Amtgard

Official Rules of Play
Version 6.5

Foreword

It's been a decade, more or less, since the last release of the rules of play. This release is representative of many lessons learned and experience gained over that ten-year period. In that time, Amtgard has become geared towards a faster, more engaging and interesting system of play, and was in dire need of rules to match. The original goal was to clear up gray areas and loopholes in the rules, and those clarifications brought with them many significant changes as well as further attempts to balance the game.

It was not an easy task, and to be certain some things were missed. Still, we think this represents the best that all the kingdoms could contribute and reflects the general consensus of how things should work. This is the first rulebook that is a truly inter-kingdom effort and it shows. It was a long, hard road to produce the work you are about to read and in the end it came down to the blood, sweat, and tears of a very few people. Given that this is probably the only set of words all Amtgardians will read, we feel we should take this chance to remind everybody what we believe this game really is.

The game isn't about fighting, or arts and sciences, or role-playing (though of course those all exist and flourish within the game). The game is about the people. It is the people, all of the people, who have made this game work for over 20 years. It is the people, past and present, who make Amtgard the great organization it is today. Every day you step out into the park, try to remember it is the people who surround you that make the game. No matter what our differences may be, at our heart we all share a common bond, and a common Dream.

We hope you enjoy the new rulebook and find it an improvement over the previous one. Happy gaming!

The Rulebook Committee:	Rulebook Contributors:
Brennon	Glen(alth)
Phocion	Blackrose
Roger	Okami Kurai
Lukor	Randall
Franchesca	Rath
Rapheal	Luke
Aramithiris	Jabberwock
Bolt	
Garik	
Blackhawk	

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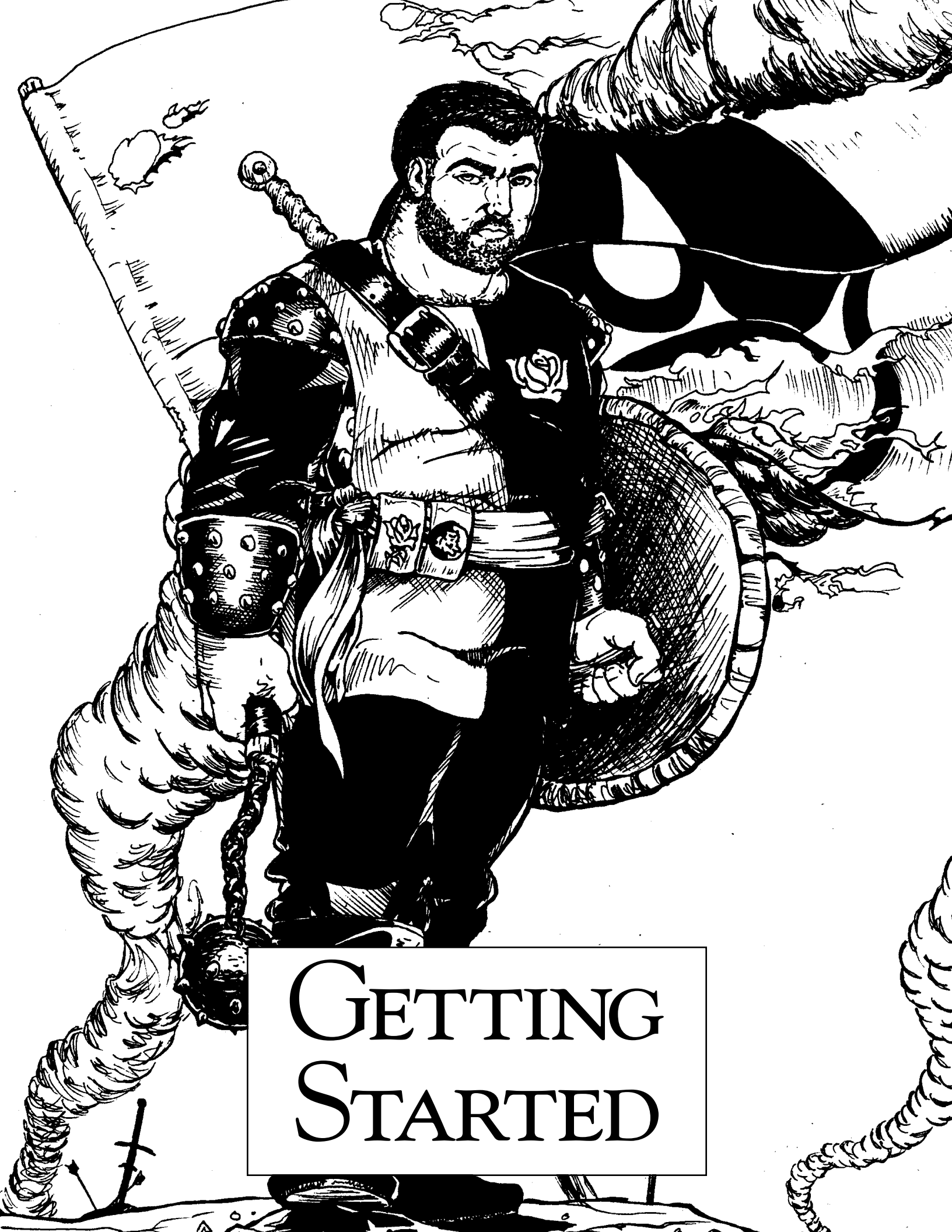


Getting Started

Introduction

Amtgard is a non-profit, non-sectarian group dedicated to the education and recreation of the medieval and fantasy genres. As a live action role playing game (LARPG), Amtgard has many new experiences to offer to the interested newcomer, from making costuming appropriate to a certain time period to wielding a safe foam padded replica of an ancient weapon on the field of battle. The recreation of medieval combat in a fantasy setting is a major part of the game, and while this guide can not cover every possibility, common sense and fair play should be used to resolve any problems. Anyone is allowed to join. To become a member, you must:

1) Obtain a copy of the rulebook and read it.
2) Develop a persona and a persona history.
3) Make a costume for yourself that is fitting to your persona.
4) Fill out a membership form and waiver and turn them into the Prime Minister.

Minors must have their waivers signed by their parents or legal guardians.

Minors under the age of 14 many not participate in combat without special permission from the Monarch.

After fulfilling these criteria, you are a member of Amtgard, and you may participate in Amtgard functions.

Other Amtgard publications of importance include:

A. Corpora of Amtgard bylaws – group criteria, Amtgard governmental structure, awards and honors, etc. Important for all groups, essential for medium/large groups. This document also explains the criteria for becoming a knight, warlord, etc.

B. The Amtgard Contract – Legal agreement that all groups must sign with Amtgard, Kingdom of the Burning Land's Board of Directors. (Amtgard Inc.) It ensures that groups will abide by the Amtgard rules and bylaws.

C. Other Publications of note – While not mandatory, these publications are very useful and include Amtgard supplements, such as garb and weapon making, local newsletters, and the Dor Un Avathar (a monster handbook).

Frequently Asked Questions:

Q: What is Amtgard?
A: Amtgard is a fantasy, live-action role-playing game. Unlike tabletop role-playing games, Amtgard uses safe, foam-padded weapons for use in combat. Unlike other live role-playing games, Amtgard has a unique magic system to represent combative and non-combat spells as well as a governmental system, or corpora, which not only governs how the group shall operate, but various awards and achievements which people may earn throughout their Amtgard career.

Q: How do I start an Amtgard Chapter?
A: This is the most commonly asked question for newcomers. Most Amtgard chapters have their own websites, and the Beginner's Guide to Amtgard can easily be downloaded online at www.Amtgard.com.

Q: What do I need to become an approved chapter of Amtgard?
A: The first thing that must be done to become an approved chapter of Amtgard is to sign a contract with the Kingdom of the Burning Lands, Board of Directors (i.e.- Amtgard, Inc.). The current Amtgard mailing address is:

Amtgard, Inc.
2310 Pittsburg
El Paso, TX 79930

The current contract may be found on the Amtgard web site:
http://www.Amtgard.com

Along with the contract, one must find a Kingdom within Amtgard to sponsor the new group. A sponsoring Kingdom will help your group grow, answer any questions and point you in the right direction. The current list of Kingdoms can also be found on the Amtgard website.

Q: How do I become an active member of Amtgard?
What does being an active member mean?
A: Being an active member of Amtgard means, above all else, that you come out on a regular basis and contribute to the game either through fighting, arts and sciences, or merely by adding to the ambience of the group.

Q: What is a does being 'dues paid' mean and what does it get me?
A: You may choose to donate to the local treasury to financially support your local group. A donation of at least six dollars ($6.00) every six months (informally referred to as dues, and paid to the Prime Minister) will make the member a "contributing member" for the duration of that

time period. Note that the terms Monarch and Prime Minister apply to the officers of each specific group. This status entitles the contributing member to receive a copy of the rulebook and issues of the Amtgard newsletter. It also allows the contributing member, with minimum attendance stated by the Monarch, to vote in Amtgard Government (the Althing). All funds received in this manner are used to support many local functions and activities, such as printing fees for handbooks and newsletters, renting sites for events, and maintaining a local post office box. No one is required to pay "dues" except for certain officers. We have no "pay for play" rule. Being a non-donating member means you can still participate in all regularly scheduled activities, and it in no way affects your ability to play the game or receive awards. Members of all groups may participate in the events of any other group. Occasionally, large events may require an entrance fee to offset the cost of securing and maintaining the site on which they are held. This does not constitute a violation so long as the entrance fee is evenly charged to all attendees.

Q: What are the "official rules," and how do I deal with local interpretations?
A: The official rules are those laid out herein and are subject to change only through approval of the Circle of Monarchs. These 'core' rules may be added to through expansion books and manuals such as 'Monster Manuals' and 'Weapon Construction Guides.' In all cases, these will not contradict the core rules, but rather will expand on them. The goal is that these guides, which need to be updated more frequently than the core rules, can be altered separate of the rulebook itself. Local interpretations are ones that allow a modification in the way the game is played at a park level. Such interpretations normally deal with issues such as accounting for smaller or larger groups of players, creating optional monster rules, creating new 'classes' as monsters, etc. At intergroup events these rules of play should be adhered to without addition, deletion, or alteration except where all parties involved agree. Local rules are changed via Althing.

Persona Guidelines:

Real History: A persona should be based on people who could have truly lived before 1650 AD. The name, weapons, clothing, etc. are encouraged to be historically correct. Please do not impersonate a famous historical figure.

Fantasy: The persona should be based on a book, movie, historical mythology, or may even be a unique creation of your own. Again, do not impersonate a famous character from the medium you choose.

Remember: Everyone must be either medieval or ancient era, or swords and/or sorcery, related.

Heraldry:

Create a device or insignia to display on your flags, banners, coat of arms, etc. The device should be unique or at least in keeping with your persona and/or company. You may register the device with the guildmaster of heraldry and the Prime Minister.

Companies:

People may wish to band together as a fighting group. This group is called a company. The company should choose a name, captain, second in command and device. A person may be in no more than one company.

Households:

People who wish to form a non-fighting group within the club can create a household. The household should choose a name, a Lord and Lady of the House and a device. A person may be in any number of households.

Events:

There are many types of battlegames we hold and participate in as well as other events. These include:

1) Tournaments- competitions between individuals or groups for awards, honors, or challenges.

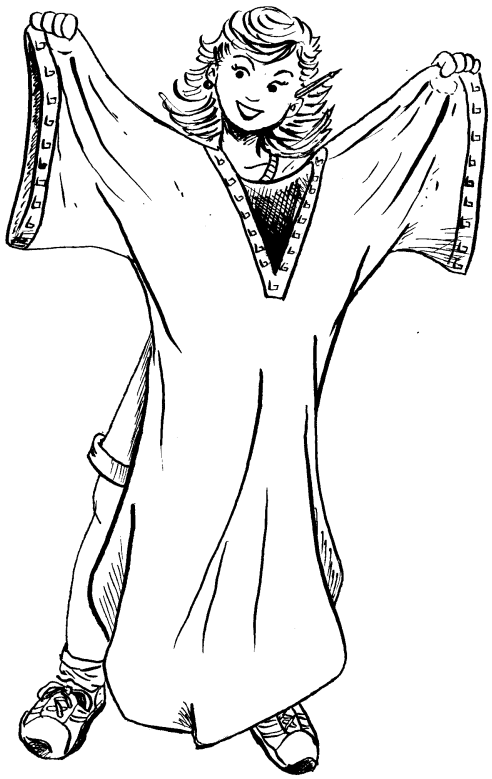
2) Battles- Involves two or more armies attacking each other for various reasons.

3) Special events- quests, feasts, demos, trips, revels, fairs, workshops, and other 'games', etc.

Notes for Participation:

1) Any person who wishes to fight must have signed a waiver and be at least 14 years of age. If younger, he must have special permission from the Monarch and his parents.

2) A person may advance in level in a class



Combat, Weapons, and Equipment

after having completed all listed prerequisites. One may become a master in a class if judged as an outstanding example of the class by the Monarch, Prime Minister, and class Guildmaster.

3) A player who consistently breaks game rules, cheats, causes mundane problems with authorities or safety can be barred from the park or kingdom by joint agreement of the Monarch and either the Prime Minister or the Guildmaster of Reeves of that group.

4) Only one attendance credit may be given on a single day. You must play the class you wish to gain credit in. If no class is played but fighting takes place, you may take a warrior credit.

Damage and Wounds to You:

Head and Neck - Out of bounds. Will not count as a hit and is illegal. Deliberately parrying with your head or neck is prohibited.

Arm - The first hit to the arm will result in the loss of use of that limb. A struck arm should be kept behind your back. A second hit to the wounded arm will result in death. Hand shots will count as a hit to the arm unless you are holding melee a weapon in that hand, in which case it counts as hitting the weapon. Wrists are considered part of the arm, not the hand.

Leg - A hit to a leg results in the loss of use of that leg. You must drop to one knee as soon as is feasible and place the dead knee on the ground. Any following hits to that leg will have no effect (the only exceptions are magic balls and some siege weapons). Crawling, dragging one's self, being carried, etc. are the only ways to move about with a wounded leg. You may make a short spring at an opponent with your good leg, however hopping on your good leg is not allowed.
Torso - (Includes a person's shoulders, groin, chest, back, and buttocks) instant death.

Feet - Do not count as a hit if they are on the ground when struck (exception: magic balls), otherwise they count as a hit to that leg.

Notes:
1) Any two shots to the limbs (except two shots to the same leg) results in death. Example: You are struck in the arm. The arm must then be placed behind your back and is useless. You are then struck again in any limb, including the one behind your back, and die.
2) Shots that only strike garb or equipment do not count as a hit unless said items blocked a blow that would have struck a combatant (i.e. - garb, equipment, sheathed weapons, etc. are not shields and do not count as armor).

3) Blows that nick or lightly glance off of a target do not count as hits. Any shot that stops or any shot that hits then deflects at an angle is considered a hit. See also '**A Valid Shot'** below.

4) Projectile weapons that nick or lightly glance still count as hits.

5) The chain portion of flails are not legal striking edges and do not count as hits. The same applies to all weapon hafts, hilts, hand guards, and courtesy-padded shafts.

6) Deflections that then strike true on a target are hits, with the exception of shots that deflect off the head or neck. Deflections from illegal targets do not count.

7) If a person is wounded in an arm throwing a shot, or killed, shots they threw into motion before being struck still count as a hit if they land within a half second of being struck. In the case of a two-handed weapon, the wielder must remove his wounded hand from the weapon within a half second for the shot to count. This should be a clear case of finishing an already thrown shot, meaning it requires no change of direction and the last action required to finish the shot has already been started prior to being struck.

If you have any questions, ask your kingdom/group Guildmaster of Reeves. A reeve's call is always final in determining if a shot is in time or late.
8) Shots that knock aside a parry then strike the target are hits.

9) Illegal shots stop the shot and pause the action if necessary for your opponent to recover (i.e.- if you hit your opponent in the face, stop combat until he says he is unhurt).

10) Bounces never count (exception- **Fireballs**).

With Armor:
Armor is rated on its ability to stop or deflect blows. The rating ranges from 1 to 7 points, though some monsters can get more. The same damage rules apply to armor. Each hit will remove 1 point of value (or more, depending on weapon type) and the damage only applies to the area that was hit (either arm, either leg, the torso). Armor only protects the area that it covers.

Example: if you have armor on the front of your leg, but a gap on your thigh, then a strike to the location left open by the gap would wound you, though the armor itself would be unharmed.

A Valid Shot:

A valid shot is anything that hits and stops or deflects at an angle. That said, there are occasionally shots that partially meet these requirements but are not valid. The best way to learn what constitutes a good shot is to find your kingdom/group level Guildmaster of Reeves, but included here is a list of shots that do not count. These are just guidelines, and you should never attempt to use these rules to cheat your way out of a valid strike. Also remember that in all situations the reeves call is final.

'Wiggling': A shot (normally a stab) that misses its initial target but is then jerked back and forth weakly in order to hit your opponent.

'Draw Cuts': A shot that slides along your opponent with little force exerted towards your opponent. This normally happens on a missed stab. Note that a shot that hits your opponent, and then turns into a draw cut will still wound or kill the opponent.

'Whipping': A shot from a non-hinged weapon that is blocked, where the non-hinged weapon bends around the block to strike an opponent. These shots are common from exceptionally small weapon cores, or very long weapons, and should not be taken. This is not to be confused with your opponent pivoting or

'wrapping' a shot around your block using your weapon as a fulcrum. Whipping only applies when the core of the weapon itself bends around a block, enabling a shot that would have otherwise been stopped.

Rules regarding Ribbons:

1) All ribbons (also called cloths or strips) must be at least 2 inches wide and 18 inches in length, and clearly visible on the person or object they are part of.

2) Armbands and headbands act in all ways like ribbons and must follow their rules. Each color ribbon has a different meaning to allow quick identification.

Purple: Abilities that can't be dispelled or non-magic enhancement such as all warrior improved items.

Red: Red Weapons, Berserking Barbarians, and Armor piercing arrows.

Black: Killing effects such as **Touch of Death**, Poison Weapon, Death Fields, etc.

Gray: Subdual weapons and effects such as Stun Arrow and traps.

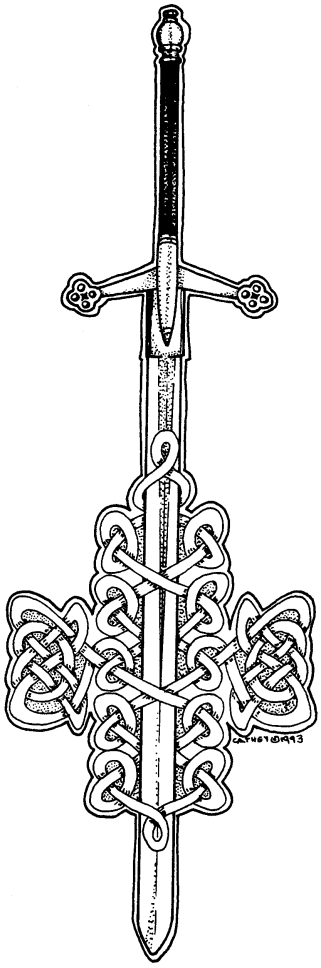
Orange: Flame effects such as Flame Arrows, Lava, etc.

Silver: Water.

Gold: Reeves and items that may not be touched or attacked.

Class ribbons for enchantments and magical effects:
Green: Druidic Enchantments.
White: Healer Enchantments.
Yellow: Wizard Enchantments.
Light Blue: Bard Enchantments.

Weapons



Besides a few magical weapons, Amtgard only allows weapons that might have been in existence before 1650 AD. Explosive and chemical weapons are forbidden. All our weapons are safe, foam-padded replicas of the real thing.

The term 'strike legal' refers to a portion of the weapon that is at least 2.5 inches in diameter (flatblades must have at least 1.5" of padding on a legal striking surface) and will not leave marks, bruises, or broken bones when used to hit your opponent. Any portion of a weapon that is not handle, pommel, or striking surface must be padded.

The term 'padded' refers to the portion of the weapon that has at least half an inch of padding over the weapon core and is designed to limit the injuries done from accidental contact with that part of the weapon.

Projectile weapons: These are divided into the following categories. Note the differences carefully when choosing the class that you will play. There is no limit to the number of projectiles you can carry. Only javelins may be used as melee weapons. Weapons not listed here and that do not fall into these categories may not be thrown, i.e. you may not throw your sword. All these weapons do only one point of damage to armor and can be blocked by weapons without penalty. Rocks hurled two-handed will do two points of damage to armor, but otherwise behave the same.
Throwing weapons- throwing knives and axes, shurikens, darts, etc.
Rocks- must be at least 1 ft. in diameter.
Javelins- includes throwing spears. May be used as a thrusting weapon in melee.

Dagger: A thrust-only weapon up to 18 inches long. At least half of its total length must be strike legal.

Short: slashing, piercing, or bludgeoning weapons more than 18 inches up to 36 inches in total length. The pommel and handle of the weapon can be no longer than 1/3 of the weapon's total length. At least 2/3 of its length must be strike legal.

Long: slashing, piercing, or bludgeoning weapons more than 36 inches up to a maximum of 48 inches. The pommel and handle of the weapon can be no longer than 1/3 of the weapon's total length. If used to slash or bludgeon, at least 2/3 of its length must be strike legal.

Reach: slashing, piercing, or bludgeoning weapons more than 48 inches up to a maximum of 60 inches. The pommel and handle of the weapon can be no longer than 1/3 of the weapon's total length. If used to slash or bludgeon, at least 2/3 of its length must be strike legal.

Hinged: Weapons with a single articulating (chain-like) head. The chain of a hinged weapon is not a legal striking edge. Chains on these weapons must be wrapped in foam with less than half an inch of the rope exposed at any point. The combined rope and striking edge of a flail may not exceed 18 inches in length and the total length of the weapon may not exceed 36 inches.

Madu: A shield joined to a spear. Only usable if a class can use both a spear and a shield. If any portion of the weapon is broken, heated, or otherwise rendered un-useable, all of it is disabled.
Considered wooden for purposes of being targeted by spells or affecting monsters.

Spear: Stabbing-only weapons and should not be confused with the javelin, which may be thrown (must have padding on upper 1/3 of length).
Considered wooden for purposes of being targeted by spells or affecting monsters.

Staff: bludgeoning weapon (ends may be used to thrust, but it is a bludgeon attack) of 5 ft to 8 ft that must have legal striking surfaces at least 1 ft in length on both ends. Must have padding on upper 1/3 of each end. Considered wooden for purposes of being targeted by spells or affecting monsters.

Polearm: Include spears but may also have slashing edges (minimum 1 ft. in length for a striking edge, must have padding on upper 1/3 of length).
Considered wooden for purposes of being targeted by spells or affecting monsters.

Bow: A longbow does a base of four points of damage. A shortbow does a base of two points of damage. Hand crossbows are considered shortbows while two-handed crossbows are considered longbows. See the archery section for more complete descriptions. Bows, crossbows, and arrows are con-

sidered wooden for purposes of being targeted by spells or affecting monsters.

Weapon Effects

A 'Weapon Effect' is a descriptor applied to a weapon that explains what it does. It is possible for a weapon to have multiple effects.

Red: A Red weapon, when used to slash or bludgeon, does two points of damage and can be used to destroy a shield in three hits. Great weapons (see below) are automatically red weapons. Magical enchantments and the berserk ability of barbarians can also make a weapon red. In all cases where a one-handed weapon is red, the weapon or the user must have a red strip to indicate the effect. A **Berserk** barbarian wielding a Red weapon will inflict an additional point of damage to armor on slashing or bludgeoning attacks for a total of three points.

Great : If a weapon is five feet or over in length and weighs at least one pound per foot, then it is considered Great and becomes Red when wielded two-handed in a slashing or bludgeoning manner. A **Berserk** barbarian wielding a Great weapon two-handed in a slashing or bludgeoning manner will do a total of four points of damage to armor, but still requires three hits to destroy a shield.

Magic: Relics and weapons enchanted with any enchantment other then **Stun Weapon**. Magic weapons should not be confused with Red or Great weapons. Some magic grants additional damage (**Bladesharp/Bludgeon**, etc) and some make a weapon Red (**Flameblade**) in addition to the extra damage.

Archery:

The maximum limit for a bow's pull is 35 pounds with a maximum 28 inch draw length. No compound bows are allowed. Broken or mended arrows are not to be used. All wooden arrows must be taped on the entire shaft. Arrows may never be used as a hand or melee weapon. The "point" of all arrows must have a diameter of at least 2?". An arrow scores hits like any other weapon, except they do not strike 'light'. Bows must be half drawn at close range (20 feet or less), and two-handed crossbows may not be used at close range. Short bows (i.e. the arrows shot from them) do 2 points of damage to armor. Crossbows and longbows (any bow that is 5 ft. or more in height when strung) do 4 points of damage to armor. Single hand crossbows are less than 20" in length and only do 2 points of damage. These values are for standard arrows

and can be modified by special arrow types and class abilities. Only monks may block arrows with their weapons without penalty. A weapon used by anyone else that is hit by an arrow is destroyed. If a bow or arrow is hit by another weapon, it is destroyed. Destroyed arrows may be retrieved from base as per normal equipment, including specialty arrows, though this does not allow you to exceed your normal limit of such arrows.

Siege Weapons

Siege weapons are extremely powerful engines of destruction that were historically used for everything from anti-personnel to tearing down walls from a great distance. The abilities and limitations of siege weapons are as follows:

1) A melee siege weapon such as a battering ram or the weapons of certain monsters will kill or destroy any person or object it strikes regardless of armor. It will also kill a person who blocks the weapon with a sword or a shield, or on a hit to a wounded leg. The only exception to this is the Shield of Reflection. This type of siege weapon still only counts as one hit against **Invulnerability.**

2) A projectile siege weapon that fires a single projectile at a time, such as a single boulder or bolt, strikes exactly like a melee siege weapon except that it is also stopped by the enchantment **Protection From Projectiles**. A monk may not block this type of siege weapon projectile.

3) A projectile siege weapon that fires multiple projectiles at a time, such as a grapeshot catapult, counts as firing Red projectiles. A monk may block these projectiles as normal. **Protection From Projectiles** stops these.

4) A projectile siege weapon that fires projectiles may not be used in close range (within 20 feet) unless its operators have the ability to "half-draw" the weapon.

5) A siege weapon is a large, tough object that is hardened from casual attack. They are considered to have ten points of armor and are destroyed when all armor is lost (i.e. ten hits from a blue weapon, five hits from a red weapon, etc). Arrows have no effect on siege weapons with the exception of a Flame Arrow, which will do 5 points of damage to the siege weapon. Melee siege weapons and single shot projectile siege weapons will destroy another siege weapon on a single hit. Multiple projectile siege weapons deal damage to one another as per normal. Destroyed siege weapons may not be retrieved from base as normal. Once destroyed, a siege engine is considered out of the game permanently.

