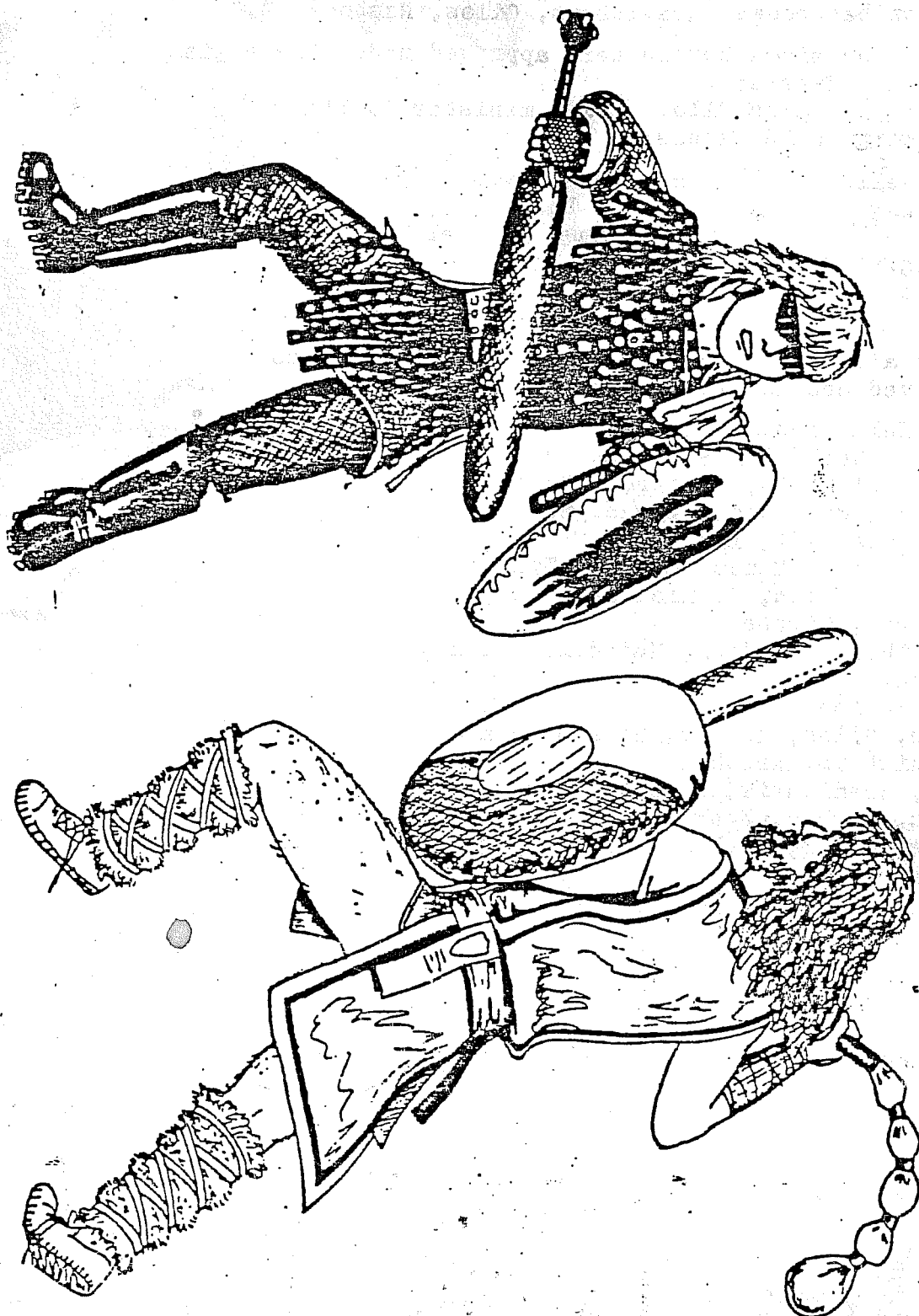


AMT GARD

THE BURNING LANDS



AMTGARD: THE RULES OF PLAY
(Previously printed as Amtgard:
the books of combat and magic)

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Kingdom of the Burning Lands

5th edition handbook

editor- Aramithris assistant editor- Gilos scribe- Gwynne
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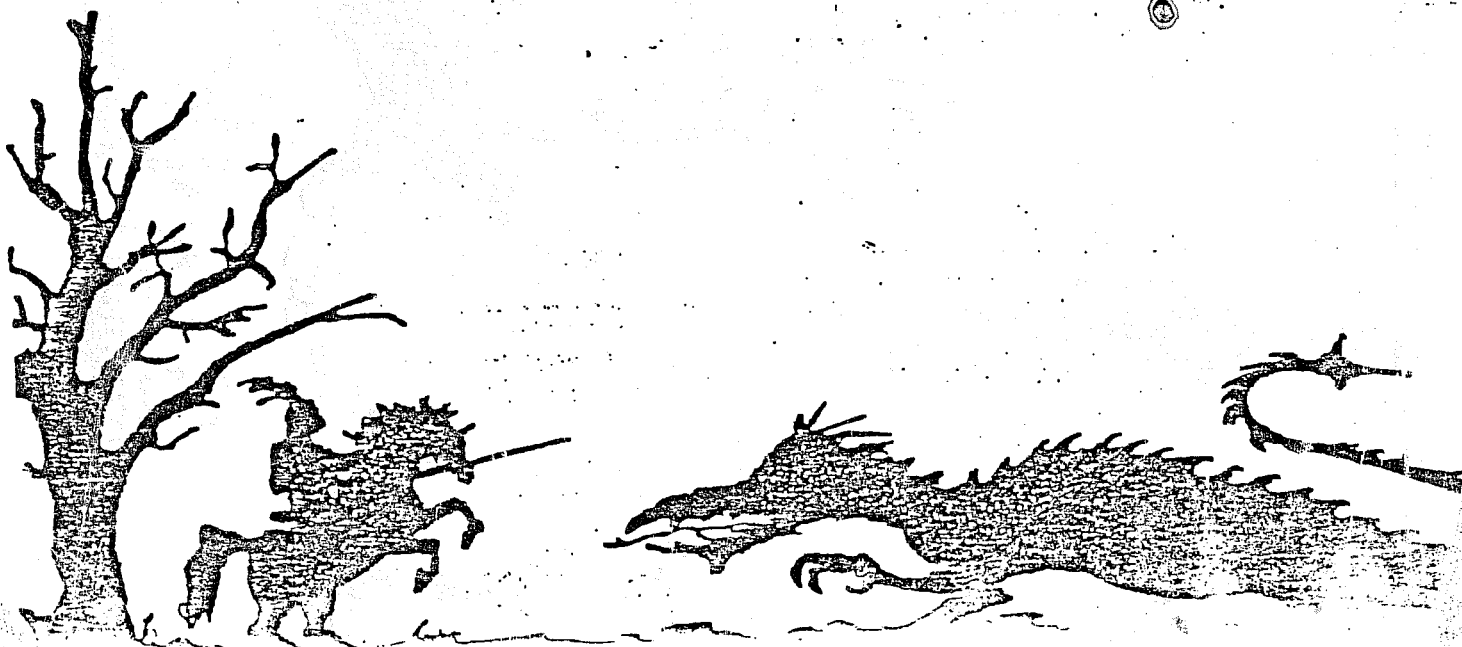
The class rules contained herein were approved under the aegis
of the following officers:

King Aramithris Champion Gilos Prime minister Joella
and the following guildmasters:

Antipaladins- Hellspawn	Healers- Raven
Archers- Sterling	Monks- Larce
Assassins- Theo	Paladins- Aredhel
Barbarians- Sigfried	Scouts- Naes
Bards- Scarhart	Warriors- Gilos
Druids- Naes	Wizards- Tawnee

Recognition is also extended to the following people who
previously served and contributed as a guildmaster:

Antipaladins- Hellspawn, Morluk
Archers- Fedora, Heimdale, Sterling, Wolverine
Assassins- Aredhel, Deth, Kam'Aron, Theo, Zyax
Barbarians- Aron, Grimbold, Ozymandus
Bards- Elycia, Scarhart, Tawnee
Captains- Aramithris, Esuom, Morluk, Zyax
Healers- Ariona, Elycia, Joella, Kalibria,
Shylarra, Tawnee
Knights- Aramithris, Aredhel, Heimdale, Nashomi,
Tawnee
Monks- Larce, Wu Tao
Monsters- Ghee, Gilos, Morbid, Nithanalorn
Paladins- Aramithris, Aredhel
Reeves- Alric, Aramithris, Esuom, Gilos
Scouts- M'Deth, Yoshio, Zyax
Warriors- Ghee, Gilos, Nashomi, Rift, Ryah,
Scarhart
Wizards- Aegar, Kalil, Nashomi, Tawnee



4.4 Titles of Nobility and Lesser Titles of Honor
Awarded by the Monarch:

- 4.41 Title: Duke/Duchess
equivalents: Doge, Dux, Herzog
suggested criteria: serve the club six months as Monarch
past criteria: former Monarch
- 4.42 Title: Count/Countess
equivalents: Earl, Comes, Comite, Graf, Jarl
suggested criteria: serve the club six months as Princess/Prince Consort
past criteria: former Monarch, former regent for Monarch
- 4.43 Title: Marquis/Marquise
equivalents: Markgraf, Marchioness (female title), (also roughly equivalent to: Margrave, Mark)
suggested criteria: serve in each of the following positions: Monarch, Consort, Prime Minister
past criteria: discretion of Monarch
- 4.44 Title: Viscount/Viscountess
equivalents: Vicomte
suggested criteria: have held the following positions: Champion, Weaponmaster
past criteria: discretion of Monarch
- 4.45 Title: Baron/Baroness
equivalents: Thane, Daimyo
suggested criteria: serve the club six months as Prime Minister
past criteria: former Prime Minister, discretion of Monarch
- 4.46 Title: Baronet
equivalents: ---
suggested criteria: serve in a pro-tem position for any of the following: Monarch, Champion, Prime Minister, Consort
past criteria: discretion of Monarch
- 4.47 Title: Lord/Lady (lesser title)
equivalents: ---
suggested criteria: Monarch's discretion (service to club)
past criteria: discretion of Monarch
- 4.48 Title: Defender (lesser title)
equivalents: ---
suggested criteria: serve the club six months as Champion
past criteria: former Champion

5.0 Order of Precedence

5.1 Royalty, Nobility, Peerage

- a. Monarch (King/Queen)
- b. Prime Minister
- c. Princess, Prince Consort
- d. Duke/Duchess
- e. Count/Countess
- f. Champion
- g. Marquis/Marquise
- h. Viscount/Viscountess
- i. Baron/Baroness
- j. Baronet
- k. Knighthood
- l. Warlord
- m. Lord/Lady
- n. Defender

5.2 Other Positions

- o. Guildmaster of Reeves
- p. Captain of the King's Guard
- q. Scribe
- r. Guildmaster: all other guilds
- s. (all other Court positions)
- t. Royal Guardsmen
- u. Master: orders, service guilds
- v. Captain (company), Lord (household)
- w. Sergeant (company)
- x. Master: fighting guilds (12+ weeks)
- y. Squire
- z. Reeves guild
- aa. (other company officers)
- bb. Populace

6.0 Crown Tournament and Qualifications

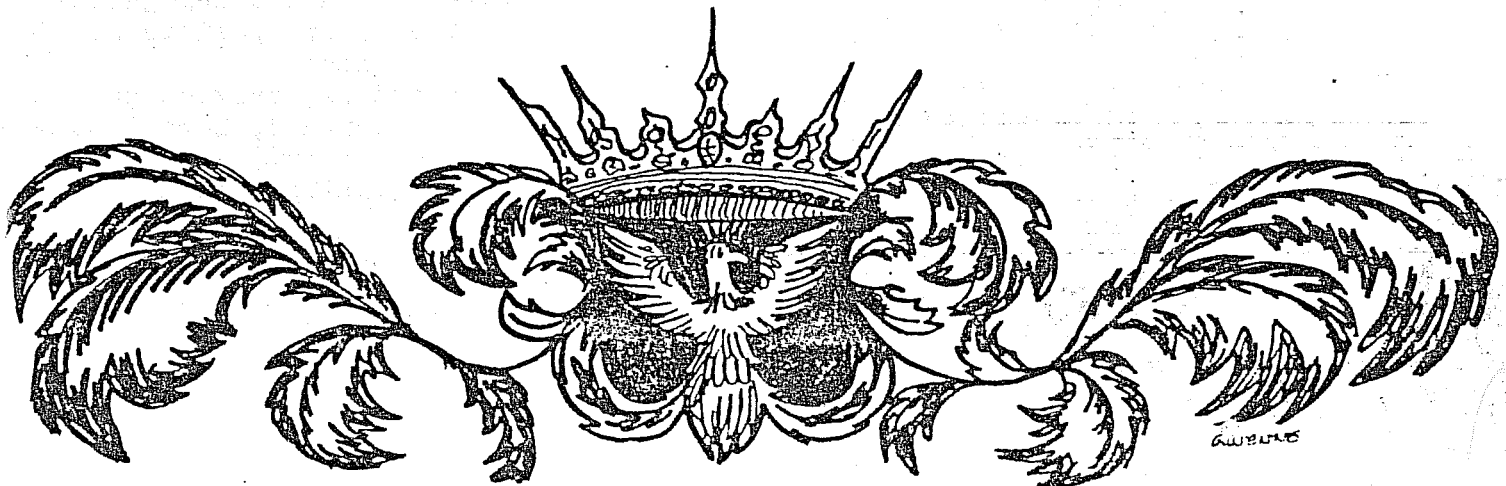
6.1 Qualifications

- 6.11 Will be held every six months, one or two weeks prior to the Crown tournament.
- 6.12 Will be the responsibility of the highest club officer (excluding the Prime Minister) not running for Crown.
- 6.13 Anyone may enter Crown qualification events.
- 6.14 Crown contestants will be required to enter a minimum specified number of Crown Qualification cultural events. ~~WAR Events~~
- 6.15 Crown contestants must pass the Reeves test. ~~Corpora~~
- 6.16 The club may set other criteria for Crown contestants.
- 6.17 Multiple entries are allowed in a contest, but a single entry may not be entered in more than one contest.
- 6.18 The following orders will be awarded for outstanding entries: Dragon, Hydra, Rose, Warrior (for warskill events).
- 6.19 Typical cultural skill contests include: flat art, 3-D art, heraldry test, Reeves test, singing, instrumental music, best tasting cooking, factual writing, composition, weapon and shield construction, passive construction, active construction, best looking garb, best fighting garb.
- 6.1A More specific rules for these qualifications shall be put out by the sponsor at least six weeks prior to the date set for Crown Qualifications.

6.2 The Month of Crown

These events occur twice a year during the period of Crown Qualifications and Monarch selection-

- 6.21 Event: Guildmaster elections
Date: one week prior to and during Crown Qualifications
Sponsor: Prime Minister
 - 6.22 Event: Crown Qualifications
Date: one or two weeks prior to the Crown tournament
Sponsor: highest uninvolved club officer (excluding the Prime Minister)
 - 6.23 Event: Crown tournament
Date: third weekends in April and October
Sponsor: same as for Crown Qualifications plus the Guildmaster of Reeves
 - 6.24 Event: Crown Coronation Feast
Date: one or two weeks after the Crown tournament
Sponsor: outgoing Princess or Prince Consort
 - 6.25 Event: Weaponmaster tournament
Date: one or two weeks after the Crown tournament
Sponsor: Reeves guild
- Note: This is a passage of arms in several different weapons classes. It is held in a tournament format and the winner will hold the title of Weaponmaster for six months until the next such tourney.



PERSONA GUIDELINES:

Real History: a persona should be based on an Earth type human who could have truly lived before 1650 A.D. 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 character from the medium you choose.

REMEMBER: everyone must be either medieval era or swords and 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 Guild-master of Heraldry.

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 scenarios- quests, feasts, demos, trips, revels, fairs, workshops, etc.

FIGHTING CLASSES

If you wish to fight or participate in a battlegame you must conform to one class for each game. The following are the basic rules of all the fighting classes. Note that each class has a biannually elected guild-master who is responsible for the discipline and maintenance of the class.

All classes gain new levels and abilities at the following rate:

1st level	0-12 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

Class abilities gained per level are additive unless otherwise stated.



ASSASSIN

Garb: mask that covers the mouth and nose, headbands of the appropriate color are required after 1st level

Weapons: any throwing weapons (suggested maximum of 7), no hinged weapons except nunchuks, any other melee weapon under 4 ft. in total length.

Armor: none initially

Shield: none initially

Levels:

1st- no headband	as listed
2nd- blue headband	1 poisoned weapon (reuseable) or the ability to make traps or a shortbow
3rd- green headband	1 touch of death per life or the antidote to poison
4th- brown headband	2 point armor or a 5 ft. javelin
5th- black headband	small shield
6th- red headband	a. choose 1 additional ability from above b. 1 teleport per game (only useable on self)

- Notes:
- 1) Touch of death- is not magic and is non-magical in nature. Is charged by saying "Touch of death" x 20. It will stay charged for 5 minutes. Otherwise treat as per the wizard enchantment of the same name.
 - 2) Traps- a circle or cloth or noose placed upon the ground. Activated by a victim stepping into it. People may be freed as per the scout entangle trap. Victim may not move or fight while thusly trapped. Maximum trap diameter is 3 ft. May only affect one person at a time.
 - 3) Antidote to poison- works exactly like the healers' "cure poison". Allows one dose per life, and the assassin must carry a small vial or container. This is non-magical.
 - 4) Teleport- also non-magical. Say "teleport x 10. See the wizard teleport enchantment for a more detailed description.



