

Amtgard 6.1 Playtest Draft

Introduction:

Amtgard 6.12 (playtest Version)
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Welcome to Amtgard rulebook 6.1. This PDF version is the last step before the “official” release of 6.1 (hopefully by Clan 21) in 2003.

This project is the culmination of five years of work by the 6.1 rules committee. What this is not is an actual rulebook, and until finalized, 6.1 is not an update to the current edition.

What we are not looking for is nitpicking, or special interest groups trying to upgrade their pet classes. We are looking for groups to playtest the rules herein in an attempt to find flaws or loopholes.

Once the playtest process is exhausted, final formatting, artwork and touchups will be added. If you have comments, ideas or queries on playtesting, then please contact your local kingdom representatives:

Kingdom contact email

Emerald Hills:

Stormie- stormie@corsairs.org

Burning Lands:

Garik-bob@templar.physics.uwlax.edu

Celestial Kingdom:

Theo-blkflame@swbell.net

Golden Plains:

Euric-sireuric@yahoo.com

Dragonspine:

Phocion- jerejohn@nmsu.edu

Goldenvale:

Amren-siramren@comcast.net

Iron Mountains:

Belgarion-sproctor@intrado.com

Neverwinter:

Roger-andrew@silverwater.org

Rising Winds:

Rigel Orionis-rigel_orionis@yahoo.com

Mystic Seas:

Lukor- sirlukor@hotmail.com

Wetlands:

Franchesca-ches@io.com

Editor-in-Chief: Sir Aramithris

Associate Editor: Sir Raphael

Art Director: Sir Ivar

Editorial Staff:

Sir Amren, Sir Garik, Sir Kitirat, Sir Phocion, Sir Roger

Contributors:

Aesius

Alucard

Andacar

Anthony

Asmund

Avery

Bag'em

Belgarion

Bernard

Blackthorne

Blackwolf

Bolt

Crosser

Exedor

Gwynne

Jay

Kayrana

Lucas

Lyvyndyr

Oznog

Qalor

Quinn

Savaen

Scarhart

Shendo

Snicker

Spirit

Sylvanas

Talinor

Talisan

Talon

Terarin

Topknot

Tristan

Note:

Playtesting is still incomplete. Current revisions courtesy of Burning Lands, Celestial Kingdom, Dragonspine, Goldenvale, Iron Mountains, Neverwinter, Mystic Seas, Darkwater East, Wolven Fang, and Wetlands.

Introduction

PLAY YHESH 6.12

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 (LARP), 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 may 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. You may also 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 pay 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 Allthing). 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” rules, and non-donating members are allowed to participate in all regularly scheduled activities. 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.

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.
- 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.

1. What is Amtgard?

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-combative 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.

2. How do I start an Amtgard Chapter?

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 from online.

3. What do I need to become an approved chapter of Amtgard?

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.

- a. Kingdom Level sponsorship
- b. Obtain contract with the BL BOD.

4. How do I become an active member of Amtgard? What does being an active member mean?

- a. Must be dues paying or donating member. May also list other forms of contributions.
- b. Entitlements of being dues paid or donating member follow:

While Amtgard is not a 'pay to play' game, donating to the club has it's benefits. An 'active' member is one that has done so. The person may participate in local elections and vote on important items at the 'Allthing.' The person is also entitled to receive a copy of the rulebook and local corpora, as well as receive a newsletter, which many of the local chapters publish. Each Kingdom may have it's own benefits added on as well. Many groups also define an active member as one who shows up on a regular basis.

An 'Allthing' (or althing) is borrowed from an ancient Viking word for 'court.' It is a regularly held meeting, where people can discuss clarifications on rules, requests of the monarchy, and awards and honors can be handed out to group members.

5. What is a legal Amtgard weapon? How do I make one?

There are many ways to make a legal weapon within Amtgard. Your best option would be to find someone at your local group, and ask them to show you how to make one. On the Amtgard web site and in the Rules of Play, there are diagrams and instructions on how to make a variety of items. The rulebook also contains directions.

6. What are the "official rules," and how do I deal with local interpretations?

Local, Regional, and National rules.

Now that you have are reading this rulebook, certain rules of play may be modified as your group sees fit. It is a good idea for your Prime Minister or the Autocrat of an event to keep a checklist of these items handy, so that if a player from another land visits, they will know immediately of the local variances.

It is important to note that certain items may be changed only on the Local level, whereas some items may be changed on the regional level. National level events will maintain close adherence to this rulebook as written so that there will be no surprises to anyone.

Local level events are those such as your normal weekly meetings and events where the vast majority of participants are those that reside within your group. Local level changes affect only one group (although multiple groups may opt to adhere to the same modifications.)

At the Local level, these modifications may be made by a simple vote at an Allthing. It should be noted that a new player should be taught the 'unmodified' version of the rule as well so that this person may adapt easily when they begin to travel.

Regional level events are those that draw a large number of visitors from outside the local group, but mostly people residing within the same Kingdom. Such events may be Kingdom Coronations, Feasts, and Smaller weekend events that draw from multiple groups residing in small areas.

At the regional level it is up to the Autocrat of the event to suggest which modifications are to be used. At the regional level, it is up to the sponsoring group's officers, and the Kingdom level officers to decide. This group of people may not add modifications to the autocrats list, but may only deny modifications. When making a list it should be noted that these are changes that would affect all games at an event, and not just one. A modification that would affect only one game is the sole choice of the autocrat. In any case, a list of rules of the event should be made readily available before and during the event.

National events are events such as Clan, Olympiad, Great Eastern and Rakis. These events draw large numbers of people from all Kingdoms. National events should not modify the rules (i.e.- national events cannot be played by "local only" rules).

PERSONA GUIDELINES:

Real History: a persona should be based on an Earth type human who could have truly lived before 1650 AD. The name, weapons, clothing, etc. should 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 who are friends and/or are of the same persona types 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.

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.

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 COMBAT 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 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. Such decisions will usually be made every six months at the Guildmaster elections.
- 3) People must actually participate in a class to receive attendance credit.
- 4) Only one attendance credit may be given on a single day, and monthly attendance may never exceed five.

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 wish to participate in the mood and ambiance of Amtgard. Examples include minstrels, waterbearers, and many others.

ARTS AND SCIENCES GUILDS - artisans, smiths, garbers, etc.

DAMAGE AND WOUNDS TO YOU:

Head and Neck- Out of bounds. Will not count as a hit and is discouraged; ie. blows are illegal. Deliberately parrying with your head or neck is also illegal.

Arm- A 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. (We are going on the theory that a first hit disables and the second hit removes the arm.) Hand shots will count as a hit to the arm unless you are holding a weapon in that hand. 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 immediately drop to one knee. Any following hits to that leg will have no effect (the only exceptions are magic and black weapons effects). 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, and buttocks) instant death.

Feet- Do not count as a hit, unless used to block blows that would have struck elsewhere (such as jumps, leaps, or kicks) or hit with a spellball.

Notes:

- 1) Any 2 limb shots (except 2 shots to the same leg) results in death.
- 2) Shots that only strike garb, equipment, or a person's foot 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). Exceptions- foot shots from magical balls do count.
- 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.
- 4) Projectile weapons that strike 'light' 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 weapons hafts, hilts, hand guards, and courtesy padded shafts.
- 6) Non-hinged weapons that bend (or whip) around a parry do not count as hits.
- 7) Magic and black weapon effects still affect wounded limbs.
- 8) Deflections that then strike true on a target are hits. However, any illegal shot stops the action.
- 9) Shots thrown in motion still count as a hit if the person is struck after he threw his shot but before his shot landed. Exception- arms struck in motion are assumed to be immediately lost.
- 10) Shots that knock aside a parry then strike the target are hits; (however, see #6).
- 11) Illegal shots stop and reset the action (i.e.- if you hit your opponent in the face, stop combat until he says his is unhurt).
- 12) Bounces never count (exception- **Fireballs**).
- 13) Effects that kill a target destroy all equipment, weapons, or armor at the point of contact (i.e.- a fireball that hits a leg and kills someone destroys the leg armor there also).

With Armor:

Armor is rated on its ability to stop or deflect blows. The rating ranges from 1 to 6 points of value, though warriors can get to 7 and some monsters even more. The same damage rules apply to armor. Each hit will remove 1 point of value 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.

WEAPON TYPES:

Besides a few magical weapons, Amtgard only allows weapons that might have been in existence before 1650 AD (no explosive or chemical ones however). All our weapons are safe, foam padded replicas of the real thing. Color codings for each weapon tell how it should be used. The codes are:

- 1) red- when used to slash or bludgeon, they destroy a shield with three solid blows.
- 2) black- weapons with extra killing effects such as poison or boulders.

Note:

Red and black weapons must be marked with the appropriate color (cloth ribbon on the hilt or haft will suffice). As with all cases of Amtgard markings, this is to simplify play by making unusual cases obvious to reeves and participants. Other weapons will only be marked to clear up cases of confusion.

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) Arm Bands and Head Bands act in all ways like ribbons and must follow their rules.

Each color ribbon has a different meaning to allow quick identification of it-

Dark Blue: 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 the class ability Touch of Death, Poison Weapon, Death Fields, Penetration Arrows, Boulders, 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

Purple: Optional rules effects

Class ribbons for enchantments and magical effects-

Bard: Light Blue

Druid: Green

Healer: White

Wizard: Yellow

NOTES ON WEAPON TYPES: (Also see Weapon Descriptions for magic costs and magic effects)