6) Siege weapons require three people to operate. Those three people may be involved in any operation of the engine but may not be fighting, casting magic, or using class abilities. Players that are **Berserk** may not operate as part of a siege crew. Players on a siege crew may not move more than ten feet from the siege weapon. A siege weapon with less than three people crewing it may not be used. Some monsters are exempt from this rule.

7) You may only have one siege engine per twenty people on a team.

8) Siege weapons should have a historical or fantasy counterpart that they mimic in form and function. Siege engines may only be direct impact weapons such as catapults, ballistae, etc. You may not use siege engines that mimic area of effect attacks such as firebombs or Greek Fire. You may not use siege engines that mimic gunpowder effects such as cannons.

Shields

Considered wooden for purposes of being targeted by spells or affecting monsters.All shield measurements are the exterior surface area on a flat plane. Non-round shields may not be wider than two feet; round shields may not be wider than three feet.
Bucklers are a type of shield that is strapped to a forearm instead of wielded in a hand. Anyone allowed to use a small shield may instead use a singular buckler no larger than 3 square feet. **Note:** This does not allow use of both a shield and a buckler.

A player may not attach more than one shield to their body by means of a strap, and that shield may only be strapped to the arm.

Shields struck by effects that break shields (such as Red weapons) retain this damage until repaired, therefore receiving two such strikes from one player and one such strike from another player ten minutes later is sufficient to destroy the shield.

All shields must either be strapped to an arm or gripped in a hand. A blow which strikes a non-wielded shield strapped to a player, such as a shield slung across a back, are considered to strike the player as if the shield had not been there.

A large shield is no larger than 8 square feet.
A medium shield is no larger than 5 square feet.
A small shield is no larger than 3 square feet.

Equipment Construction

Weapon Construction Notes:

What is a safe weapon? A safe weapon is one that will not leave marks, bruises, or broken bones or teeth when it strikes a person. If your weapon hurts when you are struck, it is not safe. Markland, NERO, and S.C.A. boffer weapons will rarely pass inspection. The entire surface of a weapon must be padded as per the weapons description in **Weapon Types** above. If your weapon does not fit into one of those categories, make sure to pad the weapon everywhere except where it will be held. Crossguards must be padded. For a base the best things to use are carbon/graphite rods (such as from non-metallic golf clubs), kite spar, bamboo, PVC tubing or fiberglass. Other materials will be checked for safety on a case-by-case basis. Metal and wooden cores are not acceptable and will never be considered legal. The longer your weapon is, the greater the chance it has of breaking.
Use good, stiff foam to pad your weapon. Ensolite™, a type of closed cell foam, is good to pad the base. Funnoodle™, a preformed pool flotation device, is a quick and easy alternative to Ensolite™, however it wears out much faster. Foam is best cut with a razor or sharp scissors. Stick the foam to the shaft with adhesive glue or tape. Weapons must be cov-

ered and a weapon cover must be made from a durable, opaque cloth. Weapons with a cover last longer and look more authentic.

Weapon tips(points, guards, pommels, etc.) must be at least 2" (flatblade swords must not be able to pass their tip through a 2.5" diameter ring) in diameter. The ends of all weapon cores must be capped by blunting them and attaching a cap composed of foam and tape over both ends. Stabbing weapons should include extra padding on the tip to ensure safety. Magic components used in combat-(magical balls, etc) must also be padded and be at least 2" in diameter.

Sword Construction Tutorial:

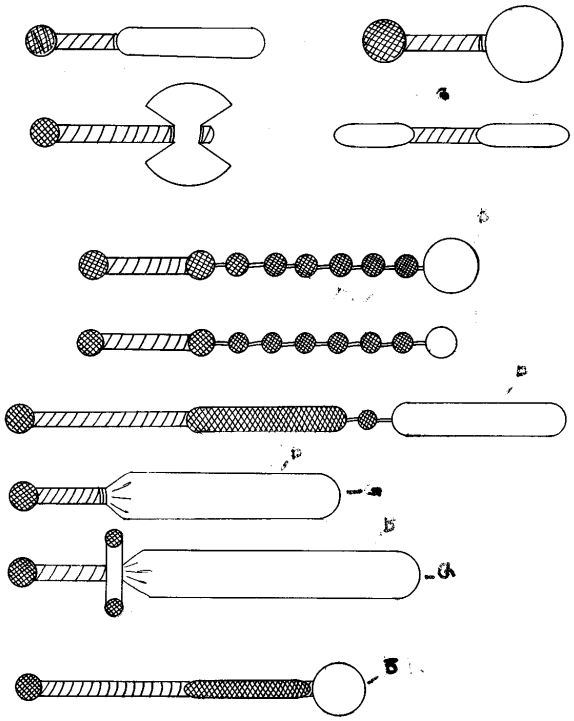
(with Funnoodle™ or Camp-pad foam):

1. Use a length of Fiberglass, Kite spar, or a golf shaft for the core. Remove sharp or protruding material from both ends of the core.

2. Cap both ends of the Fiberglass with alternating layers of tape and foam until the cap is secure and decidedly dull. Cover the pommel with enough closed cell foam to ensure that it is at least 2.5" in diameter. Note that all pommels must meet this minimum size requirement regardless of your specific fighting style.

3. **a.** To make a flat blade, sandwich the core between several layers of camp-pad foam.

b. To make a round blade, you can use a piece of Funnoodle™ that has a factory hole in the center, and cut it to be the length of the blade. If your core moves back and forth within the hole, you can tape a long strip of camp pad foam to the shaft to reduce the noise and prolong the life of the blade. Tape the Funnoodle™ to the shaft very well. Fiberglass strapping tape is recommended for strength and weight.



4. If you want a thrusting tip, tape several pieces of closed cell foam over the top of the sword with fiberglass strapping tape. You should have at least 3 layers of closed cell foam (1.5 inches) on your stabbing tip (and even more for a two handed stabbing weapon, such as a spear).

5. For the cover, choose a light, durable fabric of a neutral color. Cut it to length.

6. Fold the fabric across and sew the sides and top.

7. Roll the cover like a stocking, and then roll it down the sword.

8. Secure the cover to the hilt with tape.

Shield Construction:

Shield backings should be made from light, firm materials, and should be well padded. Hard edges may not be exposed. Good materials to use include substances with some give, such as plywood and high impact plastics. An interesting alternative is to use a plastic snow toboggan, which will produce a light shield that requires less padding.

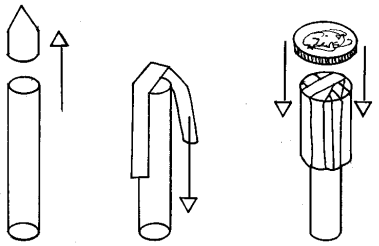
Another popular shield design uses only a thick foam disc, thus negating the need for additional padding (just a cloth cover). Be careful with these however, as not all foam materials are the same. Plank foam is a particularly durable and safe variety that makes for an excellent shield, while foam such as 'boogie boards' are made of is effectively a rigid material and requires padding. Thick strips of leather make good arm straps. When using a non-foam shield, bolts should be attached with the head affixed to the exterior of the shield with washers, and then heavily padded with foam.

Shields must be at least as safe as the weapons we use. Round shields cannot have a diameter over 3 feet. Non-round shields may not have a width exceeding two feet. All rigid-core shields must either have foam folded over the edges or have the shield edges recessed into the foam. All rigid-core shields must be covered with a layer of foam that is at least 1" thick on the face, and 1? " on the edge.

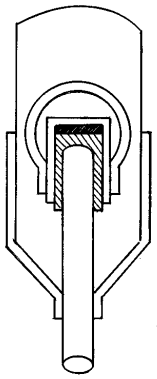
Arrow Construction:

Arrows are generally fragile and are often broken under the constant rigors of fighting. Arrow shafts made from graphite offer a flexibility and resilience not found in their aluminum or wooden counterparts. Wooden arrows must be taped along their entire length.

All arrow heads must be removed from the arrow, and the base of the arrow at the tip must be built up with a sufficiently strong material to at least the diameter of a penny, which is used to cap the arrow.



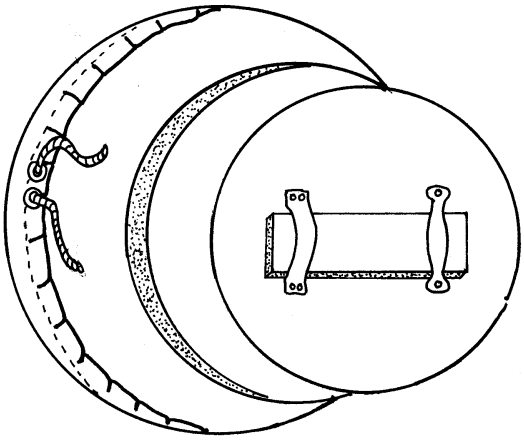
Arrows should not be able to be drawn beyond 28", and should have a stopper in place if they are longer. Arrows should have a minimum of 2" of closed cell foam on the tip, and it must have at least a 2.5" diameter. It is suggested that you also incorporate a layer of open cell foam to reduce the deflection of the arrow when it strikes a solid surface.



Arrow fletching and nocks must be in good repair, and arrowheads should be checked regularly for degrading foam. All arrows must be clearly labeled with their owner's name on the shaft. Properly colored head covers may be used in lieu of ribbons.

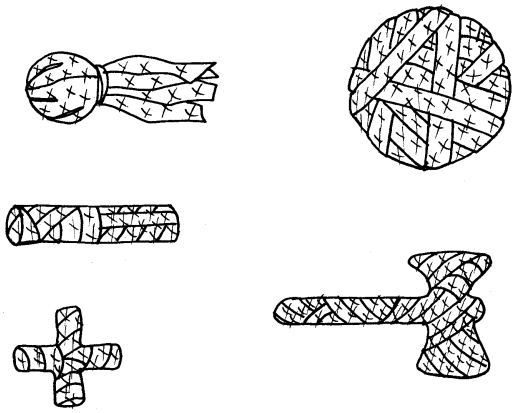
Projectiles:

A blow by any part of a throwing weapon, boulder or rock counts as a hit, so all parts of these weapons need to be strike-legal. Javelins must strike point first to count as a hit, but must have courtesy padding along their entire length. All projectiles must be at least 2.5" in diameter. Projectiles, with the exception of Javelins, may not have solid cores. Materials you may use for projectile cores include foam, sweatshirt material, and other soft, non-granular materials. Pennies, batteries, sand, and the like may never be used as cores.



Armor Construction:

Armor is rated by the Monarch, Champion and Guildmaster of Reeves. Damage to armor only applies to the hit location that was struck (right arm, left arm, right leg, left leg, or torso), and armor only protects the area it physically covers. Damage that exceeds the armor value (i.e.- arrows, berserk barbarian weapons, great weapons, etc.) wounds or kills the target. Armor that is mixed (multiple types of armor covering the same body area) will be averaged. Armor may not be stacked or layered to increase or add value unless explicitly stated in these rules. Armor worn under tabards or garb must be partially visible, and must be announced if asked. Armor should weigh close to actual historical standards to receive full value. Armor only protects the area it physically covers. Straps and other such items that hold your armor on do not count as part of the armor, for either coverage or averaging purposes, unless they are specifically built as such. Example: the leather strap across your back holding on your steel breastplate does not protect you from blows.



Standard criteria is 16 gauge steel for metals and 1/16" for leather. All armor must be safe, with no protruding edges that could injure someone. Armor values may never be greater than 6 points unless you are a 6th level warrior or certain monster classes. Armor is rated as the material that it most resembles, thus plastic and other non-metallic armors can never be disguised or passed off as plate or chain mail.

Armor Points:

These are the base armors:	Points
Padded cloth, quilted cloth, light leather 1/16"	1
Heavy leather 3/16"	2
European "4 in 1" chain mail	3
Augmented chain, riveted chain	4
Brigandine, double mail, or lamellar	5
Ribbed plate	6

These items can be added to increase non-metallic armor values:

Cuirbouilli	+1
Studs / Rings	+1
Scales	+2

To increase the value of any form of chainmail:

Full padded gambeson or arming coat	+1

Construction additions and subtractions:

Non-authentic materials	-1
Poor workmanship	-1
Shoddy and/or artificial appearance	-1
Heavy gauge material	+1
Superior construction	+1

Armor descriptions:

Padded cloth is four layers of cloth sewn together.

Quilted cloth is two layers of cloth with padding in between sewn together.

Light leather is leather of at least 1/16" thickness.

Heavy leather is leather of at least 3/16" thickness.

All **chain armors** must be at least 16 gauge, with an internal diameter of, at most, 3/8 of an inch. Regular chain armor consists of butted links.

Augmented chain is chain augmented in some fashion from the standard "4 in 1", such as plates attached to each other by chain, or any of the Persian/Chinese weaves.

Riveted chain is chain in which all the links have been individually riveted together.

Lamellar is plates which have all been joined in an overlapping fashion by cord or chain link.

Brigandine is closely spaced or overlapping plates riveted between two layers of leather.

Double mail is "8 in 2", or a mail in which a standard pattern is woven with two rings replacing every single ring.

Ribbed plate is a solid metal armor with riveted metal articulations to increase mobility.
No armor list can be completely exhaustive, and armors not mentioned should be ranked according to their composition (metallic vs. non-metallic) and their protective value relative to other armors in the table.

Armor Definitions:

Plates are made of at least 16-gauge steel and must be attached to each other or a backing in such a way that all four edges or corners are held into continuous rigid contact with each other or the backing. Plates may alternately be made of 3/16" hardened leather and receive a –1 to the total armor value.

Cuirbouilli is the process by which leather is hardened using wax or other treatments to produce significantly harder leather.

Studs are composed of metal, and must be no more than 1.5 inches apart to receive the bonus. Studs may not be added to metal armor.

Rings are composed of metal (not to be confused with chain mail), and must be at least 1/8 inch thick, have an internal diameter of at least 1 inch and an internal diameter no greater than two inches, and be placed no further than 1.5 inches apart to receive the bonus. Rings may not be added to metal armor.

Scales are composed of metal (+2) or 3/16" hardened leather (+1), and must be overlapping. Scales may not be added to metal armor. Scales need only be attached to the armor along one edge.

Gambeson (sometimes referred to as an arming coat) resembles a quilted, close fitting tunic that extends from the thighs of an individual to their elbows, excluding their head and neck. If worn under any type of chain mail, the wearer will receive a +1 bonus to the area that the chain mail covers. The gambeson may not be modified to increase this value. A gambeson must be the equivalent of at least quilted cloth with cotton batting padding in between the layers.

Armor Modifiers:

Non-authentic materials refer to materials that were not in use to create armor at the time, such as plastic. For comparison of metals, 16-gauge steel is the standard weight and toughness, so lighter or softer metals, such as aluminum, will incur this penalty, while stainless steel will not.

Poor workmanship refers to an inexperienced or incomplete assembly by the armor,or the use of non-period items such as hot glue, tape, or shoestrings to hold the armor together. Subtractions for poor workmanship may never exceed –4.

Shoddy and/or artificial appearance refers to the overall appeal of the armor and its ability to accurately resemble historical armors.

Heavy gauge material is material that exceeds the 16 gauge standard for rings or plates.

Exceptional craftsmanship is reflected in the overall construction and function of the armor as compared to other armors if its type, and is awarded on a case-by-case basis. Bonuses for construction may never exceed +2.

Additional Armor Rules:

1) Stacked or layered armor will use the highest value.
2) Barbarian berserk armor may be healed.
3) Magical armor (stoneskin/barkskin) and normal armor may be mended.
4) A monsters natural body armor may only be **Mended**.

Armor in action:

Example 1: A person with two points of torso armor that covers his chest and back is struck in the back with a regular sword: One point of armor is removed from the torso armor, leaving one point on the armor covering the chest and back (chest and back are included together under torso armor).

Example 2: A person with two points chest armor and no back armor is struck in the back with a sword: Person is dead.

Battle Games

Subduals and Prisoners:

During class battles, prisoners may be taken by surrendering or by being rendered "unconscious". Prisoners may be knocked out by a killing blow (torso or second limb shot) preceded by the word "subdue". The person will then be unconscious for 60 seconds and may not fight. The prisoner may be subdued up to 5 times. Any more hits will result in his death. Armor negates a subdual blow and instead takes damage as normal from the blow. If this damage is sufficient to wound or kill the target through the armor, then the target is still affected by the subdual blow. Stabbing-only weapons or stabbing with a slashing weapon may never be used to subdue (however- see Stun Arrow and **Stun Weapon**). A subdual blow to a limb will render that limb useless for a 60 count. A prisoner's equipment must be kept within 10 ft. of him and cannot be destroyed. A prisoner is required to keep whatever conditions he reaches with his captors. Rescued prisoners must still count the required time before they are considered recovered. Subdual blows cannot be healed.

Deaths and Lives:

Immediately remove yourself from impeding play on the battle-

field once you have died. If you want to get into the spirit of things, then fall down and scream. Make it dramatic. Reeves may give you a bonus for a good death. Then report to nirvana. The reeve in charge there will take your name and record your time. Deaths are for five minutes though a bonus will subtract 2 minutes and a penalty will add 2 minutes. The number of lives you get varies with level and class. You are out of a battle once you have expended your last life and left the field. When returning to life from nirvana you must return to your base or headquarters and announce 'Alive' so that it is audible out to 50 feet before reentering the battle. Dead persons entering or leaving nirvana should hold their weapons over their heads. If the battlegame does not call for a nirvana reeve, one must sit down in a pre-designated spot and slowly count to 300 before returning to life at his base. Note that most battlefield effects will not work on a dead person once he has left of his own choice from where he died (obvious exception of not impeding play). Effects that will function on dead players who have moved from where they died are noted as doing so in their descriptions and include **Summon Dead**, Steal Life, and **Speak to Dead**. Dead players (provided they are not affecting or impeding play) may stay on the field as long as they want. A person may voluntarily take a game death at any time, but must immediately go to nirvana and may not be raised from the dead in any manner unless **Summon Dead** is cast upon them first.

Holds:

When a hold is called, all participants, living and dead, must stay where they are and be quiet. No tactical maneuvering is allowed and weapons may only be collected if a reeve gives permission. If you really do get hurt, yell "hold". Remove yourself from the battle and reenter behind your own lines once you have recovered. Deliberate faking of a game death or real injury is not allowed. Battlefield participants should only call a hold for injuries or when a potentially dangerous situation arises such as a seven year old straying onto the battlefield. If you are involved in a dispute then go find a reeve or remove yourselves from the field until the issue is resolved.

Battlegame Rules:

1) Switching classes during a battlegame is not allowed unless specified by the scenario or by a reeve.

2) Never handle anyone's personal property without first getting their permission.

3) Switching sides is not allowed without permission from the reeve.

4) There should be only 1 bow to every 5 people on a side, round fractions up.

5) Each side may only have one wizard, healer, druid and bard per ten people, rounding fractions up. Therefore, a team with seventeen people may have no more than two of each magic-using class.

6) Players who break the rules may be removed from the game by a reeve.

7) Players who frequently break rules or abuse game etiquette may be removed from play for longer periods of time by the agreement of the Monarch, and either the Prime Minister or Guildmaster of Reeves. If at a foreign event, removal may be made by the host Monarch or

by their own Monarch.

Battlegame Restrictions:

The following activities are strictly forbidden:

1) Grappling with an opponent; shield bashing; rough, dangerous, or offensive physical (body-to-body) contact.

2) Head shots, neck shots, striking with intent to actually injure.

3) Maneuvering or engaging during a hold.

4) Striking at reeves and non-combatants.

5) Calling a hold to retrieve spent items or derive other advantages.

6) Trying to influence a game while you are dead.

7) Utilizing unsafe, illegal, or outlawed equipment.

8) Deliberately mimicking an ability that you do not currently have, such as casting a "pretend" finger of death as a barbarian.

9) Deliberately mimicking an ability that you do have, such as pretending to cast a spell but using the wrong wording.

GAME ETIQUETTE:

While not absolutes, the following conditions have stood the test of time and should be observed:

1) Do not use a hold to gather or retain spent equipment or valuable game items. A reeve or the other team may grant a person the opportunity to pick up spent equipment if they are simply asked.

2) Do not use a hold to avoid a death or get out of a bad situation.

3) While it is honorable to return the other team's spent equipment (magic, weapons, expended arrows, etc.), it is not mandatory.

4) Don't delay or stop play to return equipment. Similarly, don't attack someone who is being kind enough to return your own team's items.

5) As stated before, players should remove themselves from the field when discussing disputed blows or rules. This is not always practical in the immediate heat of the moment. If you see a dispute, do not engage or strike at those involved. By the same token, don't use the excuses of returning equipment, a headshot, or resolving a dispute to save yourself when the enemy has you dead in his sights. **Example:** you are accidentally struck in the face, and simultaneously cleaved in two from behind by another opponent, then you are still dead.

6) Do not use rules loopholes or gray areas to derive an advantage on the battlefield.

7) Do not call another person's shots unless you are a reeve. It is rude and considered in poor form. If you consistently have problems with a player not taking their shots, inform a reeve who will deal with them appropriately.

8) If you have to think about whether or not a shot was 'good enough' to count, it probably was. Always endeavor to have unquestionable honor in the area of calling your own shots. Your peers will respect you and return the favor.

Garb:

Each class has its own particular garb parameters. In addition, there are certain other garb elements reserved for special cases. Note that all battlefield participants must be in "period" garb (tunic, robe, armor, etc.):

1. White belts, unadorned chains, and spurs are reserved for knights. A knight may also choose to trim a knights white belt with a color particular to that order of knighthood: Gold for Crown, Silver for Sword, Red for Flame, and Green for Serpent. Belts that include white along with other colors may not be worn by anyone who is not a knight.

2. Red belts (not to be confused with sashes) are for squires.

3. Black belts with silver trim are for men-at arms.

4. The Phoenix is the symbol of Amtgard and may only be worn by knights, warlords, or as part of a kingdom's heraldry.

5. A diagonal slash of a guild's distinct color, worn on a belt, baldric or tunic, is the mark of a class master.

6. Guildmasters are entitled to wear favors marked with the symbol of their guild .

7. The use of crowns and coronets is reserved for royalty and nobility, although their retainers may wear the symbol of a crown on their garb.

8. Most companies and many individuals choose to register their personal symbols and colors. While not specifically disallowed, it is considered bad form to use another's coat of arms without his agreement. Personal symbols and colors should be registered with the Guildmaster of Heraldry and the Prime Minister.

9. Single color belt favors are indicative of a fighter's relative standing within the fraternity of Order of the Warrior.

10. The garb of a page is a yellow belt (not a sash as per wizard). A non-fighting page must wear a gold "enchantment" strip if on the field.

11. The use and application of good garb is important in creating the correct mood of the Amtgard battle games and events. All members must be garbed in a "period" fashion. Newcomers should have their own garb (and weapons) within a month of having first attended Amtgard. It is easy and inexpensive to fashion a T-tunic or tabard, and plenty of people are willing to help. If you have questions about garb or any area of the rules, then all you have to do is ask.

12. For the purpose of determining what class people are playing, class sashes must run from your right shoulder to your left hip diagonally across your chest. They must be at least two inches wide.

Non-Fighting Types:

If you do not want to fight but wish to participate in a battlegame there are a few classes that do so:

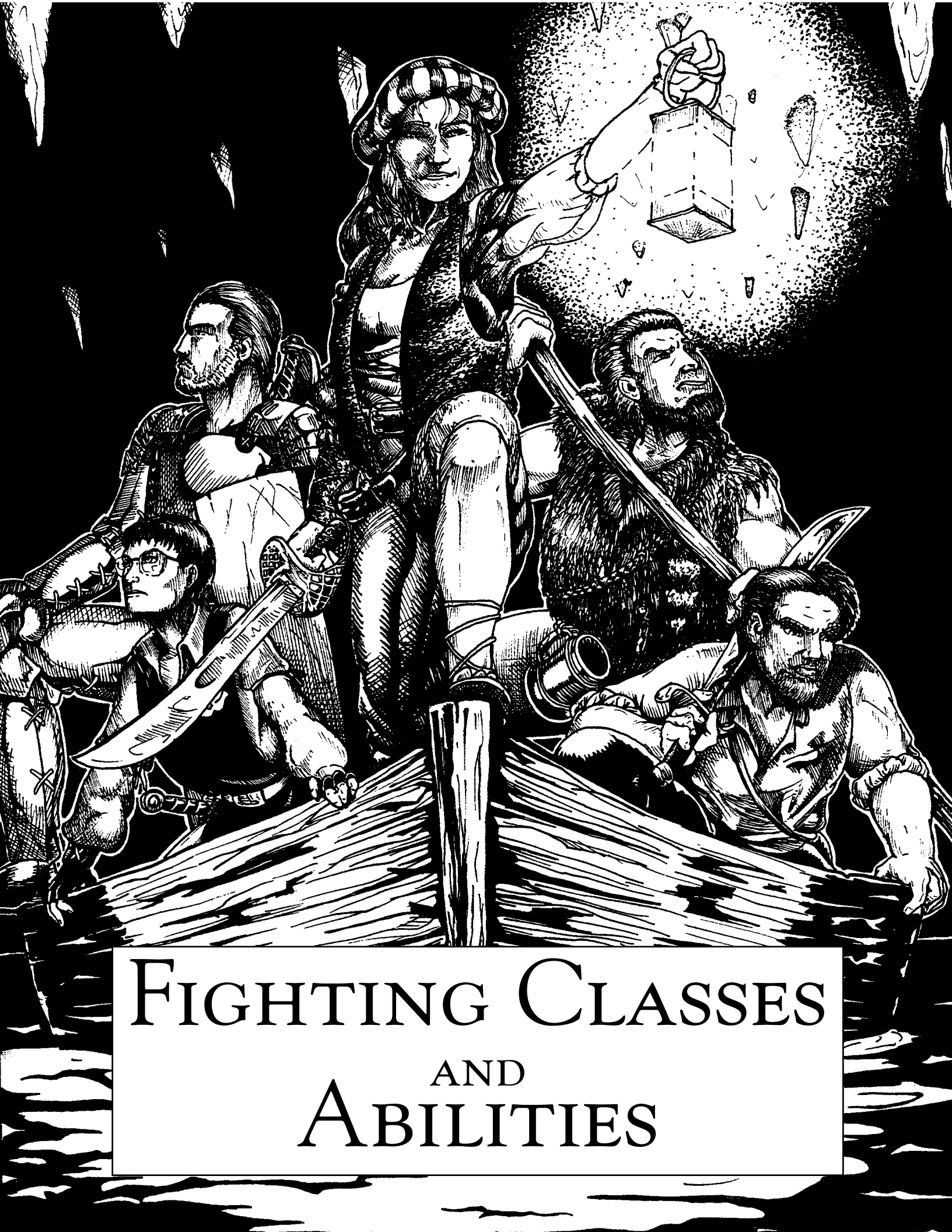
Reeve - The garb is a gold tunic, headband, or sash. The reeve is a referee for the battlegame. The reeve should be impartial, fair, have a good eye, and be well versed in the rules. The

reeve has the last say in any decision in a battlegame. The reeves do not fight and should not be purposefully hit or touched in an offensive manner. Biased, unfair, or incompetent reeves shall be dealt with by the Guildmaster of Reeves.