ARCHER

Garb: any tunic, and a bow is required

Weapons: any bow, no hinged weapons, any other weapon under 4 ft. in length used exclusively for melee

Armor: up to 3 point

Shield: none initially

Levels:

- 1st- as listed
- 2nd- 1 stun arrow (reuseable)
1 flame arrow (reuseable)
- 3rd- +1 damage with all arrows (3 damage with shortbow, etc.)
- 4th- +1 life (total of 5)
1 armor piercing arrow (reuseable)
- 5th- may use a small shield
- 6th- 1 penetration arrow (reuseable)

Notes:

- Arrow types (ribbons tied to arrow shafts)
 - 1) Flame (red ribbon)- as per the rules
 - 2) Stun (grey ribbon)- treat as a subdual blow
 - 3) Armor Piercing (blue ribbon)- as per the rules, pierces armor and kills the target
 - 4) Penetration (white ribbon)- as an armor piercing arrow but also destroys shields

ANTI-PALADIN

Experience: must have been a Knight for at least 12 weeks

Garb: must have a black phoenix device openly displayed on their clothing or armor

Weapons: any melee weapon and javelins

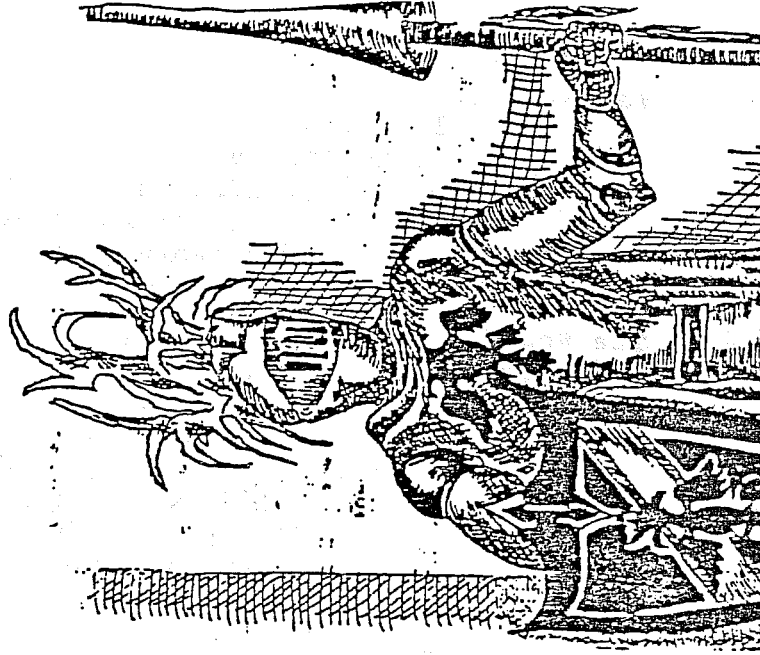
Armor: up to 4 point

Shield: any

Immunities: immune to all wizard spells except the following- iceball, magic bolt, lightning bolt, sphere of annihilation; Note that they are affected by enchantments.

Levels:

- 1st- steal 1 life per game from a dead person and add it to his own
- 2nd- 1 touch of death (same as the assassin ability) per game
- 3rd- 1 additional touch of death per game (total of 2)
- 4th- 1 additional touch of death per game (total of 3)
- 5th- 1 poisoned edged weapon once per game
- 6th- 1 reanimate (as per the wizard class) per game



BARBARIAN

Variations:

1. the seafaring Vikings of the North
2. Mongolian Huns of the Orient
3. savage African tribes to the South
4. and the American "wild" Indians in the West (unknown until the 10th century and not officially discovered until 1492).

These four variations are divided into 2 categories:

The Nomadic category includes the Vikings and the Huns. These people ventured away from their oft-times inhospitable climes to plunder and pillage wealthier nations. The Huns ravaged all Asia on horseback while the Vikings invaded most of the world by sea. The Tribal category includes:

a. Amerindians (Eskimo, Apache, Mohican, etc.)

b. Africans (Watusi, Zulu, Pigmy, etc.)

All barbarians lived far from the influence of "civilization", but these tribal barbarians lived in lands completely unexplored by more modern men.

Garb: a. blue or brown cloth (earth tones)

b. leather, fur

c. grasses/flowers/leaves, reeds, wood, etc.

d. native or aboriginal jewelry and decorations

Weapons: a. Nomadic- any sword, axe, or mace; hinged mace (under 3 ft.); knife; hammer; rocks; club (any size)

b. Tribal- knife, club (under 3 ft.), throwing axe, javelin, rocks, shortbow

**Barbarians with projectile weapons may carry a maximum of 1 (i.e.- one throwing axe, or one rock, javelin, or bow)

Armor: a. Nomadic- leather or studded (2 point maximum)

b. Tribal (Amerindian)- wood splint or bamboo (1 point maximum)

Shield: a. Nomadic- medium, or small round

b. Tribal (African)- large oval

(Amerindian)- small

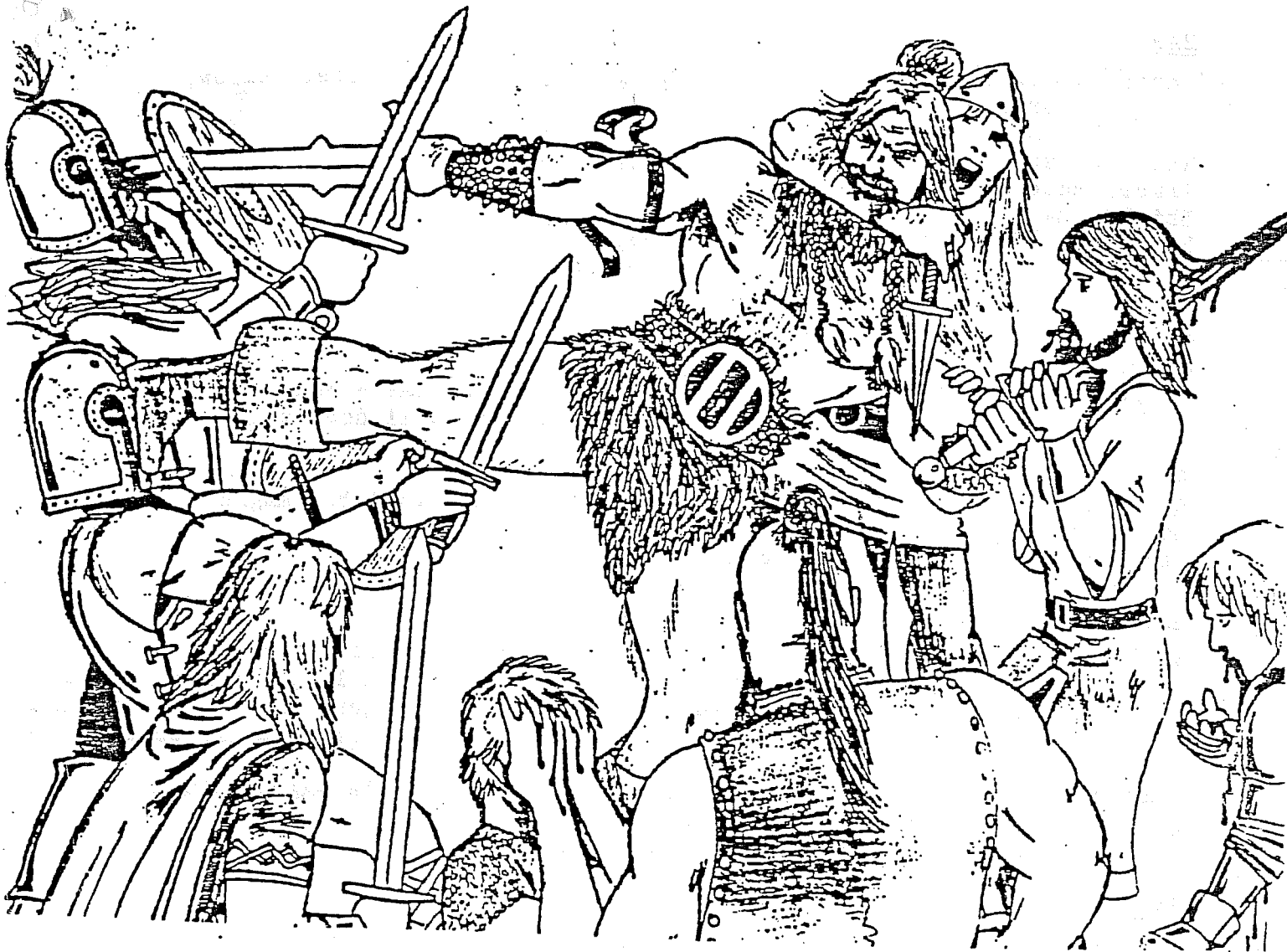
Immunities: 1) cannot be held or subdued, magically or otherwise (exception- healer "stun" spell)

2) may not be made "lost"

3) may not carry enchantments

4) may not carry relics other than Odin's Hammer





Levels:

1st- tribesman	a. one less life than other classes (total of 3)
	b. may go berserk on last life
	c. heal self once per life
2nd- barbarian	4 total lives
3rd- clan leader	fight after death when berserk
4th- chieftan	5 total lives
5th- high chieftan	6 total lives
6th- ring giver	may go berserk on last 2 lives
or overlord	

Notes:

- 1) Berserk- gives the following effects:
 - a. 2 point overall body armor (a healing spell will repair 1 point of armor on any specific area of the barbarian's body)
 - b. weapons are considered bladesharp or bludgeoned
 - c. berserkers may not retreat unless outnumbered by 5 to 1 or more or when facing magic
 - d. must wear a red arm or head band
 - e. berserkers may not use projectiles, armor, or shields
- 2) Heal self- must carry a pouch with herbs (paprika, cloves, etc.). The barbarian eats the herb for a 100 count to be healed.
- 3) Fight after death- berserkers may continue to fight for 10 seconds after they have died. Leg and arm shots against these berserkers still incapacitate the affected limb.

BARD

Garb: a. Bardic blue worn on or with a bright tunic (white, yellow, orange, etc.)

b. Bards must carry a musical instrument

Weapons: any single handed sword, dagger, staff

Armor: none

Shield: small round

Magic: may cast spells and enchantments

Levels: see the handbook section on magic

DRUID

Garb: brown robe, sash, or belt

Weapons: any non-hinged melee weapon except "red class" weapons types, shortbow; Note that the use of weapons will deduct from the Druid's available magic points.

Armor: none

Shield: small; Note that it will deduct from the available magic points

Magic: may cast spells and enchantments

Levels: see the handbook section on magic

HEALER

Garb: red sash or baldric; Holy symbols and devices are encouraged

Weapons: any single handed melee weapon under 4 ft. in length (this includes flails and other hinged weapons), staff, dagger; Note that the use of weapons will deduct from the Healer's available magic points.

Armor: none

Shield: small or medium; will deduct from the available magic points

Magic: may cast spells and enchantments

Levels: see the handbook section on magic

PALADIN

Experience: must have been a knight for at least 12 weeks

Garb: must have a white phoenix device openly displayed on their clothing or armor

Weapons: any melee weapon and javelins

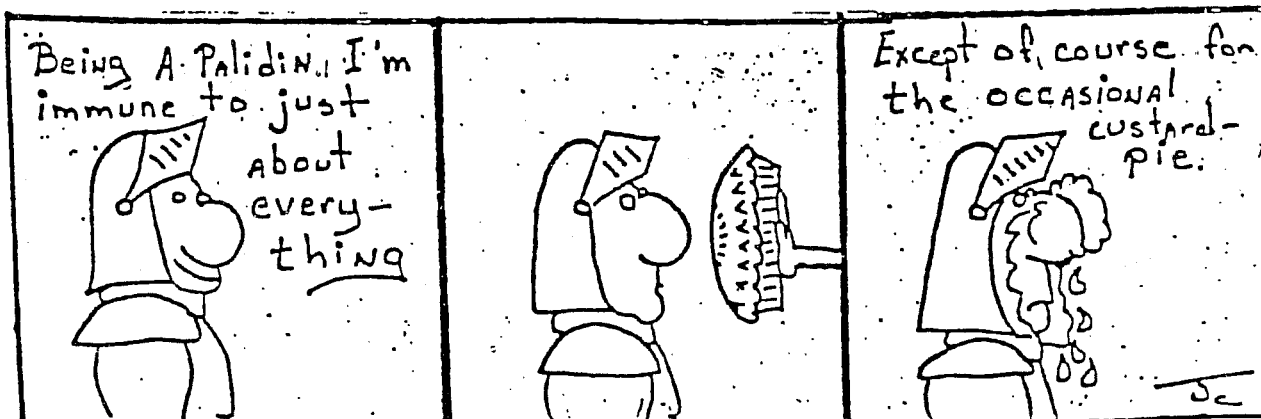
Armor: up to 4 point

Shield: any

Immunities: same as antipaladins

Levels:

- 1st- may extend their immunities to one person whom is in physical contact
- 2nd- 1 resurrect per game (see the healer spell of the same name)
- 3rd- 1 additional resurrect (total of 2)
- 4th- 1 additional resurrect (total of 3)
- 5th- 1 heal (see the healer spell) per game
- 6th- immunities extend to a 10 ft. radius once per game



MONK

Garb: grey belt or sash at 1st level, and a black belt or sash at higher levels

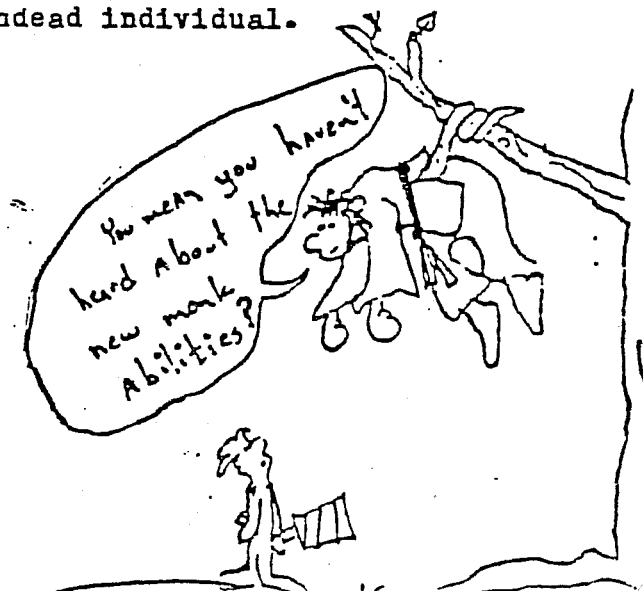
Weapons: quarterstaff, nunchuku, polearms, dagger, short swords, or a single long sword (3 to 4 ft. in length), throwing weapons after 1st level

Armor: none

Shield: none

- Levels:
- 1st-
 - a. may block arrows with their weapons without penalty
 - b. heal self once per life
 - c. immune to touch of death and spell of wounding
 - 2nd-
 - a. may use throwing weapons
 - b. immune to poison
 - c. may transfer one life to a teammate (excluding monsters) once per game
 - 3rd-
 - a. immune to all magics that charm or control
 - b. vibrating palm once per life
 - 4th-
 - a. may turn undead twice per life
 - b. may block arrows with their hands without penalty
 - 5th-
 - a. may use the sanctuary chant once per life
 - b. protection from death
 - 6th-
 - a. immunity to traps
 - b. 1 additional heal self per life (total of 2)

- Notes:
- 1) Heal self- same as the healer spell "heal". Is considered to be a form of body control and is non-magical in nature.
 - 2) Vibrating palm- same as the assassins' touch of death but instead charge it by saying "Vibrating palm" x 20.
 - 3) Protection from death- exactly like the healer enchantment of the same name. However, this is an inherent immunity, not a form of magic.
 - 4) Immunity to charm or control- may still be trapped, entangled, subdued, frozen, or petrified
 - 5) Sanctuary- by chanting "sanctuary", the monk may wander unhindered where he will and no one within 20 feet may strike at or attack him. Sanctuary is negated in the following instances-
 - a. the monk stops his chant
 - b. the monk approaches within 20 feet of a home base or flag
 - c. the monk has a weapon in handNote that this is not a protection from various battlefield effects, but only from deliberate attacks (the monk is unnoticeable)
 - 6) Turn undead- by stating this out loud, the monk may prohibit an undead creature (zombie, ghost, etc.) from attacking him for a count of 1,000. This may be done twice per life but never more than once on the same particular undead individual.



SCOUT



SCOUT

Garb: Green tunic or visible green sash.

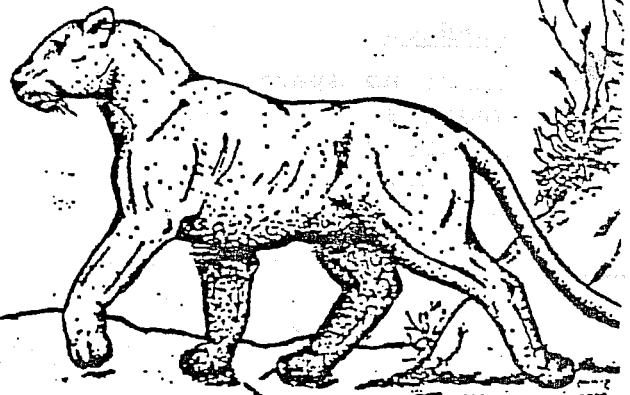
Weapons: May use either a short bow or a long sword.
They may use any short weapon (under 3 ft.)
except flails, any axe, javelins.

Armour: Maximum of 3 point armor may be worn.

Shield: small round

Levels:

- | | | |
|---------------|----|--|
| 1st level: | 1) | Heal one person per life. |
| (0-12wks) | 2) | Heal self (1/game) from one of the |
| [Scout] | | healings granted in #1. |
| | 3) | Cannot become lost. Innate sense of |
| | | direction. |
| 2nd level: | 1) | Heal two people per life. |
| (13-24wks) | 2) | Stun arrow or Fire arrow (1/life). |
| [Pathfinder] | | |
| 3rd level: | 1) | Obtain info from subdued person |
| (25-36wks) | | (1/life). |
| [Guide] | 2) | Cure poison of self (1/life). |
| 4th level: | 1) | Tracking (1/life) |
| (37-48wks) | 2) | Heal self (2/game) from the healings |
| [Tracker] | | normally granted. |
| 5th level: | 1) | Entangle trap (2/game). |
| (49-60wks) | 2) | Cure poison of other (1/game). |
| [Strider] | | |
| 6th level: | 1) | Carry two enchantments (1/game). |
| (61+wks) | 2) | Use of Longbow or Crossbow in place of |
| [Ranger] | | shortbow or longsword. |
| Guildmaster | 1) | 1 additional life (total 5). |
| [Ranger Lord] | 2) | 5 points of Drudic magic |
-



Notes:

Heal, 1.s.-

First Aid: Is a skill, not a magical spell. The scout can give limited healing to an injured person. The scout will be granted one bandage for each person he can heal (1 or 2). With these bandages the scout can temporarily heal a wound. The scout must tie the bandage (white cloth) to the wounded limb - recite spell. The wounded limb may now be these restrictions:

- 1) If used in combat wound will return after a 100 count when battle is started or when it is over.
- 2) If wound is a leg, and the person runs the wound will return after a 100 count.

Any limb may be use for anything else (carrying something, walking, etc.) but will be under the restrictions above until healed by a healer. If the scout has used his bandages and they are being worn, the scout may do no first aid until he regains his bandages.

Stunarrow: "Stun arrow" say 5 times, grey ribbon.

