Amtgard

The Rules of Play version 7.7

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Getting Started

Introduction

Amtgard is a not-for-profit, free, non-sectarian group dedicated to the recreation of medieval and fantasy genres. Amtgard has a vast array of new experiences to offer the interested adventurer, from making clothing appropriate to a certain time period, to wielding a foam-padded replica of an ancient weapon on the field of battle. The recreation of medieval and fantasy combat is the core of Amtgard and the main concern of this rulebook. The rules set forth herein are as detailed and complete as possible, but not all situations can be covered. Common sense and fair play should be used to resolve any problems. Anyone may join Amtgard by:

1. Obtaining a copy of this rulebook and reading it.
2. Developing a persona and a persona history.
3. Making a costume for yourself that is fitting to your persona.
4. Filling out a membership form and waiver and turning them in to the Prime Minister. Minors must have their waivers signed by their parents or legal guardians. Minors under the age of 14 may not participate in combat without special permission from the Monarch.

In addition to these requirements, players may opt to become 'dues paid.' Dues paid members have no advantage over other members except that they may vote in the bi-monthly althing meetings, which are used to make decisions for the group that are beyond the scope of the monarch alone, such as changing the corpora. Dues paid members are also the only ones who may vote in elections. Dues are six dollars every six months and all dues collected are used to pay for rulebooks, newsletters, loaner gear, and other group expenses. Kingdom corporas may add additional requirements for being a voting or active member of the populace.

Other publications of importance include:
1. **Corpora of Amtgard bylaws** – group criteria, Amtgard governmental structure, etc. Important for all groups, essential for medium/large groups.
2. **The Amtgard Contract** – Legal agreement that all groups must sign with the Board of Directors of Amtgard, Kingdom of the Burning Lands (doing business as Amtgard, Inc.) It ensures that groups will abide by the Amtgard rules and bylaws.
3. **Other Publications of note** – While not mandatory, these publications are very useful and include Amtgard supplements, such as garb and weapon making tutorials, a FAQ list, and the Dor Un Avathar (a monster handbook). These and other publications may be found at www.Amtgardinc.com.

The rulebook takes precedence over all supplements, manuals and other rules editions or play testing supplements. From time to time there may be official manuals, supplements, or expansions that enhance or complement the core rule set. While these documents may expand game play options they are still restrained by the core rules written herein and may not contradict them. In the event of a contradiction between the rulebook and any other supplemental materials, this core rulebook always takes precedence.

Process for updating these rules
Changes to this document may only be made by a 75% vote of the Circle of Monarchs. All votes must be issued in person or sent to the rules organizer via registered mail. The rulebook is generally reviewed during the months of June and July.

Persona Guidelines

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

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

Remember: Every persona must be either of an ancient, medieval, or swords and sorcery related background.

Heraldry

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

Companies

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

Households

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

Events

There are many types of games and events held regularly. These include:

Tournaments – competitions between individuals or groups for awards, honor, or challenges.
Battles – involves two or more armies attacking each other for various reasons.
Special Events – quests, feasts, demonstrations (to introduce the game to mundanes), trips, revels, fairs, workshops, and other 'games.'
Coronations – held twice a year, these events are held in order to officially transfer powers from the majority of officeholders (such as Monarch, Regent, and Guildmasters) to their successors. Many of these events include quests (to distribute relics), feasts, court, and the opportunity to camp in an overnight venue.
Mid-reigns – held twice a year between coronations, these events allow for the transfer of powers for the Prime Minister and other staggered officeholders. Like coronations, these events often include quests (to distribute relics), feasts, court, and the opportunity to camp in an overnight venue.
Inter-kingdom events – major events that are held annually intended to draw participants from a large region, often resulting in attendance in excess of 200 people. Most such events have a theme in order to provide a motivation to those from outside the local kingdom to participate. Examples include: The Gathering of the Clans (AKA Clan), Rakis, Spring War, World Banner Wars, Great Eastern, and Pac War.

Rulebook Conventions:

1. 'His/he/him' is used exclusively in this publication as convention and for simplicity only. All aspects of Amtgard are open to both males and females.

2. Underlined text indicates terms defined in the glossary

3. Dotted-underlined text indicates class abilities.

4. *Italicized text* indicates magics.