Page - Garb consisting of his master's device is optional. A page is a fighting or a non-fighting servant (nonfighters must wear a gold "enchantment" strip).

Color - Garb is encouraged. It is not a class, yet includes everyone else who wishes to participate in the mood and ambiance of Amtgard. Examples include minstrels, waterbearers, and many others.

Arts and Sciences Guilds - Artisans, smiths, garbers, etc.



Fighting Classes and Abilities

Fighting Classes

Fighting classes are listed in the following manner:

Name: The name of the class
Historic Examples: This lists historical or fantasy examples of each class plus a brief overview.
Garb: All participants must dress in a tunic, robe, armor or other period garb. This lists additional garb that is required to denote you playing the class. You are expected to dress in medieval-looking garb in addition to this. Failure to do so will result in playing the peasant class.
Requirement: A few classes list experience requirements. If you do not meet these requirements, you may not play, mimic (with the bard magic), or gain credits in that class.
Armor: This lists the maximum point value of armor the class may wear. For example a scout can wear three points of armor. Thus, he could wear average-quality chain, exceptional-quality leather, or poor-quality augmented mail. Note that you can always wear armor with a point value higher then you are allowed use of, but in these cases the armor simply gives you the maximum allowed for your class. Example: a scout wearing full plate still only gets three points from it.
Shields: There are four types of shields including buckler, small, medium, and large. This lists what the class can use.
Weapons: This lists what types of weapons the class can use.
Immunities: Lists what the class is immune to. If a creature or player has immunities, these take precedence over losing points of invulnerability armor or normal iInvulnerability. For example, scouts are immune to lost. If lost is cast on a scout who has a Protect on, he does not lose a point of invulnerability from it. For purposes of immunities, traps are any magic or ability with the word "trap" in the name, and poisons are any ability or magic with the word poison in the name.
Lives: This lists the number of lives the class has.
Limitations: Some classes have restrictions. For example, barbarians are restricted from wearing enchantments.
Traits: Traits are class attributes that function all of the time without activation being required. This includes things like extra lives and immunities.
Abilities: Powers or skills that must be activated to be used. Abilities are denoted as either Magical **(m)** or Extraordinary **(ex)**.

Fighting Classes:
If you wish to fight or participate in a battlegame, you must conform to the class for each game. All classes gain new abilities and levels at the following rate:

1st Level	1-12 credits of experience in that class
2nd Level	13-24 credits of experience in that class
3rd Level	25- credits of experience in that class
4th level	37-48 credits of experience in that class
5th Level	49-60 credits of experience in that class
6th level	61+ credits of experience in that class

New Player rules:

A new player can play the optional raider class their first two weeks.
A new player can place his first two weeks as a warrior even if he plays raider.
You must always have the minimum garb requirements (the sash) to play a normal class, even as a new player. However, new players are not required to have full garb (tunic, etc) to play a class. Players who have four or more total credits are no longer considered new players and should have full and appropriate garb. Players without appropriate garb must play the peasant class.

Raider

Raider is an optional class that may only be played by someone during their first four weeks in Amtgard. It gives them a power boost and lets them learn only a few rules at a time.

Garb: Black and white armband or headband.
Requirement: May only be played if the player has a combined total of four credits or less.
Weapons: Any non-hinged melee weapons less than 6 feet in length may be used.
Shield: Any
Armor: None
Abilities & Traits:
1) Have two points of **Protect** (as per the magic) on them each life.
Cannot be dispelled.
2) They and their equipment are immune to all non-spirit magic.
3) Their equipment is indestructible by any means.
Limitations May not carry enchantments.
Lives: 5

Peasant

Peasants are players who do not have appropriate garb for a class but still want to play. You may take credits in peasant but they have no levels, so no advantages are gained from doing so.
Garb: None
Weapons: Any single non-hinged melee weapon.
Armor: None
Shield: None
Lives: 4
Limitation: Is only played if a player does not have garb and equipment for any other class. Must be played if appropriate garb is not worn.

Standard Classes:

Anti-Paladin

These are the standard bad guys of legend. Almost any adversary in a stock fantasy movie can qualify as an Anti-Paladin, but historical cases abound, ranging from Vlad Dracul's persecution of Turkish prisoners to Mongol warlords boiling opposing chieftains alive.
Examples: The Kurgan, Mordred, the Black Knight, the Nazgul, Tamerlane, Sir Francis Dashwood

Garb: Black Phoenix openly displayed on clothing and/or armor, also- must wear a white belt
Requirement: Must have been a Knight for twelve weeks.
Armor: Up to 4 points of normal armor.
Shields: All
Weapons: Melee weapons and javelins
Immunities: Control
Lives: 4

Abilities & Traits:

Levels	
1st	None
2nd	**Touch of Death (ex)** (1/game)
3rd	**Poison Weapon (ex)** (1/game)
4th	**Steal Life (m)** (1/game)
5th	**Innate Ability (choose one before game starts):** **a. Poison Weapon** becomes 2/game **b. Fear (m)** 2/game
6th	**Immunity**: Flame **Touch of Death** becomes 1/life

Archer

Everyone knows the legend of William Tell, and that story has a basis in fact in the Welsh Archers who long resisted British rule before making the English longbow world-famous. Other outstanding examples include the kyudo archers of Shogun-era Japan, and the Sioux Dog Soldiers.
Examples: William Tell, Odysseus, Paris of Troy, Robin Hood, Bard of the Dale, the Ettrick Foresters, Minamoto Tametomo

Garb: Orange sash (plus must carry a bow or crossbow)

Armor: Up to 3 points of normal armor.
Shields: None, initially
Weapons: Non-hinged long and short weapons, bows, and crossbows.
Immunities: None
Lives: 4

Abilities & Traits:

Levels	
1st	**Bowyer (ex)** (1/life)
2nd	**Stun Arrow (ex)** (1/Reuseable) **Flame Arrow (ex)** (1/Reuseable)
3rd	**Accuracy (ex)**
4th	Total lives increase to 5. **Armor-piercing Arrow (ex)** (1/Reuseable)
5th	May now use small shields and bucklers.
6th	**Penetration Arrow (ex)** (1/Reuseable)

Assassin

Assassins were once so powerful in the Middle East that Hulagu Khan had to storm their mountain fortress when they demanded tribute. Renaissance Italy and its setting of political intrigue made the courtly killer somewhat of an art form.
Examples: The Ninja, the Borgias, the Jackal, Hassan-I-Sabah, Sir Francis Walsingham

Garb: Black sash plus must wear a mask or concealing face paint. Mask may be worn around neck.
Armor: None initially
Shields: None initially
Weapons: Non-hinged long and short weapons, throwing daggers and shurikens
Immunities: None
Lives: 4

Abilities & Traits:
Note: Each time an assassin plays in a battlegame, he must choose which abilities he is using for the entire battlegame. He can switch them between each battlegame as he sees fit.

Levels	
1st	No additional abilities
2nd	**Innate Ability (**choose one**):** **a.** May use a short bow or hand crossbow. **b. Poison Weapon (ex)** (2/game) **c. Trap (ex)** (1/game)
3rd	**Innate Ability** (choose one from this list or any lower level ability not already taken): **a. Touch of Death (ex)** (1/game) **b. Teleport (ex)** (2/game) **c. Antidote to Poison (ex)** (1/life)
4th	Up to two points of armor may now be worn.
5th	**Innate Ability** (choose one from this list or any lower level ability not already taken): **a.** May now use small shields and bucklers. **b. Assassinate (ex)** (2/game)
6th	**Innate Ability** (choose two from this list or any lower level abilities not already taken): **a.** Take **Teleport** again (must have

already been taken once) **Teleport** becomes (1/life)
b. Take **Assassinate** again (must have already been taken once), **Assassinate** becomes (1/life)
c. Take **Poison Weapon** again (must have already been taken once), **Poison** becomes (1/life)
d. Take **Trap** again (must have already been taken once), **Trap** becomes (1/life)

Barbarian

The Chinese, from ancient periods onward, have considered everyone else to be Barbarians, and oddly enough it is the Eastern tradition from India to China that gives us the image of civilization defending itself against the nomadic hordes of such peoples as the Tartars, White Huns, Seljuk Turks, and other steppe tribes.
Examples: Conan, Yellowbeard, Leif Eriksson, Hannibal Barca, Attila the Hun, Alaric the Vandal, the Voivodes

Garb: blues and browns, furs and leather (including a natural/earth tone fur or leather sash)
Armor: Up to 2 points of normal armor
Shields: All
Weapons: Melee weapons, short bow, throwing axes, rocks, and javelins
Immunities: Subdual
Lives: 3
Limitations: Cannot carry enchantments. May not use relics except Heimdall's Horn.

Abilities & Traits:

Levels	
1st	**Berserk (ex)** On last life
2nd	Total lives increases to 4.
3rd	**Fight After Death (ex)** when Berserk
4th	**Powerful Blows (ex)**
5th	Total lives increase to 5.
6th	Total lives increase to 6. **Berserk** on last two lives

Bard

Bardic history is mostly tied in with the early oral tradition of the druids and Norse skalds. Medieval Europe does give us a case of actual singing knights, many of them female, from the independent French province of Aquitaine before it was crushed by the Papacy.
Examples: Sarafin, William Shakespeare, Alan O'Dale, Homer, Scheherazade, Circe, Bragi, Snorri Sturluson

Garb: Light blue sash, plus must carry a musical instrument
Armor: None
Shield: Buckler, Small or Medium Shield (will subtract from magic points)
Weapons: See the Magic section for a listing of weapons used. Weapons subtract from the Bard's magic points.
Immunities: None
Lives: 4

Abilities & Traits:
Bardic Charm: Some monsters may be immune to the control school, but not to bardic charm. Bardic charm is any control magic that is cast by a bard (even those bought with voice).

Magic-user: Bards are magic-users and gain magic at each level. See the Magic section for more details.

Druid

Neolithic anthropological evidence indicates a strong tradition of matriarchy and mother worship in Central Europe, the origin of the proto-Celtic Beaker and Axe peoples. It is highly possible that many if not most early Druid-types were priestesses rather than priests.

Examples: Taliesin, Galadriel, Johnny Appleseed, Lady of the Lake, Cathbu, Tom Bombadil, the Green Knight, Finn mac Cumhail

Garb: Brown sash
Armor: None
Shield: Buckler, Small Shield, will subtract from magic points
Weapons: See the Magic section for a listing of weapons used. Weapons subtract from the Druid's magic points.
Immunities: None
Lives: 3

Abilities & Traits:
Magic-user: Druids are magic-users and gain magic at each level. See the Magic Section for more details.

1st	No additional abilities
2nd	Number of lives increases to 4.
3rd	**Pass Without Trace (ex)** (2/game)
4th	**Immunity:** Poison
5th	Immune to magic from fey monsters
6th	**Immunity**: Control.

Healer

This image has been somewhat forged between clerics and the "hedgemagickers" that preceded Christianity. Our modern view of the fighting "Healer" stems from early medieval clerical use of bludgeoning weapons so as not to break the implied Biblical prohibition against drawing blood.
Example: Hippocrates, Chiron, Elrond, Goldmoon, Archangel Raphael, Galenus, the

Hospitallers
Garb: Red sash
Armor: None
Shield: Buckler, Small or Medium Shield, will subtract from magic points
Weapons: See the Magic section for a listing of weapons used. Weapons subtract from the Healer's magic points.
Immunities: None
Lives: 4

Abilities & Traits:
Magic-user: Healers are magic-users and gain magic at each level. See the Magic Section for more details.

Monk

Shaolin and Buddhist temples manned by fighting Monks who learned to fight with their hands and strange implements when their war-lords forbade them to use swords are the classic image of this class. However, many Asiatic and American tribes had strong traditions of wrestling, and the Shogun-era Japanese had a plethora of armed warrior Monks whose wrath was feared by even the Emperor.
Examples: Bruce Lee, Qui Chang Kane, Dread Pirate Ninja Roberts, the Bloodguard, Benkei, Pachomius, the Sohei

Garb: Gray sash
Armor: None
Shields: None
Weapons: Non-hinged long and short weapons, polearm
Immunities: Gained at later levels
Lives: 4

Abilities & Traits:

Levels	
1st	**Heal (ex)** (1/life) Self Only **Missile Block (ex)**
2nd	May now use throwing weapons **Immunity:** Poison **Transfer Life (ex)** (1/game)
3rd	**Immunity:** Control **Touch of Death (ex)** (1/game)
4th	**Greater Missile Block (ex)** **Banish (ex)** (1/life)
5th	**Banish** (2/life) **Immunity:** Death **Sanctuary (ex)** (1/life)
6th	**Immunity:** traps **Heal** (2/life) Self Only

Monster

Monster is a special class. Credit in monster can only be taken twice a month, but as you increase weeks in monster, you increase it for ALL monsters. Thus if you have 13 weeks in monster, you can play a 2nd level monster of any type.

Monsters are listed in much the same ways as normal classes. Monsters tend to have a much larger list of special traits and abilities then the normal classes do. When playing a monster, you must always carry a complete description of the monster with you, have a copy for the reeve, and wear appropriate garb. If you are a wizard or druid casting summoning magic, note that both the garb and the descriptions are part of the magic component. There are a number of ways you can play a monster in a

game. They include:

Standard Battlegame: You must get the permission of the Monarch and the Prime Minister, and cannot play quest monsters, or monsters with a 4:1 or greater ratio. If you play a monster with a ratio of 2:1 or 3:1, when you are added to a side, the other side then gets to pick 2 (or 3 if 3:1) people for the other side. Playing monsters with a 1:1 ratio does not alter how teams are picked.

Level: When playing a monster in a standard battlegame, you play the monster as your standard monster level.

Summoned Monsters: Some monsters can be summoned in a standard battlegame. These do not normally require reeve's permission, though a reeve can always state what can and cannot be used in a battlegame. When playing a summoned monster, you will sacrifice lives to play the monster for one life. You will be considered enchanted. If you are dispelled while playing a summoned monster, it kills you instantly.

Player lives/life: This is the number of lives a player has to give up to play this monster for one life. The player cannot gain more then one life as a monster unless otherwise stated in the monster description. Players cannot give up lives they do not have. Monsters who are killed cannot be reanimated. If **Resurrected**, or given a life by a monk, they return as their normal class, not as the monster.

Level: When playing a summoned monster your level is that of the class you sacrificed lives from or your level in monster, whichever is lower.
Quests: Quests are simply special battlegames.

The reeves and designers of these make special rules, and often have special monsters, which are not used in the standard games.

Level: When playing monsters in quests and other special battlegames, the designer of the quest or the reeve will generally set your monster level based on what they wish or what is needed. Summoned monsters still have the restrictions in level.

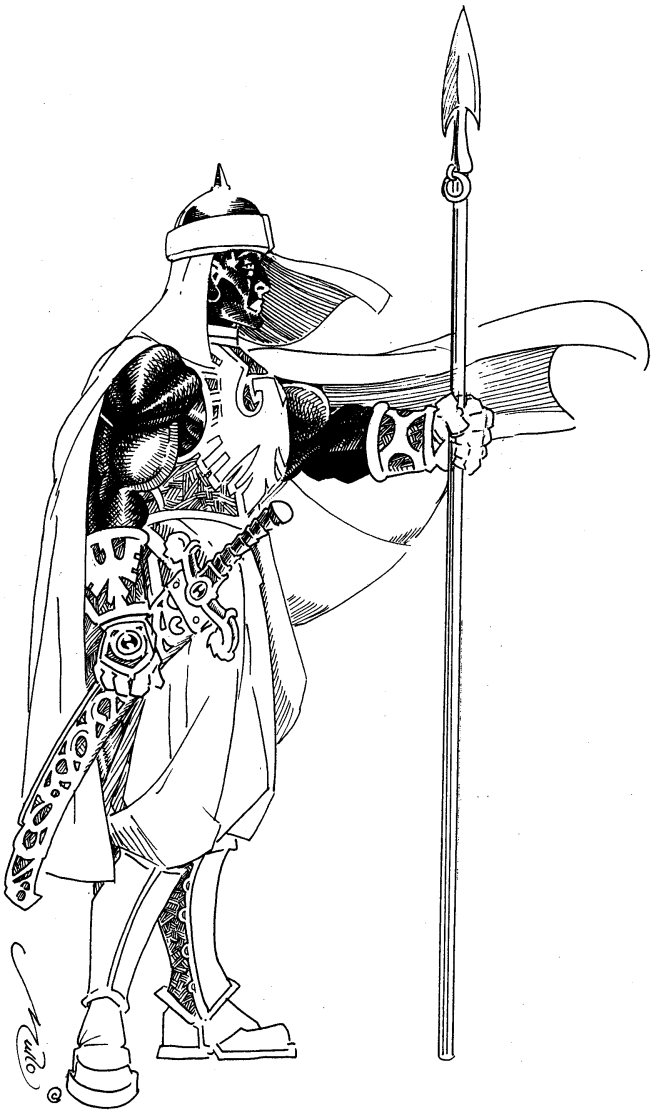
Paladin

The perfect good guy comes to save the day. Paladins exist in the myths and legends of all cultures. Be it the Geatlander Beowulf slaying Grendel or the Norse god Thor battling the Midgaard Serpent, Paladins have been with us since prehistory.
Examples: Joan of Arc, Galahad, Bovide, King Arthur, Roland, Percival, the Twelve Peers of France, Don Quixote, Arcite, Palamon, Dietrich von Bern

Garb: White Phoenix openly displayed on clothing and/or armor, also- must wear a white belt
Requirement: Must have been a Knight for 12 weeks
Armor: Up to 4 points of normal armor
Shields: All
Weapons: Melee weapons and javelins
Immunities: Subdual
Lives: 4

Abilities & Traits:

Level	
1st	None
2nd	**Heal (ex)** (1/game)
3rd	**Extend Immunities (m)** (1/life)
4th	**Resurrect (ex)** (1/game):
5th	**Innate Ability (choose two before game starts):** **a. Heal** becomes (1/life) **b. Resurrect** becomes (2/game) **d. Awe (m)** (2/game)
6th	**Immunity:** Death



Scout

Anyone who survives for any time in the wilds learns the lay of the land. Many Native Americans are rightly seen as good trackers or Scouts, as were the mountain men who followed.
Examples: Strider, Hiawatha, Little John, Baden Powell

Garb: Green sash
Armor: Up to 3 points of normal armor
Shields: Buckler, Small Shields
Weapons: Any non-hinged short or long melee weapons, melee axes, throwing axes, staff, or short bow
Immunities: Immune to both magical and non-magical forms of Lost
Lives: 4

Abilities & Traits:

Levels	
1st	**Heal (ex)** (1/life)
2nd	**Innate Ability choose one of the following:** **a. Stun Arrow (ex)** (1/reuseable) **b. Flame Arrow (ex)** (1/reuseable)
3rd	**Antidote to Poison (ex)** (1/life) **Truth (ex)** (1/life) **Camouflage (ex)** (1/game)
4th	**Immunity:** Traps **Tracking (ex)** (1/life)
5th	**Earth Bind (ex)** (2/game)
6th	**Tracking** becomes (2/life) May now use a crossbow or longbow instead of a short bow. **Attuned (ex)** (2/game)

Warrior

Pure Warrior traditions also abound. Outstanding examples included the 300 Spartans who opposed the great Persian king Xerxes and his 10,000 Immortals, the incredibly warlike five nations of the Iroquois, and the fierce Maori clans native to New Zealand.
Examples: William Wallace, Lancelot, Achilles, Spartacus, Mad Martigan, Miyamoto Musashi, Charles Martel, Roman Praetorians, and Julius Caesar

Garb: Purple sash
Armor: Up to 4 points of normal armor
Shields: All
Weapons: Melee weapons
Immunities: None
Lives: 5

Abilities & Traits:

Level	
1st	No additional abilities
2nd	May wear up to 6 points of armor **Improve Weapon (ex)** (1/game)
3rd	Total lives increases to 6 May now use javelins.
4th	**Improve Weapon** becomes (1/life) **Improve Shield (ex)** (1/game)
5th	**Repair Item (ex)** (1/life)
6th	**Armor of Quality (ex)** **Improve Shield** becomes (2/game)

Wizard

The alchemists of the Dark Ages can be said to be Wizards, but 10,000-year old cave paintings in France indicate that the concept of fusing the spirit and physical worlds has been with us since the start.
Examples: Alannon, Gandalf, Morgana le Fey, Erasmus, Merlin, the Ithryn Luin

Garb: Yellow sash
Armor: None
Shield: None
Weapons: See the Magic section for a listing of weapons used. Weapons subtract from the Wizard's magic points.
Immunities: None
Lives: 4

Abilities & Traits:
Magic-user: Wizards are magic-users and gain magic at each level. See the Magic Section for more details.

Abilities Defined

Accuracy: Arrows fired from all bows and crossbows deal +1 additional point of damage.

Antidote to Poison: Carry a liquid in a container. Anyone drinking this liquid is instantly cured of any poison.

Armor-piercing Arrow: Denote arrow with a blue ribbon. A strike from the arrow destroys all non-invulnerable armor on the location hit and continues through to hit the target. It still only deals 1 point of damage to invulnerability and invulnerability armor.

Armor of Quality: Any armor worn is worth one extra point to a maximum of 7 points. This ability allows you to exceed your normal class maximum on armor by one point.

Assassinate: Upon killing a person and saying 'assassinate', the being just killed is affected as per **Sever Spirit.**
N: May be used while moving.

Attuned: May choose to carry two enchantments from any caster (or combination of casters) for the duration of the current life. May not use this ability in conjunction with any other similar ability. If both of these enchantments can be simul-cast, only one of these enchantments may have more than one layer.

Awe: As per the **Awe** spell.

Banish: As per the **Banish** spell

Berserk: Wear a red headband or armband to denote this. You may choose to go **Berserk** at any point on an eligible life by tying on the red band and announcing your **Berserk** state. You may not choose to stop being **Berserk**. While **Berserk** you gain the following traits:

a. Natural Armor: 2 points every where.
b. Strong: Melee weapons become Red. Melee weapons that are already Red do an extra point of damage to armor for a total of three. Great weapons wielded two-handed in a slashing or bludgeoning manner deal a total of four points of damage while **Berserk.**
c. Rage: Weapons used while berserk must be over 2 feet in length. Players may not cast magic, use projectiles, shields, hinged weapons, class innate or magical abilities (except **Berserk**

and **Fight After Death**). Armor worn is considered destroyed, and cannot be used while berserk. You may not retreat from combat unless facing odds of at least 5:1 or a Wizard, Healer, Druid, or Bard.
d. Immunity: Control

Bowyer: As per the spell **Mend,** but can only be used on one's own bow.

Camouflage:
I: Repeat x3 ***"May the forces of nature hide my presence"***, place 10 foot green cloth in a circle
R: Within circle
E: While inside the circle, the player is considered hidden from view. Can't be attacked, even if someone viewed him activating the Camouflage. Area effect magic that encompasses the area of the camouflage, such as **DoomsDay,** still affects the player. While camouflaged, the player may not affect anyone else without canceling the camouflage ability, though they can use their own abilities on themselves such as healing or curing poison. The player may not camouflage anyone else, nor may game items be taken into camouflage. To end the camouflage, the player must state x2 "nature release me". Any enemy with the **Tracking** ability within 20' can cancel the camouflage by stating "Tracking" and pointing out the player in question.

Earth Bind:

I: Repeat x2 **"May mother nature bind thee."**
R: 20 ft
E: Victim cannot move their feet until they strike each of their legs ten times with a slashing or bludgeoning weapon while stating "free this leg." These strikes do not injure the legs. Anybody else attempting to free the player must state "free this leg" or else merely strikes the player as per normal.
N: May be cast while moving.

Extend Immunities

I: ***"My faith shall defend thee."***
R: Touch
E: Player may extend all of his immunities to one person with whom he is in direct physical contact. Immunities may not be extended to equipment. **Extend Immunities** ends as soon as physical contact is broken.
N: May be cast while moving.

Fear: As per the **Fear** spell.

Fight After Death: Occurs immediately after having died while **Berserk**. You continue to fight for 10 seconds (which must be counted out loud) after being dealt a killing blow. Limbs and armor lost before death remain lost, and additional limbs and armor can be removed, but this does not stop the berserker from continuing to function (save for losing the use of the limb) for the duration of the fight after death. Additional killing shots do not kill the barbarian. Being struck by a **Sphere of Annihilation** or a siege weapon will stop a Barbarian from **Fighting After Death**. As a reminder, a player is always required to stay in control of his actions. Violent flailing with real life disregard for others during this or at any other time is grounds for punishment or expulsion by the reeve. You can role-play a crazy person, but you must still have control of your actions at all times. Reeves are encouraged to remove this ability from those who are hurting or endangering others. **Fight After Death** does not count as moving after having died for the purposes of **Resurrect** or similar effects.

Flame Arrow: Denote arrow with orange ribbon. To use (ignite), repeat x5 "*flame arrow*" and it stays lit for two minutes. Hits people as normal. A hit to a shield will destroy the shield unless its face is tapped to the ground 5 times within 5 seconds. Two hits to a siege weapon by flame arrows will destroy the siege weapon. Will deal damage to armor as a normal arrow. Has no effect on **Iceball, Entangle**, or any other magic unless specifically enumerated in the magic description.

Heal: As per the **Heal** spell**.**

Improve Weapon

M: Purple ribbon tied to weapon.
E: Weapon deals +1 damage when wielded by you in a slashing or bludgeoning manner.
N: Does not confer shield-breaking abilities.

Improve Shield

M: Purple ribbon visibly tied to shield.
E: Shield may only be destroyed by spell balls, verbal magic, or siege weapons when wielded by you and is considered to be metal for game effect purposes.

Missile Block: Player is allowed to block arrows (not just throwing weapons like everyone else) with their weapons without penalty.

Missile Block, Greater: Functions exactly like Missile Block except it also allows the monk to use bare hands to block non-siege projectiles and arrows without penalty.

Pass Without Trace:

I: Repeat x3 "*Pass without trace*"
E: You must immediately return to your base. You are considered out of the game while returning.
N: May be used while moving.

Penetration Arrow:

M:Denote arrow with black ribbon.
E: Behaves exactly like an Armor-piercing Arrow except that it will also destroy a normal shield. It will not carry through to the arm underneath, however.

Poison Weapon:

M: Denoted with black ribbon.
E: May poison one edged weapon. People who are wounded by poisoned weapons die if they are not cured in a 100 count. A person may only poison one of his or her own edged weapons.

Powerful Blows: Your weapons are treated as magical for the purposes of damaging monsters that are only affected by magic weapons. You must announce 'Powerful Blows' before engaging combat.

Repair Item: As per **Mend** but works on ones own equipment only.

Resurrect: As per the **Resurrect** spell.