Firearrow: "Fire arrow" say 5 times, red ribbon.

Information: Subdued person may be asked one Yes/No question which he/she must answer truthfully.

Cure Poison: Is a skill, not a magical spell.
Only useable on people already poisoned.
Say "cure poison" x 10

Tracking: May ask one question about a specific game effect (who passed the area, where an object is hidden, etc. Reeves, dead people, neutral monsters, and mundanes may be questioned and if in the game must answer to the best of their abilities. This is not a magical ability and is unaffected by magic. Also this will grant scouts total immunity to all assassins snares and traps.

Entangle: Range is 20ft, scout must say 2 times "May mother nature bind thee", the victim must cut at each leg 10 times before he/she is free. This is not a magical effect. The scout is assumed to have maneuvered the victim into an area of uncertain footing.

Druidic Spells: The Guildmaster due to his woodland lore is able to use a limited amount of druid magic. The

WARRIOR

Garb: no special garb is required

Weapons: any melee weapon, and javelins at higher levels

Armor: up to 4 point, increases at higher levels

Shield: any

Levels:

- 1st- 1 additional life (5 total)
- 2nd- a. up to 6 point armor
b. sharpen blade once per battle
- 3rd- a. 1 additional life (6 total)
b. may use javelins
- 4th- a. harden shield once per battle
b. sharpen blade becomes once per life
- 5th- repair once per life
- 6th- +1 point to any armor worn

- Notes:
- 1) Sharpen blade- a non magical blades sharp (or bludgeon) only effective against armor. Requires a blue strip of cloth.
 - 2) Harden shield- makes a shield impervious to all attacks except magic and siege weapons. Requires a strip of blue cloth.
 - 3) Repair- may fix a weapon, a shield, or one point of armor. Requires a 100 count and may only be done on one's own equipment.
 - 4) +1 to armor- simulates higher quality equipment (much like the sharpen and harden abilities). The person must actually be wearing armor to receive the bonus.

WIZARD

Garb: yellow belt or sash; Long robes, hoods, and magical devices are encouraged.

Weapons: any one handed, non-hinged weapon under 4 ft. in length, staff, spear, dagger; Note that the use of weapons will deduct from the Wizard's available magic points.

Armor: none

Shield: none

Magic: may cast spells and enchantments

Levels: see the handbook section on magic



Notes:

- 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 Crown 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.

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- garb is a gold tunic, headband, or sash

The reeve is a referee for the battlegame. He 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 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 non-fighting servant (retrieving spent equipment, etc.)

COLOR- garb is encouraged; Is not a class yet includes everyone else who wish to participate in the mood and ambience of Amtgard. Examples include minstrels, waterbearers, garbers, and many others.

DAMAGE AND WOUNDS TO YOU

NO ARMOR:

- Head- out of bounds; Will not count as a hit and is discouraged. Blows to the neck are illegal and also will not be counted.
- 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 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- (most weapons normally had hand protectors on them).
- Leg- a hit to a leg results in the loss of use of that leg. Drop to one knee. Any following hits to that leg will have no effect (exception- magic). 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.
- Torso- (includes a person's shoulders), instant death
- Feet- do not count as a hit, unless used to block blows (such as jumps, leaps, or kicks).

- Notes: 1) any 2 limb shots (except 2 shots to the same leg) result 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).
 - 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) The chain portion of flails are not legal striking edges and do not count as hits. The same applies to all weapons hafts & hilts.

ARMOR:

Armor is rated on its ability to stop or deflect blows. The rating ranges from 1 to 6 points of value. 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 A.D. (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) blue- smashing and hacking; includes swords, flails, axes, maces, etc.
 - 2) green- thrusting or stabbing; includes daggers, spears, arrows, etc.
 - 3) red- used one or two handed; when used with two hands does the following-
 - a. destroys a shield with 3 solid blows
 - b. double damage (2 points) to armor
 - 4) yellow- magic or enchanted weapon
 - 5) black- throwing weapons; include knives, throwing axes, shuriken, etc.
 - 6) white- weapons that kill with one hit; includes siege weapons & poison.
- note: yellow, red, and white weapons must be marked with the appropriate color (tape on the hilt or haft will suffice). Other weapons will only be marked to clear up cases of confusion.

NOTES:

- 1) projectile weapons are divided into the following categories. Note the differences carefully when choosing the class that you will play:
 - a. throwing weapons- throwing knives and axes, shuriken, darts, etc. (limited to assassins, monks above 1st level, and tribal barbarians).
 - b. rocks- must be at least 1 ft. in diameter. (limited to barbarians).
 - c. bows- shortbows, crossbows, longbows (archers and 6th level scouts may use any of these; other scouts, druids, and tribal barbarians may only use shortbows).
 - d. javelins- includes throwing "spears"; (limited to antipaladins, 4th level assassins, tribal barbarians, paladins, scouts, and warriors above 2nd level.).
- 2) short weapons are any non-hinged melee weapon under 3 ft. in total length.
- 3) long weapons are under 4 ft. in length.
- 4) red or "berserker" weapons (not to be confused with the barbarian ability of the same name) are non-hinged weapons that are usually over 4 ft. in length. Padded striking edges must over 1 ft. in length and the weapon must weigh at least 2 lbs. for every 1 ft. of length.
- 5) daggers are under 1 1/2 ft. in total length.
- 6) flails or hinged type weapons are useable only by the following classes- antipaladins, healers, nomadic barbarians, paladins, and warriors. exception- assassins and monks may use nunchuku.
- 7) the term shield is self explanatory; warboards are shields; madus are considered to be a polearm joined to a shield.
- 8) spears are stabbing only weapons and should not be confused with javelins.
- 9) polearms include spears but may also have slashing edges (minimum 1 ft. in length for a striking edge.).

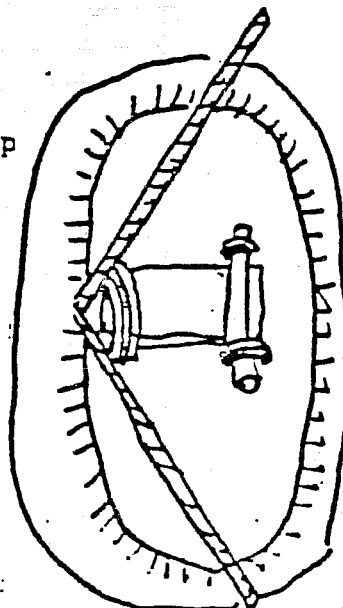
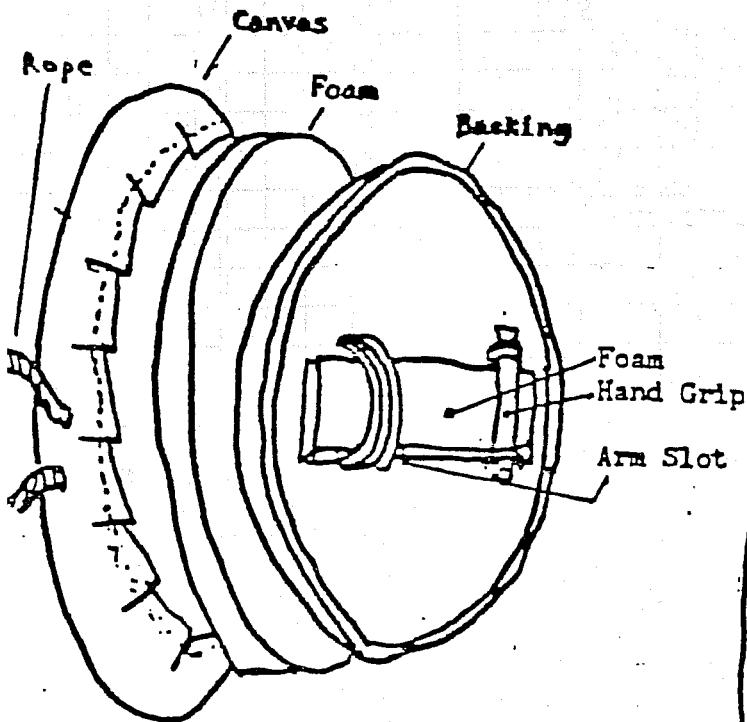
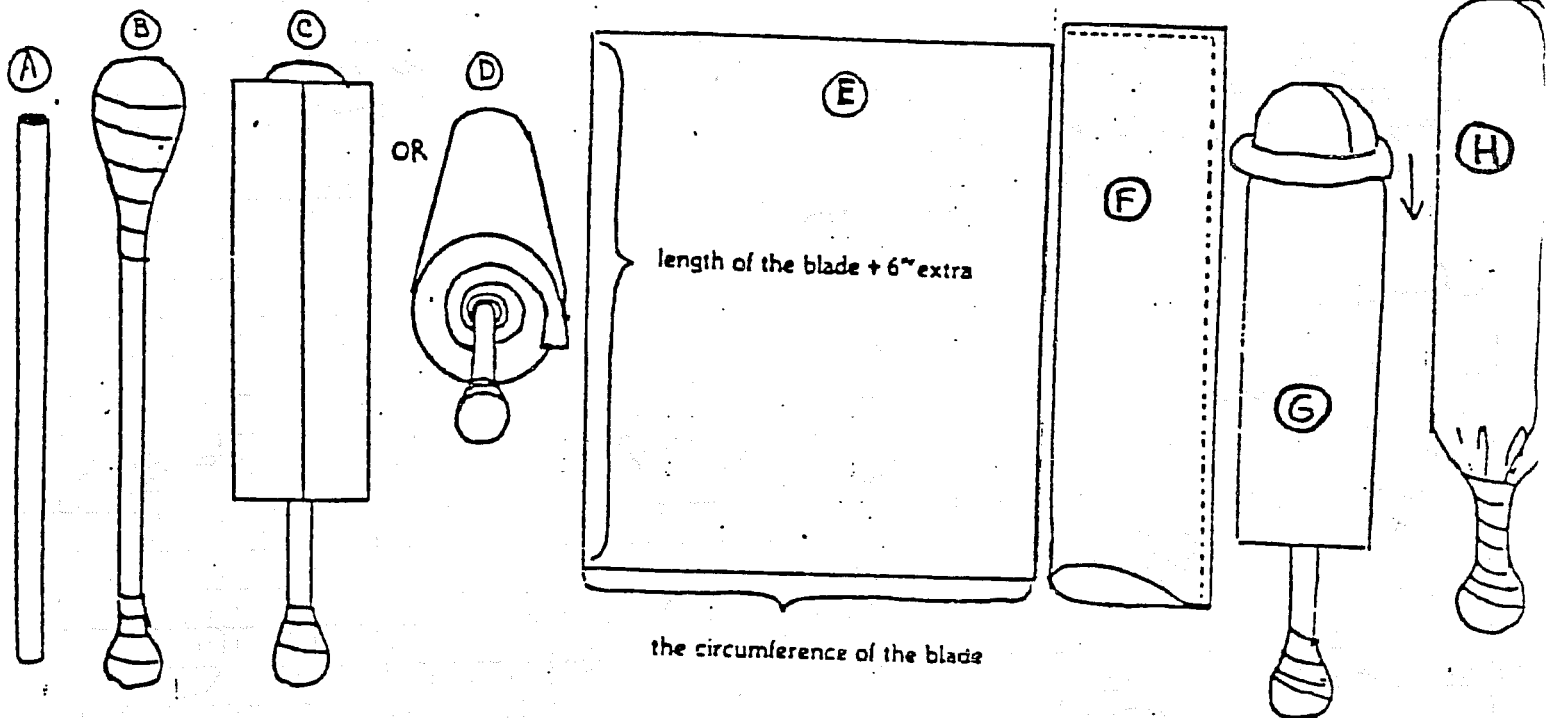
WEAPONS CONSTRUCTION

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 and S.C.A. weapons will never pass our inspection. The entire surface of a weapon must be padded except where it is held. Crossguards must be padded. For a core the best thing to use is PVC tubing. 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 core. Foam is best cut with a razor or sharp scissors. Stick the foam together 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 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 core.

SWORD CONSTRUCTION

- A. a PVC tube
- B. foam place on the tip and pommel secured with tape
- C. sandwich the tube between two pieces of foam
- D. or roll it in foam

- E. choose a light, durable fabric in a neutral color. Cut it to the length shown.
- F. Fold the fabric across and sew it up the sides and on the top.
- G. Roll up the fabric like a stocking and then roll it down the sword.
- H. Secure the fabric 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.

Key:

ST = stabbing
C = cutting
SM = smashing

Key:

Padded Striking Surface

Padded chain

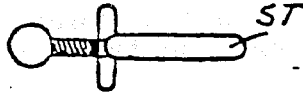
Padded Hilt Guards

Hilt

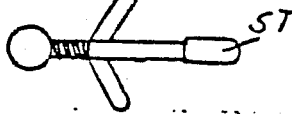
Dagger



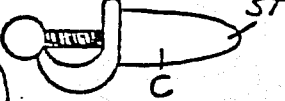
Stiletto



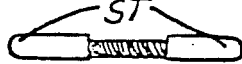
Sai



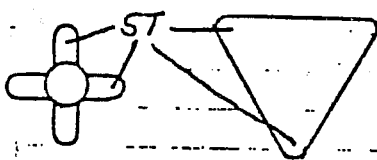
Parry Dagger



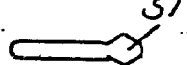
Haladie



Shuriken



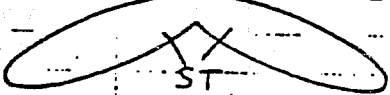
Dart



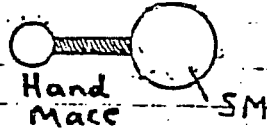
Throwing Dagger



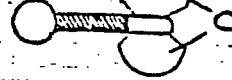
Boomerang



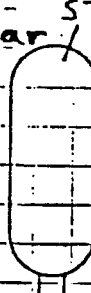
Hand Mace



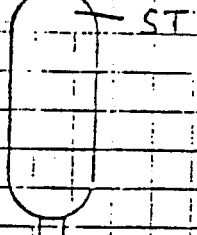
Hand Axe



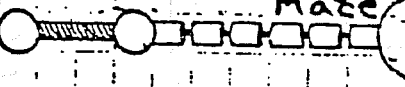
Spear



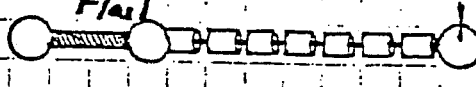
Javelin



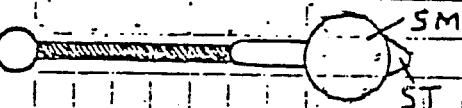
Hinged Mace



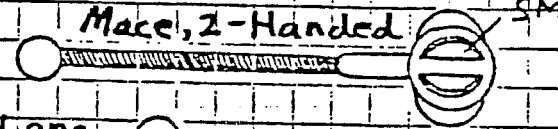
Flail



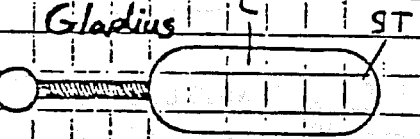
Holy water Sprinkler



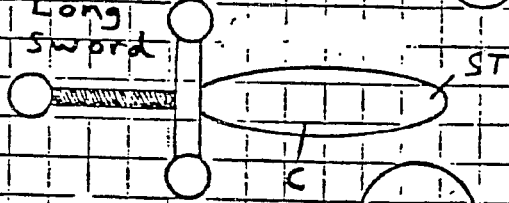
Mace, 2-Handed



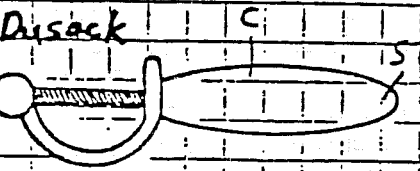
Gladius



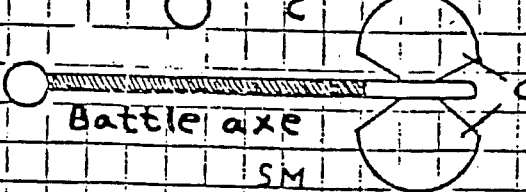
Long sword



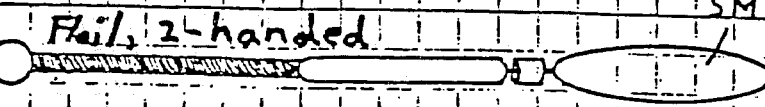
Disack



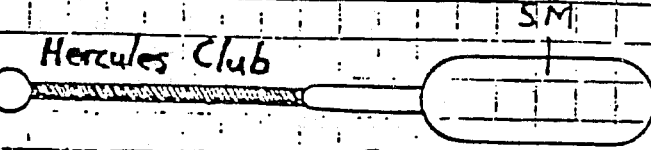
Battle axe



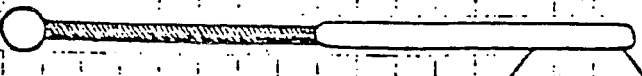
Flail, 2-handed



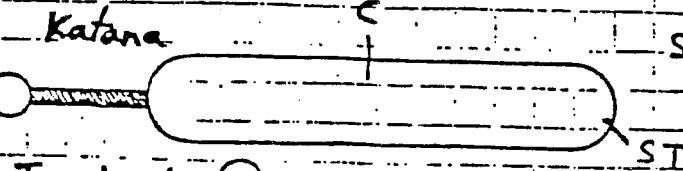
Hercules Club



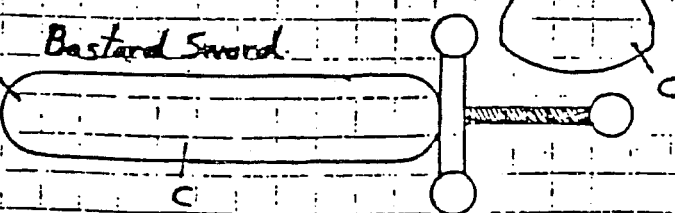
Oncin



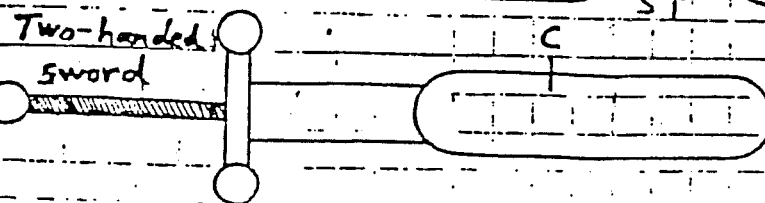
Katana



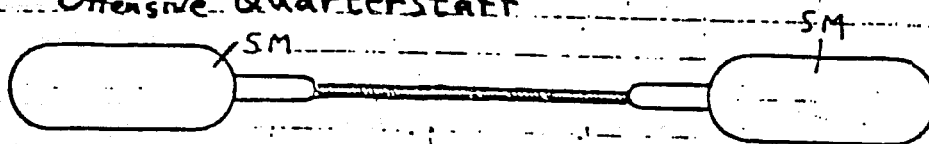
Bastard Sword



Two-handed sword



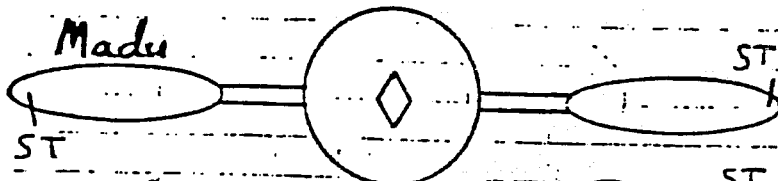
Offensive Quarterstaff



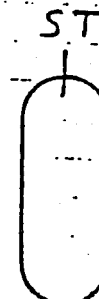
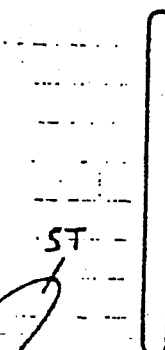
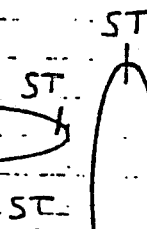
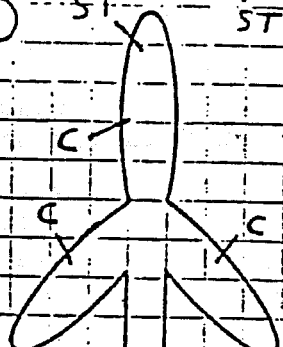
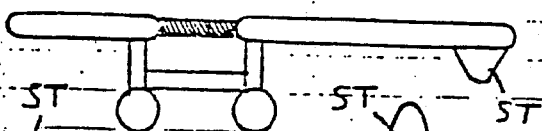
Defensive Quarterstaff



Madu



Sang kauw



Gleive

Trident

Kamayari

Halberd

Spetun

Half Moon

Pike

ARMOR CONSTRUCTION

Armor is rated by the Monarch, Prime Minister, and guildmaster of reeves. Mixed armor will be averaged. Again, damage to armor only applies to the area that is hit, and armor only protects the area that it covers. Examples of a person struck in the back:

- 1) 2 point chest armor, 1 point back armor- back armor destroyed, 1 point of chest armor remains. (chest and back are included together under torso armor).
- 2) 2 point chest armor, 0 point back armor- person is dead.