Combat

A Valid Hit

A valid hit is any shot that makes contact and stops or deflects at an angle. Occasionally shots partially meet these requirements but are not valid. The best way to learn what constitutes a good hit is to ask your kingdom/group level Guildmaster of Reeves, but included here is a list of shots that do not count. These are just guidelines and you should never attempt to use these rules to cheat your way out of a valid strike. Also remember, that in all situations the reeve's call is final.

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

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

'Whipping' – A shot from a non-hinged weapon that is blocked, but the weapon bends around the block to strike an opponent. These shots are common from exceptionally small weapon cores, or very long weapons, and should not be taken. This is not to be confused with your opponent pivoting or 'wrapping' a shot around your block using your weapon as a fulcrum. Whipping only applies when the core of the weapon itself bends around a block, enabling a shot that would have otherwise been stopped.

Hit Locations

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

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

Leg – A hit to a leg results in the loss of use of that leg–this is also known as being wounded. You must drop to one knee as soon as is feasible and place the wounded knee on the ground. Any following hits to that leg will have no effect (the only exceptions are magic balls and some siege weapons). Crawling, dragging oneself and being carried are the only ways to move about with a wounded leg. You may make a short spring at an opponent with your good leg; hopping on your good leg is not allowed.

Torso – (Includes a person's shoulders, groin, chest, back, and buttocks) instant death.

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

Combat Notes

1. Any two shots to the limbs (except two shots to the same leg) results in death. Example: You are struck in the arm. The arm must then be placed behind your back and is useless. You are then struck again in any limb, including the one behind your back, and die.
2. A single shot to a hit location, regardless of weapon type or point value, only counts as one blow to the hit location and any 'extra' damage never carries through to another hit location. Example: Being struck in the arm with a Red Weapon only wounds the arm. The extra damage is ignored.
3. Shots that only strike garb or unwielded equipment do not count as a hit unless said items blocked a blow that would have struck a combatant (i.e. garb, equipment, sheathed weapons, etc. are not shields and do not count as armor).
4. Blows from melee weapons that nick or lightly glance off of a target do not count as hits. Any shot that stops or impacts then deflects at an angle is considered a hit. See also 'A Valid Hit' above.
5. Projectiles that nick or lightly glance still count as hits.
6. The chain portion of flails, weapon hafts, hilts, hand guards, and courtesy-padded shafts are not legal striking edges and do not count as hits.
7. Contact with illegal targets stop a shot and pause the action if necessary for your opponent to recover (i.e. if you hit your opponent in the face, stop combat until he indicates he is unhurt). A single shot which strikes

both an illegal and a legal area simultaneously is not valid. i.e. a shoulder shot that deflects into a head is valid, but a neck shot that also hits part of your shoulder at the same instant is not valid.

8. Deflections that then strike true on a target are hits, with the exception of shots that deflect off of illegal targets—which do not count. Projectiles, even on deflections, can only deal damage to a single target i.e. a throwing dagger hitting an arm and then deflecting into the chest only wounds the arm, it does not affect the chest.

9. If a person is wounded in an arm throwing a shot, or killed, shots they threw into motion before being struck still count as a hit, if they land within a half second of being struck. In the case of a two-handed weapon, the wielder must remove his wounded hand from the weapon within a half second for the shot to count. This should be a clear case of finishing an already thrown shot, meaning that it requires no change of direction and the last action required to finish the shot has already been started prior to being struck. If you have any questions, ask your kingdom/group level Guildmaster of Reeves. A reeve's call is always final in determining if a shot is in time or late.

10. Shots that knock aside a parry and then strike the target are hits.

11. Bounces never count from projectiles or magic balls.

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

13. Players may not wield more than one weapon in a single hand. Firing multiple arrows simultaneously is an exception to this rule.

14. Grappling with an opponent, shield bashing, rough, dangerous, or offensive physical contact is strictly prohibited and can result in being banned from play indefinitely.

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

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

Combat with Armor

1. Armor is rated on its ability to stop hits. The armor system ranges from 1 to 7 points.

2. Each hit will remove one point of value from the armor hit location. Certain weapons and effects deal more damage to armor as noted in their descriptions.