- 1) Projectile weapons are divided into the following categories. Note the differences carefully when choosing the class that you will play (Note- there is no limit to the number you can carry):
 - a. Throwing weapons- throwing knives and axes, shurikens, darts, etc. (limited to assassins, 2nd level + monks). Barbarians and scouts may use throwing axes.
 - b. Rocks- must be at least 1 ft. in diameter. (limited to barbarians).
 - c. Bows- short bows, crossbows, long bows (archers and 6th level scouts may use any of these; other scouts, druids and barbarians may only use short bows). Assassins of 2nd level + may use a short bow or hand crossbow. Specialty arrows are defined as available by class.
 - d. Javelins- includes throwing spears (limited to anti-paladins, paladins, barbarians, and 3rd level + warriors). May be used as a thrusting weapon in melee.
 - e. Boulders- Includes catapult and ballista projectiles- these are considered projectiles from siege weapons.
- 2) Short weapons are any non-hinged melee weapon under 3 ft. in total length.
- 3) Long weapons are 3 ft. to 4 ft. in length.
- 3a) Very long weapons 4 ft. to 5 ft. in length.
- 4) Red and great weapons (see weapons effects, p.29) have padded striking edges over 1 ft. in length and the top of weapon must have padding on at least 1/3 of the surface. For instance, on a 9 foot pole axe, at least 3 feet of the weapon must be padded, and at least one foot of the weapon must be strike legal.
- 5) Daggers are under 1 1/2 ft. in total length.
- 6) Flails or hinged type weapons are useable only by the following classes- anti-paladins, healers, barbarians, paladins, and warriors. The chain of a hinged type 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 1 1/2 ft. in length except in special cases approved by the monarch. The key word is safety, and potentially dangerous equipment will not be allowed on the field.
- 7) The term shield is self explanatory. Bucklers (i.e. Warboards), are shields, madus are considered to be a polearm joined to a small shield. A player may not attach more than one shield to their body by means of a strap, and that shield cannot be strapped to the torso. Shields must be strapped to an arm.
- 8) Spears are stabbing only weapons and should not be confused with the javelin, which may be thrown (must have padding on upper 1/3 striking edge).
- 9) Polearms include spears but may also have slashing edges (minimum 1 ft. in length for a striking edge, must have padding on upper 1/3 striking edge).
- 10) Poison will kill the victim from any hit that occurs and actually wounds the target. The poisoned victim will die in a 100 count. Poison is stopped by intact armor and only 2nd level + Assassins and 3rd level + Anti-paladins may use poison. A person may only poison one of his own edged weapons (sword, arrow, dagger, etc.).
- 11) A siege weapon is a weapon that will kill a person regardless of armor or a shield (exception- the Shield of Reflection is the only shield that can defend against a siege weapon). Monks will not survive blocking projectile siege weapons with their hands or their weapons. Targets hit on carried equipment or weapons are killed. Ten hits from a slashing or bludgeoning weapon will destroy a siege weapon. This damage may be mended as armor. Siege weapon projectiles destroy other siege weapons with 1 hit. They require 3 people to operate. The exception is that some monsters wield siege weapons as if normal weapons.
- 12) Important Note: red, magic and great weapons are not weapon types but effects upon various weapons (re: Weapon Descriptions, etc. pg 29)

WEAPON CONSTRUCTION:

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. weapons will never pass inspection. The entire surface of a weapon must be padded except where it is held. Crossguards must be padded. For a base the best thing to use is PVC tubing or Fiberglass. Other materials will be checked for safety on a case to case basis. The longer your weapon is the greater the chance it has of breaking. Use a good, stiff foam to pad your weapon. Ensolite, a 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 duct tape. A weapon cover should be made from a durable cloth. This lasts longer than a tape covering and is easier to repair. Weapons with a cover last longer and look more authentic. Weapon tips (points, guards, pommels, etc.) must be larger than a person's eye socket. All stabbing weapons must be capped by folding foam over the ends of the weapon's base. Magic components used in combat- magical balls, etc.) must also be padded and be bigger around than a person's eye socket.

ARMOR CONSTRUCTION:

Armor is rated by the Monarch, Prime Minister, and Guildmaster of Reeves. Damage to armor only applies to the area that is hit, and armor only protects the area it 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 can 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.

Standard criteria is 16 gauge for all metals. All armors 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 chainmail.

These are the base armors:	Points
Padded cloth, quilted cloth, light leather 1/16"	1
Heavy leather 3/16"	2
European "4 in 1" chainmail	3
Augmented chain, riveted chain, or lamellar	4
Brigandine, double mail	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 4 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-inch thickness.

Heavy leather is leather of at least 3/16-inch 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 additions:

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

Studs are composed of metal, and must be no more than 2 inches apart to receive the bonus. Studs can not be added to metal armor.

Rings (not to be confused with chainmail) must be at least 1/8 inch thick, have an internal diameter of at least 1 inch, and be placed no further than 4 inches apart to receive the bonus. Rings can not be added to metal armor.

Scales must be no further than 2 inches apart and must be at least 2 inches wide by 2 inches long. Scales can not be added to metal armor.

A **full padded 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 chainmail, the wearer will receive a +1 bonus to the area that the chainmail covers. The gambeson may not be modified to increase this value.

Armor Modifiers:

Non-authentic materials refers 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/incomplete assembly by the armor, or the use of non-period items such as hot glue, tape, or shoestrings to hold the armor together.

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 of its type, and is awarded on a case by case basis.

Bonuses for construction may never exceed +2 and subtractions may never exceed -4.

Additional Armor Rules:

Stacked or layered armor will use the highest value. Barbarian berserk armor may be healed. Magical armor (stoneskin/barkskin) and normal armor may be mended. Monster natural body armor may only be mended.

Armor in action:

Example 1: A person with 2 point chest armor and 1 point back armor is struck in the back with a regular sword: Back armor is destroyed, and one point of chest armor remains (chest and back are included together under torso armor),

Example 2: A person with 2 point chest armor and 0 point back armor is struck in the back with a sword: Person is dead.

SHIELDS:

Shield backings should be made from tight, 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. Arm straps are best made by bolting on thick strips of leather. Bolts should be attached with the head affixed to the exterior of the shield with washers, and this heavily padded with foam. Shields must be at least as safe as the weapons we use. Small shields shall not exceed three square feet in total exterior surface area. Medium shields shall not exceed five square feet, and large shields shall not exceed eight square feet.

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 larger than a person's eye socket. An arrow scores hits like any other weapon. Bows must be half drawn at close range. Short bows (i.e. the arrows shot from them) do 2 points of damage to armor. Crossbows and long bow (any bow that is 5 ft. or more in height when strung) do 4 points of damage to armor. Single hand crossbows do 1 point 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.

OTHER 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 padded. Javelins must strike point first to count as a hit. All these weapons do only 1 point of damage to armor, and all may be blocked by others' weapons without penalty. Exception: boulders (i.e.- siege weapons) go through non-invulnerable armor and will kill upon any contact with a target.

DESTROYED ITEMS:

- 1) Weapons or shields that have been destroyed can be repaired by a mend spell, returning to life after having died (does not include being resurrected, reincarnated, etc.), or going to nirvana or your base and counting to 100 (simulates retrieving a new weapon).
- 2) Armor that has been destroyed or damaged can only be fixed by a mend spell per one point of repaired armor or by returning to life after having died. Exception- upper level warriors have a limited repair ability.
- 3) Non armor type enchantments may not be repaired.
- 4) Spell books and like items destroyed by pyrotechnics may be repaired as per weapons and shields.

SUBDUALS AND PRISONERS:

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. Stabbing only weapons or stabbing with a slashing weapon may never be used to subdue (however- see stun arrows and the wizard "stun weapon"). A subdual blow to a limb will render that limb useless for a 300 count. A prisoner's equipment must be kept within 10 ft. of him and cannot be destroyed. A prisoner is honor bound 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 battlefield 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 5 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. When returning to life you must return to your base or headquarters 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. One should always loudly declare upon returning that he is alive. Note that no battlefield effect will work on a dead person once he has left of his own choice from where he died i.e., a person can not be resurrected, etc. if he moves from where he died (exception- "summon dead" will negate this rule for purposes or resurrection, etc.). Dead people, 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.

HOLDS:

Holds are used in the games to give reeves time to figure out and solve situations in the battles. When a hold is called all living participants 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 then 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 (a 7 year old strays onto the battlefield, etc.). 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) Weapons may not be used or stolen by anyone unless the owner has given permission to do so. Never handle anyone's personal property without first getting their permission.
- 3) Switching sides is not allowed unless it's within the scenario.
- 4) There should be only 1 bow to every 5 people on a side.
- 5) There should only be 1 each: wizard, healer, druid, bard to every 10 people on a side.
- 6) Players who break the rules may be removed from the game by a reeve.
- 7) Players who frequently break of rules or abuse game etiquette may be removed from play for longer periods of time by the agreement of the Monarch. Prime Minister, and 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. Deliberately offering yourself up to injury.
- 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) Do not falsely mimic an ability that you do not currently have, (such as casting a “pretend” finger of death as a barbarian).

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) Do not come to life behind another team.
- 4) While it is honorable to return the other team’s spent equipment (magic, weapons, expended arrows, etc.), it is not mandatory. 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 head shot, or resolving a dispute to save yourself when the enemy has you dead in his sights (i.e. if 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.
- 8) Do not throw illegal shots or take such deliberately (for instance, deliberately parrying with your head) to gain a combat break or advantage.

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 his white belt with a color particular to that order of Knighthood: gold- crown, silver- sword, red- flame, green- serpent. Belts that include white along with other colors should not be worn by anyone who is not a Knight. Each knight may take one squire per order of knighthood he has achieved.
- 2) Red belts (not to be confused with sashes) are for squires. Black belts with silver trim are for men-at-arms.
- 3) The Phoenix is the symbol of Amtgard. It is generally only worn by paladins (white) and anti-paladins (black).
- 4) A diagonal slash of a guild’s distinct color, worn on a belt, baldric or tunic is the mark of a class master.
- 5) Guildmasters are entitled to wear favors marked with the symbol of their guild (ask the Guildmaster of Heraldry).
- 6) The use of crowns and coronets is reserved for the royalty and nobility, although their retainers may wear the symbol of a crown on their garb.
- 7) 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.
- 8) Single color belt favors are indicative of a fighter’s relative standing within the fraternity of Order of the Warrior. Only the Monarch may award these.
- 9) The garb of a page is a yellow belt and a gold “enchantment” strip if on the field (not to be confused with wizard or reeve sashes).
- 10) Important: The use and application of good garb is important in creating the correct mood of the Amtgard battlegames and events. All members are expected to 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.

SWORD CONSTRUCTION (with Funnoodle or Camp-pad foam):

1. use a length of Fiberglass, Kitespar, or a golf shaft for the core. Metal rods or wooden dowels are not acceptable.
2. cap both ends of the Fiberglass with alternating layers of tape until the tip is secure and decidedly dull. Cover the pommel with enough closed cell foam to ensure that it will not fit in an eye socket.
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 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:

All shields must be covered with a layer of foam that is at least 2" thick. Round shields cannot have a diameter over 3 feet. Other shields may come up to your shoulders but cannot be wider than 2'. All shields must either have foam folded over the edges or have the shield edges recessed into the foam. Small shields may be no larger than 3 square feet, (1 square foot for bucklers) with limits of 5 square feet for medium shields and 8 square feet for large shields.

DEFINITIONS:

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

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.

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

Fighting classes are listed in the following manner:

Name: the name of the class

Historic Examples: This lists historic or fantastical examples of each class plus a brief overview and a representative haiku.

Garb: All participants must dress in a tunic, robe, armor or other period garb. This lists additional of garb that is required to denote you playing the class. You are expected to dress in medieval looking garb in addition to this and failure to do so can 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 quality points 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 you can always wear armor whose quality is higher than you are allowed use of, but in these cases the armor simply gives you the maximum allowed for your class. (i.e. 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 listed what types of weapons the class can use.

