20 on the field, there is nothing to say the other teams cannot form an alliance to stop them. If multiple teams align themselves to make a super force, well then, logistics can always send a few 10:1 Q/M ratio monsters to visit the individual camps and knock things back to an even playing field.

Back to the point of the theme, bottom line is, every mission you create should serve to capitalize on how you have set up the way the event is played.



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Chapter 3: Missions

Amtgard missions are created using a standardized format that allows all logistics members to understand how each mission is to be played out. Any logistics team member should be able to pick up a mission sheet and run that mission or at the least be able to answer the players questions about it. Elements of the mission sheet are:

Mission Number: Number assigned to the mission in sequential order.

Background: This field is where you insert your one paragraph RP teaser and filler. Interesting enough to let people understand In Character what they are doing and why.

Setup: What you will be required to take with you on the mission. Do you leave the team banner in the camp or do you take it with you? Any number of team restrictions (only take 10 people, or no casters allowed, etc.) and special needs considerations for the team captain who will be planning the mission.

Mission: This is the task the team is to do and any extras such as how long they have to do it and any side tasks that need to be done.

Victory Conditions: The bottom line of what has to be done in order to win however many points.

Logistics: This section only appears on the Camp Reeves copy of the mission. It gives all the “what is supposed to happen” aspects such as ambush locations for monsters or other teams tasked with the job in their mission sheet.

Sketch: Sometimes it is necessary to include a sketch map of the area that the mission is to take place in. This allows the group to navigate and actually adds a good deal of fun to the task. The sketch on the logistics sheet will include areas of note not on the players copy.



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Missions should be constructed in a way that allows the logistics to best further the theme of the event. If we use our earlier example of them and the above example of a mission, the logistics crew should keep in mind that there will be multiple teams running around which provides a risk to the players on the mission. They will have to move through the game area while avoiding the other team's scouts. Additionally, since only a very small number of players are on this mission, another mission should be given immediately after the scouts leave to find camp green. The planning of who will do what in each mission is the responsibility of the team captain. In the above example, will he take the remainder of his crew with him for the next mission, or will he think ahead and realize that while his camp is tasked to find other camps, it would stand to reason that other camps are attempting to find his. Will he leave back a guard to try and spot any scouts that might come to spy on his camp?



Another aspect logistics will have to consider while planning the first night's missions (again assuming we are using the above example which is in fact the standard Knoblander Mission #1 mission of the night) is that the Logistics Camp Reeve will have to remain in camp to await the air horn from the other team. This works fine because the second mission given is usually a patrol mission (see Appendix A) and having along someone not in your team is usually an aggravating factor for the players, even if that someone is a reeve. No matter how quiet they are, it's never enough for the team when they are having fun sneaking through the forest at 2 AM trying to catch the other team with their pants down.

As you can see, once one mission is developed you can begin to create subsequent missions by running through the "what ifs" of the first one. Special care has to be taken to ensure that not too much is assigned or something made too complex. The challenge should be in the execution of the task rather than by using some crazy unbeatable monster. The pace should have a constant beat and each mission should play off the previous mission allowing the plot line to come through. Some missions and even the logistics controlled monsters that are in the game will also deal directly with delivering some tidbit of information to help the plot along.

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Chapter 4: Monsters & NPC's

This section is the most direct and easiest to cover. Monsters and NPC's in the event should be used to push the plot line for those who are interested in developing the story, and to provide an equalizer for those teams that are very powerful. For the minor plot aspects its nice to be able to grab a logistics monster crewmember and give them some prop or other plot device and send them off in the woods to be killed and looted by a team that is in the process of trying to complete Mission #6. NPC's are for those times that the players just aren't able to pick up on what it is you're trying to put across through the missions and monsters. They go and spell it out in simple terms directly at that point. These two parts of the game are both tools to use in whatever way the event needs them. They should not be used just for the sake of having them in the play area. That can take the game into areas you don't want to go.



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Chapter 5: Logistical Props and Items

This event makes a lot of use of props and items that you would normally never find in an Amtgard quest. The use of the equipment tags allows for looting and a clear way to determine what is in play and what is not. It also requires logistics to go through a lot of effort to set these up. I'm going to leave this section more or less alone. We've tried various methods of providing these along the way and I think we've had some really good ideas that worked well and some bad ideas that did not .