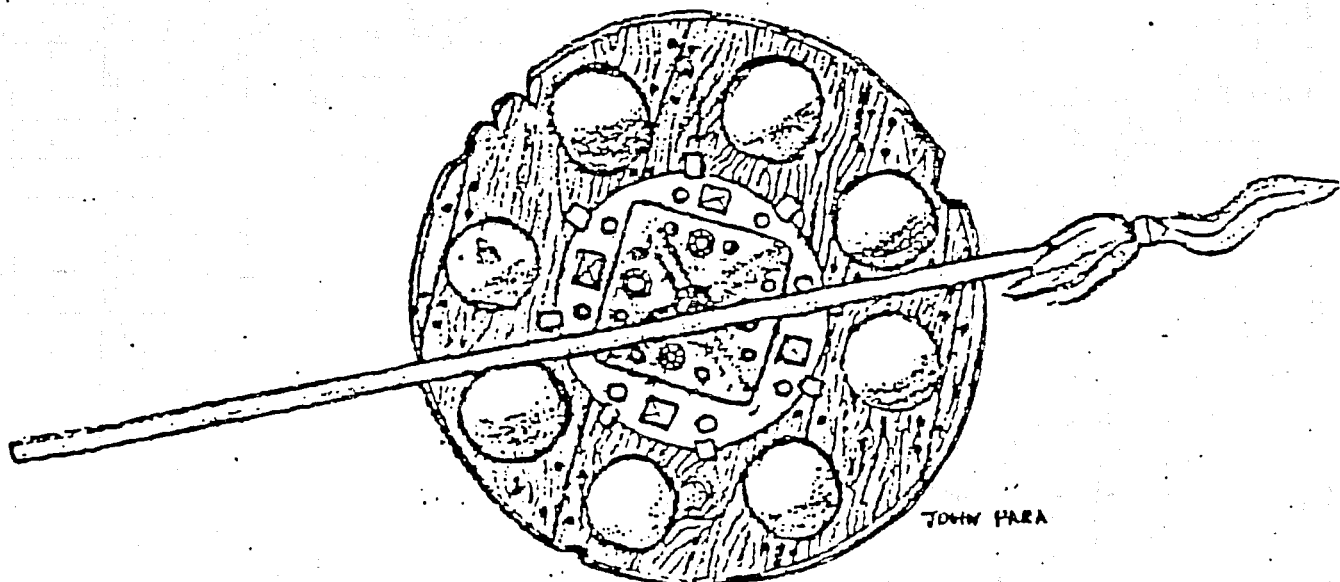
Armor must look authentic, and should weigh close to actual historical standards in order to receive full value. Armor worn under tabbards must be at least partially visible to opponents, and must be announced if asked.

These are some general categories of armor ratings:

<u>TYPE</u>	<u>MATERIAL</u>	<u>POINT</u>	<u>VALUE</u>
padded	4 layers of cloth		1
quilt	2 layers of cloth with padding		1
soft leather	1/16 inch thickness		1
hard leather	1/8 inch thickness		2
cuirbouilli	boiled leather		+1
studs/rings	metal		+1
scales	metal		+2
chainmail, barmail, combined			3
augmented or double mail	*standard criteria is 16 gauge		4
brigandine, lamellar	metals. Note that metal armor		5
ribbed plate	must be safe with no projecting		6
	edges that could injure someone.		

SHIELDS

Shield backings should be made from light, firm materials, and should be well padded. Hard edges may not be exposed. Good materials to use include substances with some give, such as plywood, and high impact plastics. An interesting alternative is to use a plastic garbage can lid, which will produce a light shield that requires less padding. However, the durability and lifespan of this kind of shield can be somewhat limited. 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, and this heavily padded with foam. Shields must be at least as safe as the weapons we use. Small shields shall not exceed 3 square feet in total exterior surface area. Medium shields shall not exceed 5 sq. ft., and large shields shall not exceed 8 sq. ft.



SPECIAL WEAPONS

Some weapons have special rules that only apply to them:

- 1) Flails- as noted before, 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 $\frac{1}{2}$ 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 Crown. The key word is safety, and potentially dangerous equipment will not be allowed on the field.
- 2) Armor piercing arrow- this arrow will pierce any armor and kill the target. It has a blue cloth tied to the shaft.
- 3) Flame arrow- must have a red cloth tied to the shaft. It will destroy a shield if the shield is hit and then not tapped upon the ground within 5 seconds of the hit. It will destroy a siege weapon with 2 hits. Only 1 flame arrow may be lit at once, and the arrow will stay lit for 2 minutes before it must be relit.
- 4) Poison- 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 armor. Only assassins and 5th level antipaladins may use poison. A person may only poison one of his weapons.
- 5) Siege weapons- a hit from a siege weapon will kill a person regardless of armor or a shield. Ten hits from a sword or axe will destroy a siege weapon. Siege weapons may destroy one another with 1 hit. They require 3 people to operate.
- 6) Other arrows- stun, penetration/see the rules under the archer class. Stun and flame arrows are only useable by scouts and archers. Armor piercing arrows and penetration arrows are limited to archers only.

ARCHERY

The maximum limit for a bow's pull is 35 pounds. No compound bows, broken or mended arrows are to be used. All wooden arrows must be taped on the shaft. Arrows may never be used as a hand or melee weapon. An arrow scores hits like any other weapon. Bows may only be half drawn at close range. Shortbows (i.e.- the arrows shot from them) do 2 points of damage to armor. Crossbows and longbows (any bow that is 5 1/2 ft. + in height) do 4 points of damage to armor. 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. A weapon used by anyone else that is hit by an arrow is destroyed. If a bow is hit by another weapon the bow is destroyed.

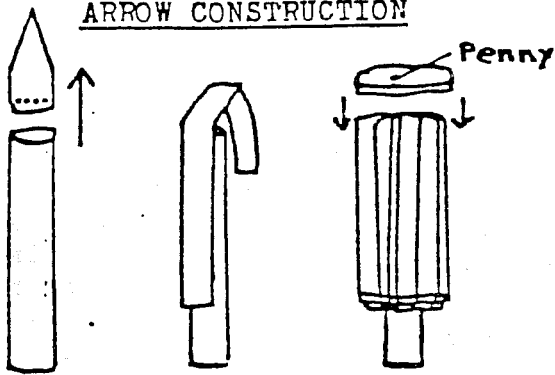
OTHER PROJECTILES

A blow by any part of a throwing weapon 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.

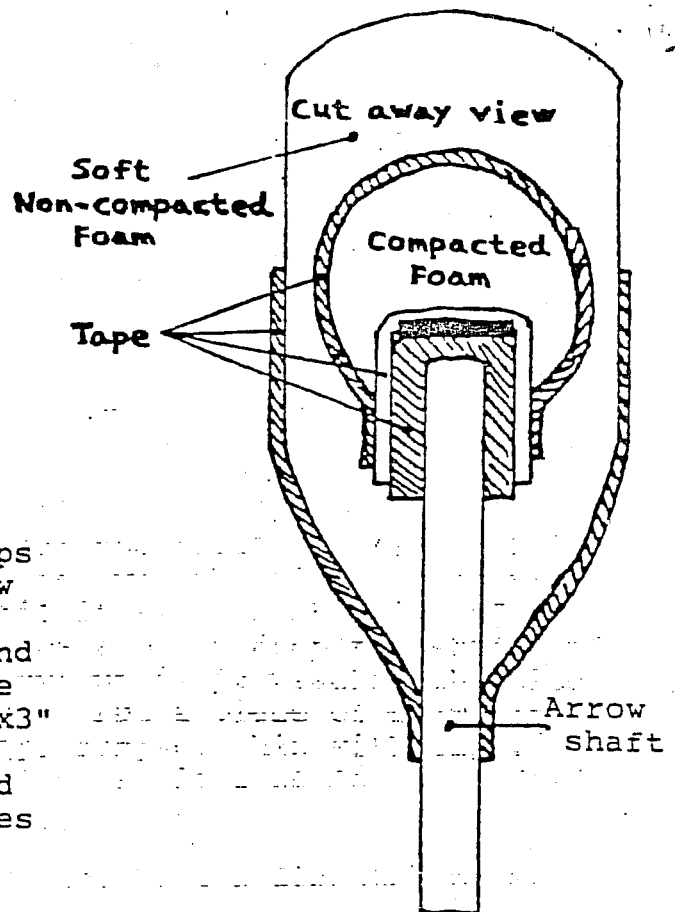
DESTROYED ITEMS

- 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), 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 or by returning to life after having died. Exception- upper level warriors have a limited repair ability.

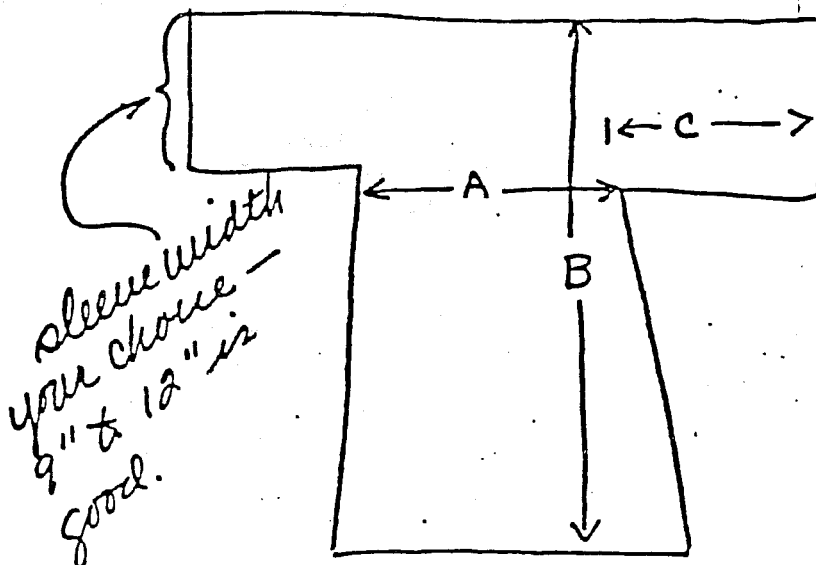
ARROW CONSTRUCTION



Pull off the metal tip. Fold strips of duct tape over the tip of the arrow shaft, until it reaches the size of a penny. Place a penny atop the shaft and tape it down until it reaches the size of a nickel. Put a piece of foam, 3x3x3" on the top, compact this with tape. Finally place a piece of foam and fold it loosely over the top. Tape the sides down but not over the top. The top of the arrow must have a diameter of at least 2 1/2".



THE BASIC T-TUNIC:



The virtues of this pattern are:

1. One seam up each side/arm and one seam on shoulder.
2. Simple to cut out and sew.
3. Lends itself to a great variety of fabrics, i.e., cottons, velours, velvets, lt. weight wools, etc.

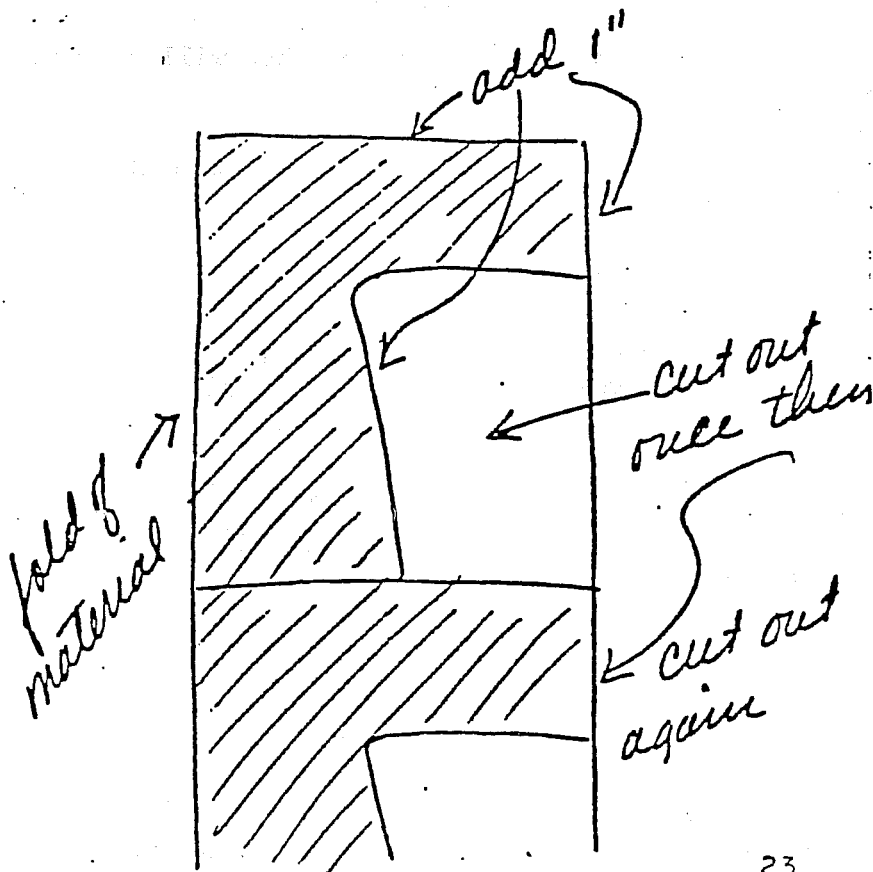
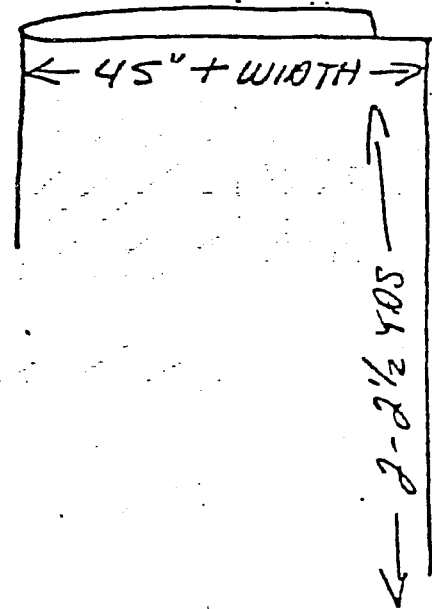
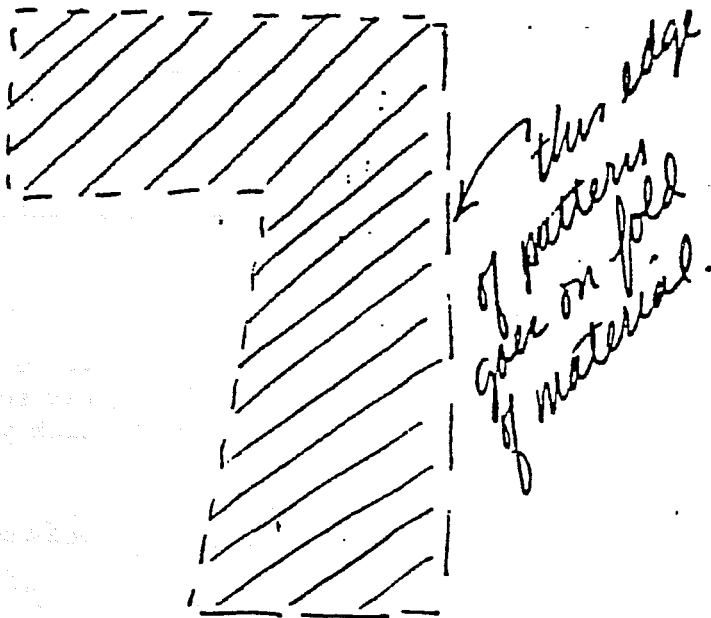
How to make the pattern:

1. First, measure chest circumference, divide by 2 and add 3 to 5 inches = Measurement "A". (REMEMBER, BETTER TOO BIG THAN TOO SMALL)
2. Second, measure from top of shoulder to where you want tunic hem = Measurement "B".
3. Third, measure from under arm to desired sleeve length = Measurement "C".