Sanctuary:

I: Drop weapons if any in hand and state "Sanctuary"
R: 20 ft radius from the player
E: Others within 20' may not take hostile actions towards the player, nor target the player or his equipment with magic or abilities.
L: Must be chanting "Sanctuary" and cannot be holding a weapon or the ability is broken.
Cannot carry or effect game items while in Sanctuary. Players in Sanctuary may not impeded the play of other people in any manner, and must immediately remove themselves from any such situations they find themselves in.
N: The **Touch of Death** and **Touch of Paralyzation** abilities and magic are not considered weapons in Sanctuary. If these are on the player when he enters Sanctuary, they can be discharged as normal, though this ends the Sanctuary. The player may move around during Sanctuary, but they must keep at least one foot on the ground at all times and may not run. Sanctuary is broken if the monk comes within 20' of a base.

Steal Life:

S: Death
M: Dead person
I: Touch target on their shoulder and say 'I take your life'
R: Touch
E: Target loses one life from their total and the user gains one life. This life is in addition to the person already being dead. You cannot steal lives from those already shattered.
N: This effect may be used on any dead person who has not yet reached nirvana.

Stun Arrow:

M: Denote arrow with gray ribbon.
E: If it would wound or kill the target, it instead acts as a subdual blow to the location hit. Will deal damage to armor as a normal arrow. If the target struck is immune to subdue, he is not subdued or wounded by the arrow.

Teleport: As per the **Teleport** spell.

Touch of Death: As per the **Touch of Death** enchantment.

Tracking

I: Repeat x5 "*Tracking*"
R: Self
E: You may do ONE of the following:
a. You may ask one yes or no question of someone (dead person, reeve or monster) that must be answered truthfully and to the best of their ability. This is not stopped by the liplock magic
b. Follow a teleporting player
c. Walk through a thornwall
d. "Dispel" a camouflage or blend ability.

Trap:

I: Repeat x 2 "*The upturned points of my caltrops render you lame*"
R: 20 feet
E: Target may not move at more than a slow walk for a 50 count.
N: This is not a wound.

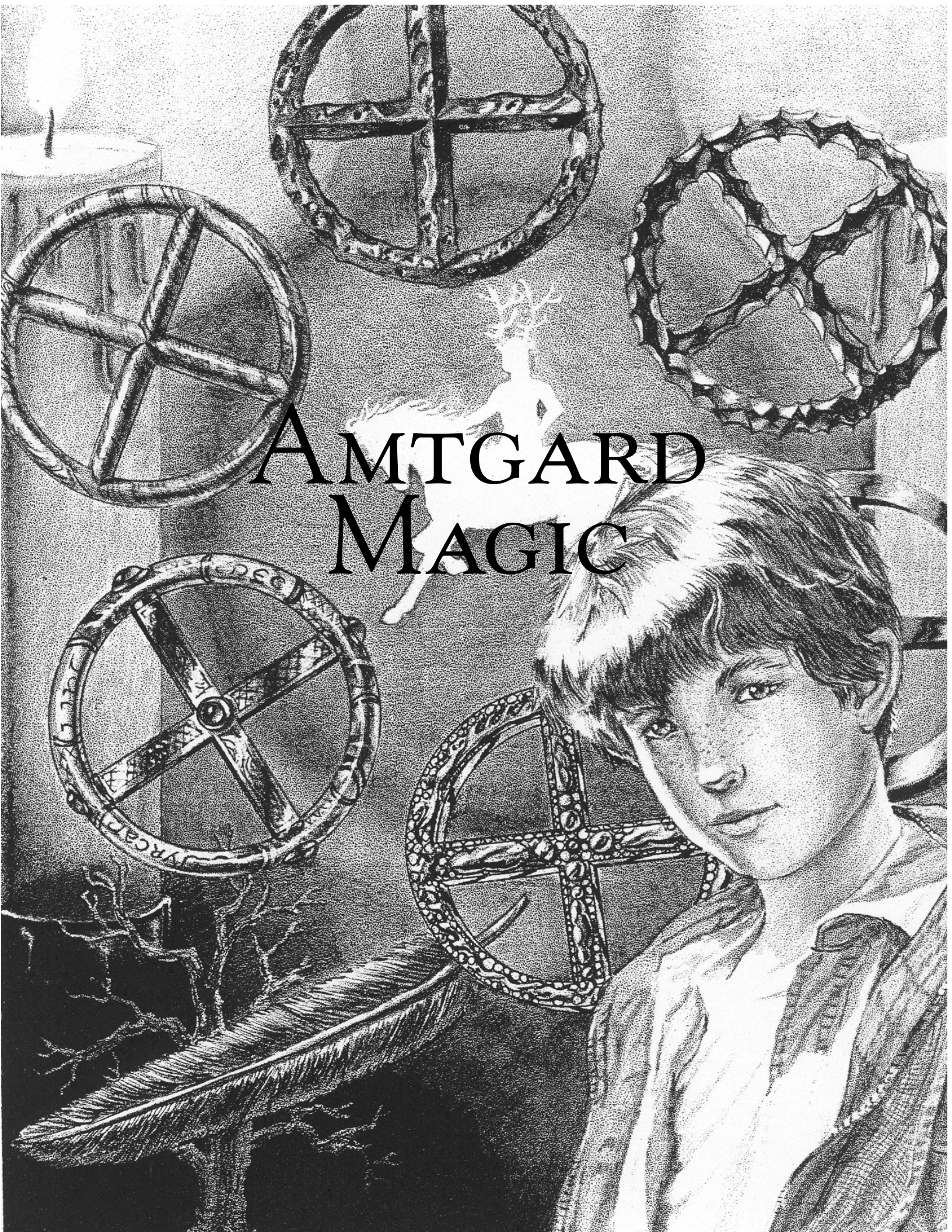
Transfer Life

S: Spirit
M: Person
I: Touch person and state "I give thee life from my own."
R: Touch
E: This ability has two possible effects**:**

1. A dead person immediately rises from the dead, negating the last death. Lost limbs and natural armor are restored, but equipment and normal armor are not. Enchantments remain, and berserk people are still berserk. The monk loses one life from his total. If he was on his last life when he used this ability, he dies immediately. The monk may not be restored to life by magic.
2. A living person gains one extra life on their current life total. The monk loses one life from his total. If he was on his last life when he used this ability, he dies immediately. The monk may not be restored to life by magic.

L: You may only use this ability on a person playing a standard class. Lives given to people playing transformed monsters are played as the original class, not the monster.

Truth: As per the **Truth** spell.



Amtgard Magic

Amtgard Magic

Amtgard's magic using classes are one of its most unique differences from other medieval and fantasy societies. Playing one of these classes requires the participant to think and is a constant challenge. Note that a delicate balance exists between all the classes. Each class, especially those with magic, must be played within the spirit of the rules defining it. There is a great deal of trust and honor involved, and game balance can easily be disturbed by someone abusing the rules of any class. Wizards, healers, druids and bards (collectively referred to as magic users) are urged to dress and act as recognizable members of their classes, which are not only powerful, but spectacular. If you have difficulty understanding the magic system, don't hesitate to ask your Guildmaster or a Reeve. Happy Magic casting!

The Rules of Magic:

1) Magic must be said loudly and clearly enough to be heard within 50 ft. or by the recipient, whichever is closer.

2) A target for a verbal magic must be in range at the time the spell is completed in order for it to count.

3) A magic-user may have only one type of magical ball charged at a time. "Remain Active" **Fireballs** do not count for this purpose. Starting casting another magic discharges all currently charged spell balls and interrupts the incantation of any unfinished magic.

4) A magic-user may physically carry no more than 12 magic balls, total. Other players and pages may not carry extra magic balls for magic-users.

5) When an item is struck by multiple simul-cast spellball, only the first spellball from that group affects that item, i.e. a shield hit by two simul-cast **Lightning Bolts** is simply destroyed, but the wielder is unharmed.

6) A person may carry only one enchantment at a time unless explicitly noted otherwise in a spell or class, such as the **Stack** magic or the **Attuned** ability. Note that **Reanimate** and **Lich** are enchantments.

7) When a person dies, the enchantment they carry is lost if the player leaves the field. Fixed enchantments disappear when their caster dies or travels farther than 100 feet from them. **Resurrected** people retain enchantments unless specifically prohibited or they left the field. **Summon Dead** will not allow a player who has left the field to recover his enchantment.

8) An enchantment will only cover one object (for example a person, a weapon, armor, etc). Thus while you may be protected from flame, your non-natural armor and equipment is not. The same applies to class abilities.

9) Enchantments cast on equipment **do** count against the number of enchantments that may be carried.

10) If you cast an enchantment on yourself it is removed when you begin casting other magic unless otherwise noted. Note that fixed enchantments are considered to be on the area of ground and do not dissipate when other magic is cast.

11) Enchantments must be visible (a strip of cloth 1" by 12"), and announced if asked. Most enchantments will appear as a length of colored cloth worn on the person, (ie.- yellow, light blue, green, white) or on the item enchanted. Enchantments may be dispelled. If an enchantment is cast on someone already bearing one, all enchantments are dispelled on that person.

12) Enchantments may not be cast on unwilling participants, though this does not prevent them from being the target of enchantment effects such as **Touch Of Death**.

13) A person must stand still when casting magic, unless otherwise stated or specified in the magic's description. The same applies to all class abilities and skills that require activation. If a caster moves his feet while casting magic it is interrupted and not cast. The caster must reset begin casting again.

14) Incomplete or interrupted magic has no effect, and does not count as if it were used.

15) Wizards, Healers and Druids must carry a magic book or scroll with them at all times in order to cast magic, unless otherwise noted in the magic's description. Bards require a musical instrument along with a book or scroll. All magic classes must have a list of which magic they have bought for that game on them at all times. Failure to have this list renders you incapable of casting magic. Please note that these are two different requirements, even if the same item is used as both. Failure to wear appropriate class garb also negates the ability to use magic.

16) Magic points must be evenly distributed between levels, however, any number of higher level magic points may be deducted from a higher level to be spent on a lower level once the initial distribution is done. Certain neutrals allow purchasing multiple points worth of lower level magic. In all such cases these lower level points must be purchased prior to the start of the battlegame and indicated on the list of magic bought.

15) Relics such as the **Sword of Flame** are objects of great power. A relic will generally win any question of magical superiority unless the magic specifically states otherwise. For example, the **Shield of Reflection** is not destroyed by **Sphere of Annihilation**.

16) All magic is listed as a spell, enchantment, fixed enchantment, magical ball or neutral. This distinction can have a great impact on play so note it carefully. Unless noted otherwise, fixed enchantments follow all general rules for enchantments. Unless noted otherwise, magical balls follow all general rules for spells.

17) Enchantments nullified must be removed. Enchantments on a dead player should remain while on the battlefield as they may affect attempts to **Resurrect, Talk to Dead,** etc.

18) Unless they buy **Ambidexterity** Wizards and Druids must cast magic with their left hand, and may not cast if their left arm is wounded. Healers and Bards may cast with either hand. Any hand being used to cast magic must be empty with the exception of magical components or the target of a touch spell such as **Heal**. Magic balls charged in the left hand may be transferred to the right hand before throwing.

19) Spells completely cast and enchantments

discharged are considered used, even if they were ineffective against their targets. The same is true of all class abilities. Example, a Warrior bearing the **Touch of Death** enchantment attempts to use it on a 6th level monk. The Monk is immune to the effect and the enchantment is discharged.

20) In the event of a conflict between magic that is not directly covered by the rules, the higher level magic is considered more powerful. If the magic is of the same level, the defensive magic is more powerful.

21) In the case of confusion or contradictions, then the specific magic description should be the final source. Use your common sense when ironing out problems.

22) The Reeve's word is final. If what looks like 30 ft. to you is determined to be 60 ft. by a reeve, then it is 60 ft. If you feel the reeves are not good judges of distance, bring out a reliable measure with you.

23) The rulebook takes precedence over all supplements, manuals and other rules editions or play testing supplements. From time to time, however, there may be official manuals, supplements, or expansions that enhance or compliment the core rule set. While these items may expand game play options they are still restrained by the core rules written herein and may not contradict them.

24) Protections cast on a target have no effect on effects already active i.e. casting **Protection From Magic** on a person who is **Yielded** does not free them from the **Yield** though it would prevent them from being killed by a **Fireball**. When a **Lightning Bolt**, **Fireball**, or similar destructive magic ball strikes a player in a location covered by armor, the armor is destroyed in that hit location and the magic affects the player as normal unless otherwise noted. Magic balls that deal damage (such as **Magic Bolt**) affect armor as normal per projectiles unless otherwise noted.

25) Enchantments that are cast upon objects cover the entire object i.e. a robe with **Protection From Flame** on it would prevent **Fireballs** from affecting the wearer if they struck the robe. If they struck a part of the player not covered by the robe then the player would be affected as normal. Verbal magic would, of course, still affect the target.

26) A single object is considered to be any item whose parts are not easily useable independently. This requires a substantial connection to be made between all parts of an object i.e. a cord connecting a breastplate to a greave does not constitute a single object but a full suit of plate would. This applies to magic that refers to targeting a single object and does not override any other rules governing how a specific magic or type of magic interacts with other specific objects i.e. **Mend** only repairing a single point of armor in a single hit location.

27) A magic-user may only have a single Fixed Enchantment active at a time. Casting a Fixed Enchantment while another Fixed Enchantment from the same caster is already active causes both enchantments to be removed.

28) Enchantments cast on equipment only functions when used by the player who was in possession of the item when it was enchanted. Example: If you give a **Bladesharped** sword to another player, the enchantment does not function.

Dispel Magic will remove all enchantments from the target, including enchantments on equipment not currently in possession of the target. Example: Throwing down an **Imbued Weapon** sword will not prevent **Dispel Magic** from removing the enchantment.

Magic Clarifications:

1) Immunities to magic are based on the school of magic they belong to. Exceptions to this are noted under the limitations of the spell. Note that immunities gained from enchantments on a person and class immunities do not extend to carried or worn equipment.

2) Additional immunities, unless specified, do not exist.

3) Liches and Wraiths are undead and magical creatures. Zombies, Mummies and Vampires are undead and diseased. Lycanthropes are diseased.

4) Important game items (flags, etc.) may never be removed from play in any way, including being frozen, **Entangled**, **Teleported**, placed in a **Circle of Protection,** etc. These items never bestow their immunities to their bearers. For example, a Warrior carrying a game item flag has the flag hit by an **Iceball**. The warrior is frozen, but the other team may pry the flag out of his frozen hands and recover it. In the case of a **Teleport**, the item is left behind.

5) The words "count" and "seconds" are synonymous for all game purposes.

6) Reeves may assist in placing a magic user's components, such as markers for a fixed enchantment.

7) A break in the casting of magic is defined as either improper or non-magical wording and/or a gap of two or more seconds between words. This prevents, for example long spells from being cast while under the influence of a magic that requires an ongoing verbal component such as the chanting of "commune" for the Druid **Commune** spell.

8) Effects and magic with ongoing chants require the chant to be repeated with no more than a 5 second gap between iterations. These chants must be audible to 50 feet.

9) Magic balls of the Subdual school have no effect on equipment that is not being carried. Example: You may not **Iceball** a players shield if it is not being wielded or carried by them.

10) All Fixed Enchantments are considered to extend upwards to the sky for game purposes. Even flying creatures may not cross them.

Magic Relics:

Certain items of power are used in the battlegames and are passed on to new owners every six months via a quest. Each Amtgard group may use its own relics, though these are not to be used in regional or national battlegames. The effects and abilities of Relics are considered to be non-magical in nature. Relics include:

Dagger of Infinite Penetration- When thrown will pass through all armor values except **Invulnerability** and **Invulnerable Armor**. If it hits a shield the shield is destroyed.

Homestone- Allows the holder to mend bro-

ken weapons and shields ("I mend this item" x 10). It also allows the person's dead teammates to come back alive at his location rather than having to return to their base.

Heimdall's Horn- A one handed 'red' weapon only useable by barbarians, and in fact, the only relic allowed to barbarians. Berserk barbarians do 4 damage total with Heimdall's Horn.

Ring of Power- Negates the first hit from each separate opponent per battlegame. Counts against weapons and any enchantments only, it is ineffective against spells. Does work against class abilities.

Shield of Reflection- This relic is indestructible and the effect is permanent. Will negate any effect that strikes it, even white weapons and magic.

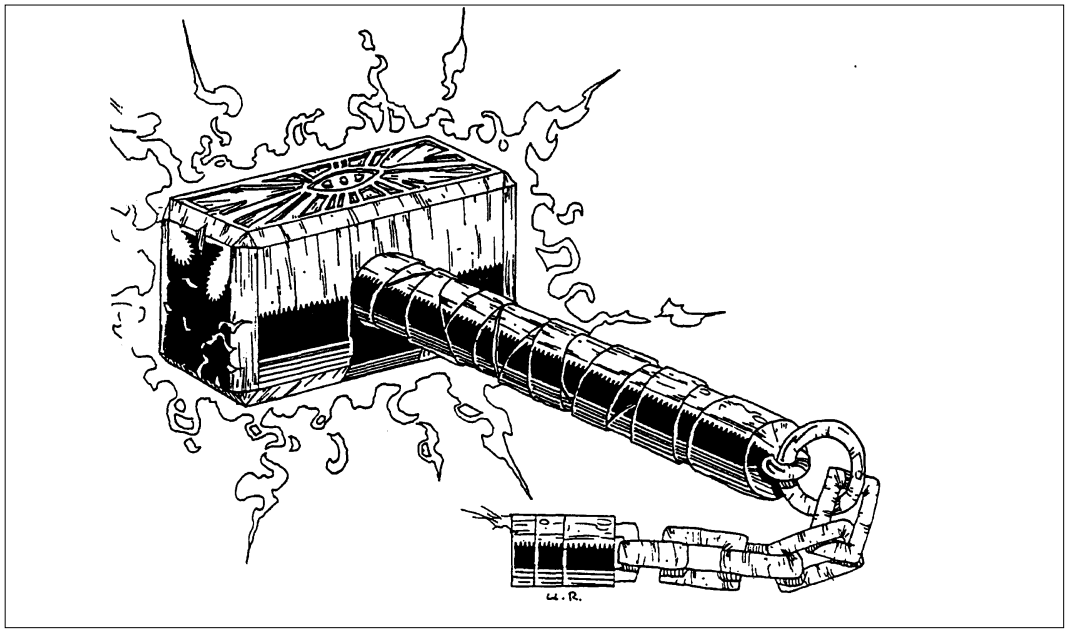
Sword of Flame- It is considered flame (as per the enchantment **Flameblade)** and will kill a victim if it strikes any legal unprotected area (as per the enchantment **Imbue Weapon**). Confers upon itself and its owner **Protection From Flame**. May only be used by one person, for one life, per game.

The Schools of Magic:

There are 8 schools of magic. Each represents a different type of effect.

Please note that immunities are based on what school of magic a spell is in. Therefore, as **Hold Person** is a magic of the **subdual** school, a Barbarian, immune to subdual effects, is not affected. **Stun,** on the other hand, is of the **sorcery** school, and Barbarians would be affected by it.

Control : controls the mind, will, or senses of the target.



Death : magic whose consequence is death or the withering of a body part.

Flame : produces heat, fire, or lightning.

Neutral : magic that is neutral in terms of its school. They cannot be dispelled.

Protection : causes the target to be protected in some way.

Sorcery : an effect which is purely magical in nature or somehow affects magic itself.

Spirit : magic which has to do with the forces of life. Includes healing.

Subdual : causes the target to be subdued in some manner.

Magics Listing Key:

Type – enchantment (E), fixed enchantment (FE), spell (S), magical ball (B), neutral (N)
Uses – number of times you may cast that magic when you pay for one use. ("u" means unlimited)
Cost – the number of magic points it costs to buy one use of that magic.
Max – the maximum number of uses of that magic that you may purchase.
School – The school of magic the magic belongs to.

Magic Format Key:
C: Classes who can use the magic, and the level needed to cast them.
T: Type of Magic
S: School of Magic
I: Incantation and gestures
R: Range (if any)
E: Effect
L: Limitations or Restrictions
N: Notes

Magic Points:

	Magic points useable to buy magic at that level					
Level:	**1st**	**2nd**	**3rd**	**4th**	**5th**	**6th**
1	10					
2	10	10				
3	10	10	10			
4	7	8	7	8		
5	6	6	6	6	6	
6	5	5	5	5	5	5

Weapon Costs for Magic Users:

(from available magic points):
Cost per 10 points of magic (multiple weapons must be paid for, even if of the same type):

Weapon	**Bard**	**Druid**	**Healer**	**Wizard**
Dagger	0	0	0	0
Short (3 ft)	3	2	3	2
Long (4 ft)	4	4	5	4
Spear	-	4	-	3
Staff	2	2	3	2
Hinged	-	-	3	-
Shield	3	4	3	-
Bow, Short	-	5	-	-

Weapon to Magic Point Cost Per Level:

(from available magic points)
This table lists how many points you have left after deducting a weapon's cost from your magic points. In the case of multiple weapons add their costs together and use the chart for their combined cost. For magic-user's level's 1-3, simply deduct the total weapon cost from each level of magic. For example a two point weapon would give a player 8 points of first, 8 points of second, and 8 points of 3rd level magic. Note: You may carry any number of 'backup' weapons, but may only use the num-

ber you have paid for. Example: A player who bought a short sword may carry more than a single short sword, but he may not fight Florentine unless he paid the points for another short sword.

Quick Reference of Deductions for Weapons based on cost.

Weapon Cost	Magic User's Level	1st	2nd	3rd	4th	5th	6th
1	4	6	7	7	7		
	5	5	5	6	5	6	
	6	4	5	4	5	4	5
2	4	6	6	6	6		
	5	4	5	5	5	5	
	6	4	4	4	4	4	4
3	4	5	5	5	6		
	5	4	4	4	4	5	
	6	3	4	3	4	3	4
4	4	4	5	4	5		
	5	4	3	4	3	4	
	6	3	3	3	3	3	3
5	4	3	4	4	4		
	5	3	3	3	3	3	
	6	2	3	2	3	2	3
6	4	3	3	3	3		
	5	2	2	3	2	3	
	6	2	2	2	2	2	2
7	4	2	2	2	3		
	5	1	2	2	2	2	
	6	1	2	1	2	1	2
8	4	1	2	1	2		
	5	1	1	1	1	2	
	6	1	1	1	1	1	1
9	4	0	1	1	1		
	5	1	0	1	0	1	
	6	0	1	0	1	0	1

Magic by Schools:

Control Magic
Awe/Fear
Charm
Confusion
Feeblemind
Legend
Lore
Mute
Truth
Yield

Death Magic
Acid Bolt
Doomsday
Finger of Death
Killing Grounds
Mutual Destruction
Touch of Death
Wounding

Neutral Magic
Advancement
Ambidexterity
Dance
Enhancement
Expertise
Extension
Imbue
Lend
Mimic
Presence
Stack
Visit
Vivify
Voice
Warskill

Protection Magic
Barkskin
Bless
Defend
Imbue Shield
Harden
Protect
Protection from Control
Protection from Death
Protection from Disease
Protection from Flame
Protection from Magic
Protection from Projectiles
Protection from Subdual
Stoneskin

Sorcery Magic
Anti-Magic
Berserk
Bladesharp/Bludgeon
Cancel
Circle of Protection
Commune
Confidence
Dispel Magic
Imbue Weapon
Flight
Forcewall
Honor Duel
Liplock
Magic Bolt
Magical Projectile
Mend
Messenger
Plant Door
Release
Shove
Silence
Sphere of Annihilation
Stun
Teleport
Thornwall
Touch of Death
Touch of Paralyzation
Transform
Warp Wood
Wind

Subdual Magic
Entangle
Hold Person
Iceball
Lost
Mass Sleep
Petrify
Sleep
Stun Weapon
Touch of Paralyzation

Spirit Magic
Banish
Cure Disease
Cure Poison
Heal
Heal Extend
Lich
Reanimate
Regeneration
Reincarnation
Resurrect
Sever Spirit
Summon Dead
Swords To Plowshares
Talk to Dead

Flame Magic
Call Lightning
Fireball
Flameblade
Flamewall
Immolation
Heat Weapon
Lightning Bolt
Pyrotechnics

Magic per Class and Level

The following tables list the magic available to magic users at their respective levels. The tables list the magic's name, its type,
school, number of uses, cost and max number that may be purchased.