3. Damage only applies to the armor on the hit location that was struck.

4. Armor only protects the area that it covers. Example: You have armor on the front of your leg, but a gap on your thigh, and are struck in the area left open by the gap. You are wounded and the armor itself takes no damage.

Strips

All strips must be at least two inches wide and eighteen inches in length, and clearly visible (not hidden behind equipment or a shield) on the person or object they are applied to.

Each color strip has a different meaning to allow quick identification.

Red: Red Weapons and Berserking Barbarians.
Black: Killing effects such as *Touch of Death*, Poison Weapon, death fields, etc.
Orange: Non-magical flame effects such as Flame Arrows, Lava, etc.
Gold: Reeves and items that may not be touched or attacked

Class strips for enchantments and magical effects.

Green: Druid Enchantments
White: Healer Enchantments
Yellow: Wizard Enchantments
Light Blue: Bard Enchantments

Equipment

Weapons

Any non-explosive, non-chemical weapon that might have been in existence before 1650 AD is allowed.

Weapon Terminology

1. Strike-legal: This refers to a portion of the weapon that will not leave marks, bruises, or broken bones when used to hit your opponent and has at least a 2.5 inch cross section from edge to edge and must not protrude more than 1.5 inches through any 2.5 inch ring, nor end in an angle less than 90 degrees. Striking surfaces require 1 inch of foam over the weapon core, measured from the furthest point on the blade to the surface of the core. This is the only area of a weapon that may strike a legal hit. Stab-only weapons (other than projectiles) are still required to have six inches of Strike-legal surface on any stabbing end for safety. This must be covered in a durable, opaque cloth. Strike-legal portions may be placed on either or both ends of a weapon.
2. Padding: This refers to the portion of the weapon that is designed to limit the injuries done from accidental contact with that part of the weapon and has at least half an inch of foam over the weapon core.
3. Handle: Refers to the unpadded part of the weapon (where it is often held).
4. Total Length: Refers to the distance from the bottom of the pommel to the furthest point from the bottom of the pommel in a straight line.
   Example: You measure a scimitar from the bottom of the pommel to the tip of the weapon, not "along the curve."

Weapon Types and Construction Requirements

See the Equipment Construction section for additional information.

Projectiles May not be used to parry, block, or melee and may be carried in any number. Weapons not listed here may not be thrown (i.e. you may not throw your sword). Projectiles not bearing underlined enchantments or class abilities are indestructible. Projectiles that are affected by enchantments or class abilities (not to be confused with class Traits) may only be destroyed by spells or magic balls. Note: Magic components thrown in combat (magic balls, etc) must follow the same safety rules as projectiles but must remain spherical and are not considered 'projectiles' for other purposes.

1. **Projectile Weapons**
   Deal one point of damage to armor and may be blocked by weapons without penalty. Rocks hurled two-handed will deal two points of damage to armor, but otherwise behave the same.
   a. Throwing Weapons - Throwing knives and axes, shuriken, etc.
   b. Rocks - Must be at least 1 foot in diameter.
2. **Ammunition**
   Not explicitly granted to anybody, ammunition is a class of projectiles used in conjunction with other types of weapons.
   a. Arrows, bolts, etc - See Bow (below) and the Archery and Arrow Construction section for more information. Are considered wooden.
   b. Siege Projectiles - See Siege Weapons for more information.

Javelins Are between 36 and 72 inches long and padded along their entire length. May be thrown (counts as a projectile when in flight) and used to melee (including blocking and parrying). Must strike point first with a Strike-legal end to count as a hit and cannot be used to slash.

Bow Arrows from a bow deal two points of damage. Bows, crossbows, and arrows are considered wooden. See the Archery section for more complete descriptions.

Dagger A slashing or piercing weapon up to 18 inches long. Only ten inches of its total length must be Strike-legal.

Short slashing, piercing, or bludgeoning weapon more than 18 inches up to 36 inches in total length. At least 2/3 of its length must be Strike-legal.