Some popular examples of props have been:

Life Strips: Strips of plastic tape assigned by team color. One strip per life. When last strip was gone, player was shattered. Specific spells such as Resurrect were a different colored strip and would also act as a life strip to replace those lost.

Armor Value Dots: Those little circle stickers from Wal-Mart. After assigning a point value to armor, write it on the dot and stick it directly onto the armor.

Weapons Tags: Our first knoblander we printed a bazillion "ticket" sized tags that had neat graphics on one side and on the other the words "blue, red, orange, black or green" to designate weapon color. After they were printed on a single sheet of paper, we

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laminated the sheet on both sides and then cut out the tickets. If you looted my short sword, I gave you my blue tag. I was then left without my sword until I could buy another blue tag. These were attached to the weapons with rubber bands. This actually worked really well and every so often, someone who was at K1 will ask me about those tags. Guess they left a heck of an impression. I know they really weren't that hard to make but for some reason we never did those again like that.

The Summoning Stone:

At K2 I witnessed the most incredible role-play situation I have ever seen in Amtgard. Two players had had this on-going rp plot of their own for some number of years I guess and they wanted to



bring it to a climax at Knoblander. No problem, lots of people push their own RP at Knoblander and in fact, there's more of that type of RP than anything we've ever come up with. Anyway, the plot of that event was there was an ancient druidic stone that could summon demons and other such nasty things and this cult of Loki was attempting to use it to free him from bondage. Well, back to these two players, one was role-playing (not in the event, just on his own) some Vampire Lord who had been serving this terrible greater demon (EPE from the DuA) and was wanting to ascend into demon-hood himself. They approached us about it and we loved the idea. We built a PVC frame in the shape of a obelisk which was around 9 or 10 feet high. We then covered it with cloth and painted on these runes and such. The vampire character somehow during the event convinced 13 people to agree to partake in a ritual around this stone before heading off to assault the main objective mission. These 13 made the trek out to some upper field where we had the obelisk set up surrounded on five points by tiki torches. It was a chilly night so it was kind of foggy and creepy in general. Well, to make a long story short, the vampire throws up this wall of force around the 13 players who had agreed to not carry any weapons or spellbooks into the circle (yeah, I know, but it really happened I swear). He then does this big speech about summoning the guardians of the watchtowers or

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something like that and ends by telling the 13 to grab the stone and tear it apart to see what they had brought into the world. Now, this guys screaming like a maniac and the players were a little freaked with the whole thing. They grabbed the stone and pulled it apart. Inside was the player who was the demon guy and he's all garbed up wicked like. The players tried to haul ass but the reeves stopped them because of the wall of force. Very funny and very cool in its own flurby way. Again, this was something that was totally on the side and logistics was involved only because we were asked to.



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Chapter 6: Keeping Things Going & Bringing It To A Close



If you have a good number of missions for Friday night (we normally run 3-4 all together on Friday night Saturday morning) the action should be winding down just after sun up sometime. Some of your players will want to go to bed, and some will want to keep going. This portion of the event has been a real learning point in times past because we didn't really know what to do with this "floating" time. As it turns out after having lived through it a few times now, the best thing to do is to let the player teams do their own thing and logistics pull back and take a hands off approach. Go get some coffee at the tavern and chill out. If I were using the examples I've used so far in this booklet, I'd have the camp reeves suggest to the team captains that they send out more scouts to locate the rest of the other camps and add their locations to a master map. There WILL be people who are still jazzed to keep playing and won't want to go to bed.

Regardless of what goes on early Saturday morning, by Saturday mid-morning, noon-ish time frame, most everyone including Reeves will be raging assholes. Here is where you have to slow things down a little to keep things going. For what-ever reason, and I've seen this time and again, you can give out a mission around that noon time frame and not a single person will give a damn. Personal differences between camp mates become major issues and it can get ugly quick. Its not so much a matter of the players not getting enough sleep, its more a matter of having rode all day the previous day to get to an event,

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wait anxiously all evening getting ready for the event to kick off, then having it kick off late as hell and being swept into an all night movement over some really harsh terrain. While its fun as hell, it can cause problems the next day. We have done several things in the past to try and nerf this problem. Heres a list of what we've tried and what the results were.

More Missions: Didn't work. No one cared and all the players wanted to do was focus on how miserable they were. NOT GOOD for event success.