Immunities: Lists what things the class is immune to. If a creature or player has immunities, these then take precedence over losing points of invulnerability armor or normal invulnerability. For example, scouts are immune to lost. If lost is cast on a scout who has a stonewall 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 it, and poisons are any ability or magic with the word poison in it.

Lives: This lists the number of lives the class has.

Limitations: Some classes have restrictions and vulnerabilities. These are special magics or effects that break the rules. They take precedence over immunities. For example barbarians are restricted from wearing enchantments.

Abilities and Traits:

This lists what special traits and abilities the class has. They can be of three types:

Traits: These are things that the class has all (or most) of the time. They can include more lives, the ability to regenerate, the gaining of new weapons to use, immunities, etc.

Two important traits for player character classes are:

Magic-Users: The classes with this special quality can cast magics that are bought with magic points. They should study the Magic Section carefully.

Armor, Natural: This armor cannot be destroyed or removed except via damage (combat). This type of armor 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.

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.

Innate Abilities: These are abilities the class has that have a limited number of uses. In many cases they are activated and act just like magics and are written in the same way. To be initially activated these require the person to stand still as per casting a 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). Unless listed as magical, they are non-magical in nature. Magical innate abilities cannot be used in anti-magic areas and are protected against by protection from magic. Innate abilities may not be dispelled. Note- Earthbind and Sanctuary allow movement during the use of these abilities.

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 weeks experience in that class

2nd Level 13-24 weeks experience in that class

3rd Level 25-36 weeks experience in that class

4th level 37-48 weeks experience in that class

5th Level 49-60 weeks experience in that class

6th level 61+ weeks experience in that class

Fighting Classes

PLAY THE FRESH 6.12

New Player rules:

A new player can play the optional raider class their first two weeks.

A new player can place his first 2 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 4 or more total credits are no longer considered new players and should have full appropriate garb. Players without appropriate garb (the sash for newbies, the sash and medieval garb or armor for those with 4 or more credits) must play the peasant class.

Raider

Raider is an optional class used the first four weeks to help new players get into the game by giving them a power boost and allowing them to only have to learn 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 under 6ft. in length may be used.

Shield: Any

Armor: None

Abilities & Traits:

- 2) Have two points of protect (as per the magic) on them each life. Cannot be dispelled.
- 3) They and their equipment are immune to all non-spirit magics.
- 4) Their equipment is indestructible by any means on their last life.

Limitations May not carry enchantments.

Lives: 4

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 (or if really desired). 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 includes Vlad Dracul's persecution of Turkish prisoners to Mongol warlords boiling alive opposing chieftans.

Examples: The Kurgan, Genghis Khan, Mordred, Spawn, The Black Knight

I have no more foes
It is lonely with the dead
Time for fresh conquests

Garb: Black 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: None

Lives: 4

Abilities & Traits:

Levels

1st **Immunity:** Subdual

2nd **Innate Ability: Touch of Death** (1/game):

Denote with a black enchantment cloth. As per the magic of the same name, but non-magical.

S:Death

3rd **Innate Ability: Innate Ability: Poison** (1/game): Denoted with black "enchantment" ribbon. May poison one edged weapon used.

People who are wounded by poisoned weapons die if they are not cured in a 100 count. This is non-magical.

4th **Innate Ability:** 1 Steal Life per game

S:Death

M:Dead Person

I:Touch target on their shoulder and state "I take your life"

R:Touch

E:Target loses one life from their total and the Anti-Paladin gains one life. This life is in addition to the person already being dead. You cannot steal lives from those already shattered.

5th **Innate Ability (choose one before game starts):**

a. Touch of Death becomes 1 per life

b. Poisoned Weapon becomes 2 per game

c. Fear-2 per game (magic-like ability)

S:Control

6th **Immunity:** Flame

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 master archers of Shogun era Japan and the Sioux Dog Soldiers.

Examples: William Tell, Legolas, Subedai, Odysseus, Prince Paris, Saladin, Robin Hood, Bard of the Dale

My aim is lethal
Hear the whistle in the air
As it pierces you

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

Armor: Up to 3 points of normal armor.

Shields: None, initially

Weapons: Non-hinged melee weapons of up to 4 ft in length. Bows and crossbows.

Immunities: None

Lives: 4

Abilities & Traits:

Levels

- 1st **Innate Ability: Bowyer** (1/life): As per the spell mend, but is non-magical, and can only be done on his own bows and arrows.
- 2nd **Innate Ability: Stun Arrow** (1/unlimited): Denote arrow with gray ribbon. If it penetrates (and destroys) the armor, it acts as a subdual blow only to the location hit.
Innate Ability: Flame Arrow (1/unlimited): 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.
- 3rd **Accuracy:** Arrows fired from all bows and crossbows deal +1 additional point of damage.
- 4th Total lives increase to 5.
Innate Ability: Armor-piercing Arrow (1/unlimited): Denote arrow with red ribbon. Strikes from the arrow ignore armor to the location hit and hit the location as though no armor was present. This destroys the armor in the location in the process. It still only deals 1 point of damage to invulnerability and invulnerability armor.
- 5th May now use small shields and bucklers.
- 6th **Innate Ability: Penetration Arrow** (1/unlimited): Denote arrow with black ribbon. Strikes from the arrow ignore armor to the location hit and hit the location as though no armor was present. This destroys the armor in the location in the process. In addition, strikes to shields destroys the shield and the armor on that arm (though not the arm). It still only deals 1 point of damage to invulnerability and invulnerability armor.

Assassin

Assassins were once so powerful in the Middle East that Genghis 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: Necron 99, Vlad Taltos, the Ninjas, the Borgias, Cain, the Jackal

I, the stealthy one
Lurking, hiding in the shadows
Invisible death

Garb: Black sash (plus must wear a mask)
Armor: None Initially
Shields: None Initially
Weapons: Non-hinged melee weapons of up to 4 ft in length, throwing weapons.
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. Innate Ability: Poison(2/game): Denoted with black “enchantment” ribbon. May poison one of his own edged weapons. People who are wounded by poisoned weapons die if they are not cured in a 100 count. This is non-magical.
c. Innate Ability: Trap(1/unlimited):
M:10 ft of piece of brown cloth
I:Lay brown cloth in circle, state “*trap*” while touching it with your hand.
E:Anyone stepping into the circle cannot move his or her legs until each leg has been hit 10 times by a slashing or bludgeoning weapon while stating “free this leg.” These hits do not injure the person.
L:Once a person is hit with a trap it must be reset to be used again. You may only have one trap in existence at a time.
- 3rd **Innate Ability** (choose one from this list or any lower level ability not already taken)
a. Innate Ability: Touch of Death (1/game): Denote with a black “enchantment” cloth. As per the magic of the same name, but non-magical.
S:Death
b. Teleport (2/game): as per the magic of the same name, but non-magical.

c. **Antidote to Poison** (1/life): Carry a liquid in a container. Anyone drinking this liquid is instantly cured of any poison. Can be drunk from once per 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. **Innate ability: Assassinate**(2/game): Upon killing a person, the assassin may state “*assassinate*” the being killed is affected as though a **Sever Spirit** spell has been cast upon them. This is a non-magical effect.

6th **Innate Abilities (2)**: (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 again (must have already been taken once), poison becomes (1/life).

Barbarian

The Chinese, from ancient periods onwards 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 of the Tartars, White Huns, Seljuks and other steppes tribes.

Examples: Conan, Yellow Beard, Shaka Zulu, Leif Erikson, Beowulf, Attila the Hun

Skins and swords I wear

Fire and curtain feed me

No use for long words

Garb: blues and browns, furs and leather (including a 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 Odin’s Hammer.

Abilities & Traits:

Levels

1st **Innate Ability: Berserk** (1/game): May only be used on last life.

M:Red headband or armband

I:State “Berserk”, attach red band to body.

E:You become Berserk until dead.

L:You may NOT wear the red band when NOT berserk.

Berserk- (Note, this is not an enchantment, but a class ability)

Wear a red headband or armband to denote this. While Berserk you gain the following traits-

a.**Natural Armor:** 2 points.

b.**Strong:** Melee weapons become red (thus destroying shields in three hits) and deal +1 damage, +2 damage if using a Great Weapon.

c.**Rage:** Weapons used while berserking must be over 2 ft in length. Barbarian may not cast magics, use projectiles, shields, or class innate or magic-like abilities (except berserk). Armor worn is considered destroyed, and cannot be used while berserk. You may not retreat from combat unless facing odds of 5:1 or magic.

d.**Immunity:** Control

2nd Total lives increases to 4.

3rd **Innate Ability:** Fight after death when berserk on last life.

4th Total lives increase to 5.

Powerful Blows: the Berserker can hit and damage creatures normally only struck with magical weapons (as per the monster trait tough) while berserk. To denote this, a berserker must shout “powerful blows” when engaging monsters.

5th Total lives increase to 6.

6th **Berserk**(2/game): This ability can now be used on the last two lives of the barbarian while berserk.

Fight after Death:

Occurs only when berserk. While berserk you continue to fight for 10 seconds 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. A **Sphere of Annihilation** will prevent 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 roleplay 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.

Bard

Bardic history is mostly tied in with the early oral tradition of the druids. 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

Laughing crowd gathered
Hushed with chord struck and voice raised
In song unveiling

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 Lives

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 magics 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 place of the proto-Celtic Beaker and Axe peoples. It highly possible that many if not most early druid types were priestess rather than priests.

Examples: Merlin, Taliesin, Galadriel, Johnny Appleseed, Lady of the Lake

The trees and I-one
My arsenal, my true
Silent will empower

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 Lives

Abilities & Traits:

Magic-user: Druids are Magic-users and gain magics each level. See the Magic Section for more details.

- 1st No additional abilities
- 2nd Number of lives increases to 4.
- 3rd **Innate Ability:** Pass without trace (2/game)
I: Repeat x3 "Pass without trace"
E: You must immediately return to your base. You are considered out of the game while returning.
- 4th **Immunity:** Poison
- 5th Immune to magics 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 not to break the implied Biblical prohibition against “drawing blood.”

Examples: Hippocrates, Chiron, Elrond, Goldmoon, Archangel Raphael

White light through me flows
Knitting bones and mending flesh
Rise and fight again

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 Lives

Abilities & Traits:

Magic-user: Healers are Magic-users and gain magics each level. See the Magic Section for more details.

Monk

Shao-lin and Buddhist temples manned by fighting monks who learned to fight with their hands and strange implements when their warlords forebode them to use swords, are a classic image of this class. However, many Asiatic and American tribes had strong traditions of wrestling, not to mention the boxers and pugilists of the ancient Romans and the Greeks with their Olympic games.

Examples: Bruce Lee, Qui Chang Kane, Dread Pirate Roberts, the Bloodguard, Rasputin.