You'll need 2 to 2½ yards of 45" to 72" (width) material. NOTE: the wider the material the longer you can make the sleeves on the tunic. Two yards adequate for medium sized people (example: Aramithris or Nashomi); 2½ yards necessary for larger types (example: Rhin-0); 3 - 3½ for giants (example: Froddo #).

Now, get a large piece of paper - newspaper works; brown wrapping paper is more permanent. Now cut out ½ of the pattern as follows:

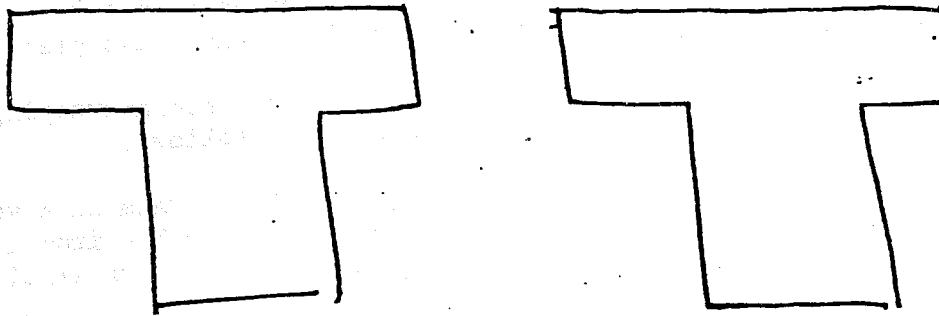
NOTE: Make sure your material is smooth - iron it if you have to. Fold material lengthwise as follows:



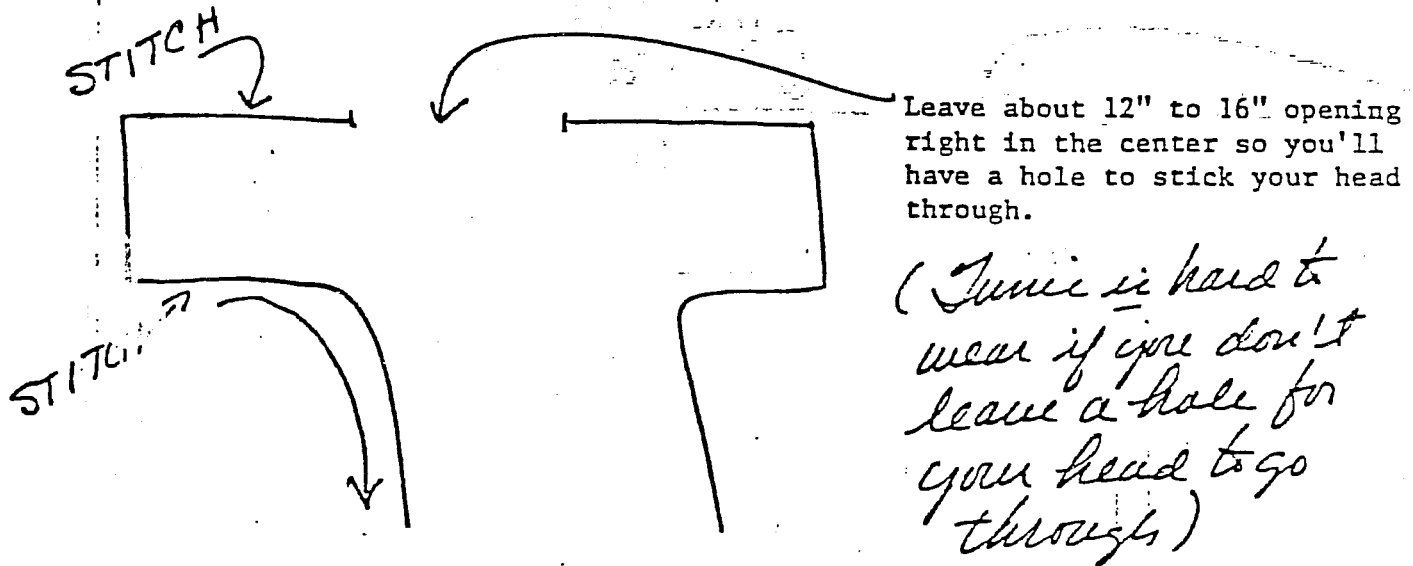
Make sure fabric is folded evenly and pin pattern on. Cut out adding one inch to every side except the edge you place on the fold. The one inch on each side will be your seam allowance.

NOTE: add 2" to tunic bottom for your hem when you cut it out.

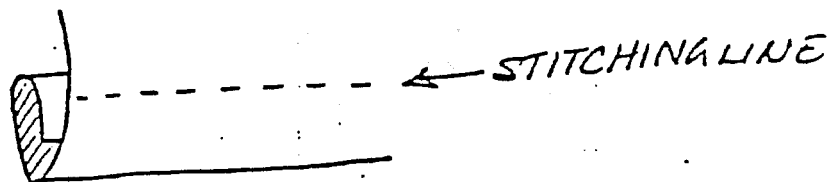
you have 2 pieces of material cut out that when opened up (remember you cut them on the fold) that look like this:



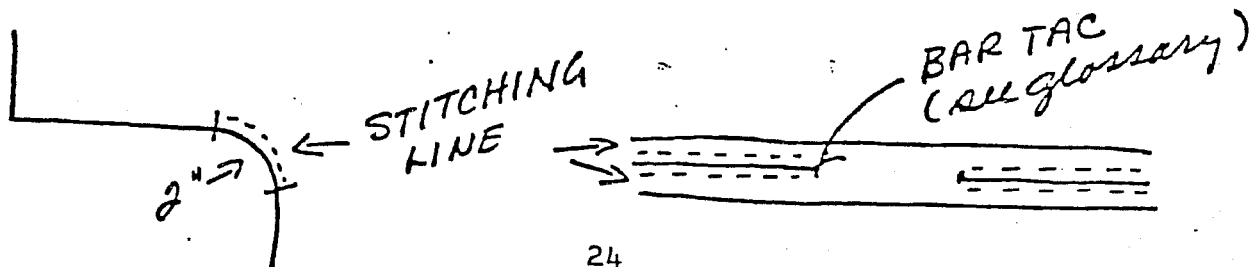
Put one piece on top of the other - right sides together - and stitch as follows:



Now sew in "double" hems on sleeves and tunic hem. The double hem will prevent raveling and look nicer: Example below:



To prevent pulling under the arms and on neckline "oversew" as follows: Make sure seam is opened on the inside of the tunic then sew on either side of the seam (2" under arms and on entire length of neckline/shoulder seam).



Don't let the fact that this tunic is very simple fool you. Your measurements must be fairly accurate and once finished it looks very good. Remember - you want it too large rather than too small. If you need some help with the pattern see any member of the Garber's Guild.

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 weapons may never be used to subdue (however - see stun arrows). 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 who refuses to be tied 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.

DEATHS AND LIVES

Immediately remove yourself from 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 will 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. Normally you are allowed 4 lives. 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 may sit down in a predesignated 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 where he died; Exception - "summon dead" will negate this rule for purposes of resurrection, etc.

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.

BATTELGAME RULES

- 1) switching classes during a battlegame is not allowed.
- 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 be only 1 wizard to every 10 people on a side.

BATTELGAME RESTRICTIONS

- The following activities are strictly forbidden:
- 1) grappling with an opponent, shieldbashing, rough or dangerous physical (body to body) contact.
 - 2) Headshots, neck shots, striking with intent to actually injure
 - 3) maneuvering or engaging during a hold
 - 4) striking at reeves and non-combatants
 - 5) calling a hold to retrieve spent items or derive other advantages
 - 6) trying to influence a game while you are dead



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. Exception- a reeve or the other team may grant a person the opportunity to pick up his spent equipment.
- 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 headshot, 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).

GARB

Each class has its own particular garb parameters. In addition, there are certain other garb elements reserved for special cases:

- 1) white belts 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
In addition, a plain gold chain is also the mark of a Knight.
- 2) red belts (not to be confused with sashes or baldrics) are for squires.
- 3) the Phoenix is the symbol of the Kingdom. It is generally only worn by paladins and anti-paladins.
- 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 (see 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.
- 8) single color belt favors are indicative of a fighter's relative standing within the fraternity of Order of the Warrior. Only the Crown may award these.

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 tabbard, 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.

MAGIC USING CLASSES

Antgard's magic using classes are one 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 which use magic, must be played within the spirit and 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 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 help from your guildmaster or a reeve. Happy spellcasting!



THE RULES OF MAGIC

1. Magic must be said loud enough to be heard within 50 ft. or by the recipient, whichever is closer.
2. Only one spell may be active at a time. Enchantments and neutrals may be used in any number.
3. A person may carry only one enchantment at a time. Exceptions- wizard stack, 6th level scouts.
4. When a person dies, the enchantment they carry is lost. Forcewall, antimagic, circle of protection, flamewall, and firetrap disappear when their caster dies. Liplock disappears when a dead person comes back to life. Resurrected and reanimated people still have the enchantments they were carrying; Reincarnated people don't. Enchantments that die with their caster do not return under any condition. Honor duel never returns.
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 armor and weapons are not.
6. If an enchantment has been cast on oneself, it is dispelled when the caster begins to cast other magic. Note for purposes of this rule that enchantments such as forcewall, antimagic, etc. (see rule 4) are considered to be on the area of ground they occupy (fixed enchantments), and do not prohibit the casting of other magics (however, see rule 16). Note that the wizard defend enchantment is an exception to this rule.
7. Enchantments must be visible, and announced if asked. Most enchantments will appear as a length of yellow or white cloth worn on the person or item protected.
8. A person must stand still when casting magic, unless otherwise stated or specified in the magic's description.
9. Incomplete or interrupted magic has no effect, and does not count as if it were used.
10. Wizards, healers, and druids must carry a magic book or scroll with them at all times in order to cast magic. Exceptions: wizards- hold person, wounding; healers- healing. Bards require a musical instrument rather than a book or scroll.
11. Magic points must be evenly distributed between levels. Exception- any number of magic points may be deducted from a higher level to be spent on a lower one. Weapon costs are deducted from each level of available magic points. Note that 4th level healer points may be spent on any level and 5th and 6th level magic for healers are bought with 2nd and 3rd level points. Bards do not use a magic point system.
12. Relics such as the sword of flame are objects of great power. Any question of magical superiority will generally be won by a relic.
13. Enchantments cast with an extension must be placed on the affected individual as soon as is reasonably possible.
14. Invulnerability is a magical effect particular to some monsters and to a limited number of enchantments. Each level of invulnerability will negate one physical or verbal hit (defined as something that would do damage) of any kind.
15. All magic will be listed as either a spell, an enchantment (some of these referred to as fixed enchantments), or a neutral. This distinction can have a great impact on play, so note it carefully. Fixed enchantments follow all general rules for enchantments.
16. A person may only have one of the following in existence at the same time: killing grounds, forcewall, antimagic, circle of protection, defend, flamewall, firetrap. Note that flamewall, firetrap, and healer circle of protection, in addition to the listed wizard examples, are fixed enchantments.

17. Enchantments nullified by death or other means must be removed. Fixed enchantments, with the exception of killing grounds, may never be pre-placed before utilization (i.e.- no cloth in sight).
18. Unless they buy ambidexterity, wizards and druids must cast magic with their left hand. Magical balls (lightning balls, iceballs, etc.) may then be transferred to the right hand and thrown. Healers and bards may cast magic with either hand.
19. Spells completely cast and enchantments discharged are considered used, even if they were ineffective against their targets. The same is true of all class abilities.
20. Magical balls, once cast, are charged for 2 minutes. If unused, they must be recast before utilized. The cost for these lightning bolts, entangle balls, etc. is for the number that can be cast and thrown at the same time: cost of 2 to throw 2 magical bolts at the same time, etc.
21. The only magics which may be cast more than once at the same time on the same person are protection, protect, and stoneskin (as listed under their descriptions).
22. When hit with a magic ball of any type, all hits count except head or throat shots. This includes foot shots, tail hits, and grazes. A hit to the hand holding a weapon destroys (or affects) the weapon.
23. In the event of a conflict between magics which is not directly covered by the rules, the higher level magic is considered more powerful. If the magics are of the same level, then the defensive magic is more powerful.
24. In case of confusion or contradictions, then the specific magic description should be the final source. Use your common sense when ironing out problems.
25. The reeve's word is final. If what looks like 30 ft. to you is determined to be 60 ft. by the reeve, then it is 60 ft. If you feel the reeves are not good judges of distance, bring out a reliable measure with you.



MAGIC CLARIFICATIONS

1. Under the notes sections of many magics it lists those classes which are immune to that magic. As the classes and their immunities evolve, immunities in the magic section will correspondingly be added or deleted.
2. Neutral magic may never be dispelled. This includes ambidexterity, lend, extension, warskill, advancement, and extra magic points. Visit, messenger, and other classes' magic-like abilities are also not allowed to be dispelled.
3. Liches are undead and magical creatures. Zombies and mummies are undead and diseased. Lycanthropes are diseased.
4. Enchanted weapons (other than enchantments that are defensive such as harden) may be affected by heat weapon, warp wood, curse weapon, and magical balls. Note that relics do not possess any qualities that are not listed under their descriptions.
5. Enchantments may be dispelled.
6. Paladins and anti-paladins are immune to most wizard spells, but not their enchantments. Barbarians may never carry enchantments.
7. Cure disease will turn an undead creature or lycanthrope back to human. Resurrect will not. Protection from disease will protect a person from conversion to these creatures for one life.
8. Stone to flesh will negate petrify. A heal spell will alter the effects of druidic flesh to stone to those of an iceball.
9. Lightning in any form is considered to be a type of flame. Protection from flame is proof against a flamewall. Protection from magic is not. Both are proof against a fire trap.
10. Mend will not negate the effects of heat weapon or curse weapon.
11. Red weapons, enchanted weapons of any type, relics, arrows, and touch of death will destroy a bless, barkskin, or protection without killing the wearer of these enchantments. The dagger of infinite penetration will kill them.
12. Projectile protection is not proof against magic bolts (or for that matter, any other kind of magical balls.). The magic bolt spell may be blocked and parried just like any normal throwing weapon.
13. Dispel magic will cancel protection from magic. It does not block class abilities or skills. Nor does it affect the following: neutral magic of any type, any spell or enchantment already discharged (healing, etc.), commune, visit, messenger, teleport or passplant is action of being completed, transform, reincarnation, lost, banish, honor duel victory passage. Dispel magic can cancel antimagic only if cast outside of but within 20 ft. of the periphery of the antimagic circle.
14. Defend or protection from magic will not save a wizard from his own killing fields or mutual destruction.
15. Druidic passplant is the same as teleport for all game purposes.
16. Game effects that allow questions of dead people (scout tracking, talk to dead, etc.) must be asked in a "yes or no" format.
17. Weapons or equipment carrying an enchantment are often referred to as enchanted weapons. This should not be confused with the wizard enchantments enchant shield, and enchant weapon.



MAGICAL RELICS

Certain items of power are used in the battlegames and are passed on to new owners every six months via a quest:

Dagger of infinite penetration- when thrown will pass through all armor values (exception- invulnerability) and damage the target. 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). 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.

Ring of Power- negates the first hit from each separate opponent per battle-game. Counts against weapons only; It is ineffective against magic.

Shield of reflection- this relic is indestructable and the effect is permanent. Will negate any effect that strikes it, even white weapons and magic.

Sword of flame- may only be used by the owner for one life per game. Is considered flame; it 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. Is itself impervious to an iceball.

Note: other relics may be added at a later date.



MAGICAL DEFINITIONS

- 1) magic- refers to any game activity which is magical in nature.
- 2) spell- a magic which has a direct and immediate effect.
- 3) enchantment- a magic which has a lasting effect on the bearer.
- 4) fixed enchantment- a magic which has a lasting effect and is cast on an area of ground. Fixed enchantments must constantly draw power from the person who cast them, so they may only have one active at a time, and it permanently disappears when its caster dies. Does not prohibit the caster from carrying a normal enchantment.
- 5) Neutral- a magic which alters the nature of that on which it is cast. Neutrals cannot be dispelled, and a person may have more than one of these operating at the same time.
- 6) magical ball- anything charged and thrown by a magic using class. An unlimited number may be carried (exception- only one sphere of annihilation may be carried).

WIZARD CLASS

A wizard may use weapons, provided they deduct an appropriate number of their magic points from each level in order to learn that skill. This represents time lost from the study of magic to learn the use of weapons. For example, Frost of Silverlake is a third level wizard who wishes to use a longsword. Frost must deduct 4 points from each level, leaving the Wizard 6 initiate pts., 6 apprentice pts., and 6 journeyman pts. After third level there is no additional cost for weapons, though costs must still be evenly divided between all levels of magic points. Thus, an archmage with a shortsword would have 3 magic points useable for each of his 6 levels of magic. Magic bought with magic points may only be redistributed between games. Note that Wizards may not use: fails or hinged type weapons.

<u>weapon</u>	<u>max length</u>	<u>cost per level</u>
short	3 ft.	2
long	4 ft.	4
spear	none	3
staff	none	2
dagger	1½ ft.	0

<u>Wizard's level</u>	<u>magic points useable to buy magic at that level</u>					
	<u>1st</u>	<u>2nd</u>	<u>3rd</u>	<u>4th</u>	<u>5th</u>	<u>6th</u>
1- initiate	10	-	-	-	-	-
2- apprentice	10	10	-	-	-	-
3- journeyman	10	10	10	-	-	-
4- scholar	7	8	7	8	-	-
5- sage	6	6	6	6	6	-
6- archmage	5	5	5	5	5	5

Magic listing key

type- enchantment/E, fixed enchantment/FE, spell/S, neutral/N
uses- number of times you may cast that magic when you pay for one use.
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.

Magic format key

T: type of magic
M: materials needed
I: incantation and gestures
R: range (if any)
E: effect
L: limitations or restrictions
N: notes

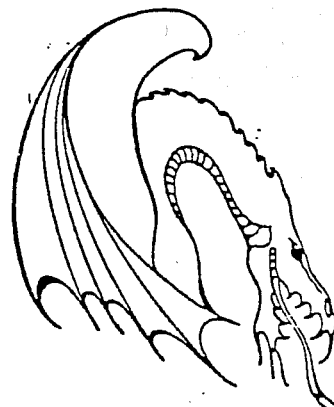
Wizard magic table

The following tables list the magic available to wizards at their respective levels. The tables list the magic's name, its type, number of uses ("u" means unlimited), cost, and max number purchased. Note that all magical balls cast at the same time must be thrown at the same time. An unlimited number may be carried. The max listing in their cases is the maximum number that may be simultaneously charged and thrown.