Non-In-Game events: We ran open weapons tourneys, strongest man competitions and all that sort of thing. These started just as bumpy as the More Missions play. After a few rounds though, people started to come around and have fun. After that point it was about like any other Saturday morning at an Amtgard event. We were able to then pick the game up that afternoon after lunch.

Do Nothing: We just sat back and allowed people to do as they wanted. Ditch, sleep, RP, screw with the other teams campsite, just whatever. This one ended up working the best actually. We gave the team captains a time for when we were going to issue their next mission and we stuck to it. By the time it was ready to go, the players had worked themselves up to play again and jump back in hard core. This was a great lesson for me. Even when you are running such a linear event, you don't have to have control of EVERY little minute of the event. Relax and let them have fun. They WILL, its why they came!

The most important thing to know about the players having suffered through a really physically demanding night of game play that they might not have seen before is that it provides a lot of years worth of "no shit there I was" stories.

Bringing it to a close

Make it BIG. Whatever you do to close out your storyline make sure it is the biggest most ambitious battle-game you've ever been a part of. All of the elements of the plot should have played out by now leaving NOTHING unknown. The event is so much more fun if everyone knows what was going on with the whole storyline. Even the Stick Jocks really have fun with it.

By this point in the game we stopped using the Mission Sheets as the players (Stick Jocks included) were following the basic storyline well enough to know what needed to be done next. The various plot hooks courtesy of the NPC's or props found on monsters, coupled with the information they learned just from wandering around the game area, led both teams into the final climax. Knoblander 2,3, and 4 all involved the opposing teams having to join forces to defeat a common enemy. Truly some epic gaming on the field. Very intense battles and some of the best memories I have of Amtgard.



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Appendix A: Timeline & Missions

K6 Time Line

FRIDAY

- 1200 - Gate Opens
- 1500 - Starbrocks Opens
- 1700 - Loggie Crew hosts Iron Triangle, Capture the Flag prep battles
- 2000 - Logistics Meeting
- 2200 - Player Briefing, Q & A's
- 2300 - Team Captains Briefing / Teams return to camps, camp reeve checks spell sheets wpons again.

SATURDAY

- 2400 - Lay ON! Monsters dispatched to assigned camps. Time Lord Magic Heard
- 0001 - Mission 1 given to captains
- 0003 - Mission 2 given to captains. Two hour time limit begins with call of Lay On
- 0005 - NPC's attack all camps
- 000? - Battle concluded in camps NLT 0010
- 0010 - Mission 3 is given
- 0240 - Mission 4 given
- 0340 - End of RP for night, teams go into WPNS Free status RGS

- 0900 - Lay ON! Called for RP
- 0930 - Town Games - Battle games held while RPer's can research plot information in town
- 1200 - Mission Packets Given to Team Captains for questing missions, drawn from Starbrocks via rumor factory
- 1600 - Assault on Brocks Tower
- 1800 - Summoning Stone Battle RP Finish
- 2000 - Beach party!

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Mission Number: 1: RECON!

Background: Mercenary forces from throughout the Kingdom and beyond are swarming into the Pel Valley. You may assume none are friendly although there has been some interaction in the town of West Haybury between your own forces and those of competing captains. The members of all teams have so far behaved themselves while in town, and have even been given to sharing a few drinks and swapping rumors of the ruins of the area.

Your men speak of sightings by the locals of some strange beasts called Phagus. So far, none of the locals have been attacked, but apparently several outlanders have been slaughtered in a terrible fashion. Your men say there are those in town who remember that name from days long past and have spoken at great length on them.

Setup: Your team will need to provide two players to act as scouts for this mission. They will need to take four objects to serve as markers (anything will work). No more than two players may undertake this mission.

Mission: You must locate and observe team camp _____. Your scouts will dispatch from your teams base camp and attempt to find this team camp without being engaged by any other team's players or monster in the game area. Once the camp is located, the scouts must position themselves at each of four corners of the camp within 50 meters. At each corner, they are to place one of their markers (see Setup). This simulates your scouts spying on the enemy camp and gaining valuable intelligence on the enemy position. Once all four markers have been placed, they are to call HOLD loudly to alert the target camp. The camp reeve will then inspect the marked for corners and will award points if successful. You will need to present this sheet to the enemy camp reeve for points award.