Bard Magic

First Level

Magic name	Type	School	Uses	Cost	Max
Cancel	S	Sorcery	Unlimited	0	-
Charm	S	Control	1/life	2	2
Hold Person	S	Subdual	1/life	2	2
Presence	N	Neutral	1/game	1	4
Protection from Control	E	Protection	1/game	1	4
Visit	N	Neutral	1/game	1	4

Second Level

Magic name	Type	School	Uses	Cost	Max
Legend	S	Control	1/game	1	4
Liplock	E	Sorcery	Unlimited	2	-
Protection from Subdual	E	Protection	1/game	1	4
Talk to Dead	S	Spirit	1/life	1	-
Truth	S	Control	1/life	2	2

Third Level

Magic name	Type	School	Uses	Cost	Max
Extension	N	Neutral	1/life	1	2
Imbue	N	Neutral	1/game	1	2
Confidence	E	Sorcery	1/game	1	2
Sleep	S	Subdual	1/life	2	4

Fourth Level

Magic name	Type	School	Uses	Cost	Max
Awe/Fear	S	Control	1/game	1	4
Berserk	E	Sorcery	1/game	1	2
Honor Duel	S	Sorcery	Unlimited	1	-
Lore	S	Control	1/life	2	2
Warskill	N	Neutral	1/game	1	2

Fifth Level

Magic name	Type	School	Uses	Cost	Max
Confusion	S	Control	1/game	1	2
Mimic	N	Neutral	1/game	2	1
Mute	S	Control	1/life	2	4
Yield	S	Control	1/game	2	4

Sixth Level

Magic name	Type	School	Uses	Cost	Max
Dance	N	Neutral	1/game	2	2
Release	S	Sorcery	1/life	1	4
Voice	N	Neutral	1/game	2	1

Druid Magic

First Level

Magic name	Type	School	Uses	Cost	Max
Cancel	S	Sorcery	Unlimited	0	-
Cure Poison	E/S	Spirit	1/life	1	4
Entangle	B	Subdual	1 bolt/U	1	2
Heal	S	Spirit	1/life	1	4
Heat Weapon	S	Flame	1/life	1	4
Bladesharp/Bludgeon	E	Sorcery	1/game	1	4
Warp Wood	S	Sorcery	1/life	1	4

Second Level

Magic name	Type	School	Uses	Cost	Max
Barkskin	E	Protection	1/game	1	4
Cure Disease	S	Spirit	1/life	1	4
Magical Projectile	E	Sorcery	1/game	1	4
Mend	S	Sorcery	1/life	1	8
Paralyzation	E	Sorcery/Subdual	1/game	1	4
Thornwall	FE	Sorcery	1/game	1	4

Third Level

Magic name	Type	School	Uses	Cost	Max
Ambidexterity	N	Neutral	Unlimited	2	-
Confusion	S	Control	1/game	1	2
Extension	N	Neutral	1/life	1	2
Plant Door	S	Sorcery	1/game	1	4
Protection from Disease	E	Protection	1/game	1	4
Protection from Flame	E	Protection	1/game	1	4
Acid Bolt	B	Death	1 bolt/U	1	2

Fourth Level

Magic name	Type	School	Uses	Cost	Max
Call Lightning	S	Flame	1/game	2	4
Commune	S	Sorcery	Unlimited	2	-
Flamewall	FE	Flame	1/game	1	4
Silence	FE	Sorcery	1/game	1	4
Pyrotechnics	S	Flame	1/game	1	4
Stoneskin	E	Protection	1/game	2	2

Fifth Level

Magic name	Type	School	Uses	Cost	Max
Flameblade	E	Flame	1/game	1	2
Teleport	E	Sorcery	1/game	1	4
Petrify	B	Subdual	1 bolt/U	2	2
Release	S	Sorcery	1/life	1	4
Regeneration	E	Spirit	1/game	1	2

Sixth Level

Magic name	Type	School	Uses	Cost	Max
Finger of Death	S	Death	1/game	2	2
Feeblemind	S	Control	1/game	2	2
Immolation	FE	Flame	1/game	1	4
Reincarnation	E	Spirit	1/game	2	2

Healer Magic

First Level

Magic name	Type	School	Uses	Cost	Max
Cancel	S	Sorcery	Unlimited	0	-
Cure Poison	E/S	Spirit	1/life	1	4
Heal	S	Spirit	Unlimited	0	-
Lost	S	Subdual	1/game	1	4
Mend	S	Sorcery	1/life	1	8
Mute	S	Control	1/life	2	4
Talk to Dead	S	Spirit	1/game	1	-

Second Level

Magic name	Type	School	Uses	Cost	Max
Banish	S	Sorcery	1/life	1	4
Bless	E	Protection	1/life	2	4
Cure Disease	S	Spirit	1/life	2	4
Swords To Plowshares	S	Sorcery	1/life	1	2

Entangle	B	Subdual	1 bolt/U	1	2
Heal Extend	S	Spirit	1/life	1	-
Sleep	S	Subdual	1/life	2	4

Third Level

Magic name	**Type**	**School**	**Uses**	**Cost**	**Max**
Mass Sleep	S	Subdual	1/game	1	1
Protect	E	Protection	1/game	1	4
Protection from Disease	E	Protection	1/game	1	4
Resurrect	S	Spirit	1/game	1	8
Stun	S	Sorcery	1/game	1	4
Wounding	S	Death	1/life	1	2
Yield	S	Control	1/game	2	4

Fourth Level

Magic name	**Type**	**School**	**Uses**	**Cost**	**Max**
Enhancement	N	Neutral	1/game	1	1
Harden	E	Protection	1/game	1	4
Release	S	Sorcery	1/life	1	4
Sever Spirit	S	Spirit	1/life	2	4
Touch of Death	E	Sorcery/Death	1/game	1	4

Fifth Level

Magic name	**Type**	**School**	**Uses**	**Cost**	**Max**
Awe/Fear	S	Control	1/game	1	4
Extension	N	Neutral	1/life	1	2
Protection from Death	E	Protection	1/game	1	4
Summon Dead	S	Spirit	1/life	1	-

Sixth Level

Magic name	**Type**	**School**	**Uses**	**Cost**	**Max**
Circle of Protection	FE	Sorcery	Unlimited	2	-
Dispel Magic	S	Sorcery	1/game	1	4
Protection from Magic	E	Protection	1/game	1	4
Teleport	S	Sorcery	1/game	1	4

Wizard Magic

First Level

Magic name	**Type**	**School**	**Uses**	**Cost**	**Max**
Bladesharp/Bludgeon	E	Sorcery	1/game	1	4
Cancel	S	Sorcery	Unlimited	0	-

Imbue Shield	E	Protection	1/game	1	4
Heat Weapon	S	Flame	1/life	1	4
Honor Duel	S	Sorcery	Unlimited	1	-
Iceball	B	Subdual	1 bolt/U	1	2
Magic Bolt	B	Sorcery	1 bolt/U	1	4
Shove	S	Sorcery	1/life	1	4
Stun Weapon	E	Subdual	Unlimited	0	-
Talk to Dead	S	Spirit	1/game	1	-

Second Level

Magic name	**Type**	**School**	**Uses**	**Cost**	**Max**
Circle of Protection	FE	Sorcery	Unlimited	2	-
Forcewall	FE	Sorcery	1/game	1	4
Harden	E	Protection	1/game	1	4
Hold Person	S	Subdual	1/life	1	4
Lightning Bolt	B	Flame	1 bolt/U	1	4
Liplock	E	Sorcery	Unlimited	2	-
Mend	S	Sorcery	1/life	1	4
Messenger	E	Sorcery	1/game	1	-
Protection from Flame	E	Protection	1/game	1	4
Wounding	S	Death	1/life	2	2

Third Level

Magic name	**Type**	**School**	**Uses**	**Cost**	**Max**
Ambidexterity	N	Neutral	Unlimited	2	-
Anti-Magic	FE	Sorcery	1/game	1	2
Dispel Magic	S	Sorcery	1/game	1	4
Extension	N	Neutral	1/life	1	2
Mutual Destruction	S	Death	1/game	1	4
Protection from Projectles	E	Protection	1/game	1	4
Protect	E	Protection	1/game	1	2
Touch of Death	E	Sorcery/Death	1/game	1	4
Wind	S	Sorcery	1/game	2	2
Yield	S	Control	1/game	1	2

Fourth Level

Magic name	**Type**	**School**	**Uses**	**Cost**	**Max**
Doomsday	S	Death	1/game	2	1
Imbue Weapon	E	Sorcery	1/game	1	4
Finger of Death	S	Death	1/game	2	2
Fireball	B	Flame	1 bolt/U	2	2
Protection from Magic	E	Protection	1/game	1	4

Pyrotechnics	S	Flame	1/game	1	4
Sever Spirit	S	Spirit	1/life	2	4
Teleport	S	Sorcery	1/game	1	4

Fifth Level

Magic name	**Type**	**School**	**Uses**	**Cost**	**Max**
Advancement	N	Neutral	1/game	1	1
Flight	E	Sorcery	1/game	2	4
Lend	N	Neutral	1/game	1	4
Lich	E	Spirit	1/game	1	2
Reanimate	E	Spirit	1/game	2	4
Vivify	N	Neutral	1/game	2	1

Sixth Level

Magic name	**Type**	**School**	**Uses**	**Cost**	**Max**
Defend	E	Protection	1/game	2	1
Expertise	N	Neutral	1/game	2	1
Killing Grounds	FE	Death	1/game	2	1
Sphere of Annihilation	B	Sorcery	1 bolt/U	2	1
Stack	N	Neutral	1/game	1	4
Transform	E	Sorcery	1/game	2	1

Magic Descriptions:

Acid Bolt
C: Druid 3
T: Magical Ball
S: Death
M: Padded green "acid" ball with streamers
I: Hold ball and repeat x5 *"Acid Bolt."*
E: This ball of acid is considered to be a Red throwing weapon. It will wound/kill as normal on limb/torso shots. It deals two points of damage to armor and will destroy a normal shield in three blows, but may be parried by a weapon without penalty.
L: Bounces do not count. Being protected from Death will prevent this spellball from wounding or killing you, though it deals normal damage to your equipment.
N: It is not stopped by **Protection from Projectiles**. The monk ability to parry projectiles with hands is
ineffective against **Acid Bolt**.

Advancement
C: Wizard 5
T: Neutral
S: Neutral
E: May purchase up to three points worth of first level magic.

Ambidexterity
C: Druid 3, Wizard 3
T: Neutral
S: Neutral
E: User may cast magic with either hand.

Anti-Magic
C: Wizard 3
T: Fixed Enchantment
S: Sorcery
M: 50 ft. measure, yellow markers
I: Mark an area with a 50 ft. radius, repeat x20 *"May all forms of magic forsake this place."*
E: No magic of any kind (apart from the **Anti-Magic** itself) will work within the circle, though
enchantments will reappear when removed from the affected area.
N: Extraordinary class abilities will function within the **Anti-Magic**. **Dispel Magic**, if cast from
outside the sphere of influence, will remove **Anti-Magic.**

Awe/Fear
C: Bard 4, Healer 5
T: Spell
S: Control
I: Repeat x3 "*I make thee in awe*" for **Awe** or Repeat x3 "*I make thee afraid*" for **Fear**.
R: 20ft
E: Target may not attack or cast magic at the caster and must remain at least 20 ft away from the caster at all times for a 300 count.
L: If the caster attacks or casts another magic at the target, this spell's effect is negated.
N: Victims may still cast area-effect magic (like **Doomsday**) that would affect the caster but do not specifically target him.

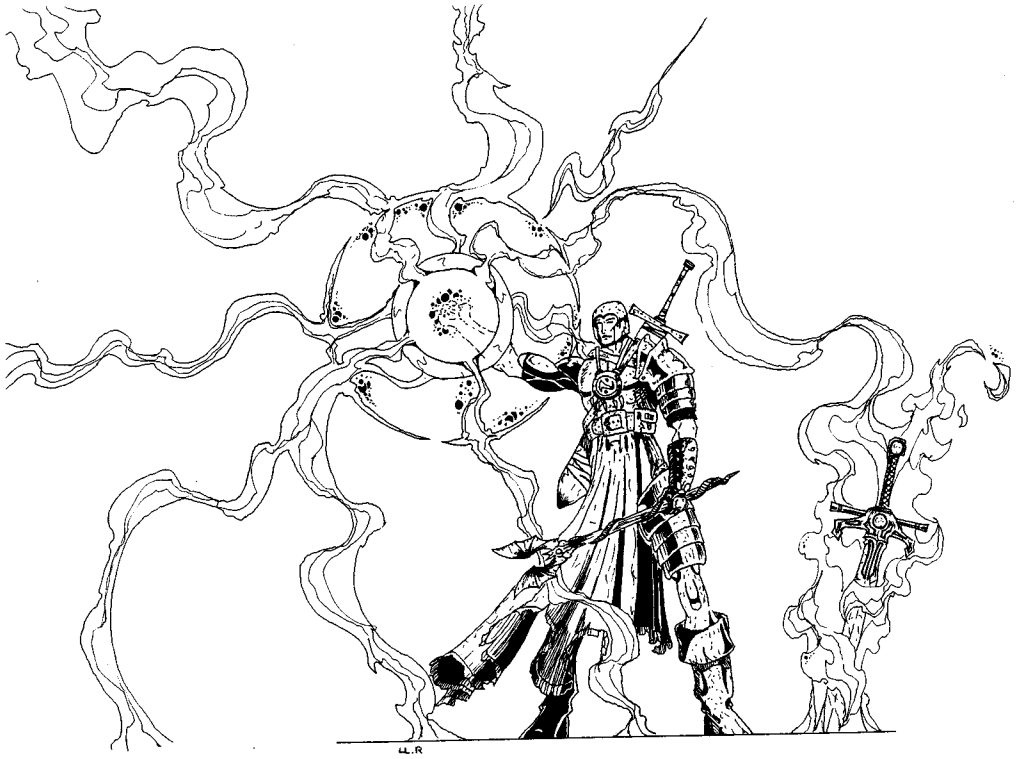
Banish
C: Healer 2
T: Spell
S: Spirit
M: Undead or extra-planar creature.
I: Repeat x5 *"I banish thee monster."*
R: 20 ft.
E: Monster is removed from play for a 300 count. It will come back at the spot where it was **Banished** does not count as a life lost for the creature. Three successful **Banishments** on the same life of a creature will kill the creature.
N: May not be dispelled. Only useable on undead and extra-planar creatures.

Barkskin
C: Druid 2
T: Enchantment
S: Protection
M: Person, enchantment cloth
I: Touch person and repeat x5 *"May nature protect thee,"* attach cloth to person.
E: Will give person one point of armor to all parts of the body
L: The protection is only from physical attacks and cannot be used with other armor.
N: May be simulcast up to two times for a total of two points of armor. Behaves just like

normal armor. May be cast on players who cannot normally wear armor. This is not a form of **Invulnerability**.

Berserk
C: Bard 4
T: Enchantment
S: Sorcery
M: Enchantment cloth, Red Head Band.
I: Touch target, repeat x2
" *The anger builds within thy veins*
No longer shall thou keep it caged
Thine enemies shall feel the pain
Thy Crimson visaged berserk rage!"
Place cloth and red headband clearly visible on target.
E: Player gains all the abilities and restrictions listed for the barbarian berserk ability for the duration of the
life enchanted. May not return to "normal" until the enchantment is removed by magic or death.
L: Player does not gain fight after death unless they may normally do so while berserk (3rd level or higher barbarians). May not be used on players who are already berserk.
N: This is the only enchantment that can be cast on barbarians. If dispelled, any hits to target armor prior to the dispelling are lost with the armor (i.e. they do not become wound or killing shots). Each player can have this cast on them only once each game.

Bladesharp/Bludgeon
C: Wizard 1, Druid 1
T: Enchantment



S: Sorcery
M: Enchantment cloth
I: Hold weapon in left hand and repeat x10 "*Improve this weapon*," tie cloth on weapon.
E: The weapon deals one additional point of damage when slashing. May be simulcast up to four on
one weapon allowing it to deal up to four extra points of damage. This does not make it a red weapon.
L: Only usable on bladed or blunt weapons, cannot be applied to thrusting or projectile weapons.

Bless
C: Healer 2
T: Enchantment
S: Protection
M: Enchantment cloth, item of garb, armor
I: Touch item and repeat x5, "I bless thee", tie cloth to garb.
E: Person is immune to the first hit of any type received if cast on armor or garb (excluding magic balls).
L: Immunity only applies to areas covered by the item of garb or armor. May not be simulcast.
N: Is not armor, may not be **Mended** or **Healed**. Will stop a **Touch of Death**, arrows, red weapons, enchanted weapons of any type and relics. Is considered a form of limited **Invulnerability.**

Call Lightning
C: Druid 4
T: Spell
S: Flame
I: Raise both hands above head, repeat x3 *"(person), I call lightning to strike thee."*
R: 20 ft.
E: Target is dead.
N: Hands must be empty.

Cancel
C: Bard 1, Druid 1, Healer 1, Wizard 1
T: Spell
S: Sorcery
M: None
I: Repeat x2 "*I cancel my magic*."
R: 50 ft.
E: A spell or enchantment or fixed enchantment previously cast by the caster is negated
L: Negates own magic only. May not be used on a magical ball already thrown. Magic that is completed when cast such as **Heal** and **Resurrect** cannot be cancelled.

Charm
C: Bard 1
T: Spell
S: Control
I: State "Charm" followed by a 20 word or more poem, followed by "Charmed."
R: 20 ft
E: Enemy player is given a task as set by the caster such as sing or dance about, etc which he must perform. The caster should describe what he wants the **Charmed** player to do as soon as possible after casting the spell. The caster is protected from attack from the victim during this time. If the caster dies before the instructions for the **Charm** are given, the player is freed of the **Charm**. If the caster has not given his instructions within a 50 count the **Charmed** player is freed. Spell ends when the task is completed or a 300 count has elapsed, whichever comes first.
L: You may not **Charm** somebody to effect his or her own person, equipment, or a member of his or her own team. The victim may defend himself if attacked, but otherwise may not interact with other players unless it is required to complete the **Charm**. The **Charmed** player may move immediately to a safe, out of the

way, location if performing the **Charm** at their current location would place them at a battlefield disadvantage. If moving to a safe location, the count for the **Charm** begins when they arrive at that location. Impossible **Charms** such as "Bring me the moon in a teacup" result in the **Charm** being wasted.
N: The charmed player's count starts the moment they are **Charmed**, except as noted above.

Circle of Protection
C: Healer 6, Wizard 2
T: Fixed Enchantment
S: Sorcery
M:10 ft cloth
I: Lay cloth in circle, repeat x5 *"Circle of Protection"*, place persons and/or items you wish to protect inside.
E: Persons/items inside have ceased to exist, can't harm or be harmed by anyone outside the circle, nor can they cast magic that affects anyone or anything outside the circle. They may not be affected by forces outside the **Circle of Protection**.
L: Can't block or restrict access to an area, it doesn't exist on this plane. Can't be used as a cage, except to
hold **Yielded** enemies in. Enchantment is broken by use of the **Dispel** spell or the death of the caster. No one can enter without recasting the magic. Neither game items, nor persons acting as game items may be put inside. Protection starts when you step inside the cast circle.
N: Magic in the process of being cast inside the circle are broken when the circle is broken (e.g., no **Doomsday** (circles). Disappears when the caster dies. Players outside the circle can detect its presence (it is linked to this plane). May be removed by **Dispel Magic** or having an **Anti-Magic** fixed enchantment cast with the circle inside its area of effect.

Commune
C: Druid 4
T: Spell
S: Sorcery
M: Tree
I: Touch tree with left hand, repeat x5 *"Commune,"* sit down with back touching tree.
R: 20 ft on the effect
E: Caster may not harm others. Others within 20' may take not harm or take other hostile actions towards the caster.
L: Must be chanting *"Commune"* and cannot be holding a weapon or game item or the magic
is broken. Cannot be closer than 20 ft. to a base or flag when **Commune** is started and may not interact with game items while in **Commune**.

Confidence
C: Bard 3
T: Enchantment
S: Sorcery
M: Player
I: Touch player, repeat x5 *"You are great and powerful"*, tie enchantment cloth on
arm of target so it is visible (not behind a shield, etc.)
E: While enchanted player is considered one level higher. If a life was gained from the increase of level and the player died while enchanted the loss is removed from "extra" life and is otherwise not subtracted from his total. The player gains all abilities of the higher level.
L: Each player can have this cast on them only once each game. May not be cast on magic-users.

Confusion

C: Bard 5, Druid 3
T: Spell
S: Control
I: Repeat x5 *"By the power of my mind, I will thee to be confused."*
R: 50 ft.
E: Target must attack the nearest creature(s) for a 100 count (with magic if the target wishes). The target must look around for the nearest player before attacking, but can then attack that person until he or it is dead, or choose to change to another target that becomes closer. If the "closest" person is killed, the target must look around for a new target and continue until the 100 count is up.
L: Monsters are immune.
N: The affected player is encouraged to "role-play" the confusion. Reeves are encouraged to penalize players who make only half-hearted attempts at this effect and to shorten the next death count of players who play it well.

Cure Disease
C: Druid 2, Healer 2
T: Spell
S: Spirit
M: An undead, diseased or like type creature (mummy, zombie, vampire, werewolf, etc).
I: Touch creature and repeat x5 *"I cure thy illness"*
E: Converts diseased or undead creature back to human. Effective versus undead and lycanthropes. Some
undead and lycanthropes cannot be cured.
N: This is not a **Resurrect** spell. If dead, the person must still come back to life normally.

Cure Poison
C: Druid 1, Healer 1
T: Enchantment/Spell (depending on use)
S: Spirit
M: Enchantment cloth (if used as enchantment)
I: Repeat x10 *"Cure Poison,"* tie cloth to person.
E: Makes person immune to the first poisoned hit against him, or may be used within 100 count to **Cure**
Poison on a person just poisoned.
N: Is not a **Heal** spell, wounds to arms or legs remain after **Cure Poison** is cast.

Dance
C: Bard 6
T: Neutral
S: Neutral
I: State "*dance*" followed by the magic it is to be used with and ending with "*The dance is now complete*."
E: Caster may cast the magic following this magic while moving within a 100 count.
L: May only be used with magic from your own spell list, and not with magic taken with **Voice**.
N: This magic may be cast while moving, the spell enhanced by **Dance** is not cast or used up until the
ending phrase is also completed.

Defend
C: Wizard 6
T: Enchantment
S: Protection
M: Enchantment cloth
I: Repeat x5 *"Power defend me."*, tie cloth on person.
E: Confers 1 level of **Invulnerability** as per the spell **Protect** and **Protection from (Magic, Projectiles** or **Flame**, choose one) while allowing the caster to still cast magic without it being removed from him as per a normal enchantment.
L: Will not save the caster from his own **Mutual Destruction**.

N: When the **Invulnerability** portion of this spell is removed via spell or damage, the protection portion
remains till dispelled or the caster is killed. A **Dispel Magic** will remove both effects from the caster.

Dispel Magic
C: Healer 6, Wizard 3
T: Spell
S: Sorcery
I: Repeat x5 *"I dispel that magic."*
R: 20 ft.
E: All spells and enchantments on a player are dispelled, including any enchantments on their equipment. **Reanimated** players die.
L: Not usable against relics. It does not affect Extraordinary class abilities or skills, nor does it affect the following: neutral magic of any type, any spell or enchantment already discharged (such as **Heal**), **Commune, Messenger, Teleport** in the act of being completed, **Lost,** or **Banish**. **Dispel Magic** can cancel **Anti-Magic** only if cast from the outside.
N: Dispel Magic will cancel **Protection from Magic**.

Doomsday
C: Wizard 4
T: Spell
S: Death
I: Count *"Doomsday 1, Doomsday 2…"*through *"Doomsday 350."*
R: Line of Sight
E: All enemies in line of sight at the end of the spell die.
N: Many large battle game scenarios will prohibit the use of mass-effect spells like **Doomsday.**

Enhancement
C: Healer 4
T: Neutral
E: May purchase three points worth of first, second or third level healer magic.

Entangle
C: Druid 1, Healer 2
T: Magical Ball
S: Subdual
M: Padded brown "entangle" ball with

streamers
I: Hold ball and repeat x5 *"Entangle."*
E: A direct hit to a person or equipment on them will cause the victim to be "frozen" in place for 150 count. The victim may not move or speak in any form or fashion and they and their equipment cannot be effected in anyway, except where noted below.
L: Bounces do not count. Beings protected from flame or immune to the school of flame may not be freed by a **Fireball**, or affected by **Fireball** in any way. A ball may not be reused if the spell is in effect (on a victim), but may be reused once the victim is free.
N: Dispel Magic or a touch from a weapon enchanted with **Flameblade** will instantly negate the effect.
One **Fireball**, striking the victim or his equipment, will instantly negate the effect. Multiple **Fireballs** striking the victim will cause the victim to be freed by the initial **Fireball**, and affected normally by any others. **Shove**, **Teleport**, and **Wind** may be used normally on an affected victim.

Expertise
C: Wizard 6
T: Neutral
S: Neutral
E: May purchase up to four points worth of up to second level magic.

Extension
C: Bard 3, Druid 3, Healer 5, Wizard 3
T: Neutral
S: Neutral
I: State "*Extension*" loudly before a spell.
E: Doubles range of the spell for one use. If the spell has no range, or a range of touch, grants range of 20 ft.
L: May not be used more than once on the same casting (e.g., no doubling range twice).
N: The Extension is expended when "Extension" is stated, even if the accompanying magic is not completed.

Feeblemind
C: Druid 6
T: Spell
S: Control
I: Point at victim, repeat x3 *"By the power of my mind, I confuse and erase yours."*
R: 50 ft
E: Victim may not cast magic or use any abilities of their class. Victims may still fight with melee weapons (primeval instinct).
L: Death or **Dispel Magic** will remove this effect.
N: Class abilities already in use when Feeblemind is cast continue to function. Example: A warrior may continue to use his Improved Weapon if already on a weapon, but would be unable to use his Repair ability.

Finger of Death
C: Druid 6, Wizard 4
T: Spell
S: Death
I: Point at victim, repeat x5 *"I call for your death."*
R: 50 ft
E: Person dies.

Fireball
C: Wizard 4
T: Magical Ball
S: Flame
M: Padded red "Fireball" with streamers
I: Hold ball in left hand and repeat x5 *"Fireball."*
E: Destroys everything it touches while moving, even on a roll or foot shot (it affects all targets it touches not just the first thing struck). When throwing the caster may declare

that the **Fireball** is "remain active." If this is done, the **Fireball** will continue to burn for up to two minutes after they come to a stop, destroying the very next thing it touches and ending the effect. Not stopped by non-magical armor.
N: Weapons and shields held in the hand are considered separate items from the person holding them. Thus a hit to a shield will destroy it, but not the person (unless the person is also hit with the fireball). Multiple **Fireballs** thrown at the same time, blocked by the same shield or weapon destroy the item, and do not go
through to the person. **Fireballs** that come to a stop no longer have any effect.

Flameblade
C: Druid 5
T: Enchantment
S: Flame
M: Enchantment strip, edged weapon
I: Tie cloth to weapon, repeat x10 *"Flameblade."*
E: Weapon becomes Red. This weapon now negates **Iceball** and **Entangle** hits to the wielder and frees other players from an **Iceball** or **Entangle** with a touch. The weapon itself is immune to further flame magic (**Fireball, Heat Weapon, Pyrotechnics,** etc).
L: This is not equal to and should not be confused with the relic *Sword of Flame*.

Flamewall
C: Druid 4
T: Fixed Enchantment
S: Flame
M: Green 10 ft. long cloth.
I: Lay cloth in straight line, raise hands, repeat x5 *"By the might of nature, I call forth a flaming wall."*
E: Creates an impassable wall of flame. Anyone not protected who touches or crosses it will be incinerated.
L: Can be dispelled by **Dispel Magic**. Wall will not stop projectile weapons or magic. Wall disappears when caster dies.
N: Protection from Magic will not protect a player from this though **Protection From Flame** will.

Flight
C: Wizard 5
T: Enchantment
S: Sorcery
M: Yellow enchantment cloth
I: Tie cloth on self and state *"Wouldn't it be nice to fly way up in the cloudy sky, looking through the falcon's eye, at the world that's drifting by?"*
E: Caster is able to fly as long as they flap their arms and emit occasional piercing screeches. Immune to melee attacks by non-flyers. Immune to projectile attacks from within twenty feet. Caster may use (only) verbal spells while in **Flight** without losing the enchantment.
L: May only be cast on self. May not engage in melee combat while wearing the **Flight** enchantment.
N: Range for all game effects is considered to be the same as actual physical range. Loss of an arm during the spell will end the **Flight** enchantment.

Forcewall
C: Wizard 2
T: Fixed Enchantment
S: Sorcery
M: 10 ft. cloth
I: Lay cloth out in straight line, repeat x10 *"Forcewall"*
E: Creates an impenetrable 10 foot wall. Starts only when all of the incantation is completed.

L: Caster must remain within 100 ft. or the wall disappears. Disappears when caster dies.
N: Forcewall blocks verbal magic cast across it.

Harden
C: Healer 4, Wizard 2
T: Enchantment
S: Protection
M: Enchantment cloth
I: Tie cloth on object, repeat x5 *"Harden this (name of item)"*.
E: Makes object indestructible, except versus **Sphere of Annihilation** and relics.
L: Cannot be placed on players, garb, armor or anything else that covers a player directly. May be cast on shields.