<u>Magic name</u>	<u>type</u>	<u>uses</u>	<u>cost</u>	<u>max</u>
<u>1st level-initiate</u>				
Bladesharp	E	1/battle	1	4
Bludgeon	E	1/battle	1	4
Cancel	S	unlimited	0	-
Enchant shield	E	1/battle	1	4
Heat weapon	S	1/life	1	4
Honor duel	E	unlimited	0	-
Iceball	S	1 bolt/u	1	4
Magic bolt	S	1 bolt/u	1	4
Shove	S	1/life	1	4
Stun weapon	E	unlimited	0	-
Talk to dead	S	1/battle	1	-
<u>2nd level-apprentice</u>				
Circle of protection	FE	unlimited	2	-
Forcewall	FE	1/battle	1	4
Harden	E	1/battle	1	4
Hold person	S	1/life	1	4
Lightning bolt	S	1 bolt/u	1	4
Liplock	E	unlimited	2	-
Mend	S	1/life	1	-
Messenger	E	1/battle	1	-
Protection from flame	E	1/battle	1	4
Wounding	S	1/life	2	2
<u>3rd level-journeyman</u>				
Ambidexterity	N	unlimited	2	-
Anti-magic	FE	1/battle	1	2
Dispel	S	1/battle	1	4
Extension	N	1/battle	2	-
Fireball	S	1 bolt/u	1	4
Mutual destruction	S	1/battle	1	4
Projectile protection	E	1/battle	1	4
Protection	E	1/battle	1	4
Touch of death	E	1/battle	1	4
Wind	S	1/battle	2	2
Yield	S	1/battle	1	4
<u>4th level-scholar</u>				
Curse	S	1/battle	1	4
Doomsday	S	1/battle	2	1
Enchant weapon	E	1/battle	1	4
Petrify	S	1 bolt/u	1	4
Protection from magic	E	1/battle	1	4
Pyrotechnics	S	1/battle	1	4
Reanimate	E	1/battle	2	4
Sever spirit	S	1/life	2	4
Teleport	S	1/battle	1	4



<u>Magic name</u>	<u>type</u>	<u>uses</u>	<u>cost</u>	<u>max</u>
<u>5th level-sage</u>				
Advancement	N	1/battle	1	1
Flight	E	1/battle	2	4
Lend	N	1/battle	1	4
Sphere of annihilation	S	1 bolt/u	2	1
Vivify	N	1/battle	2	1
Warskill	N	1/battle	1	2
<u>6th level-archmage</u>				
Defend	E	1/battle	1	1
Expertise	N	1/battle	2	1
Killing grounds	S	1/battle	2	1
Lich	E	1/battle	1	4
Stack	N	1/battle	1	4
Transform	E	1/battle	2	1



Wizard magic

The wizard class is the most changed in this 5th edition handbook. Unlike every other class, this guild's magic is presented in an "add on" format. First will be listed all new magic additions to the class, this followed by a listing of the older magics still in usage. This second category of magic will be in a smaller, more concise typeface. Any magic in this second category that is marked with a black dot has been slightly modified and will be included in the third section under notes for that level. It is hoped that this format will be useful both to new wizards just learning the system, and to the old veterans trying to integrate this new influx of information. Note that all journeyman (3rd level) magics are old and all sage (5th level), and archmage (6th level) magics are new.

1st/initiate level

New magics:

Magic bolt

T: spell M: padded blue "magic bolt" with streamers
 I: hold ball in left hand and repeat "Magic bolt" x 5
 E: a direct hit to a person will kill or wound them just as if it were a throwing weapon. May be blocked by shields and weapons.
 N: Affects all classes. Bounces do not count.

Shove

T: spell I: repeat "I shove thee" x 5 R: 20 ft.
 E: forces victim to back up 20 ft. by telekinetically shoving them
 N: will work against frozen, sleeping, wounded, etc. persons. Will not work against barbarians, paladins, and anti-paladins.
 L: cannot force a person into a dangerous position.

Bladesharp

- T: Enchantment
- M: Yellow cloth
- I: Hold weapon in left hand and repeat 10x "Sharpen this blade", tie cloth on weapon.
- E: If the weapon is normally a blue weapon, it is treated as a red weapon; if it is normally a red weapon, it takes four points off armor and in two hits destroys a shield and an arm.
- L: Only usable on bladed weapons, can't be applied to thrusting or blunt ones.

Bludgeon

- T: Enchantment
- M: Yellow Cloth
- I: Hold weapon in left hand, repeat 10x "Harden this weapon", tie cloth on weapon.
- E: Same as Bladesharp
- L: Only usable on blunt weapons

Cancel

- T: Spell
- I: Repeat 2x "I cancel my spell"
- R: 50ft
- E: Negates spell
- L: May only be used on own spells

Enchant Shield

- T: Enchantment M: Yellow cloth
- I: Shield in left hand, 10x "Enchant this shield"
- E: Shield can't be destroyed by any means

Heat Weapon

- T: Spell
- I: Repeat 2x "By the fires of the Phoenix, I heat that weapon" (be specific if possible)
- R: 20ft
- E: The weapon is considered useless for a count of 300 or 5 minutes
- L: Works against any weapon, but not against armor or shields.
- N: A mend spell will not restore the weapon, however a "new" one may be obtained from Nirvana or the flag.

Honor Duel

- T: Enchantment
- M: Two or more yellow cloths
- I: Hold cloths in left hand, repeat 5x "remain this duel pure", tie cloth on each contestant.
- E: Each contestant is protected from outside force. The victor is allowed safe passage to safe territory, preferably their home fort, ignoring all wounds till arrival.
- L: May not be members of the same team without Reeve's permission. Enchantment lasts until or dies or it is dispelled or cancelled.
- N: Barbarians, Paladins, and Anti-Paladins are immune to this spell. Combat is limited to a reasonable area.

Iceball

- T: Spell
- M: Padded white "Iceball" with streamers
- I: Hold Iceball in left hand and repeat 5x "Iceball"
- E: A direct hit to a person will freeze them in place for a count of 300, or until they are freed by a fireball. They may neither fight nor be harmed. Two fireballs will kill them.
- N: Barbarians are immune to this spell. Paladins and Anti-paladins can't be freed by a fireball, nor can anyone bearing Protection from Flame, nor the Sword of Flame.

Stun Weapon

- T: Enchantment
- M: Yellow cloth
- I: Hold cloth in left hand and say "May this weapon stun its victim", tie cloth to weapon.
- E: Allows a thrusting weapon such as spear or arrow to be used to subdue.
- N: Barbarians can't be stunned or subdued, and will take normal damage from a weapon bearing this enchantment.

Talk to the Dead

- T: Spell
- I: Touch dead person with left hand and repeat 10x "Speak to me".
- E: Person must answer one question truthfully.
- N: Paladins and Anti-Paladins are immune to this spell.

initiate notes:

1. sphere of annihilation will defeat an enchant shield
2. barbarians and monks above 2nd level are immune to honor duel



New magics:Harden

T: enchantment M: yellow strip of cloth, magic wand

I: tie cloth on object, repeat "harden this (name of item) x 5"

E: makes object indestructable, except versus sphere of annihilation & relics

L: cannot be placed on player, garb, armor, etc.

Liplock

T: enchantment M: strip of yellow cloth

I: hold wand in left hand, repeat "remain the truth still" x 5, tie on cloth

E: bearer cannot be forced to speak nor otherwise respond to questions asked under "talk to dead" and similar magics. Does not affect tracking.

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

N: can't be cast on barbarians. Disappears when the person comes back to life.

Circle of Protection

T: Enchantment M: 10ft yellow cloth, magic wand

I: Lay yellow cloth in circle, wand in left hand say 5x "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, nor can they cast magic. They are desolid.

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 anyone exiting the circle. No one can enter without recasting the spell. No game item, nor person acting as game item, may be put inside. Protection starts when you step inside the spellcast circle,

Force Wall

T: Enchantment M: 10ft yellow cloth, magic wand

I: Lay cloth out in straight line, wand in left hand say 10x "Force wall", touch cloth with wand

E: Creates an impenetrable 10x10 wall

L: Like Circle, starts only when all of "I" is done,

Hold Person

T: Spell I: Say 3x "I command you to stop" R: 20ft

E: Victim's feet are frozen to ground for 100 count May yell, fight or cast any magic except movement

N: Barbarians, Paladins and Anti-paladins are immune to this spell. May be cast while moving.

Lightning Bolt

T: Spell

M: Padded yellow "Lightning Bolt" with streamers

I: Hold bolt in left hand and repeat 5x "Lightning Bolt".

E: A direct hit to a person or object will destroy them.

Mend

T: Spell E: Damaged item is repaired

I: Left hand on item, 10x "Make this item whole again"

L: Can't be used on "heated" weapon, its not broken

N: If an enchanted item is mended, its enchantment is intact

Messenger

T: Enchantment M: Yellow cloth

I: Cloth in left hand, 10x "Safe passage unto you"

E: Person must go straight to destination, deliver message, return to where spell was cast. Can't harm or be harmed, simulates telepathy.

Protection from Flame

T: Enchantment M: Yellow cloth

I: Cloth in left hand, say 10x "Protection from the element of fire", tie cloth onto person

E: Protects against all forms of flame, including lightning, treat Sword of Flame as normal hit.

Wounding

T: Spell

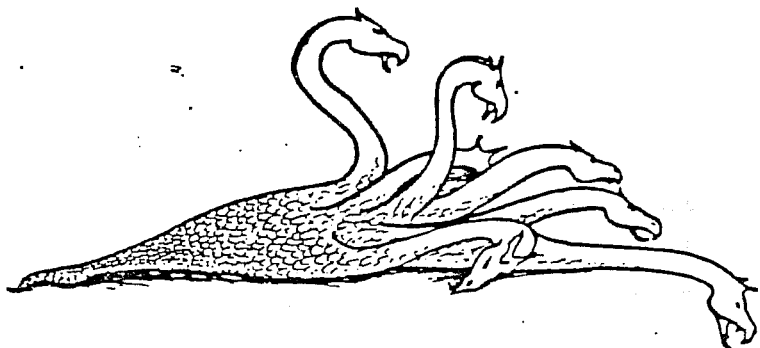
I: Repeat 2x "From my heart I strike off your (right or left arm or leg)".

R: 20ft

E: Victim's limb is destroyed

L: The victim must be unwounded prior to spellcasting

N: May be spoken while moving. Monks, Paladins, and Anti-paladins are immune.

apprentice notes:

1. forcewalls block verbal attacks; caster must remain within 100 ft.
2. wizards in circle of protections may use verbal attacks upon one another
3. monks above 2nd level are immune to hold person

3rd/journeyman level

Ambidexterity

T: Neutral E: Wizard doesn't need left hand

Antimagic

T: Enchantment M: 50ft measure, markers, wand
I: Mark an area with a 50ft radius, wand in left hand, 20x "May all forms of magic forsake this place"
E: No magic of any kind will work within the circle
N: Classes using skills which simulate magic may.

Dispel Magic •

T: Spell M: Wand R: 20ft
I: Wand in left hand, say 5x "I dispel that magic"
E: Spell or enchantment is dispelled, reanimated fighters die, not usable against Relics

Extension

T: Neutral I: Say "Extension" loudly before spell
E: Doubles range of spell for 1 use. Gives no range 20ft

Fireball

T: Spell M: Padded red fireball with streamers
I: Hold ball in left hand and repeat 5x "Fireball"
E: Destroys anything it touches, even on a roll or foot shot. The wizard may state before throwing that the Fireballs will "remain active", they will continue to burn for 2 minutes.
N: Paladins and Anti-paladins are immune to spell

Mutual Destruction •

T: Spell I: Say 5x "I call for our deaths" R: 50ft
E: Both the wizard and their victim die
N: Paladins and Anti-paladins are immune

Projectile Protection

T: Enchantment M: Yellow cloth
I: Cloth in left hand, 10x "Protection from Projectiles"
E: Protects from all nonmagic thrown and shot objects

Protection

T: Enchantment M: Yellow cloth
I: Cloth in left hand, 10x "May this magic protect you"
E: Negates the first hit, magic or not. May be simulcast to stack up to 4 on one person, to protect against up to 4 hits. Not good versus verbal attacks:

Wind

T: Spell M: Wand R: Line of sight
I: Hold wand in left hand and repeat 2x "Sleeping force of wind I hail send you forth a mighty gail. 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 toward 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 blown back to their fort
N: Paladins and Anti-paladins are immune to spell

Touch of Death •

T: Enchantment M: Yellow cloth
I: Cloth in left hand, say 20x "Touch of Death", tie
E: Bearer of enchantment's touch kills
L: Will work through clothing, not shields or armor
N: Monks are immune to this attack.

Yield •

T: Spell M: Magic Wand R: 50ft
I: Wand in left hand, say 3x "Yield thy arms and resist no longer, come unto me and be my captive"
E: Victim must lower weapons and surrender immediately moving straight to wizard, then may begin a 500 count. If they are not killed, when they have counted they may return to their fort. May only be kept from wizard by death or another yield spell, not subdual or force.
N: Barbarians, Paladins and Anti-paladins are immune
Freed captive must go to fort, considered telepor

Journeyman notes:

1. note that dispel magic is effective against most higher level magics
2. monks above 4th level are immune to mutual destruction
3. touch of death allows one attack, and then is discharged
4. monks above 2nd level are immune to yield; also note that other magics can still physically affect a yielded person

4th/scholar levelNew magics:Petrify

T: spell M: padded grey "petrify" ball with streamers

I: hold ball in left hand, repeat "petrify" x 5

E: a direct hit will cause the victim to freeze in place- a stone statue. Like iceball, even a hit to equipment will affect the victim. Healing negates this spell or the victim may choose to take a death.

N: will not work against barbarians, paladins, and anti-paladins

Sever spirit

T: spell M: already dead victim

I: touch victim and repeat:

"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, reanimate, 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.

N: will permanently kill undead type creatures that are on their last life.

Curse •

I: Spell M: Wand R: 50ft E: Victim dies

I: Wand in left hand say 10x "I curse thee"

N: Paladins and Anti-paladins are immune to spell

Doomsday •

I: Spell M: Wand R: Line of sight

I: Wand in left hand "Doomsday 1, Doomsday 2..." thru 350

E: All enemy team in sight at end of spell die

N: Paladins and Anti-paladins are immune to this spell

Enchant Weapon

T: Enchantment M: Yellow cloth

I: Weapon in left hand, 10x "Enchant this Weapon" tie on

E: Causes wounds to kill, all limb hits are death

Protection from Magic

T: Enchantment M: Yellow cloth

I: Cloth in left hand, 10x "Protection from all forms of magic" tie on person or object

E: Blocks all forms of magic, even heal and resurrect

N: Treat weapons with enchantments as normal weapons

Pyrotechnics

T: Spell M: Wand R: 50ft E: Object destroyed

I: Wand in left hand, 5x "I call upon the element of fire to destroy that (object)"

L: Can't destroy bases, armor, relics, game items

Reanimate

T: Enchantment M: Yellow Cloth

I: Left hand on body, 10x "Rise and fight again"

E: Person lives again as if they had never died

L: Dispel will kill, must wear yellow cloth

N: Still has any enchantments carried when killed

Teleport •

T: Enchantment R: Game boundaries

I: Repeat 5x "Teleport", Repeat 5x "Arriving"

E: May go to any 1 location. Can't harm or be hurt.

L: Must go straight there, must quietly tell Reeve destination if asked. May not be followed.

N: Barbarians are immune to this enchantment.

scholar notes:

1. monks above 4th level are immune to curse and doomsday
2. teleport destination should be told to a reeve or teammate if possible

5th/sage levelNew Magics:Advancement

T: neutral

E: may purchase 3 points worth (not 3 magics) of initiate/1st level magic.

Flight

T: enchantment M: strip of yellow cloth, wand, feather

I: hold wand and feather in left hand, tie cloth onto person and repeat:

"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: bearer is able to fly, as long as they flap their arms and emit occasional piercing screeches. Bearer may only be attacked by ranged attacks, and may only use verbal magics. Range for spells is considered to be the same as the actual physical range.

L: may only be cast on self, unless used with lend spell. If lended, the borrower casts on self.

Lend

T: Neutral

E: may lend a 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.

Sphere of annihilation

T: spell M: black, padded "sphere" ball with streamers

I: hold ball in left hand and repeat "sphere of annihilation" x 5

E: will destroy even enchanted, hardened, or protected items, and targets with any type of defenses with the exception of invulnerability. Works exactly like a lightning bolt for purposes of determining hits.

N: is not a form of flame. works against all classes. bounces do not count. Healer protect and druidic stoneskin work against this spell.

Vivify

T: neutral

E: gives the wizard one additional life.

Warskill

T: neutral

E: may reduce the cost of a single weapon by half, rounding the cost up.

L: not useable twice on the same weapon.



6th/archmage level

New Magics:

Defend

T: enchantment M: yellow strip of cloth, wand

I: wand in left hand, repeat "power defend me" x 5

E: confers 1 pt. of protection and "Protection from (magic, projectiles, or flame; choose one)"; while allowing the wizard to still cast magics.

L: may only be cast on self unless used with a lend.

Expertise

T: neutral

E: may purchase 4 apprentice (2nd level) points (not magics) worth of magic.

Killing grounds

T: spell M: 30 ft. black strip of cloth, wand

I: to set trap, lay out cloth in a circle, wand in left hand, repeat 3 x:
"poison seep, venom creep, flesh in mossy graves yet deep;

rise from your undreaming sleep, bide and soon make mortals weep."

I: to trigger, enter circle and repeat:

"rise up now, receive thy pay; the promised time has come, now slay."

E: all within circle die

L: may not be used with extension or within 50 ft. of a base or fort.
no other fixed enchantment will exist within its radius.

N: wizard also dies. If wizard is killed before triggering the trap, then
the magic is not expended. Affects all classes except 5th level monks.

Lich

T: neutral

M: 10 ft. strip of yellow or black cloth

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 a small circle of earth. They are neutral, but like any monster, can be bribed or convinced for help or enchantments. A lich may cast the circle of protection by saying its incantation only 3 times.

L: may not be within 100 ft. of a base. May never move nor be moved except when dead, and then never within 100 ft. of a base or more than 100 ft. from its original location.

N: a lich has all the wizard's per life spells, as well as any other magic the wizard had left. A sever spirit or dispel magic will kill a lich.
A lich is still considered to be a wizard and may still die from normal means.

Stack

T: neutral

E: may place two enchantments on single player

L: may not be used on self, nor may it be stacked on itself

N: the cost must still be paid for the two enchantments to be used.