Victory Conditions: All four markers must be placed on the four corners of the camp, no further out than 50 meters of the camp's perimeter. You may not be engaged in any form of combat (magic or physical) before you call hold. If this mission is successful, the Reeve will award your team 30 points.

Logistics: ATTN REEVE: If this mission is judged a success by you, you are to sign and print your persona name on the back of this paper along with the total number of points awarded, anywhere from 1-30 pts. You may deduct points for any reason, i.e. markers further than 50 meters, etc.

Sketch:

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Mission Number: 2: Patrol

Background: The lost people of the Pel Valley were said to have had a obscure form of runic writing. The locals in West Haybury no longer practice it, but there are sages in the town that might be able to translate any writings recovered from the ruins of the old cities

Rumors of a Vampire now dwelling in the area are a hot topic of discussion in town. It is said it has control of many minions who are carrying out some unknown plan.

Setup: You may take any number of players from your team on this mission. You are to bring with you one of your team's banners which must accompany you throughout this mission. Your second banner must remain in camp and positioned in the open and center point of your camp area. You are not to exit the area outside of the designated region on your map.

Mission: You are to proceed from your base camp and conduct a night patrol covering areas listed on your map as CP (check point) 1,2,3, and 4. You are searching for signs of other team activity in the area and to gather any information regarding the lost civilization from the Pel Valley as well as monster activity in the region. After successfully finding all four check points, you are to return to your base camp. You will have 2 hours to conduct this patrol.

Victory Conditions: Successfully find CP 1,2,3, & 4. At each CP, there is a symbol drawn onto a poster-board at that location. Copy it and any other information that might be valuable found there, and return to base camp in under 2 hours. Your time begins with your Camp Reeves warning. For each symbol you return with, you will receive 10 Victory Points. Normal point values for enemy kills and looting applies.

Logistics: ATTN REEVE: Announce the start time of the mission and track it for two hours time. If the party does not return to the camp in two hours time, no points will be awarded. Award 10 points per correct sketch copied from the Check points and write the total on this sheet to turn in to main logistics for point value tally.

Sketch:

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Mission Number: 3: FRAGO: AMBUSH

Background: One of your men has just returned from town and is telling of rumors of a powerful relic said to be located in the ruins of East Haybury. It apparently has the ability to call forth the dead and repair items by touch alone! Your man tells you that the company that the man telling this tale works for is mounting an expedition this very night to recover it before any of the other teams find it.

Setup: You must allocate several players from your team to lay an ambush along the patrol route for team _____. You may use any number of people to attempt this mission, but keep in mind you still must complete Mission 2.

Mission: Select an appropriate area along the patrol route and lay an ambush for the target team. Try and capture their team banner and kill as many of their numbers as you can.

Victory Conditions: You will receive 1 victory point per life token you win during the ambush. Capture of the enemy banner will reduce the enemy team's victory point total by 30 points.

Logistics: ATTN REEVE: If presented this sheet along with the banner of the enemy team named in the Setup section, report to the main logistics camp and reduce the amount of victory points for that team by 30. Also, give the logistics desk the banner for return to the enemy team.

Sketch:

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Mission Number: 4: Bughunt

Background: It appears every sell sword within the Kingdom has come to the Pel Valley to find their fortune. Enemy is everywhere and they are intending to steal your chances at treasure and greatness. Undead sightings have been reported near the outskirts of the valley. A strange occurrence of lighting can be seen over the dark tower of Sir Brock. The resulting thunderclap shook the entire valley and mages report feeling awkward immediately there after. The men in your camp complain of a strange Déjà vu feeling.

Setup: You are free to take as many players as you like on a bug hunt to hunt down all enemy players you can find for the next hour. You must take one of your team banners with you during this hunt, and one must remain at your base camp. Choose your strategy wisely. Your one hour begins once the Camp Reeve calls Lay On.

Mission: Locate and destroy all enemy forces for a one hour period. No area is off limits except for the color camp.

Victory Conditions: You will receive 1 victory point per life token you win. Any enemy banner captured will result in the loss of 30 points by the captured teams flag.

Logistics: ATTN REEVE: If presented this sheet along with the banner of the enemy team named in the Setup section, report to the main logistics camp and reduce the amount of victory points for that team by 30. Also, give the logistics desk the banner for return to the enemy team camp.