Hand blows deflecting
Arrows graze as daggers leap
Robes disturb nothing

Garb: Gray sash
Armor: None
Shields: None
Weapons: Non-hinged melee weapons under 4 ft in length, polearms.
Immunities: Gained at later levels
Lives: 4

Abilities & Traits:

Levels

1st **Magic-like Ability:** Heal (1/life): Self Only

Missile Block: May block arrows (not just thrown weapons like everyone else) without losing their weapons.

2nd May now use throwing weapons.

Immunity: Poison

Innate Ability: Transfer Life(1/game):

S:Spirit

M:Dead person

I:Touch person and state “I give thee life from my own.”

R:Touch

E:Dead person immediately rises as though they had never died. 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.

3rd **Immunity:** Control

Innate Ability: Touch of Death (1/game): Denote with a black enchantment cloth. As per the magic of the same name, but non-magical.

S:Death

4th **Greater Missile Block:** The monk can now block missile weapons with his hands without losing the arm.

Innate Ability: Banish (1/life): As per the magic Banish, but is non-magical in nature.

- 5th Banish becomes (2/life)
Immunity: Death (as per the school of Death magics)
Innate Ability: Sanctuary (1/life)
I: Drop weapons if any in hand and state “Sanctuary”
R: 20 ft on the effect
E: Others within 20’ may take no harm or take other hostile actions towards the monk.
L: Must be chanting “Sanctuary” and cannot be holding a weapon or the ability is broken.
 Cannot carry game items while in Sanctuary.
N: The Touch of Death and Paralyzation abilities and magics are not considered weapons in sanctuary. If these are on the monk when he enters Sanctuary they can be discharged as normal, though this ends the sanctuary. May be used while moving.
- 6th **Innate Ability:** Immunity to traps
 Heal self becomes 2/life

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 than the normal classes do.

When playing a monster you **MUST** always carry a complete description of the monster on you, have a copy for the reeve and wear appropriate garb. If you are a wizard or druid summoning players, 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:

When playing a monster in a standard battlegame. You must get the monarch’s and prime minister’s permission to do so, 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 through the use of magics 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.

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 “Capture the Flag, Mutual Annihilation, Lords and Ladies, etc” games. Quests often have special objects, but can be anything the designers require.

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 Saxon Beowulf slaying Grendel or the Norse God Thor beating down the Midgaard serpent, paladins have been with us since prehistory.

Examples: Joan of Arc, Galahad, Alexander the Great, Bovide, King Arthor, Roland, Don Quixote, Percival.

Be my mark, oh lord
You and I against the world
Always in the light

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: None
Lives: 4

Abilities & Traits:

Level

1st **Immunity:** Control
2nd **Innate Ability:** 1 heal per game (magical in nature)
3rd **Innate Ability:** Extend immunities by touch once per game until contact is broken.
4th **Innate Ability:** Resurrect once per game (magical in nature):
S:Spirit
5th **Innate Ability (choose one before game starts):**
a. Heal becomes 1/life
b. Resurrect becomes 2/game
d. Awe 2 per game (magic like ability)
S:Control
6th **Immunity:** Death

Scout

Anyone who survives for any time in the wilds learns the lay of the land. Many Amerindians are rightly seen as good trackers or scouts, as were the mountain men who followed. Both the British and Germans used native Berber and Arab guides in the wars of the early 20th century.

Examples: Davy Crocket, Stryder, Hiawatha, Daniel Boone, Little John, Hawkeye Longrifle

Hiding in the trees
Mother earth and I are one
Arrows fly swiftly

Garb: Green sash
Armor: Up to 3 points of normal armor
Shields: Buckler, Small Shields
Weapons: Any non-hinged melee weapons under 4 ft in length. melee axes, throwing axes, staff , or short bow.
Immunities: Noted below
Lives: 4

Abilities & Traits:

Levels

1st **Immunities:** Immune to both magical and non-magical forms of **Lost**
Innate Ability: Heal 1/life – non-magical in nature
2nd **Innate Ability choose one of the following:**
a. **Stun Arrow** (1/unlimited): Denote arrow with gray ribbon. If it penetrates armor, it acts as a subdual blow to the location hit.
b. **Flame Arrow** (1/unlimited): Denote arrow with orange ribbon. To use (ignite), repeat x5 “flame arrow” 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 destroy it. May now use throwing weapons.
3rd **Innate Ability:** Cure Poison (1/life), Truth (1/life), both are non-magical

- 4th **Immunity:** Traps
Innate Ability: Tracking (1/life)
I: Repeat x5 “Tracking”
R: 20 ft
E: You may ask one yes or no question of someone (dead person, reeve or monster) that must be answered truthfully to the best of their ability. This is non-magical, and is not stopped by the liplock magic. **Or** You can follow a teleporting player. **Or** You can walk through a thornwall. **Or** “Dispel” a camouflage or blend ability.
- 5th **Innate Ability:**
Earth Bind (2/game) non-magical in nature
I: Repeat x2 “May mother nature bind thee.”
R: 20 ft
E: Victim cannot move their feet until there legs each struck ten times by a slashing or bludgeoning weapon. While stating “free this leg.” These strikes do not injure the legs.
N: This ability can be used while moving.
- 6th Tracking becomes (2/life)
May now use a crossbow or longbow instead of a short bow.
Innate Ability: Attuned (2/game): May carry two enchantments (as per Wizard **Stack**). Can’t be combined with the **Stack** magic.

Warrior

Pure warrior traditions also abound. Outstanding examples include the 300 Spartans who opposed the great Persian King Darius 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, Hannibal, Achilles, Spartacus, Mad Mardegan

Sweat drips on blued steel
Poised seeking one more soul...
There! Strike swiftly finds

Garb: Dark Blue 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 Normal armor increases to 6 points.
Innate Ability: Improve Weapon(1/game)
M:Dark Blue “enchantment” Ribbon tied to weapon.
E:Weapon deals +1 damage.
N:May not be dispelled. Only useable on your equipment. If it is not used by you, it does not function.
- 3rd Total lives increase to 6
May now use javelins.
- 4th Improved Weapon becomes (1/life)
Innate Ability: Improve Shield (1/game)
M:Dark Blue “enchantment” Ribbon visibly tied to shield.
E:Shield is immune to red weapons.
N:May not be dispelled. Only useable on your equipment. If it is not used by you, it does not function.
- 5th **Innate Ability: Mend**(1/life): As per the magic but is non-magical and can only be used on the warrior’s own equipment.
- 6th **Armor of Quality:** You may now wear exceptional equipment that brings your armor quality to greater then 6 points (to a maximum of 7). In addition any armor worn is at +1 point or quality. Denote this with a dark blue ribbon tied to the arm. Thus normal 2 point leather armor is 3 point armor when worn by you, etc. Some armor must be worn to make use of this effect. This cannot be used to increase the armor quality to greater then 7 points and thus if you are wearing exceptional equipment already that gives you 7 points of armor, this +1 armor quality has no effect.

Wizard

The alchemists of the Dark Ages can be said to be wizards, but 10,000 year old cave paintings in France indicate the concept of fusing spirit and physical worlds has been with us since the start.

Examples: Alanon, Gandalf, Avatar, Morgan la Fey, Erasmus

Fear magic power!
Between madness and fate, I,
Taking my chances

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 Lives

Abilities & Traits:

Magic-user: Wizards are Magic-users and gain magics each level. See the Magic Section for more details.

playtest 0.12

Intgard Magic

AMTGARDMAGIC:

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 magic-user may have only one magic or magical ball (by type) (exception- expended but remain active **Fireballs**) active at a time. Enchantments and neutrals are the exceptions, and may be used in any number.
- 3) 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 6th level scouts. Note that wizard **Reanimate** and **Lich** are enchantments.
- 4) When a person dies, the enchantment they carry is lost if the player leaves the field. Fixed enchantments disappear when their caster dies. Resurrected people retain enchantments unless specifically prohibited.
- 5) 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 weapons are not. The same applies to class abilities. Exception: The **Invulnerability** aspect of enchantments with **Invulnerability** aspect applies to all equipment and armor worn but not carried by the bearer.
- 6) Enchantments cast on one's equipment **do** count against the number of enchantments allowed to be carried.
- 7) If an enchantment has been cast on oneself or on one's own equipment, it is dispelled when the caster begins to cast other magic. Note for the purpose of this rule that fixed enchantments are considered to be on the area of ground they occupy and do not prohibit the casting of other magics.
- 8) 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) on the item enchanted. Enchantments may be dispelled. If an enchantment is cast on someone already bearing one, all are gone.
- 9) A person must stand still when casting magic, unless otherwise stated or specified in the magic's description. The same applies to all non-combat class abilities and skills. If a caster moves his feat while casting a magic, the magic is interrupted and not cast. The caster must reset and begin casting again.
- 10) Incomplete or interrupted magic has no effect, and does not count as if it were used.
- 11) 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 magics they have bought for that game on them at all times. Failure to have this list of one's magics renders one 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.
- 12) 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 this is done. Certain neutrals allow purchasing multiple points worth of lower level magics in exchange for a higher level magic, in all such cases such magic must be purchased prior to the start of the battlegame and indicated as such on the list of magics bought.
- 13) Relics such as the **Sword of Flame** are objects of great power. Any question of magical superiority will generally be won by a relic unless the magic specifically states otherwise. For example, a **Shield of Reflection** is not destroyed by a **Sphere of Annihilation**.
- 14) 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. Except as noted otherwise, fixed enchantments follow all general rules for enchantments. Except as noted otherwise, magical balls follow all general rules for spells.
- 15) Enchantments nullified must be removed. Enchantments on a dead player should remain while they remain on the battlefield as they may pertain to attempts to **Resurrect** or **Talk to Dead**.
- 16) 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.
- 17) 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.
- 18) In the event of a conflict between magics that is not directly covered by the rules, the higher level magic is considered more powerful. If the magics are of the same level, the defensive magic is more powerful.
- 19) 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.
- 20) 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 a good judge of distance, bring out a reliable measure with you

- 21) The rulebook takes precedence over all supplements, manuals and other rules editions or playtesting supplements.
- 22) Protections cast after an effect on the target have no effect on the original target.

MAGIC CLARIFICATIONS:

- 1) Immunities to magics are based on the school of magic they belong to. Exceptions to this are noted under the limitations of the spell. Note that immunities from enchantments on a person and class immunities do not extend to carried or worn equipment. Immunities, unless specified, do not exist.
- 2) Liches and Wraiths are undead and magical creatures. Zombies, Mummies and Vampires are undead and diseased. Lycanthropes are diseased.
- 3) 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.
- 4) The words "count" and "seconds" are synonymous for all game purposes.
- 5) Reeves may assist in placing a magic user's components, such as enchantment strips for an enchantment cast with **Extension** or markers for a fixed enchantment.
- 6) A break in the casting of magic or counting of an effect 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.