Heal
C: Druid 1, Healer 1
T: Spell
S: Spirit
M: Person
I: Touch person and state once: "
Sword Cut, spear stab, mace smash, arrow jab,
Let the white light of healing descend on thee.
Sword Cut, spear stab, mace smash, arrow jab,
Let the white light of healing stop thy spilling blood
Sword Cut, spear stab, mace smash, arrow jab,
Let the white light of healing mend thy bones.
Sword Cut, spear stab, mace smash, arrow jab,
Let the white light of healing close thy wounds.
Sword Cut, spear stab, mace smash, arrow jab,
Let the white light of healing restore thy vigor.
Sword Cut, spear stab, mace smash, arrow jab,
The white light of healing hath healed thee."
R: Touch
E: Person's wound is healed.
N: May be used on self. Will repair one point of Berserk barbarian body armor on any one hit location. Healers do not require a spell book or scroll to cast **Heal**.

Heal Extend
C: Healer 2
T: Spell
S: Spirit
I: State "*extension*" then recite the **Heal** spell.
R: 20 ft.
E: Except for range, identical to the **Heal** spell.

Heat Weapon
C: Druid 1, Wizard 1
T: Spell
S: Flame
I: Repeat x2 *"By the power and might of the sun, I heat that (weapon)"*. Be specific, if possible.
R: 20 ft.
E: The weapon is considered useless for a count of 300.
L: Works against any weapon, but not armor or shields. Someone protected against flame effects may
continue to wield the weapon (but it does no additional damage and does not become a flame weapon).
N: A **Mend** spell will not restore the weapon, however a "new" one may be obtained as per destroyed items. **Heat Weapon** does affect enchanted weapons.

Hold Person
C: Bard 1, Wizard 2
T: Spell
S: Subdual
I: Repeat x3 *"I command thee to stop."*
R: 20 ft.
E: Victim's feet are frozen to ground for 100 count. May yell, fight or cast any magic that does not involve moving feet.
N: May be cast while moving. Wizards do not require a spell book or scroll to cast **Hold Person**.

Honor Duel
C: Bard 4, Wizard 1
T: Spell
S: Sorcery
I: State " (*the names of both contestants*)" loudly and repeat x5 "*Remain this duel pure*"
R: 20ft (Both contestants must be within 20 ft of the caster when the incantation is finished for the spell to work.)
E: Each contestant becomes completely immune to outside effects. They must duel each other until one is
dead or a mutually agreed term of winning is accomplished. At the end of the spell the winner must return to his base and tag in to return to the game. If alive, the loser must do so as well. Participants in an Honor Duel may only affect one another and are considered to be out of play until the spell is finished. The victor may choose safe passage to their home base, ignoring all wounds until arrival. If alive, the loser must return to their home base.
L: May not be members of the same team without the Reeve's permission. Barbarians cannot be involved in this spell. Spell is negated if no side achieves victory in a 300 count.
N: Combat is limited to a reasonable area Should the duel become a stalemate (e.g., a participant is *Petrified* or otherwise incapacitated) the spell will be cancelled if no combat takes place within a reasonable (30 count) amount of time. Honor Duel may not be dispelled or cancelled. May not be cast on people acting as game items.

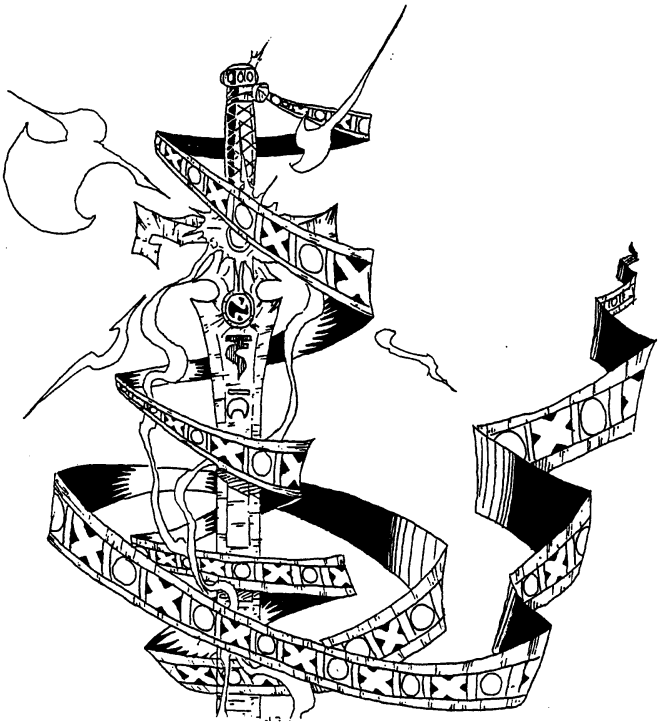
Iceball
C: Wizard 1
T: Magical Ball
S: Subdual
M: Padded white "iceball" with streamers.
I: Hold ball(s) in left hand and repeat x5 "*Iceball*".
E: A direct hit to a person or equipment on them will cause the victim to be "frozen" in place for 150 count. The victim may not move or speak in any form or fashion and they and their equipment cannot be effected in anyway, except where noted below.
L: Bounces do not count. Beings protected from flame or immune to the school of flame may not be freed by a **Fireball**, or affected by **Fireball** in any way. A ball may not be reused if the spell is in effect (on a victim), but may be reused once the victim is free.
N: Dispel Magic or a touch from a weapon enchanted with **Flameblade** will instantly negate the effect. One **Fireball**, striking the victim or his equipment, will instantly negate the effect. Multiple **Fireballs** striking the victim will cause the victim to be freed by the initial **Fireball**, and affected normally by any others. **Shove**, **Teleport**, and **Wind** may be used normally on an affected victim.

Imbue
C: Bard 3
T: Neutral
S: Neutral
E: Allows the caster to purchase two magic points of first or second level bard magic.

Imbue Shield
C: Wizard 1
T: Enchantment
S: Protection
M: Enchantment strip, Shield
I: Shield in hand, repeat x10 "*Imbue this shield*", tie cloth to shield so it is visible.
E: Shield may not be destroyed by any means except **Sphere of Annihilation** and relics. The shield is not affected by other magic. Magical Balls of the Subdual School (e.g., **Iceball**, **Entangle**, **Petrify**) that strike the shield do not

affect the holder of the shield. A **Fireball** that bounces off the shield will still affect legal targets that it strikes.
L: A hit from a **Sphere of Annihilation** will destroy the **Imbued** shield. A hit from an Instant-Kill siege weapon will affect the bearer of the shield as per normal, though the shield itself is undamaged.

Imbue Weapon
C: Wizard 4
T: Enchantment
S: Sorcery
M: Enchantment strip
I: Weapon in left hand, repeat x10 *"Imbue this weapon,"* tie cloth on weapon.
E: Causes wounds inflicted by the weapon to kill, all limb hits are death.



N: Imbue Weapon is often referred to as "wounds kill" by players carrying the enchantment.

Immolation:
C: Druid 6
T: Fixed Enchantment
S: Flame
M: Cloth used to denote a 10ft radius area.
I: Lay cloth, repeat x5 *"May the power of nature and the fire of the earth protect this area from intrusion."*
E: Everyone who enters area is killed.
L: May be dispelled by **Dispel Magic.**
N: Protection From Magic will not save you from this enchantment, though **Protection From Flame** will. Any person entering this area with **Invulnerability** loses one point and is ejected from the point at which he entered. Against **Invulnerable Armor** this counts as one hit on every location and has a full effect on the target if any areas have no points of **Invulnerable Armor**.

Killing Grounds
C: Wizard 6
T: Fixed Enchantment
S: Death
M: Up to a 20 ft radius circle surrounded by a strip of cloth, tape, or rope
I: To set trap, lay out cloth in a circle, wand in left hand, repeat x3 "
Poison seep, venom creep, flesh in mossy graves yet deep
Rise from thy undreaming sleep, bide and soon make mortals weep"
To trigger, enter the circle and repeat:
"Rise up now, receive thy pay, the promised time has come, now slay."
E: All within circle die.
L: May not be used within 50' of a base. No

other fixed enchantment may exist within its radius, regardless of who cast it, and it cannot be cast if one is already in place, again regardless of who cast it.
N: Caster dies when magic is triggered. If caster is killed before triggering the trap, the magic is not expended. No form of magic will save the caster from his own death once the magic is expended. This is the only fixed enchantment that may be pre-placed.

Legend
C: Bard 2
T: Spell
S: Control
I: State "*Legend*", followed by a short poem of 20+ words, and end with "*Legended*"
R: 20 ft.
E: The caster and victim move to an out of the way place within 50 ft of the casting of the spell, where the caster will perform for him. Neither the caster nor target can be attacked by anyone within a 20 ft radius. The caster may defend himself, but at the cost of canceling the spell. The victim may not do anything. Once the performance has begun, anyone susceptible to control magic may be ensnared, at the caster's option, if they come within 20 ft of the bard while he is performing. He may attempt to ensnare a maximum number of people equal to his level. Unsuccessful attempts to ensnare a victim still count towards this limit. To start his performance he states "I will now give a performance" x5 so that it can be heard at least 50ft away.
L: The "out of the way place" cannot be within 50 ft of a base. Performance has a maximum length of a 300 count (started the moment the spell is finished being cast). If ended without the death of the target(s), the targets must tag their base before returning to the game.
Players not affected by **Legend** may not attack,

cast magic, or use class abilities on the bard or his victims if within 20 ft of the caster's performance but may enter and leave the area at will.
N: The caster may attack victims of this spell,

though the caster attacking anyone in a **Legend** frees all other victims and the **Legend** spell is broken. The caster and victim are considered removed from the game during their transit to the performance location. This is considered an ongoing spell effect and as such may be removed via **Dispel Magic** targeted on the caster.

Lend
C: Wizard 5
T: Neutral
S: Neutral
E: May lend magic to another magic-user of the same class. That person may then use the magic as if he had purchased it with his own points. The caster lending the magic may no longer use it.
N: To **Lend** a magic, the caster must pay for both the **Lend** and the magic he is **Lending**. **Lend** must be decided, bought and paid for before the game begins.

Lich
C: Wizard 5
T: Enchantment
S: Spirit
M: 10 ft. strip of yellow cloth. Monster handout (Lich)
E: After having died his last natural death, the caster returns as a Lich. A Lich is bound to the place where he died, trapped within the small circle of earth indicated by the 10 ft. cloth. They are neutral (not on any team), but like any monster can be bribed or convinced for help or enchantments.
L: May not be within 100ft. of a base. May never move or be moved except when dead. While the caster is dead, he may be moved but not more than 100 ft. from its original location, and still not within 100' of a base.
N: A Lich has all the casters per life spells as though it is an additional life plus all other magic the caster had not yet expended before becoming a lich. A **Sever Spirit** or **Dispel** will kill a **Lich**. A **Lich** is considered to be a caster and undead and may still die from normal means.

Lightning Bolt
C: Wizard 2
T: Magical Ball
S: Flame
M: Padded yellow "lightning bolt" with streamers
I: Hold bolt in left hand and repeat x5 *"Lightning Bolt."*`
E: A direct hit to a person or object will destroy the person or object it strikes. Is not stopped by non-magical armor (hits to armor kill the wearer of the armor). Weapons and shields held in the hand are considered separate items from the person holding them. Thus a hit to a shield will destroy it, but not the person. Multiple Lightning bolts thrown at the same time, blocked by the same shield or weapon destroy the item, and do not go through the person.
L: Bounces do not count.

Liplock
C: Bard 2, Wizard 2
T: Enchantment
S: Sorcery
M: Enchantment cloth
I: Repeat x5 *"Remain the truth still,"* tie on cloth.
E: Bearer cannot speak or otherwise respond to questions asked under **Talk to Dead** or similar
magic. Does not affect the **Tracking** ability.
L: May only be cast on each player once per battlegame.
N: Disappears when the person comes back to

life. May be cast on an unwilling target.

Lore
C: Bard 4
T: Spell
S: Control
I: State "*Lore*", followed by a short poem (20 words or more), and ending with "*Lore*."
R: 20ft
E: The caster and target are removed from the game. The caster then may ask the victim a 'yes' or 'no' question, which must be answered truthfully. The caster may continue asking questions until he gets a 'no' answer in which case the spell ends. If the target does not know the answer of the question, he may state so, but it does not end the spell. The reeves might give the bard additional information to further define the **Lore** spell. (Very useful in quests and special scenarios).
L: The questioning has a maximum time count of 100. The caster and target may not attack each other during the duration of the spell and for a 100 count after its completion.
N: Neither the caster nor the targeted may move about while the questions are being asked.

Lost
C: Healer 1
T: Spell
S: Subdual
I: Repeat x5 *"I make thee lost."*
R: 20 ft.
E: Person must go back to their base or Nirvana (whichever is farthest away) before they can do anything else. The person may not affect anything nor be affected until he reaches his destination and returns to his team or base (just as if he were coming back to life).
L: May not be used on Teammates.
N: May not be dispelled.

Magic Bolt
C: Wizard 1
T: Magical Ball
S: Sorcery
M: Padded blue "magic bolt" with streamers
I: Hold ball in left hand and repeat x5 *"Magic Bolt"*
E: A direct hit on a person will kill or wound them just as if it were a throwing weapon. May be blocked by
shields and weapons. Destroys one point of armor.
L: Bounces do not count.
N: It is not stopped by **Protection from Projectiles**. The monk ability to parry projectiles with hands is
ineffective against **Magic Bolt**.

Magical Projectile
C: Druid 2
T: Enchantment
S: Sorcery
M: Projectile (arrow, javelin, throwing knife, etc), enchantment cloth.
I: Hold projectile in left hand, repeat x5 *"May this projectile strike true,"* tie cloth to projectile weapon.
E: Projectile will do one more point of damage than normally done by the projectile type. If this increases the damage to five points or more, the projectile damages shields as a red weapon that can be counted as strikes on shields even when used as piercing weapons.
L: Monks may still block these projectiles without penalty.
N: This enchantment may be simulcast up to four times, providing four additional points of damage to the
projectile.

Mass Sleep
C: Healer 3
T: Spell
S: Subdual
I: Repeat x 300 *"Mass Sleep (present count)."*
R: Line of sight.
E: All people in sight (both teams) upon completion of the spell are asleep for a 300 count.
L: Sleeping people cannot be killed. The target and their possessions may not be harmed. The target may not be moved except via the **Shove** spell. The target's possessions may not be removed from his person.
N: Line of sight is blocked by **Flamewall**, **Forcewall,** and **Thornwall**. Many large battlegame scenarios such as wars will prohibit the use of mass-effect spells like **Mass Sleep.** This spell may not be canceled.

Mend
C: Druid 2, Healer 1, Wizard 2
T: Spell
S: Sorcery
I: Left hand on item, repeat x10 *"Make this item whole again."*
E: Will repair a destroyed item or restore one point of armor in one location.
L: Cannot be used to negate the affects of **Heat Weapon**.
N: If an enchanted item is **Mended**, its enchantment stays intact.

Messenger
C: Wizard 2
T: Enchantment
S: Sorcery
M: Enchantment cloth
I: Cloth in left hand, repeat x10 *"Safe passage unto thee."*
E: Person must go straight to destination, deliver message then return where spell was cast. Cannot harm or be harmed.
N: This magic simulates telepathy.

Mimic
C: Bard 5
T: Neutral
S: Neutral
M: Wear a sash of the class you are mimicking in addition to your bard sash. The new sash must be worn on the opposite hip and shoulder from the caster sash.
E: During life used caster gains all the non-magical 1st level abilities and restrictions of a single standard class that is mimicked, including all weapons, armor and shields permitted that class at 1st level. The caster may also still use his normal class abilities.
L: May not be used to mimic the anti-paladin or paladin classes unless caster is a knight.
N: If Berserk, caster may not cast magic. Monsters may never be mimicked.

Mute
C: Bard 5, Healer 1
T: Spell
S: Control
I: Repeat x5 *"(person's name), I silence thee."*
R: 20 ft.
E: The person cannot speak or cast magic for a count of 100.
N: Speaking requirements used in class abilities to allow others to know what the player is doing (sanctuary
chant, etc) are not affected and may still be used.

Mutual Destruction
C: Wizard 3
T: Spell
S: Death
I: Repeat x5 *"I call for our deaths."*
R: 50 ft.
E: Both the caster and the victim die.

N: Nothing will protect a wizard from his own **Mutual Destruction.**

Petrify
C: Druid 5
T: Magical Ball
S: Subdual
M: Padded gray "petrify ball" with streamers
I: Hold ball in left hand, repeat x5 *"Petrify."*
E: A direct hit to a person or equipment on them will cause the victim to freeze in place, a stone statue. The
victim may not move or speak in any form or fashion until the game is finished. He and his equipment cannot be harmed in this state.
L: Bounces do not count. A ball may not be reused if the spell is in effect (on a victim), but may be reused
once the victim is free. If the ball hits the relic *Shield of Reflection*, the caster is petrified.
N: Release or **Dispel Magic** will instantly free the victim, while a **Heal** spell will free the player in a 150 count starting when the **Heal** is completed. **Shove**, **Teleport**, and **Wind** may be used normally on an affected victim, but he may not otherwise be moved. No other magic will affect them. A player who takes a death while under the effect of **Petrify** may not in any way return from the dead, with the obvious exception of his normal death count, until a **Summon Dead** has been cast on the corpse.

Plant Door
C: Druid 3
T: Spell
S: Sorcery
M: Tree
I: Touch tree with both hands, repeat x5 *"Open up and receive a loyal protector of the forest."*
E: Caster is assumed to be inside the tree. He is considered protected and hidden by the tree. May cast verbal magic, but must touch the tree or spell ends.
L: If the tree is hit 10 times by a slashing weapon, or if a flame effect strikes it, it is destroyed and the caster is no longer protected. The caster may not fight with weapons while the spell is in effect. The caster may be affected by verbal magic while he is casting magic. The tree must be taller than the caster.

Presence
C: Bard 1
T: Neutral
S: Neutral
M: When used, must tie a blue ribbon upon an arm that must be visible to all (not behind a shield, etc).
E: Due to respect and awe for the position, all barbarians who are not berserk will not attack the caster during a life in which **Presence** is used. Also, due to professional respect, druids and monks of lower level than the caster will not attack the caster.
L: If the caster attacks a barbarian, monk, or druid who is affected by **Presence**, that person may ignore the
affects of the casters **Presence** for the rest of the game. While in effect, those affected by **Presence** are immune to all other magic from the caster.
N: Berserk barbarians are not affected by **Presence.**

Protect
C: Healer 3, Wizard 3
T: Enchantment
S: Protection
M: Enchantment cloth
I: Repeat x10 *"May this magic protect thee."*
E: Person enchanted is immune to the first hit of any kind or the first magic cast against him. This is one level of **Invulnerability**.

N: May be simulcast up to two times on the same person, protecting against the next two hits. May not be mended.

Protection from Control
C: Bard 1
T: Enchantment
S: Protection
M: Enchantment cloth
I: Touch target, Repeat x5 "*Thou art Fearless and Brave*" and tie enchantment cloth on target.
E: Target is immune to control magic and abilities.

Protection from Death
C: Healer 5
T: Enchantment
S: Protection
M: Enchantment cloth
I: Repeat x5 "*I protect thee from death*"
E: Makes the enchanted person to all magic of the Death school, and all class abilities that simulate this magic or steal lives.

Protection from Disease
C: Druid 3, Healer 3
T: Enchantment
S: Protection
M: Enchantment cloth
I: Touch person, repeat x5 "*I protect thee from disease,*" tie cloth onto person.
E: Person is immune to all forms of disease.
L: Is not effective versus poison.
N: This will protect a person from being converted to an undead or lycanthrope.

Protection from Flame
C: Druid 3, Wizard 2
T: Enchantment
S: Protection
M: Enchantment cloth
I: Cloth in left hand, repeat x10 "*Protection from the element of Fire,*" tie cloth onto person or object.
E: Protects against all forms of flame, including all magic of the Flame school. Treat the relic **Sword of Flame** and a sword enchanted with **Flameblade** as dealing ordinary hits.
N: Negates a **Fireball**'s negation of **Iceball** and **Entangle**.

Protection from Magic
C: Wizard 4, Healer 6
T: Enchantment
S: Protection
M: Enchantment cloth
I: Cloth in left hand, repeat x10 "*Protection from all forms of magic,*" tie on person or object.
E: Blocks all forms of magic, even beneficial magic such as **Heal** and **Resurrect**.
L: Does not block extraordinary class abilities, but does stop magical ones.
N: Treat weapons with **Imbue Weapon** cast on them as normal weapons. **Protection from Magic** will prevent other enchantments from being cast on a target.

Protection from Projectiles
C: Wizard 3
T: Spell
S: Protection
M: Enchantment cloth
I: Cloth in left hand, repeat x10 "*Protection from Projectiles*" tie on person or object.
E: Protects from all non-magic projectiles, whether shot or thrown.
L: Ineffective against **Magic Bolt** and **Acid Bolt**.
N: Will stop Siege Weapons that are projectiles. Will not stop the Dagger of Infinite Penetration.

Protection from Subdual
C: Bard 2
T: Enchantment
S: Protection
M: Enchantment cloth
I: Touch target, repeat x5 "*Thou shall have freedom of movement*", tie enchantment cloth on target.
E: Target is immune to subdual magic and abilities. Target also gains immunity to being subdued or held in
place by any means except for the **Stun** spell.
N: If struck by a subdual blow or similar effect, the bearer takes damage as though it were a normal strike.

Pyrotechnics
C: Druid 4, Wizard 4
T: Spell
S: Flame
I: Repeat x5 *"I call upon the element of fire to destroy that (object)."*
R: 50 ft.
E: Object is destroyed.
L: May be repaired by a **Mend**. Does not affect bases, relics, game items, items bearing the **Harden** enchantment, **Imbued Shields** or any enchantments. Is stopped by **Protection From Magic** and **Protection From Flame**.

Reanimate
C: Wizard 5
T: Enchantment
S: Spirit
M: enchantment cloth
I: Left hand on body, Repeat x10 *"Rise and fight again."*
E: Player temporarily comes back from the dead to loyally serve the caster. This enchantment lasts for a 150 count or until the players death count is finished. When the time has elapsed the player is once again dead and may return to life when his normal death count has expired, or immediately at his base if the reanimate was ended by his death count expiring. Any player having Reanimate cast on them is affected as per **Sever Spirit**.
L: Dispel will kill, must wear yellow cloth. Wounds (other than the one which killed) and damage to armor remain, but may be **Healed** or **Mended** as normal. Reanimated players may not use magic or per life/game abilities though any that were in effect already remain (i.e. a warrior who had already improved their shield would retain their improved shield).
N: As **Reanimate** is an enchantment, person does not retain enchantments carried before death unless they
are able to bear two enchantments (e.g., 6th level scouts and wizard **Stack**). Even if this is the case, if they were bearing two enchantments only one may be retained.

Regeneration
C: Druid 5
T: Enchantment
S: Spirit
M: Enchantment cloth, player
I: Touch person and repeat x5, "*Endless health unto thee*", tie cloth to person.
E: Players bearing this enchantment will **Heal** a single wound in a 50 count and are immune to poison. The player may not be fighting to gain this benefit. Fighting will interrupt the **Heal** count and cause the player to have to start over when they stop fighting. The last five seconds of the **Heal** count must be said aloud and audible to fifty feet.
L: You must be alive to gain the benefits of this enchantment. Will not work on armor of any sort.

Reincarnate
C: Druid 6
T: Enchantment
S: Spirit
M: Dead person, appropriate garb, monster handout
I: Repeat x3 *"I call thy spirit back from the realm of death, inherit this new form and serve me until thy destruction."*
E: Player sacrifices lives (listed in the monster section) to play as a monster with one life.
L: Restricted to the following monsters: *Lizard man, Dryad, Unicorn, Hill Giant, Regenerating Troll, Centaur, Brownie* and *Siren*. Must be approved by the appropriate group officers.
N: The garb for the monster must meet required standards. Once the monster dies, it is out of the game. May be removed via **Dispel Magic**. Player does not get the sacrificed lives back if this is done. **Reincarnated** players no longer play by their class rules, but by the rules of the class they have become.

Release
C: Healer 4, Bard 6, Druid 5
T: Spell
S: Sorcery
I: Repeat x3 "*From thy bindings thou art released*"
R: 20 ft
E: Dispels the effects of one subdual or control magic such as **Yield**, **Entangle**, or **Petrify**, upon the target. Target is immediately freed.
N: If cast on someone in a **Legend**, they may not be retargeted by that **Legend** spell for its duration.

Resurrect
C: Healer 3
T: Spell
S: Spirit
M: Dead Person
I: Touch person and state once:
Sword Cut, spear stab, mace smash, arrow jab,
Let the white light of healing descend on thee.
Sword Cut, spear stab, mace smash, arrow jab,
Let the white light of healing stop thy spilling blood
Sword Cut, spear stab, mace smash, arrow jab,
Let the white light of healing mend thy bones.
Sword Cut, spear stab, mace smash, arrow jab,
Let the white light of healing close thy wounds.
Sword Cut, spear stab, mace smash, arrow jab,
Let the white light of healing restore thy vigor.
Sword Cut, spear stab, mace smash, arrow jab,
The white light of healing hath resurrected thee."
E: The dead person is alive again, negating the last death.
L: A dead person cannot move on his own or speak in order to encourage a healer to **Resurrect** them. A person that reaches nirvana cannot be **Resurrected** except by means of the **Summon Dead** spell. Will not turn monsters back to human. Monsters created by spells or enchantments may not be **Resurrected**. All wounds and damage to natu-

ral armor the dead person had prior to dying are repaired.
N: A dead person may remain on the field as long as he wishes, but may not affect the battle or impede play. Enchantments not eliminated by combat effects or not specifically prohibited may be retained by a **Resurrected** person.

Sever Spirit
C: Healer 4, Wizard 4
T: Spell
S: Spirit
M: Already dead victim
I: Touch victim and state 2x *"On life thou has no hold, thy corpse is growing cold, discard this empty husk, thy spirit resides at dusk."*
E: Causes corpse to be impossible to **Resurrect, Reincarnate, Transform,** or raise from the dead in any manner.
L: May only be used on dead bodies (undead creatures must be killed and then **Cured** before this spell will
work on them, though see below).
N: Will permanently kill undead creatures that are on their last life and will kill a **Lich** outright.

Shove
C: Wizard 1
T: Spell
S: Sorcery
I: Repeat 5x *"I shove thee"*.
R: 20 ft.
E: Forces victim to back up 20 ft by telekinetically shoving them.
L: Cannot force a person into a mundanely physically dangerous position.
N: Will work against persons under effects of **Iceball**, **Entangle, Petrify** and **Sleep** magic.