Sketch:

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Appendix B: Spell and Class Abilities Cost Charts

These charts are utilizing the spells and class abilities as listed in Amtgard version 6.0. Once 7.0 has been ratified and re-worked for final release, this spell chart will be modified to reflect the new system of Amtgard magic.

The standard formula for figuring the cost in gold for the spells is 1 x level of the spell x the point cost value of the spell. $GOLD = 1 \times \text{level} \times \text{pt cost}$.

Figuring the time required to spend out of game at the logistics camp is 5 times the level of the spell in minutes. $MINUTES \text{ OUT OF GAME} = 5 \times \text{spell level}$

Class abilities cost in gold is 1 x ability level. $GOLD = 1 \times \text{class ability level}$.

Class ability time out of game to replenish is 5 x class ability level. $MINUTES \text{ OUT OF GAME} = 5 \times \text{class ability level}$.



Magic Costs (gold and time)

Spells darkened out are either not purchasable or free to the caster.

Bard Spells				
<i>Spell</i>	<i>Level</i>	<i>Cost</i>	<i>Gold</i>	<i>Time</i>
Cancel	NA	NA	NA	NA
Charm	1	2	2	5
Presence	1	1	1	5
Visit	1	1	1	5
Legend	2	1	2	10
Liplock	2	2	4	10
Truth	2	2	4	10
Extension	3	2	4	15
Imbue	3	1	3	15
Sleep	3	2	6	15
Emotion Control	4	1	4	20
Honor Duel	4	1	4	20
Lore	4	2	8	20
Mimic	NA	NA	NA	NA
Mute	5	2	10	25
Yield	5	2	10	25
Voice	NA	NA		

Druid Magic				
<i>Spell</i>	<i>Level</i>	<i>Cost</i>	<i>Gold per casting</i>	<i>Time per Casting</i>
Cancel	NA	NA	NA	NA
Cure Poison	1	1	1	5
Entangle	1	1	1	5
Heal	1	1	1	5
Heat Weapon	1	1	1	5
Warp Wood	1	1	1	5
Shillelagh	1	1	1	5
Cure Disease	2	1	2	10
Mend	2	1	2	10
Barkskin	2	1	2	10
Magical Projectile	2	1	2	10
Thornwall	2	1	2	10
Confusion	3	1	3	15
Plant Door	3	1	3	15
Ambidexterity	NA	NA	NA	NA
Extension	3	2	6	15
Prot. - Disease	3	2	6	15
Prot. - Flame	3	1	3	15
Call Lightning	4	1	4	20
Commune	4	2	8	20
Shatter	4	1	4	20
Flamewall	4	1	4	20
Silence	4	1	4	20
Stoneskin	4	2	8	20
Flesh to Stone	5	1	5	25
Stone to Flesh	5	2	10	25
Flame Blade	5	2	10	25
Pass Plant	5	1	5	25
Finger of Death	6	1	6	30
Feeblemind	6	2	12	30
Firetrap	6	1	6	30
Reincarnation	NA	NA	NA	NA

Healer Magic				
<i>Spell</i>	<i>Level</i>	<i>Cost</i>	<i>Gold per Casting</i>	<i>Time per Casting</i>
Cure Poison	1	1	1	5
Heal	1	1	1	5
Lost	1	1	1	5
Mend	1	1	1	5
Mute	1	2	2	5
Talk to Dead	1	1	1	5
Banish	2	1	2	10
Bless	2	2	4	10
Cure Disease	2	2	4	10
Curse Weapon	2	1	2	10
Entangle	2	1	2	10
Heal Extend	2	1	2	10
Sleep	2	2	4	10
Mass Sleep	NA	NA	NA	NA
Protect	3	1	3	15
Resurrect	3	1	3	15
Stun	3	1	3	15
Wounding	3	1	3	15
Yield	3	2	6	15
Enhancement	NA	NA	NA	NA
Harden	4	1	4	20
Sever Spirit	4	2	8	20
Touch of Death	4	1	4	20
Extension	5	2	10	25
Protection From Death	5	1	5	25
Summon Dead	5	1	5	25
Circle of Protection	6	2	12	30
Dispel Magic	6	1	6	30
Teleport	6	1	6	30