Transform

T: enchantment M: yellow strip of cloth, wand, monster garb

I: player dresses in monster garb while wand in hand, wizard constantly repeats:
"I transform thee into a monster."

E: player sacrifices 4 lives to be transformed into a monster with one life.

L: may only be cast on someone who has not yet died. Restricted to:
mummy, dryad, giant, unicorn, siren.

N: the garb for the monster must meet required standards. Once the monster dies, it is out of the game.

HEALER CLASS

<u>Level</u>	<u>Useable magic points</u>	<u>Magic useable</u>
1st	10 points total	1st level
2nd	20 points total	2nd level
3rd	30 points total	3rd level
4th	+2 pts. used on any level	1st- 3rd
5th	all	+ 5th level (count towards 2nd level points)
6th	all (32 total points)	+ 6th level (count towards 3rd level points)

Weapons and costs

The cost must be deducted from every 10 healer magic points. Thus, a shield would subtract both 3 1st level magic points and 3 2nd level magic points from a 2nd level healer.

<u>Weapon</u>	<u>Maximum length</u>	<u>cost</u>
short, edged	3 ft.	4
short, non- edged	3 ft.	3
long, edged	4 ft.	5
long, non- edged	4 ft.	4
staff	none	3
shield	medium	3
dagger	1 1/2 ft.	0

Magic format key:

T: type of magic- S/spell, E/enchantment, N/neutral

M: materials required

I: incantation and gestures

E: Effect

R: Range

L: Limitations or restrictions

N: Notes



HEALER

1st level	Type	Uses	cost	max
Cure poison	E	1/life	1	4
Heal	S	unlimited	0	no
Lost	S	1/battle	1	4
Mend	S	1/life	1	no
Mute	S	1/life	2	4
Talk to dead	S	1/battle	1	no
<u>2nd level</u>				
Banish	S	1/life	1	4
Bless	E	1/life	2	4
Cure disease	S	1/life	2	4
Curse weapon	S	1/battle	1	4
Entangle	S	1 bolt/U	1	4
Heal extend	S	1/life	1	no
Sleep	S	1/life	2	4

3rd level

Mass sleep	S	1/battle	1	1
Protect	E	1/battle	1	4
Resurrect	S	1/battle	1	8
Stun	S	1/life	1	2
Wounding	S	1/life	1	2
Yield	S	1/battle	2	4

(4th level)

Healers at 4th level gain 2 additional magic points useable at any previous lev

5th level - (count towards 2nd level points)

Extension	N	1/battle	2	4
Protection from death	E	1/battle	1	4
Summon dead	S	1/life	1	no

6th level - (count towards 3rd level points)

Circle of protection	E	unlimited	2	no
Dispel magic	S	1/battle	1	no
Teleport	E	1/battle	1	4



MAGIC DESCRIPTIONS1st levelCure_Poison

T: enchantment

M: white cloth

I: repeat 10x "cure poison"; tie cloth onto 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 this enchantment is cast.

Heal_

T: spell

M: wounded person

I: touch person and say 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 thy 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

Lost_

T: spell

I: repeat 5x "I make thee lost."

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 was coming back alive).

R: 20 ft.

L: does not affect scouts or barbarians, and may not be used on teammates.

Mend_

T: spell

I: touch item and repeat 10x "may this be whole again"

E: damaged item is repaired

L: cannot be used on heated or cursed weapons; items but not locations can be mended in this manner

N: if an enchanted item is mended, its enchantment is intact

Mute_

T: spell

I: repeat 5x "(person's name), I silence thee."

E: the victim cannot speak or cast magic for a count of 100

R: 20 ft.

Talk_to_dead_

T: spell

I: touch a dead person and repeat 10x "speak to me"

E: person must answer one "yes or no" question truthfully



2nd level

Banish

T: spell
M: undead creature (ghost, zombie, etc.)
I: repeat 5x "I banish thee monster"
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.

Bless

T: enchantment
M: white cloth, item of garb
I: touch item of garb and repeat 5x "I bless thee", tie cloth to garb
E: person is immune to first hit received (excluding magic)
L: immunity only applies to areas covered by the item of garb

Cure_disease

T: spell
M: corpse of an undead or like type creature
I: touch creature and repeat 5x "I cure thy illness"
E: converts diseased or undead creatures (mummies, lycanthropes, zombies, etc.) back to human
N: is not a resurrect spell, person is still dead and must come back to life

Curse_weapon

T: spell
M: an opponent's weapon
I: repeat 5x "I curse that weapon"
E: weapon is useless for a 300 count
R: 20 ft.
L: weapon cannot be mended

Entangle

T: spell
M: padded brown entangle ball
I: hold ball and repeat 5x "entangle"
E: a direct hit to a person or their equipment will entangle them in place for a count of 300, or until they are freed by a fireball. They may neither fight nor be harmed. Two fireballs will kill them.
N: barbarians are immune to this spell

Heal_extend

T: spell
I: say "extension" + the heal spell
R: gives heal spell a range of 20 ft.

Sleep

T: spell
I: repeat 2x "listen and let the fighting cease, close your eyes and sleep in peace."
E: victim must lie down and sleep for a 300 count
R: 20 ft.
L: sleeping people cannot be killed; may not be used on one's teammates
N: barbarians and monks of third level and above are immune to this spell

Mass sleep

T: spell

I: repeat 400x "mass sleep (present count)"

E: all people in sight (both teams) upon completion of spell are asleep for a 300 count.

R: sight

L: sleeping people cannot be killed

N: barbarians and monks of third level and above are immune to this spell

Protect

T: enchantment

M: white cloth

I: repeat 5x "I protect", tie cloth onto person

E: person enchanted is immune to the first hit of any kind or the first magic cast against him (i.e.- one level of invulnerability).

N: may be simulcast up to 4 times on the same person.

Resurrect

T: spell

M: dead person

I: touch person and say 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 thy 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 be resurrected.

A person that reaches nirvana cannot be resurrected (exception-
 "summon dead").Stun

T: spell

I: repeat 5x "I stun thee"

E: counts as a 100 count subdual blow

R: 20 ft.

N: affects all classes, including barbarians

Wounding

T: spell

M: unwounded victim

I: repeat 2x "from my heart I strike off your (right or left/arm or leg)"

E: victim's limb is destroyed

R: 20 ft.

N: monks are immune

Yield

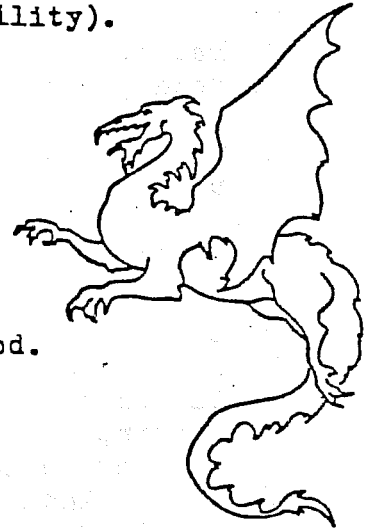
T: spell

I: repeat 3x "yield thy arms and resist no longer, come unto me and be my captive."

E: Victim must lower weapons and surrender immediately, moving straight to healer, then may begin 500 count. If they are not killed, when they have counted they may return to their base.

L: may not be kept from the healer by subdual or force.

N: other mages can still physically resist



5th level

Extension

T: neutral

I: say "extension" loudly before spell

E: doubles range of spell for one use; gives no range 20 ft.

Protection from death

T: enchantment

M: white cloth

I: repeat 5x "I protect you from death"

E: makes the enchanted person immune to touch of death, curse, killing grounds, mutual destruction, finger of death, doomsday, & quivering palm

Summon dead

T: spell

I: repeat 5x "I summon thy corpse"

E: dead person may return to the healer

R: 50 ft.

N: may be used on people in nirvana; does not interrupt the count on a person's death

6th level

Circle of protection

T: enchantment

M: 10 ft. long white cloth

I: lay white cloth in circle and repeat 5x "circle of protection", place persons and/or items you wish to protect inside.

E: persons inside can't harm or be harmed by anyone, nor can they cast magic

L: can't block or restrict access to an area; can't be used as a cage except on yielded person. Broken by anyone leaving. Must be recast to allow new people in. Valuable game items cannot be put in a circle of protection. Protection starts when you actually step into the circle.

Dispel magic

T: spell

I: repeat 5x "I dispel that magic"

E: spell or enchantment is dispelled

R: 20 ft.

Teleport

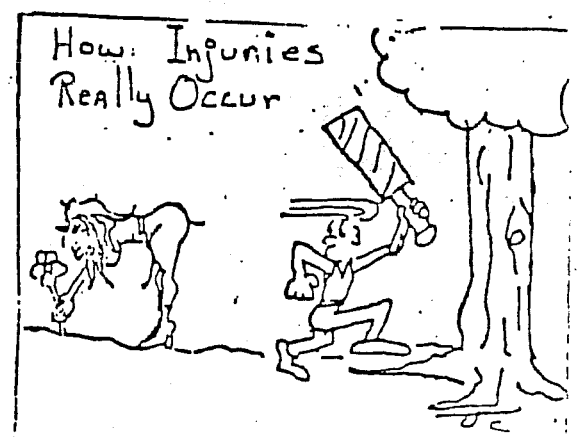
T: enchantment

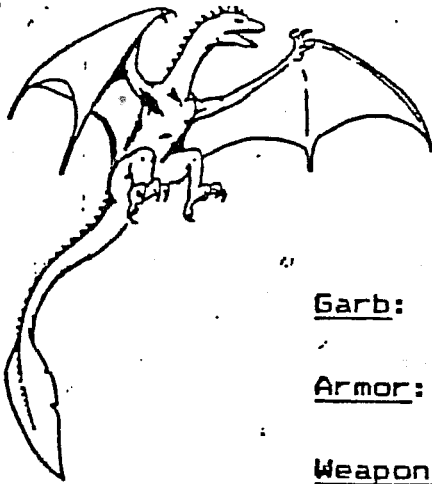
I: repeat 5x "teleport", repeat 5x "arriving" at destination

E: may go to any one location; can't harm or be harmed.

R: game boundaries

L: must go straight to destination, and must quietly tell a reeve or a teammate the destination. May not be followed.





THE DRUID

Garb: Brown Robe, Sash, or Belt.

Armor: None. May use shields at loss of magic ability.

Weapons: May use some, with loss of magic ability.

Spells: They have a wide variety of unusual magic.

Abilities:	[0 to 12 wks]	1)	5 magic points.
	(Druid)	2)	3 total lives.
[13 - 24 wks]	(Druid of the Outer Circle)	1)	10 magic points.
		2)	1 additional life (total 4).
[25 - 36 wks]	(Druid of the Inner Circle)	1)	15 magic points.
		2)	Pass with out trace.*
[37 - 48 wks]	(Druid of the Center)	1)	20 magic points.
		2)	Immune to Poison.
[49 - 60 wks]	(Arch Druid)	1)	25 magic points.
		2)	Immune to Woodland Charm.
[61 - 72 wks]	(Great Druid)	1)	30 magic points.
		2)	Immune to Sleep.
[Guild Master]	(Grand Druid)	1)	1 additional Life (total 5).

* Pass wo/ trace: Say thrice "Pass wo/ trace", Druid disappears, and is granted unhindered travel back to home base. Usuable once per game, twice if guild master.



WEAPONS AND COST

<u>Weapon:</u>	<u>Max. Size:</u>	<u>Cost:</u>
Short:	3 feet	1
Long:	4 feet	2
Spear:	none	2
Staff:	none	1
Daggers:	1 1/2 ft.	0
Bow:	no crossbow	4
Shield:	small	2

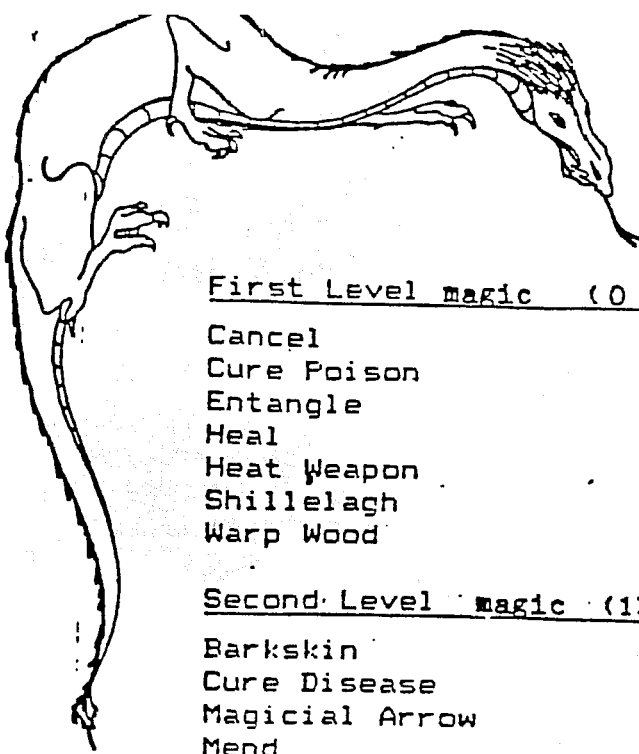
Due to the unique structure of this class, spell points lost due to weapon usage had to be revised to fit the system used by the class to distribute spell points by level. Each level the druid gains five spell points that he/she can use on that level, or any level lower.

Let's say you are a 6th level druid which normally has 30 spell points, but you want to use a short sword and a small shield. You must deduct the cost of the weapon multiplied by your level from your total spell points. The sword costs you 6 points (1×6), and the shield costs 12 points (2×6), added together you have a total cost of 18 spell points in deductions. This leaves you with 2 spell points per level, or the use of only 1st, 2nd, 3rd level spell with -3 points from 3rd level, which all equal ($2+2+2+2+2+2$) or ($5+5+2$) = 12 usable spell points.

Magic format key:

T: type of magic- S/spell, E/enchantment, N/neutral
M: materials required
I: incantation and gestures
E: effect
R: range
L: limitations or restrictions
N: notes





First Level magic (0 to 12 wks)

	<u>Uses</u>	<u>Cost</u>	<u>Limits</u>
Cancel	unlimited	0	none
Cure Poison	once/life	1	4
Entangle	1 bolt/U	2	4
Heal	once/life	1	6
Heat Weapon	once/life	1	4
Shillelagh	once/battle	1	4
Warp Wood	once/life	1	4

Second Level magic (13-24 wks)

	<u>Uses</u>	<u>Cost</u>	<u>Limits</u>
Barkskin	once/battle	1	4
Cure Disease	once/life	1	4
Magical Arrow	once/battle	1	4
Mend	once/life	1	4
Paralyzation	once/battle	1	4
Thornwall	once/battle	1	4

Third Level magic (25-36 wks)

	<u>Uses</u>	<u>Cost</u>	<u>Limits</u>
Ambidextrous	unlimited	2	none
Confusion	once/battle	1	2
Extension	once/battle	2	4
Plant Door	once/life	1	4
Protection from Disease	once/battle	2	4
Protection from Flame	once/battle	1	4

Fourth Level magic (37-48 wks)

	<u>Uses</u>	<u>Cost</u>	<u>Limits</u>
Call Lightning	once/battle	1	4
Commune	unlimited	2	none
Flamewall	once/battle	1	4
Silence	once/battle	1	4
Shatter	once/battle	1	4
Stoneskin	once/battle	2	4

Fifth Level magic (49-60 wks)

	<u>Uses</u>	<u>Cost</u>	<u>Limits</u>
Flameblade	once/battle	2	2
Flesh to Stone	once/battle	1	4
PassPlant	once/battle	1	4
Stone to Flesh	once/battle	1	4

Sixth Level magic (61+ wks)

	<u>Uses</u>	<u>Cost</u>	<u>Limits</u>
Finger of Death	once/battle	1	4
Feeblemind	once/battle	2	2
Fire Trap	once/battle	1	4
Reincarnation	once/battle	2	2

MAGIC Descriptions

First Level

CANCEL

- T: Spell.
I: Repeat 2x "I cancel my spell".
R: 50 ft.
E: Negates spell.
L: Man only be used on own spells.

CURE POISON

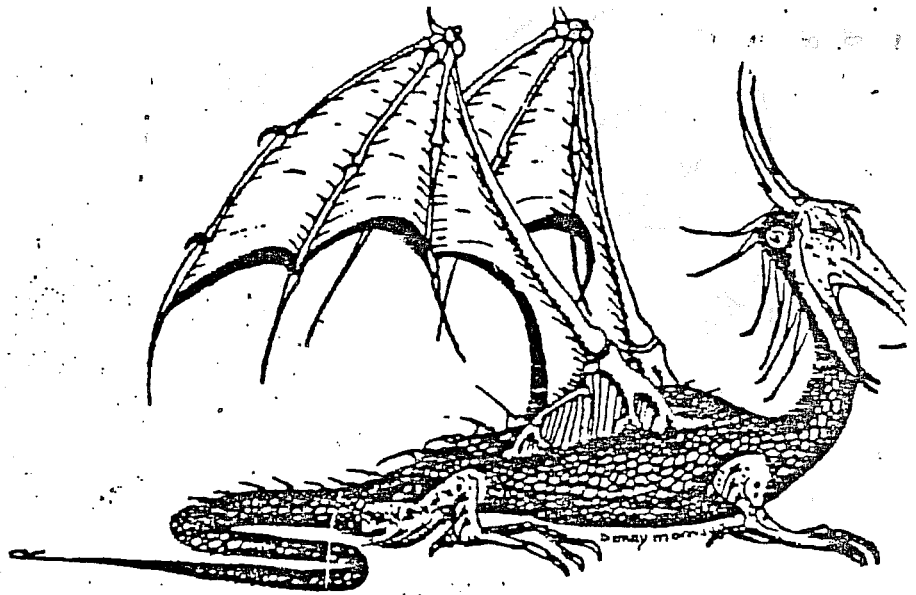
- T: Enchantmen/Spell.
M: Yellow cloth.
I: Touch person, Repeat 10x "Cure Poison", Tie cloth on person.
E: Makes person immune to the first poison attack used against him/her, or can be used to cure poison on a person wihtin a 100 count of being poisoned.

ENTANGLE

- T: Spell.
M: Padded "entangle" ball.
I: Hold ball in left hand, repeat 5x "Entangle".
E: Person hit is entangled in place until 300 count.
N: Barbarians are immune to this spell. As per Healer Entangle.