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. 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 broken 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.

Odin's Hammer- A one handed 'red' weapon only useable by barbarians, and in fact, the only relic allowed to barbarians. Berserk barbarians do +2 damage with Odin's Hammer.

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 and will kill a victim if it strikes any legal unprotected area (as per the enchantment "enchant weapon"). Confers upon itself and its owner protection from flame. It is itself impervious to iceball and entangle. May only be used by the owner for one life per game.

MAGIC DEFINITIONS:

- i. "Magic" – refers to any game activity that is magical in nature.
- 1) **Magic-User:** Bard, Druid, Healer, Wizards, and any monster who can cast a spell or use a spell-like ability.
- 2) **A Magic:** A spell, magic ball, neutral, enchantment, or fixed enchantment.
- 3) **Spell** – a magic which has a direct and immediate effect.
- 4) **Enchantment** – a magic which has a lasting effect on the bearer denoted by a ribbon or cloth of light blue for Bards, green for Druids, white for Healers, yellow for Wizards.
- 5) **Fixed Enchantment** – a magic which has a lasting effect and is cast on an area of ground. A caster may only have one active fixed enchantment at a time and it permanently disappears when 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.
- 6) **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.
- 7) **Magical Ball** – a type of spell that involves charging a ball which is then thrown at a target. Unless otherwise noted, any number may be carried, they are not limited by the number of times the spell was purchased. Note that all magical balls cast at the same time must be thrown at the same time, the max number listed for these spells is the maximum number that may be simultaneously charged and thrown and/or in effect. Magical balls cast with the left hand may be transferred to the right hand for throwing. Magical balls, once cast, are charged for 2 minutes. If unused, they must be recast before being utilized. 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). Enchanted weapons are still affected by magical balls.

- 8) **School** – All magics fall under one of 8 schools of magic. Please note that immunities are based on what school of magic a spell 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.
- 9) **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 would do damage or verbal hit (defined as something that would do damage or inhibit the target, i.e. **Fireball**, **Sleep**, **Stun**, etc).
 - Invulnerability will surround the bearer, encompassing all items and equipment carried on the body (ex: armor, garb, musical instruments worn on the belt), but not any item carried in the bearer's hand (ex: weapons, shields). This is likened unto a force field, surrounding and penetrating the bearer, and each point covers the entire person. Because of this a point of **Invulnerability** will be spent to negate a hit to any location on the body, **Invulnerability** is not sectionalized like armor. Items carried in the hand (ex: weapons, shields) will never be protected, however, a single point of **Invulnerability** will be expended if an effect carries through an item to the bearer. An example of this is either Wizard's **Iceball** or the Druid/Healer **Entangle**, where if the magic strikes a weapon or shield, then the person is affected by the **Iceball** or **Entangle**. In this case, where the magic affects the person and ultimately not just the item a point of **Invulnerability** will be spent to negate the effect.
 - Invulnerability** will always be affected before armor. For example, a 6th level warrior wearing 2 points of armor everywhere and 2 points Healer **Protect**, gets hit in the leg by a **Fireball**. One point of **Invulnerability** (i.e.- **Protect**) is spent negating the **Fireball**. Next, the warrior is hit in the chest by a normal short sword. Another point of **Invulnerability** (i.e.- **Protect**) is spent negating the sword strike because the **Invulnerability** encompasses the warrior's armor and **Invulnerability** will always be affected before armor. Note that this does not protect any worn equipment (ex: armor, musical instruments, magic books) from item specific effects that do not directly damage the person (ex: **Pyrotechnics**).
- 10) **Invulnerability Armor** – 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 magics. If they fail 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.
- 11) **Simulcast** – this terms refers to the ability of some enchantments that can be cast more than once at the same time on the same person or item, stacking for additional effect or protection. Simulcast enchantments cannot be worn with other enchantments, even with the stack magic.
- 12) **Verbal magics:** These utilize spoken components and need not touch or hit directly their target. Verbal magic can only be cast on targets (or portions thereof) the caster can see. There is no way, other than being immune, out of range or not being seen to avoid these magics. A small weapon can usually be hidden behind one's back to prevent a magic such as **Heat Weapon** from being able to be cast on it.

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

Magic User's Level	1 st	2 nd	3 rd	4 th	5 th	6 th
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	-	8	-	-

Weapon descriptions for magic costs and magic effects:

Red Weapon [Weapon Effect]: A weapon that destroys a shield with three slashing or bludgeoning hits. Red weapons are denoted with red strips tied to them (or the player for berserk people) if they can be Red while used one-handed. Great weapons used two handed do not need red strips, but in all other cases, the weapon or user needs them.

Great Weapon[Weapon Effect]: A weapon over 5ft in length (and that weighs at least one pound per foot of length) which is Red when used two handed, and if held in two hands, deals plus one point of damage when slashing. (+2 if user is berserk).

Magic Weapon [Weapon Effect]: Relics and weapons enchanted with any enchantment other than **Stun Weapon**. Magic weapons should not be confused with Red or Great weapons. Some magics grant additional damage (Bladesharp, Bludgeon, and Flameblade) and some make a weapon Red (**Flameblade**) in addition to the extra damage.

Dagger: Thrust only weapon up to 18 inches long. Still needs 6 inches of padding.

Short: Slashing, Piercing, Slashing and Piercing, or Bludgeoning weapon of 18 inches to 3 ft (36 inches) in total length.

Long: Slashing, Piercing, or Bludgeoning weapon of 3 ft. to 4 ft (48 inches) in total length.

Very Long: Slashing, Piercing, or Bludgeoning weapon of 4 ft to 5 ft in total length.

Spear: Piercing only weapon of 5 ft to 15 ft in length. May not be thrown. Considered wooden for magic and monster effect purposes.

Staff: Bludgeoning weapon (ends may be used to thrust, but it is a bludgeon attack) of 5 ft to 8 ft which must have legal striking surfaces on both ends. Considered wooden for magic and monster effect purposes.

Hinged: Weapons with articulating (chain like) head. The articulating portion may be a maximum of 18 inches in length and up to 3 ft in total length.

Shields: Considered wooden for magic purposes and monster effect purposes. Anyone allowed to use a small shield may instead use a singular circular buckler no more than 1 foot in diameter on a flat plane. A buckler may be strapped to one arm, and not held in hand. Note: This does not allow use of both, a shields and buckler. It is an either/or option. Shields hit by Red weapons retain the damage to them throughout the player's life unless mended and thus 3 hits, even if by three different weapons, still destroy the shield.

Bow: Considered wooden for spell purposes and monster effect purposes (arrows are considered wooden for magic and monster purposes as well).

Madu: If any portion of Madu is broken, heated, or otherwise, all of it is disabled.

Equipment: If improved by abilities cannot be used by others unless it is specifically noted as being able to do so.

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.

Quick Reference of Deductions for Weapons based on cost.

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

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
Enchant 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

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
Reincarnation
Resurrect
Sever Spirit
Summon Dead
Talk to Dead

Flame Magic

Call Lightning
Fireball
Flameblade
Flamewall
Immolation
Heat Weapon
Lightning Bolt
Pyrotechnics

Sorcery Magic

Anti-Magic
Berserk
Bladesharp/Bludgeon
Cancel
Circle of Protection
Commune
Confidence
Dispel Magic
Enchant 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

Invulnerability List:

Magic/Effects that are negated by subtracting one point of invulnerability or invulnerability armor:

Any offensive monster effect
Awe/Fear (bard/healer spell)
A blow from any melee weapon (any)
A blow from any projectile weapon (any)
Call Lightning (druid spell)
Charm (bard spell)
Class abilities that inhibit, impede or damage a target
Confusion (bard/druid spell)
Doomsday (wizard spell)
Entangle (healer/druid magical ball)
Feeblemind (druid spell)
Finger of death (wizard/druid spell)
Fireball (wizard magical ball)
Flamewall (druid fixed enchantment)
Hold Person (wizard spell)
Iceball (wizard magical ball)
Immolation (druid fixed enchantment)
Killing grounds (wizard fixed enchantment)
Legend (bard spell)
Lightning bolt (wizard magical ball)
Lost (healer spell)
Magic bolt (wizard spell)
Mass Sleep (healer spell)
Mute (healer spell)
Mutual destruction (wizard spell)
Paralyzation (the effect of the magic, not the enchantment)
Petrify (wizard/druid magical ball)
Shove (wizard spell)
Sleep (healer/bard spell)
Sphere of annihilation (wizard spell)
Stun (healer spell)
Teleport (wizard/healer/druid spell)
Touch of death (the effect of the magic, not the enchantment)
Wind (wizard spell)
Wounding (wizard/healer spell)
Yield (wizard/healer/bard spell)

Magics 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.

BARDMAGIC

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	8

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/game	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

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

DRUIDMAGIC

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	2
Cure Disease	S	Spirit	1/life	1	4
Magical Projectile	E	Sorcery	1/game	1	4
Mend	S	Sorcery	1/life	1	2
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/game	2	4
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

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	2	2
Teleport	E	Sorcery	1/game	1	4
Petrify	B	Subdual	1 bolt/U	2	2
Release	S	Sorcery	1/life	1	4

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

HEALERMAGIC

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	2
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
Heat Weapon	S	Flame	1/life	1	4
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	2
Protection from Disease	E	Protection	1/game	1	4
Resurrect	S	Spirit	1/game	1	8
Stun	S	Sorcery	1/game	1	2
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/game	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

WIZARDMAGIC

First Level

Magic name	Type	School	Uses	Cost	Max
Bladesharp/Bludgeon	E	Sorcery	1/game	1	4
Cancel	S	Sorcery	Unlimited	0	-
Enchant 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	2
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/game	2	-
Fireball	B	Flame	1 bolt/U	1	4
Mutual Destruction	S	Death	1/game	1	4
Protection from Projectiles	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	4

Fourth Level

Magic name	Type	School	Uses	Cost	Max
Doomsday	S	Death	1/game	2	1
Enchant Weapon	E	Sorcery	1/game	1	4
Finger of Death	S	Death	1/game	2	2
Petrify	B	Subdual	1 bolt/U	1	2
Protection from Magic	E	Protection	1/game	1	4
Pyrotechnics	S	Flame	1/game	1	4
Reanimate	E	Spirit	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
Sphere of Annihilation	B	Sorcery	1 bolt/U	2	1
Vivify	N	Neutral	1/game	2	1
Warskill	N	Neutral	1/game	1	2

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
Lich	E	Spirit	1/game	1	4
Stack	N	Neutral	1/game	1	4
Transform	E	Sorcery	1/game	2	1

Magics Descriptions:

Advancement

C: Wizard 5

T: Neutral

S: Neutral

E: May purchase up to 3 points worth (not 3 magics) of first level magics.