Wizard Magic				
<i>Spell</i>	<i>Level</i>	<i>Cost</i>	<i>Gold per Casting</i>	<i>Time per Casting</i>
Bladesharp	1	1	1	5
Bludgeon	1	1	1	5
Cancel	NA	NA	NA	NA
Enchant Shield	1	1	1	5
Heat Weapon	1	1	1	5
Honor Duel	1	1	1	5
Iceball	1	1	1	5
Magic Bolt	1	1	1	5
Shove	1	1	1	5
Stun Weapon	NA	NA	NA	NA
Talk to Dead	1	1	1	5
Circle of Protection	2	2	4	10
Forcewall	2	1	2	10
Harden	2	1	2	10
Hold Person	2	1	2	10
Lightning Bolt	2	1	2	10
Liplock	2	2	4	10
Mend	2	1	2	10
Messenger	2	1	2	10
Protection From Flame	2	1	2	10
Wounding	2	2	4	10
Ambidexterity	NA	NA	NA	NA
Anti-Magic	3	1	3	15
Dispel	3	1	3	15
Extension	3	2	6	15
Fireball	3	1	3	15
Mutual Destruction	3	1	3	15
Protection Form Project	3	1	3	15
Protection	3	1	3	15
Touch of Death	3	1	3	15
Wind	NA	NA	NA	NA
Yield	3	1	3	15
Curse	4	1	4	20
Doomsday	NA	NA	NA	NA
Enchant Weapon	4	1	4	20
Petrify	4	1	4	20
Protection From Magic	4	1	4	20
Pyrotechnics	4	1	4	20
Reanimate	4	2	8	20
Sever Spirit	4	2	8	20
Teleport	4	1	4	20
Advancement	NA	NA	NA	NA
Flight	5	2	10	25
Lend	5	1	5	25
Sphere of Annihilation	5	2	10	25
Vivify	NA	NA	NA	NA
Warskill	NA	NA	NA	NA
Defend	6	1	6	30
Expertise	NA	NA	NA	NA
Killing Grounds	6	2	12	30
Lich	6	1	6	30
Stack	6	1	6	30
Transform	NA	NA	NA	NA

Notes on Skills -

- * Skill costs for recurring abilities (I.E. Paladin , Assassin, Anti-Paladin) will be charged the highest rate at which an item recurrns naturally.
- * Abilities which grant extra lives to the user/caster cannot be purchased.
- * Abilites which grant extra armor cannot be purchased
- * Abilities which are innate cannot be purchased, although abilities in Assassin that are still possible may be purchased at a 6th level ability cost. (see chart below).

Anti-Paladin			
<i>Skill</i>	<i>Level</i>	<i>Gold</i>	<i>Time</i>
Touch of Death	4	4	20
Poison	5	5	25
Reanimate	6	6	30

Archer			
<i>Skill</i>	<i>Level</i>	<i>Gold</i>	<i>Time</i>
Repair Bow	1	1	5

Assassin			
<i>Skill</i>	<i>Level</i>	<i>Gold</i>	<i>Time</i>
Poison	6	6	30
Traps	6	6	30
Short Bow	6	6	30
Touch of Death	3	3	15
Antidote to Poison	3	3	15
Armor	6	6	30
Javelin	6	6	30
Teleport	6	6	30

Barbarian			
<i>Skill</i>	<i>Level</i>	<i>Gold</i>	<i>Time</i>
Heal Self	1	1	5

Monk			
<i>Skill</i>	<i>Level</i>	<i>Gold</i>	<i>Time</i>
Heal Self	1	1	5
Transfer Life	2	2	10
Vibrating Palm	3	3	15
Turn Undead	4	4	20
Sanctuary	5	5	25

Paladin			
<i>Skill</i>	<i>Level</i>	<i>Gold</i>	<i>Time</i>
Resurrect	4	4	20
Heal	5	5	25
Extend Immunities	6	6	30

Scout			
<i>Skill</i>	<i>Level</i>	<i>Gold</i>	<i>Time</i>
Cure Poison - Self	3	3	15
Tracking	4	4	20
Entangle Trap	5	5	25
Cure Poison - Other	5	5	25
Scout Stack	6	6	30

Warrior			
<i>Skill</i>	<i>Level</i>	<i>Gold</i>	<i>Time</i>
Improve Weapon	2	2	10
Improve Shield	4	4	20
Repair	5	5	25

How to Host a Knoblander

by



Sir Wisp Nemoralis

The Boffer Forge