HEAL

- T: Spell.
M: Wounded Person, Leaf(oak, maple, mistletoe):
I: Hold leaf on wounded area, repeat once.
"May the power of nature and light
allow thee to heal.
May the power of nature and light
stop thy spilling blood.
May the power of nature and light
mend thy broken bones.
May the power of nature and light
close thy painful wounds.
May the power of nature and light
restore thy depleted strength.
By the power of nature and light
Thou hath been healed.
E: Person is healed.



HEAT WEAPON

- T: Spell.
 I: Repeat 2x "By the power and might of the sun I heat that weapon".
 R: 20 ft.
 E: The weapon is considered useless for a count of 300 or 5 minutes.
 L: Works only against weapons not armor or shields.
 N: A Mend spell will not restore the weapon, however a "new one may be obtained from Nirvana or the flag."

SHILLELAGH

- T: Enchantment.
 M: Wooden weapon, yellow cloth.
 I: Repeat 10x "Harden this weapon", tie cloth to weapon.
 E: Equal to Bludgeon spell.
 L: Only works on non-metal weapons.

WARP WOOD

- T: Spell.
 I: Repeat 2x "By the power of nature I warp that (object)".
 R: 20 ft.
 E: Item is considered useless until Mended, Dispeled, or taken back to base.
 L: Only works on objects made of wood (arrows, bows, spears, axes, etc....).



BARKSKIN

- T: Enchantment.
M: Person, yellow cloth, piece of bark.
I: Touch person with bark, repeat 5x "May nature protect you", attach cloth.
E: Will give person 1 point armor on all parts of body.
L: It is possible to gain 4 points of armor by this spell.
The protection is only from physical attacks, and cannot be used with other armor. Shields may be used.

CURE DISEASE

- T: Spell.
M: Inflicted Person.
I: Touch person, Repeat 5x "I cure thy illness".
E: Person is cured of any disease.

MAGICIAL ARROW

- T: Enchantment.
M: Arrow, yellow ribbon.
I: Hold arrow in left hand, repeat 5x "May this arrow strike true", tie ribbon to arrow.
E: For each level of this spell, it will destroy one more point of armor than normally done by bow type. Will destroy a shield with three hits (as red weapon) if Level one or two, two hits and arm (as bladesharp red) if Level three or four.

MEND

- T: Spell.
I: Touch broken item with left hand, repeat 10x "Make this item whole again".
E: Item is no longer damaged or destroyed.

PARALYZATION

- T: Enchantment.
M: Yellow cloth.
I: Hold yellow cloth in left hand, repeat 10x "Paralyzation".
E: If bearer of enchantment touches someone they are paralyzed 150 count if on the body, 400 if on a limb.
L: Will not work through armor, shields and weapons. Barbarians are immune.

THORNWALL

- T: Spell.
M: Brown cloth 10' long, Leaf(ves).
I: Lay cloth in straight line, raise hands in air, repeat 10x "Thorns come forth", crush and sprinkle leaves.
E: Creates 10' x 10' impassable wall of sharp thorns.
L: This wall can be destroyed by dispel magic, 10 hits with red or blue weapon, or a fireball. If hit by a fireball the wall is treated as a Firewall for a count of 100.

Third Level

AMBIDEXTROUS

- T: Neutral.
I: Automatic.
E: May cast spells with either hand.



CONFUSION

- T: Spell.
I: Repeat 5x "By the power of my mind I will you to be confused".
E: 1) Barbarians will automatically go beserek and attack Druid for a 100 count.
2) Warriors and fighter types will attack nearest creature(s) for a 100 count.
3) Spell Casters (non-fighters) will stand confused for 50 count, then wander for 50 count.
L: Monks are immune. Barbarian beserek does not count towards their normally allow beserek.

EXTENSION

- T: Neutral.
I: Say "Extension" loudly prior to starting spell.
E: Doubles range of spell for one use. If spell has no range; gives spell a 20-ft range.

PLANT DOOR

- T: Spell.
M: Tree.
I: Touch tree with both hands, repeat 5x "Open up and recieve a loyal protector of the forest".
E: Durid is assumed to be inside tree. He/she is considered protected and hidden by the tree. May cast spells, but must touch tree or spell ends.
L: If the tree is hit 10 times by a red or blue weapon, or if hit by a fire ball it is destroyed, and the druid is no longer protected. Druid may not fight when spell is in effect.

PROTECTION FROM DISEASE

- T: Enchantment.
M: Yellow cloth.
I: Touch person, repeat 5x "I protect thee from disease", tie cloth onto person.
E: Person is immune to any form of disease.

PROTECTION FROM FLAME

- T: Enchantment.
M: yellow cloth.
I: Hold cloth in left hand, repeat 10x "Protection from the element of fire", tie cloth on person.
E: Protects against all forms of flame including lightning. Treat Sword of Flame as normal weapon.

CALL LIGHTNING

T: Spell.
I: Raise both hand, and repeat 3x "(person), I call lightning to strike thou".
R: 20ft
E: Person is fried. Dead. Crispy critter.

COMMUNE

T: Spell.
M: Tree.
I: Touch tree with left hand, repeat 5x "Commune", sit down with back touching tree.
E: Druid may not be harmed, or harm others.
L: Must be humming or chanting(commune), and cannot be holding a weapon or protection is lost. Cannot be closer than 20 ft to a base or flag.

FLAMEWALL

T: Enchantment.
M: Red cloth 10' long, Sand or glitter (sulfer).
I: Lay cloth in straight line, raise hands, repeat 5x "By the might of nature, I call forth a flaming wall". Sprinkle sulfer.
E: Creates 10' x 10' impassable wall of flame. Anyone not protected who touches or crosses it will be incenerated.
L: Can be dispelled by a dispel magic. Wall will not stop missile weapons or spells.

SILENCE

T: Enchantment.
M: 25' measure, markers for 25' radius.
I: Set up markers, stand in middle with both hands above head and repeat 5x "May no form of sound, speech, or noise be heard in this place".
E: NO speech(talking), or spell casting is allowed in the spell's radius.
L: May be dispelled.

SHATTER

T: Spell.
I: Repeat 3x "By the power of nature, I destroy that (object)".
R: 20 ft.
E: Object is completely destroyed.
L: May only be repaired by a dispel magic. Does not effect bases, relics, game items, or enchanted shields.

STONESKIN

T: Enchantment.
M: Person, yellow cloth, small polished stone.
I: Touch person with stone, repeat 5x "May nature protect you from all forms of attack".
E: For each level of this spell it will give 1 point of armor, and Invulnerability = All attacks will do one point of damage.
L: Similar to Barkskin spell. Cannot be used with other armor. Shield may be used.

Fifth Level

FLAMEBLADE

- T: Enchantment.
- M: Red/Yellow cloth. Edged weapon (blue or red). Sand or glitter (sulfur).
- I: Tie cloth to weapon, repeat 10x "Flameblade", sprinkle sulfur over weapon.
- E: Equal to a Bladesharp spell, with fire abilities; negate iceball effects by touch, and the weapon itself is immune to fire ball and heat weapon spells.

FLESH TO STONE

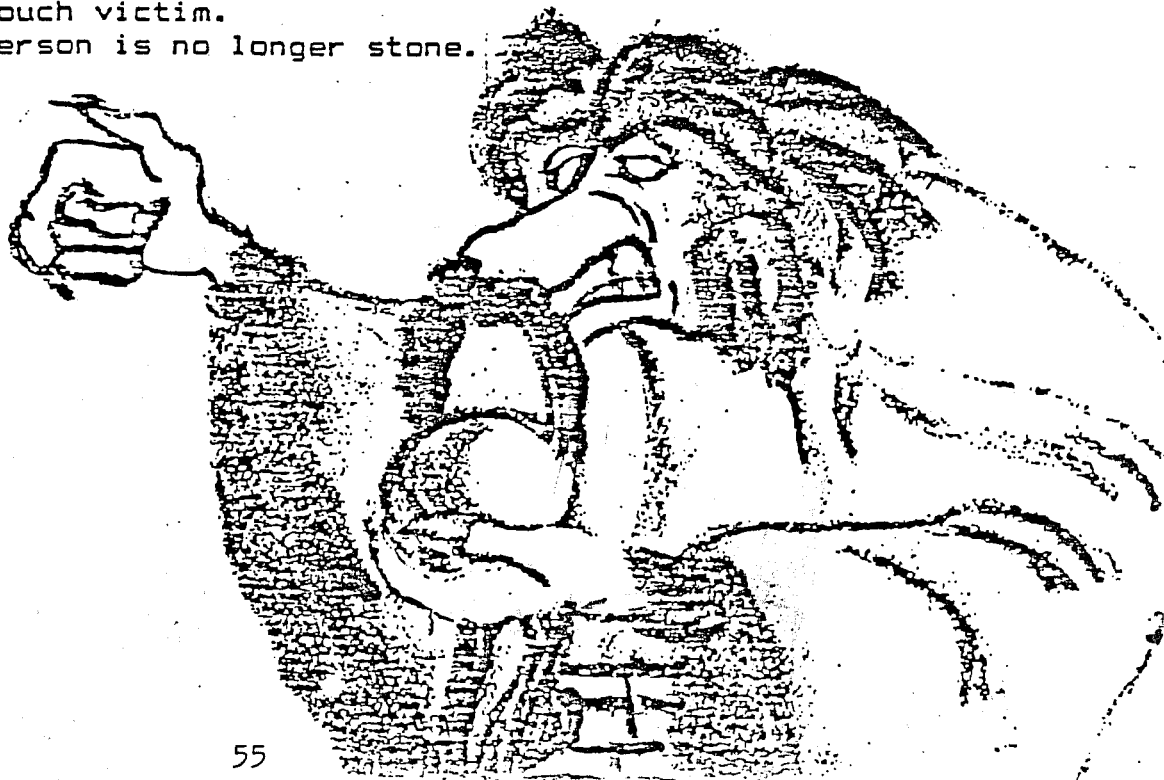
- T: Spell.
- M: Grey padded "petrify" ball.
- I: Hold ball in left hand, repeat 5x "Petrify".
- E: Person is turned to stone.
- L: Spell stays in effect until a dispel magic or the reverse of this spell is cast. If the ball hits the Shield of Reflection, the druid is turned to stone. Barbarians are immune.

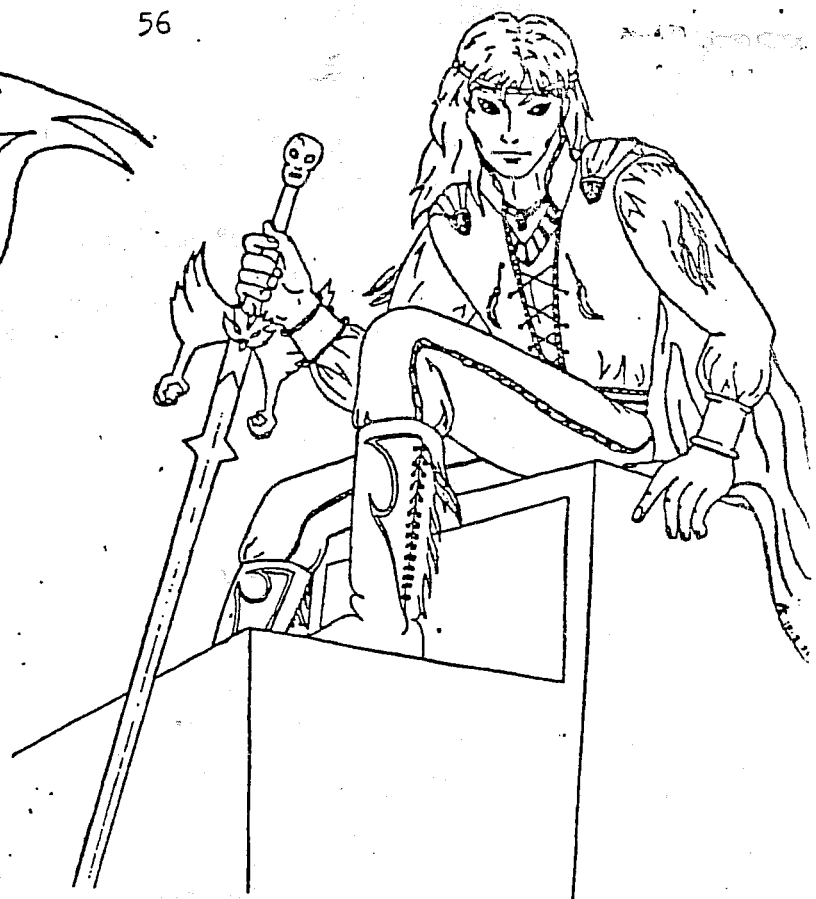
PASSPLANT

- T: Enchantment.
- M: Departure tree, arriving tree.
- I: Repeat 5x "Passplant", repeat 5x arriving.
- E: Person is transported from one tree to one other tree within game boundaries. They may not be harmed during transfer.
- L: Must have location in mind, must tell reeve if asked. Must go straight to destination unless being watched or followed, then may take roundabout path.

STONE TO FLESH

- T: Spell.
- I: Hold left hand in air, repeat 10x "Stone to flesh", touch victim.
- E: Person is no longer stone.





Sixth Level

FEEBLEMIND

- T: Spell.
 I: Point at victim, repeat 3x "By the power of my mind I confuse and erase yours".
 R: 50 ft.
 E: Victim may not cast spells or use any abilities of their class, except fighting (priveval instinct).
 L: Death or Dispel magic removes effect.

FINGER OF DEATH

- T: Spell.
 I: Point at victim, repeat 5x "I call for your death".
 R: 50 ft.
 E: Person dies.
 L: Monks are immune.

FIRE TRAP

- T: Enchantment.
 M: 10' diameter red cloth, Sand or glitter (sulfer).
 I: Lay cloth, repeat 5x "By the power of nature and the fire of the earth I protect his area from intrusion".
 Spinkle sulfer.
 E: Anyone not protected who enters area is killed.
 L: May be dispeled, does not affect Paladins or Anti-Paladins.

REINCARNATION

- T: Enchantment.
 M: dead person, Monster Handout, appropriate garb.
 I: Repeat 3x "I call thy spirit back from the realm of death, inherit this new form and serve me until your destruction".
 E: Person now plays as a monster for one life.
 L: Only certain mosters are used. These are: Lizard man, Dryad, Unicorn, Giant, Siren, Troll, Centaur, Brownie, Pixie.

BARD CLASS

Although Bardic abilities are magical in nature, they do not use a magic point system as do the other magic wielding classes. Note that bards must have a musical instrument with them at all times. Magic is gained at the following rate:

1st level

Presence (neutral)- unlimited
Visit (neutral)- unlimited
Charm (spell)- 1 per life

4th level

Lore (spell)- 1 per life
Emotion control (enchantment)- 1 per life

2nd level

Truth (spell)- 1 per life
Legend (spell)- 1 per life

5th level

Mimic (neutral)- 1 per battle

3rd level

Additional spell- 1 per life

6th level

Druid magic (spells)- as per Druid class

MAGIC DESCRIPTIONS

- 1) presence- due to respect and awe for the position, all barbarians except berserkers will not harm a bard. Also, due to "professional" respect, all druids and monks of a lower level than a bard will not attack him. The drawback here is that no bardic magic except visit will work on monks above 2nd level or barbarians. The exception here is druid magic.
- 2) visit- a bard may enter and sit within an enemy's fort for as long as he likes, talking with and entertaining the enemy. Neither the bard nor the enemy may make any hostile moves toward one another during this time. The bard must declare when he is leaving and must then return to his fort before doing anything else. Visit ends when he reaches his fort. To initiate visit the bard must loudly declare "visit" then count to 200. He may be attacked before the count is completed. Note that most monsters will not respect bardic visit.
- 3) charm- range is 20 ft. A short poem (15-20 words) must be spoken and the bard may make a single reasonable request (go touch a green book in the library, etc.) of the victim. The bard may not force his victim into danger, and the victim may defend himself. Having completed the task, the victim is free to carry on as he will.
- 4) truth- range is 20 ft. A short poem must be said and the bard may ask the victim a single yes or no question which he must answer truthfully. The victim cannot be harmed while answering the question.
- 5) legend- range is 20 ft. A short poem must be spoken. The bard and victim then move to an out of the way place within 100 yds.- the bard's choosing, where the bard will perform for him. The bard and the victim cannot be attacked by anyone in a 20 ft. radius. The bard may defend himself, but at the cost of cancelling the spell. Additional people that approach within 20 ft. may also be ensnared up to a total number of victims equal to the bard's level (3 at 3rd level, etc.). These victims may be slain, but only at the cost of the bard losing his visit power for the rest of that game day. Not useable within 20 ft. of a base.
- 6) additional spell- 1 additional spell (charm, truth, or legend) of the bard's choice per life.
- 7) lore- same as truth, but the bard may continue to ask yes or no questions of a victim until the bard receives a "no" answer. Reeves may also choose to grant the bard one small piece of useful information per game to further define "lore". (very useful in quests and special scenarios).

- 8) emotion control- requires a white strip of cloth to be put on the recipient. The bard states "emotion control" x5, and ties on this enchantment to the person (not useable on self). The bard immediately specifies which one of the following applies to enchanted person:
 - a. berserk- as per the barbarian ability
 - b. immunity to charm- as per the monk ability
 - c. immunity to subdual- as per the barbarian ability
 - d. immunity to fear, confusion, reeblemind and other emotional attacks
 - e. confidence- the person may utilize his own class abilities as if he were one level higher than he actually is for a period of time not to exceed 30 minutes.
- 9) mimic- the bard may utilize any non-magical abilities of any one other class at 1st level (one class only, must be announced). Example: use the 4 point armor and melee weapons of a 1st level warrior for 1 life.
- 10) Druid magic- spells only (no enchantments); may use 5 points of Druid magic from any level (1st-6th). Do not figure in weapons cost for the 5 pts.

MONSTERS

Special quests and scenarios may involve the use of monsters. Many have magic or spell-like abilities. Monster types that have been seen on the battlefield include dragons, dryads, orcs, sirens, dwarves, ghosts, werewolves, mummies, giants, pixies, liches, unicorns, ice demons, vampires, zombies, wraiths, guardians, darklords, spectral warriors, ring demons, bandits, fire ogres, giant eagles, and lizardmen. As they are not a regular class, the specific rules on monsters are included in a separate monster handbook. Restrictions on the class include the following:

- 1) may only be played in special games or with the permission of the Monarch, Prime minister, and Guildmaster of monsters.
- 2) monsters may not unbalance a batlegame and must show a willingness to play in character. Neutral monsters must stay neutral.
- 3) garb must be distinctive and typify the monster played.
- 4) no more than one monster per 10 people.
- 5) no one may play a monster more than twice per month.