Ambidexterity

C: Druid 3, Wizard 3

T: Neutral

S: Neutral

E: User may cast magics 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.

L: A wizard may only have one of the following in existence at the same time: **Killing Grounds**, **Forcewall**, **Anti-Magic**, and **Circle of Protection**. If a wizard has any of these in existence, he may not cast **Anti-Magic**.

N: Class abilities that simulate magic will function within the **Anti-Magic**. **Dispel Magic**, if cast from outside the sphere of influence, will dispel **Anti-Magic**. Disappears when the caster dies.

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: Individual may not attack or cast magics at you and must stay away from you (20 ft if possible) 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 magics (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 destroyed for a 500 count. It will come back to life at the spot where it was destroyed, does not count as a "life" lost for the undead creature. 3 successful turnings (from either this spell or the monk ability turn undead) on the same "life" of an undead kills it for that life.

N: May not be dispelled. Only useable on undead and some extra-planar creatures.

Barkskin

C:Druid 2

T:Enchantment

S:Protection

M:Person, green enchantment cloth

I:Touch person and repeat x5 "*May nature protect you,*" attach cloth to person.

E:Will give person 1 point armor to all parts of the body

L:The protection is only from physical attacks and cannot be used with other armor (though shields are okay). Will not stop the ***Dagger of Infinite Penetration***.

N:May be simulcast up to 2 times for a total of 2 points of armor. Will stop a **Touch of Death**. Will not stop an archer's arrow of penetration. The armor portion can be mended as per normal armor. May be cast on players who can normally not wear armor.

Berserk

C:Bard 4

T:Enchantment

S:Sorcery

M:Light blue enchantment cloth, Red Head Band.

I:Touch target, repeat x2

" The anger builds within your veins

No longer shall thou keep it caged

Thine enemies shall feel the pain

Thy Crimson visaged berserk rage!"

Place light blue 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. Berserk players may not cast use magics.

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 "*Sharpen this blade,*" tie cloth on weapon.

E:The weapon deals one additional point of damage when slashing. May be **Simulcast** to stack up to 4 on one weapon allowing to deal up to 4 extra points of damage. This does not make it a red weapon.

L:Only usable on bladed weapons, cannot be applied to thrusting or blunt ones.

Bless

C:Healer 2

T:Enchantment

S:Protection

M:White enchantment cloth, item of garb, armor, or weapon.

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).

L:Immunity only applies to areas covered by the item of garb or armor. May not be **Stacked** or 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.

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:Person is fried, crispy critter (dead).

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 or Berserk. Magics such as healing and resurrections effects cannot be cancelled.

Charm

C:Bard 1

T:Spell

S:Control

I:State “Charm” followed by a 20 word or more poem, followed by “Charm.”

R:20 ft

E:Enemy player is given a task as set by the bard such as sing or dance about, etc which he must perform. The bard should describe what he wants the charmed player to do as soon as possible after casting the spell. The bard is protected from attack from the victim during this time. If the bard dies before the instructions for the charm are given, the player is freed of the charm. If the bard has not given his instructions within a 50 count the charmed player is freed. Time may be set for said task if it has no defined objective but the maximum length of time the spell can affect a target is a 300 count. If the task has a defined objective the target is free of the spell once the task is completed or a 300 count has occurred (whichever comes first).

L:This task can't place the target in real life danger or at a battlefield disadvantage. Victim can still be affected by others.

N:The charmed player's count starts the moment charmed.

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. No game item, nor person acting as game item may be put inside. Protection starts when you step inside the cast circle. A wizard may only have one of the following in existence at the same time: **Killing Grounds, Forcewall, Anti-Magic, and Circle of Protection**. If a wizard has any of these in existence, he may not cast **Circle of Protection**.

N:Magic casters in these may cast verbal magic at others that are in the same **Circle of Protection**. Magics 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). It may be dispelled by a **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:Druid may not harm others. Others within 20' may take not harm or take other hostile actions towards the druid.

L:Must be humming or 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.

Confidence

C:Bard 3

T:Enchantment

S:Sorcery

M:Light blue enchantment cloth, Non-magic –user

I:Touch non-magic-using target, repeat x5 "You are great and powerful", light blue enchantment cloth on arm of target so it is visible (not behind a shield, etc.)

E:Player is considered one level higher for 30 minutes or until dead. If a life was gained from the increase of level, and died while enchanted by this spell, the loss is removed from "extra" life and is otherwise not subtracted from his total. The player gains all non-magic abilities of the higher level.

L:Each player can have this cast on them only once each game.

Confusion

C:Bard 5, Druid 3

T:Spell

S:Control

I:Repeat x5 "*By the power of my mind, I will you to be confused.*"

R:50 ft.

E:Target must attack the nearest creature(s) for a 100 count (with magics 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.

Cure Disease

C:Druid 2, Healer 2

T:Spell

S:Spirit

M:Corpse of 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 the person is still dead and must 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:Bard may cast the magic following this magic while moving within a 100 count.

L:May only be used with bardic magic, and not with magics 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 hand.

E:Confers 1 level of **Invulnerability** as per the spell **Protect** and **Protection from (Magic, Projectiles or Flame)**, choose one) while allowing the wizard to still cast magics without it being removed from him as per a normal enchantment.

L:Will not save a wizard 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 wizard is killed. A *Dispel Magic* will remove both effects from the wizard.

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. **Reanimated** players die.

L:Not usable against relics It does not affect class abilities or skills, nor does it affect the following: *neutral* magics of any type, any spell or enchantment already discharged (such as **Heal**), **Commune**, **Messenger**, **Teleport** in the act of being completed, **Lost**, **Banish** or an **Honor Duel** victory passage. **Dispel Magic** can cancel **Anti-Magic** only if cast outside of, but within 20 ft of the periphery of an **Anti-Magic** circle.

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.

L: Line of sight is blocked by **Flamewall**, **Forcewall**, and **Thornwall**.

N: Many large battlegame scenarios will prohibit the use of mass-effect spells like **Doomsday**.

Enchant Shield

C: Wizard 1

T: Enchantment

S: Protection

M: Enchantment strip, Shield

I: Shield in left hand, repeat x10 “*Enchant 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 magics. Magical Balls of the Subdual School (e.g., **Iceball**, **Entangle**, **Petrify**) which strike the shield do not affect the holder of the shield.

L: A hit from a **Sphere of Annihilation** will destroy the enchanted shield.

N: This should not be confused with a shield bearing a different enchantment, which might be referred to as an enchanted shield.

Enchant Weapon

C: Wizard 4

T: Enchantment

S: Sorcery

M: Enchantment strip

I: Weapon in left hand, repeat x10 “*Enchant this weapon*,” tie cloth on weapon.

E: Causes wounds inflicted by the weapon to kill, all limb hits are death.

N: Weapons carrying other enchantments are often referred to as enchanted weapons. This should not be confused with **Enchant Weapon**. **Enchant Weapon** is often referred to as “**wounds kill**” by players bearing the enchantment to avoid confusion.

Enhancement

C: Healer 4

T: Neutral

E: May purchase 3 points worth (not 3 magics) of 1st, 2nd or 3rd level healer magics.

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 freeze them. Player is “frozen” in place for 100 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 anyway. A ball may not be reused if the spell is in effect (on a victim), but may be reused once the victim is free. 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 a ball is in use, and another ball hits the person already in the entangle, the magic caster can use the original entangle again, at the end of the original 100 count.

N: A **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. Two or more fireballs striking simultaneously will free the victim and then affect the victim normally, killing the victim if there is a hit by either of the fireballs to the body or destroying equipment if they only hit weapons or the layers shield. A being shoved through a **Flamewall** is also instantly freed.

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 4 points worth (not 4 magics) of up to second level magics.

Extension

C: Bard 3, Druid 3, Healer 5, Wizard 3

T: Neutral

S: Neutral

I: State "*Extension*" loudly before magic.

E: Doubles range of the magic for 1 use. If magic has no range, grants range of 20 ft.

L: May not be used more than once on the same casting (e.g., no doubling range twice).

N: Is not used up unless the accompanying magic is completely cast. Material components for enchantments cast with **Extension** must be placed on the affected person or object as soon as is reasonably possible.

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 except fighting (primeval instinct).

L: Death or **Dispel Magic** will remove this effect.

Finger of Death

C: Druid 6, Wizard 4

T: Spell

S: Death

I: Point at victim, repeat x10 "*I call for your death.*"

R: 50 ft

E: Person dies.

Fireball

C: Wizard 3

T: Magical Ball

S: Flame

M: Padded red "Fireball" with streamers

I: Hold ball in left hand and repeat x5 "*Fireball.*"

E: Destroys anything it touches while it is moving even on a roll or foot shot (it discharges on all targets it touches not just the first thing struck). The wizard may state before throwing that the **Fireball** will "remain active". If this is done, they will continue to burn for two minutes after they come to a stop, destroying anything it touches for this entire duration. 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 the person.

Flameblade

C: Druid 5

T: Enchantment

S: Flame

M: Green enchantment strip, edged weapon

I: Tie cloth to weapon, repeat x10 "*Flameblade.*"

E: Weapon becomes a red weapon and deals 1 additional point of damage. In addition, hits by this weapon count as flame hits, negates **Iceball** and **Entangle** to the wielder and negates an **Iceball** or **Entangle** with a touch. The weapon itself is immune to further flame magics (**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 a 10 ft x 10 ft impassable wall of flame. Anyone not protected who touches or crosses it will be incinerated.

L:Can be dispelled by a **Dispel Magic**. Wall will not stop projectile weapons or magics. Wall disappears when caster dies. A druid may only have one of the following in existence at the same time: **Flamewall**, **Immolation**, **Thornwall** and **Silence**. If a druid has any of these in effect, he may not cast **Flamewall**.

N:**Protection from Magic** will not protect from this. Line of sight is blocked by **Flamewall**, **Forcewall**, and **Thornwall**.

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:Wizard is able to fly as long as they flap their arms and emit occasional piercing screeches. Wizard may only be attacked by ranged attacks. Wizard may use (only) verbal magics while in **Flight** without losing the enchantment.

L:May only be cast on self. May not engage in melee (non-ranged) combat without landing, if this is done the magic is ended and the wizard may be attacked normally.

N:Range for all game effects is considered to be the same as actual physical range. Flying beings may attack each other with melee weapons, this is an exception to not engaging in melee.

Forcewall

C:Wizard 2

T:Fixed Enchantment

S:Sorcery

M:10 ft. yellow cloth

I:Lay cloth out in straight line, repeat x10 *“Forcewall”*

E:Creates an impenetrable 10x10 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. A wizard may only have one of the following in existence at the same time: **Killing Grounds**, **Forcewall**, **Anti-Magic**, and **Circle of Protection**. If a wizard has any of these in existence, he may not cast **Forcewall**.