Silence
C: Druid 4
T: Fixed Enchantment
S: Sorcery
M: 20 ft. measure, Green markers for 20' radius
I: Set up markers, stand in middle with both hands above head and repeat x5 *"May no form of sound, speech or noise be heard in this place."*
E: No speech (talking), including magic casting, is allowed in the enchantment's radius. Magic may be cast into or through **Silence**, however.
L: Can be dispelled by **Dispel Magic**.
N: Speaking requirements used in class abilities to allow others to know what the player is doing (sanctuary chant, etc.) are not affected and may still be used.

Sleep
C: Bard 3, Healer 2
T: Spell
S: Subdual
I: Repeat x2 *"Listen and let the fighting cease, close thy eyes and sleep in peace."*
R: 20 ft.
E: Victim must lie down and **"Sleep"** for a 100 count.
L: Sleeping people cannot be killed. The target and their possessions may not be harmed. The target may not be moved except via the **Shove** and **Wind** spells. The target's possessions may not be removed from his person. This spell may not be **Cancelled.**

Sphere of Annihilation
C: Wizard 6
T: Magical Ball
S: Sorcery
M: Black padded "sphere" ball with streamers.
I: Hold ball in hand and repeat x5 *"Sphere of annihilation."*
E: Will destroy anything and everything; even **Imbued**, **Hardened** or **Protected** items, and

targets with any type of defenses with the exception of **Invulnerability**. Counts as one hit against **Invulnerability**. Is not stopped by any non-invulnerable armor. Weapons and shields are considered separate items from the person holding them. Items destroyed by **Sphere** may not be **Mended** (though new items may still be retrieved as per destroyed items). Players killed by **Sphere** may still be **Resurrected**.
L: Bounces do not count. **Invulnerability** does work against this magic, and **Protection from Magic** stops this.
N: A player may only have one spell ball for this magic.

Stack
C: Wizard 6
T: Neutral
S: Neutral, Denote with a yellow ribbon tied to the arm of the person it is used on.
E: You may place one extra enchantment on a single player.
L: May not be used on self, nor may it be **Stacked** on itself. May not be used with enchantments cast by other players. **Attuned** and this magic do not stack.
N: The cost must still be paid for the two enchantments to be used.

Stoneskin
C: Druid 4
T: Enchantment
S: Protection
M: Enchantment cloth
I: Touch recipient, repeat x5 "*May nature protect thee from all forms of attack*" tie cloth to players arm so that it is visible (not behind a shield, etc).
E: Player gains one point of **Invulnerability** (as per **Protect)** and one point of magical armor (as per **Barkskin**).
L: Cannot be used with any other armor (though shields are okay).
N: This enchantment can be simulcast up to two times, giving the target two points of **Invulnerability** under two points of armor. The armor portion can be mended as per normal armor. May be cast on players who can normally not wear armor.

Stun
C: Healer 3
T: Spell
S: Sorcery
I: Repeat x 2 *"By the radiant power of pure white light I stun thee*."
R: 20 ft.
E: Affected player may not move, speak, cast magic, fight, or use class abilities for a 100 count. They are considered completely senseless to the world around them.

Stun Weapon
C: Wizard 1
T: Enchantment
S: Subdual
M: Yellow enchantment cloth
I: Hold cloth in left hand and state *"May this weapon stun its victim,"* tie cloth to weapon.
E: Allows a thrusting weapon such as a spear or arrow to be used to subdue.
L: Does not allow the weapon to affect monsters which are only affected by magic weapons.
N: Anyone immune to subdual effects (like barbarians) will take normal damage from a weapon bearing this enchantment.

Summon Dead
C: Healer 5
T: Spell
S: Spirit
I: Repeat x5 *"I summon thy corpse*."

R: 50 ft.
E: Dead person may return to the healer but is not again alive.
N: May be used on people in nirvana; this does not interrupt the count on a person's death. The player is not compelled to return to the healer, but only has the option to do so. The spell is expended either way.

Swords To Plowshares
C: Healer 2
T: Spell
S: Spirit
I: Repeat x2 *"Cast down your weapons and return to the earth"*
R: 20 ft.
E: Target wounded person is healed of all wounds. One weapon carried or wielded by

target is destroyed (casters choice).
N: May only be used on a wounded person carrying or wielding weapons.

Talk to Dead
C: Bard 2, Healer 1, Wizard 1
T: Spell
S: Spirit
M: Dead Person
I: Touch dead person and repeat x10 *"Speak to me."*
E: Dead person must answer one "yes or no" question truthfully with "yes", "no", or "I don't know".

Teleport
C: Druid 5, Healer 6, Wizard 4
T: Spell
S: Sorcery
I: Repeat loudly x5 *"Teleport"*, upon arrival loudly x5 *"Arriving."*
R: Touch
E: Target goes to any one location of the caster's choice. Cannot harm or be harmed during transit. Treat as
out of game until at location, and may not be affected until the final "*Arriving*" has been stated. Example: A player casts **Teleport** and chooses as his destination the base of his enemy. The enemy cannot notice his transit to the area, but does notice when he starts saying "*arriving*" and may not affect him in any way until he finishes the final "*arriving*."
L: Must go straight to location. Should quietly tell reeve or teammate destination. May not be followed
(Exception- Tracking). Location must be a fixed location, cannot be something like "Where the bandits are hiding the captives" if this location is not known. Cannot be used on unwilling targets and attempting to do so results in the spell being wasted.

Thornwall
C: Druid 2
T: Fixed Enchantment
S: Sorcery
M: 10 ft. brown and green cloth.
I: Lay cloth in straight line, raise hand in air, repeat x10 *"Thorns come forth."*
E: Creates a 10 ft long impassable wall of sharp thorns.
L: This wall can be destroyed by **Dispel**

Magic, 10 hits with a melee weapon, or a hit from a flame effect (**Fireball**, **Flameblade**, etc). If struck by a flame effect, the wall is treated as a **Flamewall** for a 100 count before being consumed and disappearing.

Touch of Death
C: Healer 4, Wizard 3
T: Enchantment
S: Sorcery (Effect is Death)
M: Enchantment cloth
I: Cloth in hand, repeat x20 *"Touch of Death,"* tie strip on person.
E: Bearer of enchantment's touch kills (via either hand).
L: Will work through clothing, but not armor (including "natural" armor such as Berserk armor).
N: It does not have to be on the next person touched after the enchantment is cast, but can be saved until it is needed, and it must be announced when discharged. The magic itself is Sorcery, but its effect when released is Death magic. Targets may not be touched in an illegal, dangerous, or offensive manner. Counts as one hit against **Invulnerability** and **Invulnerable Armor.** One use only.

Touch of Paralyzation
C: Druid 2
T: Enchantment
S: Sorcery (Effect is Subdual)
M: Enchantment cloth
I: Hold cloth in left hand and repeat x10 *"Paralyzation."* Tie cloth on person.
E: If bearer of this enchantment touches someone on the body they are paralyzed and may not move for a 100 count. Bearer must state *"Paralyzation"* to the victim as he delivers the touch. If they touch someone on a limb, that limb is paralyzed and may not be used for a 200 count. The effects are similar to a subdual shot.
L: Will work through clothing, but not armor (including "natural" armor such as Berserk armor).
N: It does not have to be on the next person touched after the enchantment is cast, but can be saved until it is needed, and it must be announced when discharged. The magic itself is Sorcery, but its effect when released is Subdual magic. Targets may not be touched in an illegal, dangerous, or offensive manner. Counts as one hit against **Invulnerability** and **Invulnerable Armor**. One use only.

Transform
C: Wizard 6
T: Enchantment
S: Sorcery
M: Appropriate monster garb and monster handout
I: Player dresses in monster garb, caster constantly repeats *"I transform thee into a (Monster being transformed into)."*
E: Player sacrifices lives as listed in the monster section to play a monster for one life.
L: May only be cast on a willing recipient. When a player is playing a summoned monster, their player persona is considered out of the game, and is not used. If the monster has levels, they may play the monster at their class level or their monster level, whichever is lower. For example a player is a second level wizard who is being transformed into a Pegasus. The player playing the wizard also is a fourth level monster. When summoned, he plays his Pegasus as a second level Pegasus. If he were a fourth level or higher wizard, he could have played the Pegasus as at fourth level (his monster level). Restricted to the following monsters: *Mummy, Dryad, Unicorn, Siren, Goblin, Pegasus, Skeleton, and Warhorse*. Must be approved by the appropriate group

officers.
N: The garb for the monster must meet required standards. Once the monster dies, it is out of the game. May be removed by **Dispel Magic**, killing the monster. Player does not get the sacrificed lives back if this is done. Transformed players no longer play by their class rules, but by the rules of the monster class they have become.

Truth
C: Bard 2
T: Spell
S: Control
I: State "*Truth*" followed by a single yes or no question.
R: 20 ft
E: The target must answer the question truthfully. If the answer is unknown the target may state so, thus
ending the spell.

Visit
C: Bard 1
T: Neutral
S: Neutral
I: "Visit" followed by a 150 count during which the caster may take no hostile actions or the magic must be restarted. The caster may defend himself if directly threatened, but must disengage as soon as possible. The count is not a casting action, but time required for the **Visit** to take effect and must be counted so it can be heard 50 ft away. The caster must remain at his base during this count or the magic is cancelled.
E: The caster may enter and sit within/at the enemy base and/or position, and perform and talk with them. During this time neither the caster nor the enemy may attack one another or cast hostile magic at each other. To end the "**Visit**" the caster must declare that he is leaving and tag his base before returning to the game.
L: Monsters may choose to ignore **Visit** and attack the caster.

Vivify
C: Wizard 5
T: Neutral
S: Neutral
E: Gives the caster one additional life.

Voice
C: Bard 6
T: Neutral
S: Neutral
E: Allows the caster to purchase 5 magic points worth of druid magic from any level. Magic bought is considered to be druid magic, regardless of the class of the caster.

Warp Wood
C: Druid 1
T: Spell
S: Sorcery
I: Repeat x2 *"By the power of nature I warp that (object)."*
R: 20 ft.
E: Item is considered useless until **Mended** or **Dispelled.**
L: Only works on objects made of wood such as arrows, bows, shields, spears, pole arms, madus, staves, and any other game item declared to be wooden. Does not work on armor, unless it is wooden armor.
N: Warp Wood will affect enchanted weapons**.**

Warskill
C: Bard 4
T: Neutral
S: Neutral
E: May reduce the cost of a single weapon

(not weapon type) or shield by half, rounding the cost up.
L: Not usable twice on the same weapon or shield.
N: Reduce the cost of the weapon or shield and then add it to all your other weapons purchased to determine how many magic points are lost. Then subtract the cost of **Warskill** from your fourth level magic.

Wind
C: Wizard 3
T: Spell
S: Sorcery
R: Line of Sight
I: Repeat x2: "
Sleeping force of wind I hail,
send you forth a mighty gale.
Gentle sigh which once beguiled,
make your breeze tornado wild
Sirocco into cyclone gain,
breeze become a hurricane.
Make my enemy your foe;
strike for me a telling blow.
Scream down from the mountains high;
sweep those fighters towards the sky.
Coward, hero, fool the same,
trapped within this deadly game.
Strike at foes, leave friends behind,
bite them with your teeth unkind.
Buffet, whip them to the bone,
toss them in a pile at home.
Then whisper a gentle song,
and return where you belong—
Nestled 'gainst the azure sky,
song in forest, willows' sigh."
E: All enemies in sight are blown back to their base.

Wounding
C: Healer 3, Wizard 2
T: Spell
S: Death
I: Repeat x2 *"From my heart I strike off your (right or left/arm or leg)."*
R: 20 ft.
E: Victim's limb is wounded.
L: The victim must be unwounded prior to spell casting.
N: May be cast while moving. Wizards do not require a spell book or scroll to cast. Has no effect on an injured player. Will outright kill monsters that die on wounds.

Yield
C: Bard 5, Healer 3, Wizard 3
T: Spell
S: Control
I: Repeat x3 *"Yield thy arms and resist no longer, come unto me and be my captive."*
R: 50 ft.
E: Victim lowers weapons and surrenders to the caster, moving in a straight line at a brisk walk until at the caster's side where they then begin a 300 count. During this spell they stay by the caster's side and cannot fight, cast magic, or use abilities. The caster may free the victim at any time for any reason. If they are not killed, after they have counted they may return to their base. May not be physically restrained to prevent the player from returning to base or going to the caster. If the caster dies the player remains near the body until their count expires.
N: Other magic may still affect the victim during the duration of **Yield**.

Glossary

Armor: Armor stops blows that would otherwise wound or kill the target. Armor is rated on a scale from one to seven depending upon its ability to stop damage. Some monsters may have more than seven points of armor.

Abilities, Extraordinary (ex): These abilities in many cases are activated and act just like magic, and written in the same way. To be initially activated these require the person to stand still as per casting magic unless otherwise noted. If a school is listed, treat that ability as from a magic school for immunities. Otherwise only invulnerability will protect from the ability (though some have immunity to poison and traps, and thus are unaffected by them). These are non-magical in nature. Extraordinary abilities may not be dispelled.

Abilities, Magic (m): These are magical abilities of the class that act in all ways as per the magic listed,
save they do not cost magic points, do not require a free hand, and are given a number of uses. These
cannot be used in anti-magic areas. These require the person to stand still as per casting magic.

Battlegame: Battlegames are games in which fighting classes (and possibly monsters) are used.

Count: Synonymous with second. A 300 count would require 300 seconds to elapse.

Destroyed: Items that are destroyed may be repaired using the Mend spell or an appropriate class ability unless otherwise noted by whatever destroyed the item. A destroyed weapon or shield may be recovered by returning to base and waiting a 100 count. This simulates retrieving a new one from base. Destroyed items may not be used until they are repaired. Destroyed armor may be repaired using the **Mend** spell for each point in each location to be recovered.

Dispelled: Being the target of **Dispel Magic.**

Ditch Battle: A non-class game with two sides. Armor and projectiles are not used. After each battle, the winning team sends over the first person who died on their side to the losing side, and another round is fought. Repeat.

Enchantment: A magic cast on a target player or their equipment that persists until used up or removed by death or the appropriate magic. These are denoted by colored strips tied to the bearer.

Fixed Enchantment: A magic cast on an area of ground that persists until used up, the caster leaves a 100ft radius around the enchantment, removed by the appropriate magic, or the caster dies. These do not prohibit the caster from carrying a normal enchantment. Fixed enchantments, unless otherwise noted in the magic's description, may never be pre-placed before casting. Reeves, if requested, may assist in the placing of a magic user's markers for a fixed enchantment.

Instant Kill Effects: Effects such as some siege weapons that kill you instantly regardless of where they hit you. The head, neck, and feet on ground still don't count, however.

Invulnerability: A form of protection from battlefield effects, consisting of the following properties:
One point of **Invulnerability** will negate one hit to a person. A hit is defined as something that could damage or hinder the target such as Entangle, Fireball, a melee weapon strike, Siege Weapon strike, etc. Effects that are not stopped by **Invulnerability** include the spells Teleport and Honor Duel as well as any strictly beneficial magic such as Heal or Cure Poison. **Invulnerability** is considered to be skin tight and does not extend to equipment worn or carried i.e. it will not prevent your weapons or armor from being affected by magic or damage, however it will prevent an effect from carrying through to you from your equipment. **Invulnerability** is not sectionalized like armor. **Invulnerability** is only used up when it stops something that would actually affect you. An Anti-Paladin who is immune to fire wearing **Invulnerability** will not lose a point of **Invulnerability** when struck by a fireball. **Invulnerability** may not be mended.

Invulnerability Armor – This functions just like **Invulnerability** except that it is sectional like normal armor. Magic casters must specify which area (torso, right/left arm/leg) of Invulnerability that they destroyed with verbal magic. If the caster fails to specify, or in the cases of spells of mass destruction like **Doomsday**, it is at the location of the target's choice. **Invulnerability Armor** can be mended.

Magic: A spell, magic ball, neutral, magical class ability, enchantment, or fixed enchantment.

Magical Ball – A type of magic that involves charging a ball that is then thrown at a target. Magic balls are re-useable. The number of times a magic ball is bought determines the maximum number of balls that may be charged or in effect at once. All magic balls charged at the same time must be thrown at the same time. You must repeat the incantation once for each ball to be charged i.e. to charge four **Fireballs** you would have to say '*fireball*' twenty times. Magic balls, once cast, remain charged for two minutes after which they must be recast. Magical balls cast with the left hand may be transferred to the right hand for throwing. When thrown, all hits by a magical ball count except head or throat shots. This includes foot shots, tail hits and grazes. A hit to a hand holding a weapon affects as if it hit the weapon, which in some cases affects the holder (e.g., iceball). A magic-user may carry a maximum of 12 magic balls regardless of how many were purchased.

Magic-User: Bard, Druid, Healer, Wizards, and any monster who can cast a spell or use a spell-like ability. Magic-users buy magic from the appropriate spell list under the **Magic** section.

Natural Armor: This is normal armor in every way except that it may not itself be the target of spells or effects with the exception of **Mend** and **Heal**. Either of these will repair a single point of natural armor in a single location.

No-Magic Game: A battlegame that uses classes, but no spellcasting.

Non-class Game: This is a game where the classes are not used. Many of the battlegames listed can be played in this fashion, and a number of games, most notably ditch battles, always forgo the use of classes.

Neutral: A magic that alters the nature of that

on which it is cast. Neutrals can never be dispelled, and a person may have more than one of these operating at the same time

Out of Game: This term refers to players or objects that cannot affect, or be affected, by anything and are unnoticeable for game purposes.

Quest: A special battlegame designed with special rules. Monsters are often used in these.

School – All magic falls under one of 8 schools of magic. Please note that immunities are based on what school a magic is in. Therefore, as **Hold Person** is a spell of the **subdual** school, a barbarian, immune to subdual effects, is not affected. **Stun** on the other hand is of the **sorcery** school, and barbarians would be affected by it.

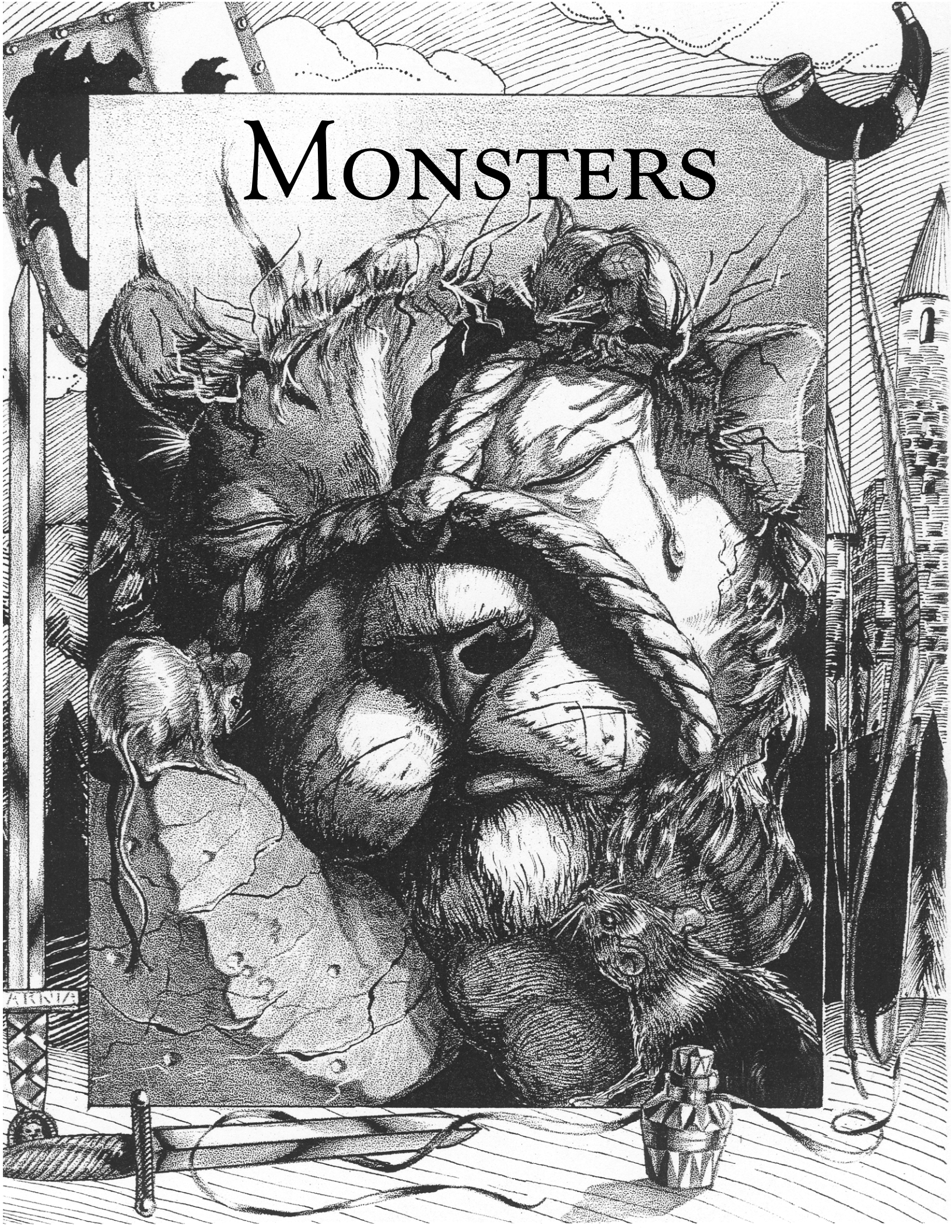
Simul-cast – This refers to the ability of some magic to be cast more than once at the same time. Simulcast enchantments cannot be worn with more than one layer of other simul-cast enchantments, even with the **Stack** magic or similar class abilities. When Simul-casting magic you must repeat the incantation once for every layer of the enchantment to be cast or spellball to be charged. You may not add more layers to simulcast magic after the initial casting.

Spell: a magic that has a direct and immediate effect.

Spellball: See Magic Ball

Verbal magic: These ranged spells utilize spoken components and need not touch or hit their target. Verbal magic can only be cast on targets the caster can see. There is no way, other than being immune, out of range or not being seen to avoid verbal magic. A weapon can usually be hidden behind one's back to prevent magic such as **Heat Weapon** from being able to target it.

Monsters



MONSTERS

Monster Definitions:

Monsters are listed much as the player character classes, though they have a few more aspects to them.

Garb: A person playing a monster should look as much like it as possible. The reeve can always disallow someone playing a monster if they feel this criteria is not meet. Summoned monsters should be given slightly more latitude, but they must have the minimum garb requirements and act in character.

Summonable Monsters: These monsters can be brought into the game by player magics. When a player is playing a summoned monster, their player persona is considered out of the game, and is not used. If the monster has levels, they may play the monster at their class level (of the class they sacrificed lives from to play the monster) or their monster level, whichever is LOWER. For example a player is a 2nd level wizard who is being Transformed into a pegasus. The player playing the wizard also is a 4th level monster. When summoned, he plays his pegasus as a 2nd level pegasus. If he were a 4th level or higher wizard, he could have played the pegasus as at 4th level (his monster level). Note: Summoned monsters die if they enter an Anti-Magic zone. If a monster is summonable, they will list the following:

Summonable by: This will list the class and magic needed to bring them into the game.

Player lives/life: This is the number of lives a player has to give up to play this monster for one life. The player cannot gain more then one life as a monster (except for the goblin, as listed in the goblin's description) per magic cast on them. Players cannot give up lives they do not have. Monsters who are killed cannot be reanimated. If Resurrected, or given a life by a monk, they return as their normal class, not as the monster.

Q/M Ratio: This is a general indicator of how powerful the monster is. It defines how many player characters of the same level as the monster should be required to kill the monster. When designing quests, one uses this number to balance the sides. This assumes you use the 10 to 1 rules for magiccasters & 5 to 1 rules for archers. Shields: Due to the very infrequent use of shields, monster denote if they can use them in their armor descriptions.

Natural Lives: While summoned monsters usually only have one or two lives, monsters used in quests use the Natural number of lives listed for the monster. If extra NATURAL lives are gained through leveling, summoned monsters ARE NOT given an extra life.

Type: There are a number of monster types, each with special information regarding it. Some monsters are more then one type of creature.

Animations: These creatures are immune to control, subdual, and death magic as well as poison. If a Dispel Magic is cast on them, they act as if under the effects of an Iceball. If place in an Anti-Magic field, they act as under a Petrify spell until the field is removed or they are removed from the field in which case they act as if just healed from the petrify. These cannot carry enchantments.

Beast: These are non-humanoid creatures, most often with more then two legs.

Extra-Planar: These creatures are not from our world but another. They include angelic creatures, demons, and elementals. Extra-Planar creatures are immune to Death magic and poison. These cannot carry enchantments save for the one used to summon them.
Fey: These are fairy folk. They are not immune to Bardic Charm (Control magic cast by bard), but are immune to other forms of Control magic.

Humanoid: These creatures have 2 legs and walk upright. Only humanoids can use normal weapons and shields, creatures without this designation can only use their natural weapons.

Mystical: Mystical Creatures hit with a Dispel Magic lose all their magic-like abilities and innate abilities for that life. They may not use their magical or innate abilities while in an Anti-Magic zone.

Multi-Person: These are monsters played by multiple people. They have a number of special rules, detailed individually for each one. They are ALWAYS quest monsters.

Undead: These are immune to Control and Death magic as well as poison. These cannot carry enchantments save for the one used to summon them.

Traits: These are things that the monster has all or most of the time. This can include more lives, the ability to regenerate, the gaining of new weapons to use, immunities, etc. Monsters have a much larger number of special Traits than normal classes.

Some of the most common include:

Armor, Invulnerability: Not to be confused with Invulnerability, this is a magical armor particular to some monsters and not normally useable by the standard classes. Each level of invulnerability will negate one physical or verbal hit as per normal invulnerability, but the protection is sectional. Thus 2 points of invulnerability armor grants two points of protection to each limb and the torso. Magic casters must specify which area (torso, arm, leg) of invulnerability that they destroyed with verbal magic. If they fail to specify, or in the cases of magics of mass destruction like Doomsday, the magic hits the location of the target's choice. Invulnerability armor can be mended.

Armor, Natural: This armor cannot be Pyrotechnics or otherwise removed from the monster (except by damage). Can be mended. It otherwise acts in all ways as normal armor. If protection magics do not protect normal armor, they will protect natural armor. Natural invulnerability armor can be mended. If normal armor can be worn, it is always destroyed BEFORE natural armor in a given location.

Aquatic: May move through water without dropping to their knees.

Large: Does not have to go to knees in water due to their large size. May attack flying creatures with melee weapons.

Many-Legged: The first time a many-legged creature's leg is injured, it forces them to walk instead of dropping to one knee. A second leg shot that would injure the creature acts as normal (creature drops to one knee, and further shots to the same leg have no effect).

Mount: Some creatures can carry others. Mounted players must participate in the movement based effects of the monster. If a mount is shoved or teleported for example, so is the player who is mounted on it. Leg shots to mounted players do not force the person to drop to their knees, but two leg shots still kill. A player must stay within physical contact of his mount with at least one arm to be considered mounted. Injured arms can be used for this purpose, but ones carrying weapons or shield cannot. Magics and abilities that require a person to stay still while casting, still require them to stand still.