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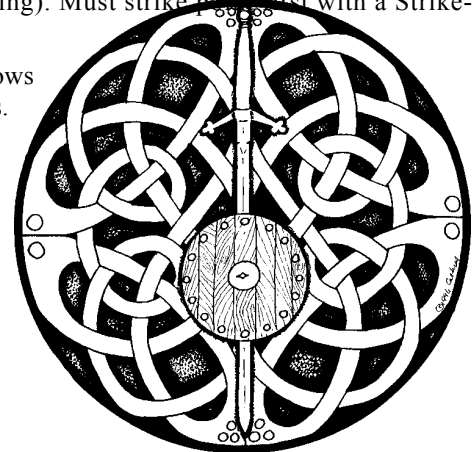
If used to slash or bludgeon, at least 2/3 of its length must be Strike-legal.

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

Spear Piercing-only weapon at least 60 inches in length, must have padding on upper 1/3 of length, and should not be confused with the javelin, which may be thrown. Is considered wooden.

Staff Bludgeoning weapon (ends may be used to thrust, but it is a bludgeon attack) of 5 ft to 8 ft, must have 12 inches of Strike-legal surface on both ends. Each end must be padded at least 1/3rd the total length of the staff. Is considered wooden.

Polearm At least 60 inches in length. Includes spears but may also have slashing edges. (Minimum 1 foot in length for a striking edge.) Must have padding on upper 1/3 of length. Is considered wooden.

Madu A shield joined to a polearm. The polearm portion of the madu may be shorter than the normal five feet. Only usable if a class can use both a polearm and a shield. If any portion of the weapon is broken, *Heated*, or otherwise rendered unusable, all of it is disabled. Is considered wooden. Magic and abilities that affect any part of the madu, such as *Imbue Shield*, affect its entirety. Madus may never be considered Great Weapons. If a madu is built to slash at least 1/3rd of its length (excluding the shield portion) must be Strike-legal (including the 12 inch minimum for a slashing surface) and the rest must be courtesy padded. Any shield with weapons affixed to it in any form is considered a madu and must conform to these rules.

Hinged Weapon with a single articulating head. The chain of a hinged weapon is not a legal striking edge. Chains on these weapons must be wrapped in foam with less than half an inch of the rope exposed at any point. The combined rope and striking edge may not exceed 18 inches in length and the total length of the weapon may not exceed 36 inches. The top half of the non-rope and Strike-legal portion of the weapon must be padded.

Weapon Effects

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

Red A Red Weapon, when swung in a slashing or bludgeoning manner, deals two points of damage and can be used to destroy a shield in three hits. In all cases where a one-handed weapon is red, the weapon or the user must have a red strip to indicate the effect.

Great If a weapon is five feet or more in length, has a minimum of three feet of contiguous striking surface (staves must have at least two feet at each end), and a minimum diameter of four inches (flat blades require a four inch cross section) over the entire striking surface, then it is considered Great and becomes Red when wielded two-handed in a slashing or bludgeoning manner— Never when used to stab or pierce.

Magic Relics and weapons bearing an enchantment other than *Stun Weapon*.

Archery

The maximum limit for a bow's pull is 35 pounds with a maximum 28-inch draw length. Crossbows are limited to no more than 450 inch-pounds. No compound bows are allowed. Broken or mended arrows are not to be used. All wooden arrows must be taped on the entire shaft. At close range (20 feet or less) bows must be no more than half drawn. Arrows from bows deal two points of damage to armor, which may be modified by class traits in games where classes are used. A weapon in hand that is hit by an arrow is destroyed. If a bow is hit by a weapon, it is destroyed.