N:**Forcewall** blocks verbal magic cast across it, and for game purposes, blocks line of sight for **Doomsday** and **Mass Sleep**. Line of sight is blocked by **Flamewall**, **Forcewall**, and **Thornwall**.

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.

Heal

C:Druid 1, Healer 1

T:Spell

S:Spirit

M:Wounded Person

I:Touch person and state once: “

Sword Cut, spear stab, mace smash, arrow jab,

Let the white light of healing descend on thou.

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 they vigor.

Sword Cut, spear stab, mace smash, arrow jab,

The white light of healing hath healed thou.”

E:Person’s wound is healed.

N:May be used on self. Will alter the affects of **Petrify** to those of an **Iceball**. Will repair one point of berserk barbarian body armor on any one specific body area. May not **Heal** enchantments. Healers do not require a spellbook or scroll to cast.

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, Healer 2, 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 from Nirvana or the base. Enchanted weapons may be affected by **Heat Weapon**.

Hold Person

C:Bard 1, Wizard 2

T:Spell

S:Subdual

I:Repeat x3 “*I command you 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 spellbook or scroll to cast.

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. The victor is allowed safe passage to safe territory preferably their home base, ignoring all wounds until arrival. If alive, the loser must do so as well.

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.

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*”.

EA direct hit to a person or equipment on them will freeze them. Player is “frozen” in place for 100 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. 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 a ball is in use, and another ball hits the person already in the iceball, the magic caster can use the original iceball again, at the end of the original 100 count.

N: A **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. Two or more fireballs striking simultaneously will free the victim and then effect the victim normally, killing the victim if there is a hit by either of the fireballs to the body or destroying equipment if they only hit weapons or the player’s shield. A being **Shoved** through a **Flamewall** is also instantly freed. **Shove**, **Teleport**, and **Wind** may be used normally on an affected victim.

Imbue

C: Bard 3

T: Neutral

S: Neutral

E: Allows the bard to purchase 2 magic points (not 2 magics) of 1st or 2nd level bard magics.

Immolation:

C: Druid 6

T: Fixed Enchantment

S: Flame

M: Green 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 are from intrusion.*”

E: Anyone who enters area is killed.

L: May be dispelled by **dispel magic**. Disappears when caster dies. A druid may only have one of the following in existence at the same time: **Flamewall**, **Immolation**, **Thornwall** and **Silence**. If a druid has any of these in effect, he may not cast **Immolation**.

Killing Grounds

C: Wizard 6

T: Fixed Enchantment

S: Death

M: Up to a 20 ft radius circle surrounded by a yellow 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 your undreaming sleep, bide and soon make mortals weep”

To trigger, enter the circle and repeat:

“Rise up now, receive they pay, the promised time has come, now slay.”

E: All within circle die.

L: May not be used with **Extension** or within 50’ of a base or fort. No other **fixed enchantment** may exist within its radius (regardless of who cast it) and it can not be cast if one is already in place (again regardless of who cast it). A wizard may only have one of the following in existence at the same time: **Killing Grounds**, **Forcewall**, **Anti-Magic**, and **Circle of Protection**. If a wizard has any of these in existence, he may not cast **Circle of Protection**. If **Killing Grounds** has been set, none of the others may be cast even if **Killing Grounds** has not yet been triggered.

N: Wizard dies when magic is triggered. If wizard is killed before triggering the trap, the magic is not expended. No form of magic will save the wizard 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 “*Legend*”

R: 20 ft.

E: The bard and victim move to an out of the way place within 50 ft of the casting of the spell, where the bard will perform for him. Neither the Bard nor target can be attacked by anyone within a 20 ft radius. The bard may defend himself, but at the cost of canceling the spell. 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 ensnare a maximum number of people equal to his level. 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 may have 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 immune to control magic may not attack the bard or his victims if within 20 ft of the caster’s performance but may enter and leave there without getting affected by the spell.

N: Targets of this spell may be slain by the bard. If this is done, the legend spell is broken. The bard and victim are considered removed from the game during their transit to the performance location.

Lend

C: Wizard 5

T: Neutral

S: Neutral

E: May lend magic to another wizard. That person may then use the magic as if he had purchased it with his own points.

N: To **Lend** a magic, the wizard must pay for both the **Lend** and the magic he is **lending**. Bards who mimic wizards do not get magics normally but may be given one via **Lend**.

Lich

C: Wizard 6

T: Enchantment

S: Spirit

M: 10 ft. strip of yellow cloth. Monster handout (Lich)

E: After having died his last natural death, the wizard 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 wizard is dead, 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 wizards per life spells as though it is an additional life plus all other magic the wizard had not yet expended before becoming a lich. A **Sever Spirit** or **Dispel** will kill a **Lich**. A **Lich** is considered to be a wizard 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 be forced to speak or otherwise respond to questions asked under **Talk to Dead** or similar magics.

Does not affect the Scout **Tracking** ability.

L: May only be cast on each player once per battlegame.

N: Disappears when the person comes back to life.

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 bard and target are removed from the game. The bard then may ask the victim a 'yes' or 'no' question, which must be answered truthfully. The bard 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 bard and target may not attack each other during the duration of the spell and for a 100 count after its completion.

N: Neither the bard 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), green 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 5 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 4 additional points of damage to the projectile. If destroyed, **Magical Projectiles** may be **Mended**.

Mass Sleep

C:Healer 3

T:Spell

S:Subdual

I:Repeat x400 “*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 at *National Events* will prohibit the use of mass-effect spells like **Mass Sleep**.

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:Damaged item (or 1 pt of armor in 1 location including **Barkskin** and **Stoneskin**, **Invulnerability** armor and natural armor is repaired).

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 you.*"

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.

E: During life used bard gains all the non-magical 1st level abilities and restrictions of a single class that is mimicked, including all weapons, armor and shields permitted that class at 1st level. The bard may also still use his bardic abilities.

L: May not be used to mimic the anti-paladin or paladin classes unless target is a knight.

N: If Berserk, bards may not cast magics. This magic does allow the bard cast magics while wearing armor.

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 wizard and the victim die.

L: The spell requires that the wizard die to take effect. If some effect prevents this, the spell has no effect.

N: **Defend**, **Protection from Death**, and **Protection from Magic** will not save a wizard from his own **Mutual Destruction**.

Petrify

C: Druid 5, Wizard 4

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 can not 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: **Heal** will alter the effects of this spell to those of an **iceball** with the 100 count starting the moment the **Heal** spell is finished. **Stone to Flesh** and **Dispel Magic** will instantly free the victim. A player can take a death at ANY time, and this spell does not prevent that but does stop the player from being resurrected, gaining a life, or being reanimated unless a **Heal**, **Dispel Magic**, or **Stone to Flesh** is first cast on the corpse. **Shove**, **Teleport**, and **Wind** may be used normally on an affected victim.

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:Druid is assumed to be inside tree. He is considered protected and hidden by the tree. May cast magic, but must touch tree or spell ends.

L:If the tree is hit 10 times by a slashing weapon, or if it is hit by a flame attack or flame arrow, it is destroyed and the druid is no longer protected. Druid may not fight with weapons while the spell is in effect. Druid may be affected by verbal magics while he is casting magic. The tree must be taller than the druid (no bonsai trees).

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 a bard during a life in which presence is used. Also, due to professional respect, druids and monks of lower level than the bard will also respect this and not attack the bard.

L:If a bard attacks a barbarian or monk or druid who is affected by **Presence**, that person may ignore the affects of presence for the rest of the game. While in effect, those affected by **Presence** are immune to all other bardic magics except druid magics purchased with **Voice**.

N:Berserk Barbarians are not affected by **Bardic Presence**.

Protect

C:Healer 3, Wizard 3

T:Enchantment

S:Protection

M:Enchantment cloth

I:Repeat x10 "*May this magic protect you.*"

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 2 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:Light Blue enchantment cloth

I:Touch target, Repeat x5 "*Thou art Fearless and Brave*", 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:White enchantment cloth

I:Repeat x5 "*I protect you from death*"

E:Makes the enchanted person to all magics of the *Death* school, and all class abilities that simulate these magics or steal lives.

N:This protection includes the assassin, anti-paladin, and monk **Touch of Death**.

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 magics of the *flame* school. Treat the relic **Sword of Flame** and a sword enchanted with the druid spell **Flameblade** as dealing ordinary hits.

N:Negates a **Fireball**'s negation of **Iceball** and/or **Entangle** and cannot be stacked with **Flameblade**.

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 magics such as **Heal** and **Resurrect**.

L:Does not block class abilities. Does not stop a **Flamewall**. Will not save a wizard from his own **Killing Grounds** or **mutual destruction**.

N:Treat weapons with enchantments as normal weapons (they still deal damage). Protection from Magic will prevent other enchantments from being cast on a target.

Protection from Projectiles

C:Wizard 3

T:Spell

S:Protection

M:Yellow 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**.

N:Will stop Siege Weapons that are projectiles and the thrown relic **Dagger of Infinite Penetration**.

Protection from Subdual

C:Bard 2

T:Enchantment

S:Protection

M:Light blue enchantment cloth

I:Touch target, repeat x5 "*Thou shall have freedom of motion*", tie light blue 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.

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, **Enchanted Shields** or any enchantments.

Reanimate

C:Wizard 4

T:Enchantment

S:Spirit

M:Yellow enchantment cloth

I:Left hand on body, Repeat x10 *"Rise and fight again."*

E:Person lives again as if they had never died.

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.

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.

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 your destruction."*

E:Player sacrifices lives (listed in the monster section) to play as a monster with one life.

L:Restricted to the following monsters: *Lizardman, Dryad, Unicorn, Hill Giant, Regenerating Troll, Centaur, Brownie* and *Siren*. May only be cast on a willing recipient. 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 *dispelled*. 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 binds you are released"*

R:20 ft

E:Dispels the effects of one subdual or control magic upon the target. Target is immediately freed.

L: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 thou.

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 they vigor.

Sword Cut, spear stab, mace smash, arrow jab,

The white light of healing hath resurrected thou.”

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 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 (**Protection** from **Magic**, etc.) 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 “*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 physically dangerous position.

N:Will work against persons under effects of **Iceball**, **Entangle**, **Petrify** and **Sleep** magics.

Silence

C:Druid 4

T: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.

L:Can be dispelled by a **Dispel Magic**. Enchantment disappears when caster dies. A druid may only have one of the following in existence at the same time: **Flamewall**, **Immolation**, **Thornwall** and **Silence**. If a druid has any of these in effect, he may not cast **Silence**.

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 your 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.

Sphere of Annihilation

C:Wizard 5

T:Magical Ball

S:Sorcery

M:Black padded "sphere" ball with streamers.

I:Hold ball in left hand and repeat x5 *"Sphere of annihilation."*

E:Will destroy anything and everything; even **Enchanted**, **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.