Natural Flight: To take off and land, the creature must stand still.
I: Repeat x5 "*I take flight*", to land repeat x5 "*Landing*"
E: Creature cannot be attacked by melee weapons while flying unless the attacker is also flying or large.
Creatures flying must still drop to their knees if wounded in the leg (simulates wounding the wings). Creature must flap its arms or state "Flying" every 2 seconds to denote this. Magic and magic-like abilities still require the being to stand still to cast and only verbals and innate abilities can by used while flying.

Natural Weapons: Cannot be Heated, Warped, or Enchanted. Things that destroy the weapon take the arm as well. Spells that destroy everything they touch (Lightning bolt, Fireball, Sphere of Annihilation) the strike natural weapons affect the target as though they hit them in the arm. Touch based abilities, such as touch of death, can be extended through natural weapons (both ways, by the monster, and by those attacking it). If a touch based ability is used by the creature, through its weapon, the creature must denote the effect immediately following the weapon hitting the victim. No more then a one second delay is reasonable.

Regeneration: Lost limbs return in a 50 count. Act as if resurrected in a 100 count after death. Flame, and Flame magics, Sphere of Annihilation, or death by magical weapon negate these effects. (thus being killed by a fireball stops regeneration, a limb lost to a flameblade or blade-sharpened weapon, cannot be regenerated, etc.)

Magic Caster: Monsters with magic ability will list what class magics they get, what level they get them at, and how many points they get. Natural weapons never count against magic points.

Strong: Any weapon (including natural weapons) wielded is at +1 damage, and is considered red.

Tough: These creatures are innately able to resist most weapons. Strikes from non-magical weapons do not affect them. Characters with Powerful blows can attack Tough monsters.

Innate Abilities: These are abilities the monster has that have a limited number of uses. In many cases they act just like magics. These require the person to stand still as per casting a magic unless noted otherwise. If a school is listed, a magic that protects from that school, protects from the abilities. Otherwise only invulnerability will protect from the ability (though some have immunity to poison and traps, and thus are unaffected by them). Unless listed as magical, they are non-magical in nature. Magical innate abilities cannot be used in Anti-Magic areas and are stopped by Protection from Magic on those they target.

Magic-Like Abilities: These are magical abilities of the class that act in all ways as per the magic listed, save they do not cost magic points, do not require a free hand, and are given a number of uses. These cannot be used in Anti-Magic areas. These require the person to stand still as per casting a magic.

Vulnerabilities: These are special magics or effects that break the rules. They take precedence over immunities. For example air elementals are immune to subdual magics, but have Iceball listed as a vulnerability, and as such are affected by it as described.

Description: This is a description of what the monster represents and would look like if it really existed.

Terrain Effects (for quests and battle games):

Anti-Magic: Denoted with yellow ribbon placed in the area. Magic does not function within these zones.

Death Field: Denoted with black ribbon. Those who are not immune to death magic die if they enter this area.

Flame (lava, etc): Denoted with orange ribbon placed around the area. These are areas of open flame. Beings without protection from flame are killed if they move through it (or lose point of invulnerability or invulnerability armor chest for each second they stay touching the area). Beings protected from flame, and all equipment they are carrying are immune to this effect.

Water: Denoted with silver tarp on ground or silver tape placed around the area. Any non-Aquatic, non-large, or non-flying creature entering this area must drop to their knees while moving through it.

Monster Descriptions:

Brownie

Description: A small (1' tall) being that is a distant relative of elves and leprechauns. They are usually very shy and leery of strangers, but can be helpful if treated well. They have pointed ears, and long pointed noses. Being creatures of the woods, typically wear clothing of brown, green, and other earthly tones.

Garb: Brown tunic or tabard with two green scout sashes. Suggested: Pointed ears, exaggerated smile. Very short people, as brownies are 1 ft tall.

Summoned: Druid 6 (Reincarnate)
Player lives per life:2
Type: Mystical Fey Humanoid
Q/M Ratio: 1/1
Armor: 1 point natural armor with up to 3 additional points of normal armor.
Weapons: May use a single dagger or short sword.
Immunities: Control. (save for Bardic Charm)
Natural Lives: 3

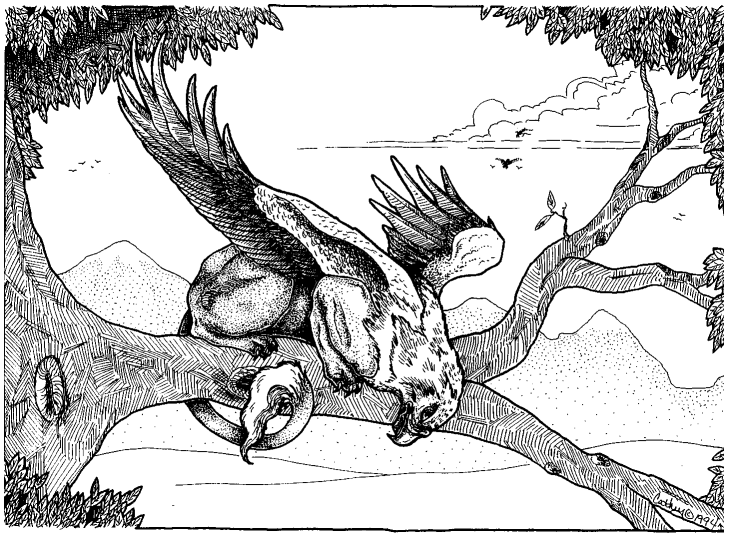
Abilities & Traits:
Magic-like Abilities: Flight (1/life), Lost (1/life), Teleport (1/life)
Innate Ability: Camouflage (1/life)
M:10 ft green cloth
I:Lay green cloth in circle, step inside circle, repeat x10 *"May mother nature hide me"* To leave the circle repeat x 2

"*Forest release me*".
E:You may not be attacked, the target of spells(even area spells), or attack while within the circle.
L:You cannot use spells, or abilities on anyone but yourself while in the circle. Only you and your belongings can be placed within the circle. Game items cannot be within the circle. Someone within 20 ft can use tracking to "dispel" your circle.
Innate Ability: **Blend** (Unlimited)**:**
I:Repeat x10 *"Forest hide and protect me"* To end the effect repeat x2 "*Forest release me*"
E:You are considered out of the game. You may move anywhere you like, as long as you remain within 50 ft of a tree. When you wish to return to the game, recite the phase to end the effect.
L:If you go more then 50 ft from a tree, you can NOT recite the phrase to end the effect until you are again within 50 ft of a tree. Someone within 20 ft can use tracking to "dispel" this ability.

Levels	
1st	No additional abilities
2nd	Camouflage becomes 2/life
3rd	Lost becomes (2/life)
4th	Flight becomes (2/life)
5th	Lost becomes (3/life)
6th	Flight becomes (unlimited)

Centaur

Description: These creatures are half-horse, half humanoid race. Rumored to have been created by a senile old wizard who was



unaware of his actions. Centaurs are usually neutral, and are fierce defenders of their homes.

Garb: Furred legging and yellow or white shoes or shoe covers. Green scout Baldric. Suggested: a horse tail, and anything that would make your lower half look more like a horse.

Summoned by: Druid 6 (Reincarnate)
Player lives per life:2
Type: Fey Humanoid
Q/M Ratio: 2/1
Armor: Up to 4 points of normal armor, any shield can be used.
Weapons: Melee weapons and bows (no crossbows).
Immunities: Control. (save for Bardic Charm)
Natural Lives: 4

Abilities & Traits:
Many-Legged: First hit that would injure a leg instead forces the creature to walk. Treat all future injuries to the legs as normal.

Innate Ability: Attuned(2/game): As per the scout ability. If summoned, may carry two enchantments in addition to the one used to summon the centaur.
Innate Ability: Tracking (1/life): As per scout ability.
Innate Ability: Bowyer (1/life): As archer ability.
Innate Ability: Stun Arrow (1/unlimited): As the archer ability.
Innate Ability: Flame Arrow (1/unlimited): As the archer ability.

Levels	
1st	No additional abilities
2nd	**Accuracy**: Arrows fired from all bows and crossbows deal +1 additional point of damage.
3rd	**Innate Magical Ability: Armor-piercing Arrow** (1/unlimited): As the archer ability.
4th	**Innate Magical Ability: Penetration Arrow** (1/unlimited): As the archer ability.
5th	Tracking becomes (2/life). Flame and Stun arrow each become (2/unlimited).
6th	Armor piercing Arrow becomes (2/unlimited).

Dryad

Description: These creatures are beautiful, mischievous wood spirits. Little is known about them, except they command powerful magic, and always demand a high price for their benevolence. This price is often a male who is seldom seen again.

Garb: Seductive attire adorned with leaves and twigs. Suggested**:** Pointed ears, sparkling green makeup.

Summoned by: Druid 6 (Reincarnate) Wizard 6 (Transform)
Player lives per life: 2
Type: Mystical Fey Humanoid
Q/M Ratio: 1/1
Requirement: Suggested be female to play a Dryad
Armor: None
Weapons: Single Dagger.
Immunities: Control (save for Bardic Charm)
Natural Lives: 3

Abilities & Traits:
Magic-like Abilities: Commune (Unlimited), Heal (Unlimited), Yield (3/life).
Home Tree: Must pick a tree, and denote it to the reeves. Any death before the home tree is struck by 10 strikes from a blue or red weapon, or hit by a flame magic (destroying the tree, which can not be mended), does not count towards its total number of lives lost. Instead you must go to your home tree and count to 300 before returning to the game.

Levels	
1st	No additional abilities
2nd	Gain 1 point of natural invulnerability armor
3rd	**Magic-like Abilities**: Heat Weapon (1/life), Warp Wood (1/life)
4th	No additional abilities

5th	Heat Weapon and Warp Wood both become (2/life)
6th	Natural Invulnerability armor increases to 2 points.

Giant, Hill

Description: Standing 10-15 feet tall, these are slow and simple-minded.

Garb: White and Brown tunic. Suggested: Anything that makes you look bigger, a smear of white or brown face paint.

Summoned by: Druid 6 (Reincarnate)
Player lives per life:2
Type: Humanoid
Q/M Ratio: 1/1
Requirement: Must be a 2nd level monster to play a Hill giant. If summoned, the class sacrificed does not have to be 2nd level,
but the player must be a 2nd level monster to play a hill giant.
Armor: 2 points natural armor, up to 2 additional points of normal armor.
Weapons: Melee weapons and boulders.
Immunities: None
Natural Lives: 2

Abilities & Traits:
Large: May attack flying creatures will melee weapons.
Strong: Any weapon (including natural weapons), and is considered red.

Goblin

Description: These are weaker orcs who team up in small hordes. They commonly talk in high pitched voices and are notoriously weak-willed and devious. They are also often cruel, jealous, selfish, petty and suspicious.

Garb: Green ears, most often sown to a head band. Suggested: Browns and tans for garb.

Summoned by: Wizard 6 (transform)
Player lives per life: ?. Players who are summoned as goblins, gain 2 lives as goblins. When the first goblin is killed, the player plays the "next" goblin in a 50 count as per sheer numbers. If the enchantment is dispelled from the first "goblin" the player still gets to play the second life. Treat this as though the players was enchanted and created two separate goblins, each with the enchantment on them.
Type: Humanoid
Q/M Ratio: ?
Armor: up to 1 point of normal armor.
Weapons: Single melee weapon under 4 ft in length.
Immunities: None
Natural Lives: 8

Abilities & Traits:
Sheer Numbers: Each player playing a goblin actually represents a horde of them. When a goblin dies, the player must lie down and count to 50, only to rise again as "another goblin takes his place". When coming alive, the goblin must do so within 50 ft of where he died, and at least 20 ft away from others if possible. When coming alive the goblin must shout loudly "alive!"

Vulnerabilities:
Weak: Limb shots kill goblins.

Levels

1st	No additional abilities
2nd	Natural lives (sheer numbers) increase to 10.

3rd	May use a short bow, or up to a medium shield.
4th	Natural lives (sheer numbers) increase to 12.
5th	Natural lives (sheer numbers) increase to 15.
6th	May wear up to two points of armor.

Lich

Description: Liches are wizards who have used their arts to prolong their existence through becoming undead.

Garb: Yellow Sash. Suggested: a skull mask or other "undead" looking garb and makeup.

Summoned by: Wizard 6 (Lich)
Player lives per life: 0. Wizards who become liches gain additional lives.
Type: Undead Humanoid
Q/M Ratio: 2/1
Armor: None
Weapons: As per Wizard.
Immunities: Control, Death, Poison
Natural Lives: 1 per time taken as a magic.

Abilities & Traits:
Neutral: Liches made via the Lich spell are neutral but like any monster can be bribed or convinced for help or enchantments. They do not count for either team for purposes of winning mutual annihilation battles or any other game effects.
Magiccaster: As per the wizard who became the lich. It is treated as an additional life for the wizard for all purposes, including magics. Liches who use Mutual Destruction kill their target, but do not lose a life, instead they act as if banished. Liches who use the transform magic can only transform beings into undead monsters.

Vulnerabilities:
Bound: Liches are bound to within a circle made by a 10 ft piece of yellow cloth. This cloth must be placed on the battlefield within 100 ft of where they last died. Thus each time a lich dies, it can move its circle up to 100 ft from where it last was. If cannot be within 100 ft of a base or nirvana. They may not leave this circle.

Lizardman

Description: Lizardmen are dangerous, tribal

people who are quite primitive and few in number. They can be found in any climate but most often in marshes and swamps. They are savage in mind but crude in technology.

Garb: Green tunic, preferably with cloth scales. Suggested: Green face paint, and green cloth covered flail for his tail.
Summoned by: Druid 6 (Reincarnate)
Player lives per life: 2
Type: Humanoid
Q/M Ratio: 1/1
Armor: 1 point natural armor, up to a medium shield can be used.
Weapons: Single natural flail. This is his tail and is considered a red weapon. Melee weapons.
Immunities: Poison
Natural Lives: 4
Abilities & Traits:

Levels	
1st	No additional abilities
2nd	**Poison:** May poison his any non-tail weapon used. (1/game)
3rd	Natural armor increases to 2 points.
4th	Can use javelins.
5th	Natural armor increases to 3 points. Poison becomes (1/life).
6th	May wear up to 3 points of additional normal armor.

Mummy

Description: Mummies are undead creatures that are the corpses of humanoids, wrapped in bandages, and filled with preserving fluids. They are usually associated with a curse. If something concerning the mummy has been desecrated, the mummy may come back to life to kill the guilty party. Other times, it is merely a spirit that has inhabited a body to wreak havoc. They are quite mindless, and will destroy anything that gets in their way.

Garb: Mostly wrapped in bandages.

Summoned by: Wizard 6 (Transform)
Player lives per life: 4
Type: Undead Humanoid
Q/M Ratio: 3/1
Armor: 1 point natural armor.
Weapons: Single Short Sword.
Immunities: Control, Death, Sorcery, Subdual, Poison
Natural Lives: 3

Abilities & Traits:
Innate Ability: Touch of Death (Unlimited): as per the assassin ability.
Bloodless: Immune to stabbing weapons.

Levels	
1st	No additional abilities
2nd	**Strong**: Any weapon (including natural weapons) wielded is at +1 damage, and is considered red.
3rd	Natural armor increases to 2 points.
4th	Natural armor increases to 3 points.
5th	**Magic Like Abilities**: Awe/Fear (2/life)
6th	**Magic Like Abilities**: Heal (2/life), self only. (This represents rejoining its body parts).

Pegasus

Description: Pegasus are one of the most beautiful and well known creatures. These winged horses are extremely intelligent beasts and sought after by every facet of society for many reasons, not all of which would benefit the Pegasus. They generally choose to ignore most other races, though pegasi will go out of their way to annoy harpies.

Garb: A pair of white feather wings and white fur leggings.

Summoned by: Wizard 6 (Transform)
Player lives per life: 2
Type: Mystical Beast
Q/M Ratio: 1/1
Armor: 1 point of natural armor.
Weapons: 2 natural short hacking or bludgeoning weapons (no stabbing allowed). These represent hooves.
Immunities: Control
Natural Lives: 3
Abilities & Traits:
Many- Legged: First hit that would injure a leg instead forces the creature to walk. Treat all future injuries to the legs as normal.
Natural Flight: To take off and land, the creature must stand still.
I: Repeat x5 "*I take flight*", to land repeat x5 "*Landing*"
E: Creature cannot be attacked by melee weapons while flying unless the attacker is also flying. Creatures flying must still drop to their knees if wounded in the leg (simulates wounding the wings). Magic and magicl-like abilities

still require the being to stand still to cast. Creature must flap its arms or state "Flying" every 2 seconds to denote the effect.
Magic-Like Ability: Awe (1/life)

Levels
1st No additional abilities

2nd **Mount**: May carry one rider.

3rd Awe becomes (2/life)

4th **Magic-Like Ability**: Charm (1/game)

5th Charm becomes (1/life)

6th Awe becomes (3/life)

Siren

Description: These beings are a race resembling human females, but are something very inhuman. They sing most of their lives, luring unsuspecting travelers to their doom. TO help them along, they are both incredibly seductive and extremely beautiful. Both assets they use to give them an advantage over a weary victim.

Garb: Seductive gray, blue, or green dress. Aquatic looking if possible. Suggested: Blue and green glitter makeup.

Summoned by: Druid 6 (Reincarnate)
Player lives per life:1
Type: Mystical Humanoid.
Q/M Ratio: 1/1
Requirement: Suggested to be female to play a siren
Armor: None
Weapons: Single Dagger.
Immunities: None
Natural Lives: 3

Abilities & Traits:
Magic-like Abilities: Circle of Protection (1/life), Yield (2/life)

Vulnerabilities:
Bound: Sirens are bound to within 50 ft of a single object that is chosen each life. Denote the chosen object to a reeve.
This item cannot be one that is moveable (very large rock, tree, body of water, etc).

Levels

1st	No additional abilities.
2nd	1 point of armor can be worn.
3rd	Circle of Protection becomes (2/life).
4th	Yield becomes (3/life).
5th	Circle of Protection becomes (3/life).
6th	Gain any two bardic magics.

Skeleton

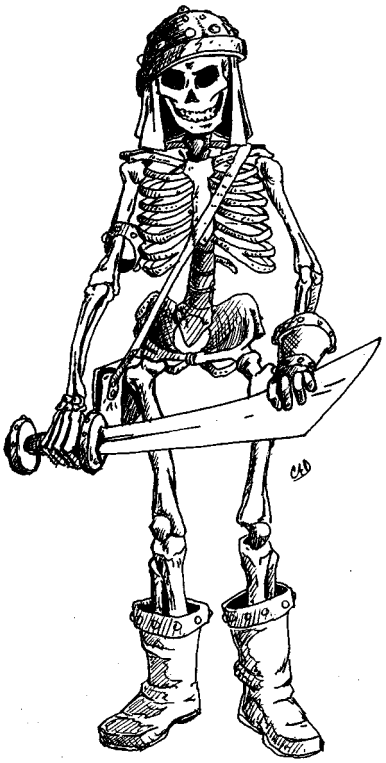
Description: Skeletons are the animated bones of a corpse. They are mindless and follow the directions of their creators without fear or question. They tend to interpret orders in the most literal way.

Garb: White skull mask or face makeup and black tunic. Suggested: skeleton-like painted gloves, anything making you look more skeletal.

Summoned by: Wizard 6 (Transform)
Player lives per life:1

Type: Undead Humanoid
Q/M Ratio: 2/1
Armor: up to 2 points of normal armor. Any shield can be used.
Weapons: Melee weapons.
Immunities: Control, Death, Poison
Natural Lives: 1

Abilities & Traits:
Bone: Immune to stabbing weapons.
Regeneration: Lost limbs return in a 50 count. Act as if resurrected in a 100 count after death. Flame, and flame magics, *Sphere of Annihilation*, or death by magical weapon negate these effects. (thus being killed by a fireball stops regeneration, a limb lost to a flameblade or blade-sharpened weapon, cannot be regenerated, etc.).



Levels	
1st	No additional abilities
2nd	Normal armor increases to 3 points.
3rd	Natural lives increase to 2.
4th	Normal armor increases to 4 points.
5th	May use javelins.
6th	Natural lives increase to 3.

Vulnerabilities:
Weak: Limb shots kill skeletons.
Lightning Bolt and Call Lightning: These act as an Iceball (frozen for a 100 count) on a skeleton due to fused limbs.
They cannot be used to kill a skeleton.
Resurrection: If used on a skeleton (save those summoned by the spell transform), this forces the skeleton to play out that life as a warrior of the same level as the skeleton.

Troll, Regenerating

Description: A troll is a vicious, disgusting creature whose very presence is one which strikes fear into most. Their hide is a nauseating mixture of moss greens, grays, blacks, and mottled greens. They are relentless when attacking due to their pea-sized brains.

Garb: Dirty green or gray tunic with fur/skin loincloth. Suggested: Crude clothing, tusk-like fangs.

Summoned by: Druid 6 Reincarnate
Player lives per life: 4
Type: Mystical Humanoid
Q/M Ratio: 3/1
Armor: 1 point of natural armor.

Weapons: Two Red natural 2 point short swords, These are the troll's claws. Melee weapons.
Immunities: None
Natural Lives: 2

Abilities & Traits:
Regeneration: Lost limbs return in a 50 count. Act as if resurrected in a 100 count after death. Flame and flame magics, *Sphere of Annihilation*, or death by enchanted weapon negates these effects (thus being killed by a fireball stops regeneration, a limb lost to a flameblade or blade-sharpened weapon cannot be regenerated, etc.).
Strong: Any weapon (including natural weapons) is considered Red.

Levels	
1st	No additional abilities
2nd	**Magic-Like Ability:** Awe/Fear (1/life)
3rd	Natural armor increases to 2 points.
4th	Natural lives increase to 3.
5th	Natural armor increases to 3 points.
6th	**Magic-Like Ability:** Awe/Fear becomes(2/life).

Unicorn

Description: These resemble great white horses with a golden horn springing from its head. They are kind-hearted and will help those in need. They often shy away from violence.

Garb: White hooded cloak and golden horn. White fur leggings. Suggested: as horse-like as possible.

Summoned by: Druid 6 (Reincarnate) Wizard 6 (Transform)
Player lives per life:3
Type: Mystical Fey Beast
Q/M Ratio: 2/1
Armor: None.
Weapons: Single natural magical short sword that deal 2 points thrusting and slashing- represents the unicorn's horn.
Immunities: Control (save for Bardic Charm)
Natural Lives: 3

Abilities & Traits:
Many-Legged: First hit that would injure a leg instead forces the creature to walk. Treat all future injuries to the legs as normal.
Magic-like Abilities: Heal (Unlimited), Teleport (unlimited)- requires the unicorn put its hood over its head in addition to the normal incantation.
Home Tree: Must pick a tree, and denote it to the reeves. Any death before the home tree is struck by 10 strikes from a blue or red weapon, or hit by a flame magic (destroying the tree, which can not be mended), does not count towards its total number of lives lost. Instead you must go to your home tree and count to 300 before returning to the game.

Levels	
1st	No additional abilities
2nd	**Magic-like Ability**: Resurrect (1/life), requires bringing the dead to the unicorn's home tree and having them and the unicorn touch it while casting the spell.
3rd	Resurrect becomes (2/life)
4th	**Magic-like Ability**: Lost (1/life)

5th	Resurrect becomes (3/life)
6th	Lost becomes (3/life)

War Horse

Description: These are the powerful horses knights ride into battle on. They are disciplined, and obey the commands of their rider without question, assuming they understand it.

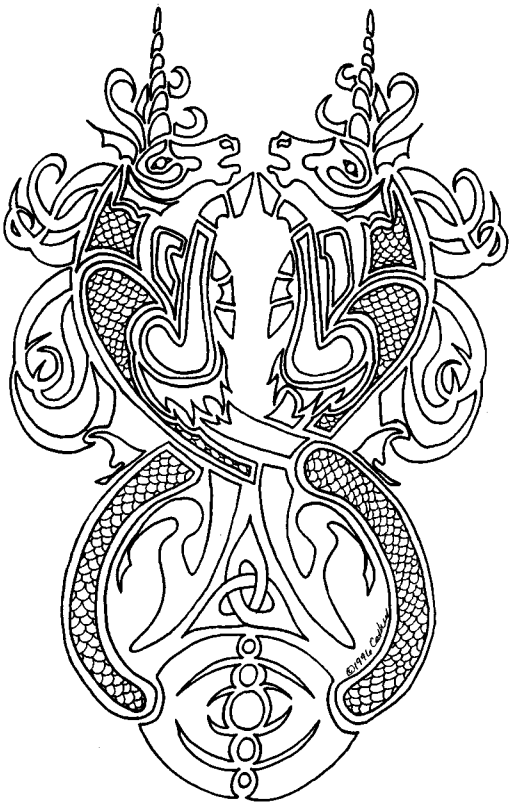
Garb: Tan Tunic and brown or black fur leggings. Suggested: Look as horse-like as possible.

Summoned by: Wizard 6 (Transform)
Player lives per life:1
Type: Beast
Q/M Ratio: 1/1
Armor: 1 point of natural, 1 additional point of normal armor (barding armor)
Weapons: 2 natural bludgeoning melee weapons of up to 5 feet in length (hooves)
Immunities: None
Natural Lives: 5

Abilities & Traits:
Many- Legged: First hit that would injure a leg instead forces the creature to walk. Treat all future injuries to the legs
as normal.
Mount: May carry one rider.
Innate Ability: Gallop (1/life)
S:None
R:Self and rider only
I:State "*Gallop 1*" through "*Gallop 10*"
E:Melee weapons cannot attack the war horse and rider while the count is occuring unless the attacker is also galloping or flying. The War horse may not attack during this time, but the rider can (provided he has a hand free to use a weapon).
L May not gallop if the war horse or rider is carrying a game item.

Levels

1st	No additional abilities
2nd	Normal armor increases to 2 points. **Innate Ability:** **Personal Mount (1/game):** Denote with a yellow ribbon tied to the arm. Mount is affected by the protection spells of its passengers. For example a scout rides the war horse while wearing both 2 points of protect, and protection from flame (using his attuned ability). As long as he is riding the war horse it is immune to fire and shots to it remove the levels of protect from the scout as though they had hit him.
3rd	Mounted peoples' weapons do plus one point of damage when thrusting.
4th	Normal armor increases to 3 points. Personal mount becomes (2/game).
5th	**Innate ability: As One**(unlimited): Person who is mounted to the warhorse is considered mounted as long as he is within 5 ft of the war horse. He must denote this by stating "mounted" every 2 seconds if not touching the warhorse. If he goes more then 5 ft away from the warhorse and then returns, stating "mounted" allows the being to be again considered mounted.
6th	Normal armor increases to 4 points.



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