Siege Weapons

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

1. A melee siege weapon will kill any person or destroy any object it strikes regardless of armor. Is considered engulfing. Counts as one hit against invulnerability.
2. A projectile siege weapon that fires a single projectile at a time, such as a single boulder or bolt, strikes exactly like a melee siege weapon except that it is also stopped by the enchantment *Protection from Projectiles*. A Monk may not block this type of siege weapon projectile.
3. A projectile siege weapon that fires multiple projectiles at a time, such as a grapeshot catapult, counts as firing Red projectiles. A Monk may block these projectiles as normal. *Protection from Projectiles* stops these.
4. A siege weapon that fires projectiles may not be used within 20 feet unless its operators have the ability to "half-draw" the weapon.
5. A siege weapon is a large, tough object that is hardened from casual attack. They are considered to have ten points of armor and are destroyed when all armor is lost (i.e. ten hits from a one point weapon, five hits from a two point weapon, etc). Arrows have no effect on siege weapons with the exception of a Flame Arrow, which will deal five points of damage to the siege weapon. Melee siege weapons and single shot projectile siege weapons will destroy another siege weapon on a single hit. Multiple projectile siege weapons deal damage to siege weapons as per normal. A siege weapon operates as long as it has at least one point of armor remaining. A *Mend* will repair one point of armor (siege weapons do not have sectional armor). Destroyed siege weapons may not be retrieved from base.
6. Siege weapons require at least three people to operate. Those people may be involved in any operation of the engine but may not be fighting, be Berserk, casting magic, using activated class abilities, or move more than ten feet away. A siege weapon with less than three people crewing it may not be used. Some monsters are exempt from this rule. Members of the siege crew may leave at any time and continue playing as normal.
7. You may only have one siege engine per twenty people on a team.
8. Siege weapons should have a historical or fantasy counterpart that they mimic in form and function. Siege engines may only be direct impact weapons such as catapults, ballistae, etc. You may not use siege engines that mimic area of effect attacks such as firebombs or Greek Fire. You may not use siege weapons that mimic gunpowder effects such as cannons.
9. A siege weapon counts as a person for the purposes of providing it with an enchantment.
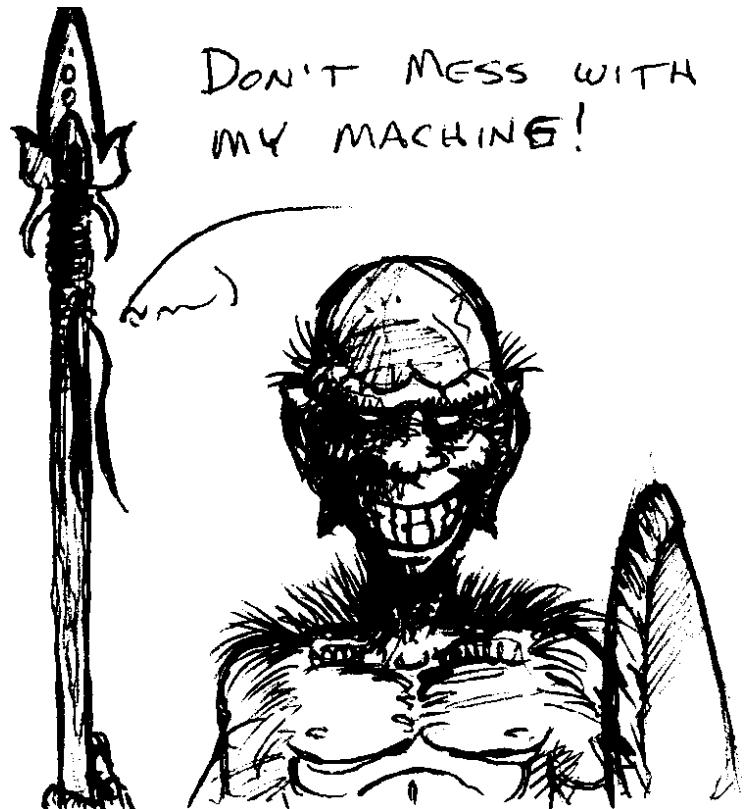
Shields

All shield measurements are the exterior surface area on a flat plane. Shields are considered to be wooden.
1. A small shield may be strapped to a forearm instead of wielded in a hand. Note: This does not allow use of more than a single shield.
2. All shields (except for small shields as noted above) must be gripped in a hand in order to be considered wielded. A shield that is gripped in a hand may also have a support strap around the arm. A blow that strikes a non-wielded shield strapped to a player, such as a shield slung across a back, is considered to strike the player as if the shield had not been there. A player may only wield one shield at a time.
3. Shields struck by effects that break shields (such as Red weapons) retain this damage until repaired, therefore receiving two such strikes from one player and one such strike from another player ten minutes later is sufficient to <u>destroy</u> the shield.
4. A large shield is no larger than eight square feet (38.3 inch diameter).
5. A medium shield is no larger than five square feet (30.28 inch diameter).
6. A small shield is between 36 square inches (6.8 inch diameter) and three square feet (23.45 inch diameter).
7. Non-round shields may not be wider than two feet.
8. A shield may be tossed in a manner that keeps it (relatively) perpendicular to the ground. While in the air, such a shield is considered a terrain effect, though it is still vulnerable to things that would normally affect a shield (such as *Fireball* or a <u>Penetration Arrow</u>). A shield may not be tossed into another player or their wielded equipment.