L:Bounces do not count. **Invulnerability** does work against this magic, and **Protection from Magic** stops this.

N:A player may only have one magic 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 for the life of the recipient for the battlegame.

L:May not be used on self, nor may it be **Stacked** on itself. May not be used with enchantments cast by other players. May not be used with class abilities. The 6th level scout ability and this spell do not stack. Only stack or a scout's ability can be used on a given life (scout's choice).

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 you from all forms of attack"*, tie cloth to players arm so that it is visible (not behind a shield, etc).

E:Player gains 1 point of invulnerability and 1 point of magical armor to each body location.

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 over two points of sectional 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 x3 “*By the power of the white light I stun thee.*”

R:20 ft.

E:Affects all classes for 100 count as a subdual blow. Victim may then be killed, though that is dishonorable. Reeves may penalize dishonorable behavior.

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.

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.

L:Must go straight to location. Should quietly tell reeve or teammate destination. May not be followed (Exception- Scout 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.

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 x 10 ft impassable wall of sharp thorns.

L:This wall can be destroyed by **Dispel Magic**, 10 hits with a red or blue weapon or a flame hit (**Fireball**, **Flameblade**, etc). If hit by a flame hit, the wall is treated as a **Flamewall** for a 100 count before being consumed and disappearing. A druid may only have one of the following in existence at the same time: **Flamewall**, **Immolation**, **Thornwall** and **Silence**. If a druid has any of these in effect, he may not cast **Thornwall**.

N:Disappears when the caster dies. Line of sight is blocked by **Flamewall**, **Forcewall**, and **Thornwall**.

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 cloth 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 a Sorcery, but its effect when released is Death magic. Targets may not be touched in an illegal, dangerous, or offensive manner.

Touch of Paralyzation

C:Druid 2

T:Enchantment

S:Sorcery (Effect is Subdual)

M:Green 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 300 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 500 count. The effects are similar to a subdual shot.

L:Will not work through armor(including "natural armor such as a berserking armor), shields, weapons or magics that stop magic. 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.

N: The magic itself is a Sorcery, but its effect when released is Subdual magic. Targets may not be touched in an illegal, dangerous, or offensive manner.

Transform

C:Wizard 6

T:Enchantment

S:Sorcery

M:Appropriate monster garb and monster handout

I:Player dresses in monster garb, wizard 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 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). Restricted to the following monsters: *Mummy, Dryad, Unicorn, Siren, Goblin, Pegasus, Skeleton, 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 *dispelled*, 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 300 count. The count is not a casting action, but time required for the **Visit** to take effect and must be count so it can be heard 50 ft away. The bard must remain at his base during this count or the magic is cancelled.

E: Bard may enter and sit within/at the enemy base and/or position, and perform and talk with them. During this time neither the bard nor the enemy may attack one another or cast hostile magics at each other. To end the "Visit" the bard must declare that he is leaving and tag his base before returning to the game.

L: Monsters may choose to ignore a bardic **Visit** and attack the bard.

Vivify

C: Wizard 5

T: Neutral

S: Neutral

E: Gives the wizard one additional life.

Voice

C: Bard 6

T: Neutral

S: Neutral

E: Allows the bard to purchase 5 magic points (not 5 magics) worth of druid magics from any level. Magics taken are not considered bardic magic for monster immunity purposes.

L: Druid magics bought via **Voice** may be **Dispelled** but **Voice** cannot (as with any normal neutral).

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**, **Dispelled**, or taken back to base and replaced by a 100 count.

L: Only works on objects made of wood (arrows, bows, shields, spears, etc).

N: Enchanted weapons may be affected by **Warp Wood**.

Warskill

C: Wizard 5

T: Neutral

S: Neutral

E: May reduce the cost of a single weapon (not weapon type) by half, rounding the cost up.

L: Not usable twice on the same weapon.

N: Reduce the cost of the weapon 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 5th level magics.

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.

Cowards, heroes, fools 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.

L: Line of sight is blocked by **Flamewall**, **Forcewall**, and **Thornwall**. Many large battlegame scenarios will prohibit the use of mass-effect spells like **Wind**.

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 destroyed.

L: The victim must be unwounded prior to spellcasting.

N: May be cast while moving. Wizards do not require a spellbook or scroll to cast.

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 straight line until at the caster’s side where they may begin a 300 count. During this count they stay by the caster’s side and cannot attack, 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 this effect.

N: Other magics may still affect the victim during the duration of **Yield**.

MONSTERS

playtest

6/2

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 met. 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 than 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 than 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 placed 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 than 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 be 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 than 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

Garb: Brown tunic or tabard with two green scout sashes. Suggested: Pointed ears, exaggerated smile. Very short people, as brownies are 1 ½ 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 phrase to end the effect.

L: If you go more than 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)

Description: A small (1 ½' 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.

Centaur

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).

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.

Dryad

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.

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.

Giant, Hill

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 with melee weapons.

Strong: Any weapon (including natural weapons), and is considered red.

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

Goblin

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: ½. 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: ½

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!”

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.

Vulnerabilities:

Weak: Limb shots kill goblins.

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.

Lich

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.

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

Lizardman

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.

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.

Mummy

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).

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.

Pegasus

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.

E 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 magic-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)

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.

Siren

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.

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.

Skeleton

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: 3

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.

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.

Troll, Regenerating

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).

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.

Unicorn

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)

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.

War Horse

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 occurring 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 than 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.

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.

Zombie

Garb: Gray Rags and a gory face makeup. Suggested: the more gore the better.

Summoned by: Wizard 6 (Transform)

Player lives per life: 3

Type: Undead Humanoid

Q/M Ratio: 2/1

Armor: none initially

Weapons: 2 bludgeoning blunt clubs. These represent the zombie's fists.

Immunities: Control, Death, Poison

Natural Lives: 4

Abilities & Traits:

Rubbery: Immune to bludgeoning 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.).

Innate Abilities:

Slow: Zombies may only walk, and cannot run or jump. Must make constant noises like screaming, saying "brains", or other such unintelligent words.

Levels

1st No additional abilities

2nd Normal lives increase to 4

3rd Natural lives increase to 5.

4th **Strong:** Any weapon wielded is at +1 damage, and is considered red.

5th One point of natural armor.

6th Natural lives increased to 6.

Description: foul unfortunate creatures doomed to walk the earth as undead. They are always in pain, and only brains sate that pain for a short time. These are the simple ones raised by dark means as animated corpses.

Note: This zombie is a summoned zombie; Quest game zombies and zombie game's zombies have infinite lives, 100 count deaths, 50 count wounds, and when they "kill" a player, the victim becomes a zombie.

Optional Rules

playtest 612

Optional Rules of Play:

- 1) Not allowed at regional or national events.
- 2) Must be approved by the local monarch and prime minister.

A. Dual Class rules:

Dual-Class

Requirement: People must be 6th level in both classes.

Garb: Purple sash and Garb of two classes played.

Weapons: As the better of the two classes.

Note that magic casting dual-class will have these subtract from available magic points.

Armor: As the better of the two classes.

Note that magic casting dual-class will have these subtract from available magic points.

Shields: As the better of the two classes.

Note that magic casting dual-class will have these subtract from available magic points.

Lives: lives are averaged between the two classes and rounded down.

Limitations:

- 1.) Primary class will be played at 5th level, secondary class at 1st level.
- 2.) Person will get 1 credit in primary class per week of playing dual class.
- 3.) Dual class rules are optional by kingdom and never allowed at regional or national events.
- 4.) Only one class can be magic-using (Bard, Druid, Healer, or Wizard).
- 5.) All abilities on both classes apply.
- 6.) All barbarian magic restrictions still apply.
- 7.) Secondary class may never be raised above first level. Bardic mimic and emotion control may never be used on or by a dual class person.
- 8.) Monsters may never be dual class.
- 9.) Berserk people may never use other class abilities.
- 10.) No more than one dual class per 20 people, and as stated, all normal bow and magic restrictions per capita apply.
- 11.) Permission to play dual class must come from the Monarch, Prime Minister, and both guildmasters involved.
- 12.) Non-combat classes (page, etc.) may never be played as part of dual class.
- 13.) As always, dual classes must always state what they are playing, if asked.
- 14.) Relic restrictions apply to both primary and secondary class.
- 15.) Magic costs for items not normally allowed to a magic-using class:

Shield	5 points
Armor	1 point per point of armor worn
Bow	8 points
All other weapons	5 points

B. Paladin / Anti-Paladin variations:

Knight's class-as there are 4 types of knight belts, this optional rule allows Paladins and Anti-Paladins to format their class more in keeping with the belt they both own and choose to emphasize in that game- Sword (combat), Serpent (arts and sciences), Flame (service), Crown (royalty). Knights taking this option must state their choice before the battlegame. Also, knights must wear the listed symbol in addition to the phoenix on their garb.

	Paladin	Anti-Paladin	Additional Symbol
Sword	As per rulebook 6.1	As per rulebook 6.1	-None-
Serpent	At 5 th level take 1 mend/life instead of listed options.	At 5 th level gain flameblade 2/game on his own weapon (*orange "enchantment" strip) instead of listed options.	Snake
Flame	At 6 th level immune to Flame instead of Death.	At 6 th level immune to Control instead of Flame.	Fire
Crown	Must take 1 awe/life at 5 th level instead of the listed options.	Must take 1 fear/life at 5 th level instead of the listed options.	Coronet

C.Guildmaster and Masterhood Abilities:

Guildmasters may only use abilities in their own lands. A player who is both may take either a guildmaster or a masterhood ability, but not both.

	Guildmaster-	Masterhood-
Anti-Paladin	1 extra poison weapon/game	1 Flameblade/game
Archer	Gains Magical Projectile- 1/game	Bowyer becomes 2/life
Assassin	Teleport becomes 1/life	1 extra assassinate/game
Barbarian	Gains 1 additional berserk	May wear up to 3 points of armor
Bard	1 extra magic point at 5 th level	Gains 1 automatic Imbue (still counts towards maximum carried)
Druid	1 extra magic point at 5 th level	May cast 1 point of barkskin on self without penalty (Non-magical ability to utilize though barkskin is still magic)
Healer	1 extra magic point at 5 th level	Gains 1 automatic Awe (still counts towards maximum carried)
Monk	1 extra life	Touch of Death becomes 2/game
Monster	Play one level higher	1 extra life
Paladin	Miracle Ability:One extra resurrect/game (this extra resurrect has a 20 ft. range)	1 extra Awe/game
Scout	Gain Armor Piercing Arrow as per Archer ability	Earth Bind becomes 1/life
Warrior	Rally: All warriors on guildmaster's side gain one extra life (Non-magical ability)	May use a short bow
Wizard	1 extra magic point at 5 th level	Can purchase 2 Defends