Equipment Construction

(Visit the Arts and Sciences forum at www.ElectricSamurai.com for more construction ideas and tutorials.)

Weapon Construction Notes

A safe weapon is one that will not break bones, teeth, or regularly leave bruises when it strikes a person. The entire surface of a weapon must be padded as per the weapon descriptions in Weapon Types. Cross-guards must be padded. For a core the best things to use are carbon/graphite rods (such as from non-metallic golf clubs), kite spar, bamboo, PVC tubing or fiberglass. Other materials will be checked for safety on a case-by-case basis. Metal and wooden cores are not acceptable and will never be considered legal.

Use good, stiff foam to pad your weapon. "Open cell" foams, such as those found in couch cushions, have limited value in weapon construction. Various types of flat "closed cell" foam, such as camp pads, are readily available and good for creating a variety of durable weapons. Cylindrical foam water toys are a quick and easy alternative to camp pad, however they wear out much faster. Foam choice should be guided by how well the foam will work in a high-impact application, so brittle foams or glues that become rigid when dry should never be used.

Weapon tips (points, guards, pommels, etc.) and striking surfaces must be at least 2.5 inch in cross section from edge to edge and must not protrude more than 1.5 inches through any 2.5 inch ring, nor end in an angle less than 90 degrees. The ends of all weapon cores must be blunted by capping them with a layer of foam and tape. Stabbing weapons should include extra padding on the tip to ensure safety.

Shield Construction

Shields should be made from light, firm materials, should be well padded, and require an opaque durable cover such as cloth. Exposed tape is unacceptable as a covering material. Hard edges may not be exposed. Good materials to use include substances with some give, such as plywood and high impact plastics. An interesting alternative is to use a plastic snow toboggan, which will produce a light shield that requires less padding. Another popular shield design uses only a thick foam disc, thus negating the need for additional padding (just a durable opaque cover). Be careful with these however, as not all foam materials are the same. Plank foam is a particularly durable and safe variety that makes for an excellent shield; while foam such as what 'boogie boards' are made of is effectively a rigid material and requires padding. Thick strips of leather make good arm straps.

When using a non-foam shield, bolts should be attached with the head affixed to the exterior of the shield with washers, and then heavily padded with foam. All rigid-core shields must either have foam folded over the edges or have the shield edges recessed into the foam. All rigid-core shields must be covered with a layer of foam that is at least 1 inch thick on the face, and 1 inch on the edge. Shields must be at least as safe as the weapons we use.
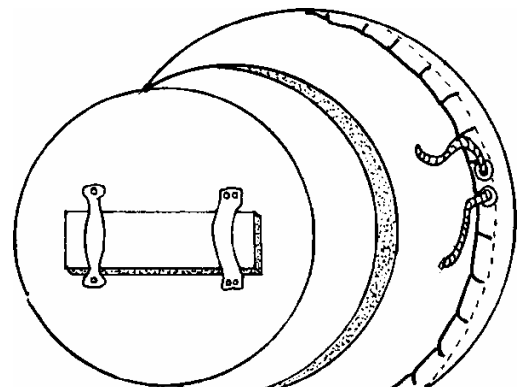
Sword Construction

1. Use a length of Fiberglass, Kite spar, PVC, or a golf shaft for the core. Remove all sharp edges and points from both ends of the core.
2. Cap both ends of the core with alternating layers of tape and foam until the cap is secure and decidedly dull. Cover the pommel with enough closed cell foam to ensure that it is at least 2.5 inches in diameter. Note that all pommels must meet this minimum size requirement regardless of your specific fighting style.
3. If you are making a …
   3.1. … flat blade, sandwich the core between several layers of camp-pad foam.
   3.2. … round blade, you can use a piece of cylindrical foam water toy that has a factory hole in the center, and cut it to be the length of the blade. If your core moves back and forth within the hole, you can tape a long strip of camp pad foam to the shaft to reduce the noise and prolong the life of the blade. Tape the base of the water toy to the shaft very well. Fiberglass strapping tape is recommended for strength and weight.
4. Tape several pieces of closed cell foam over the top of the sword with fiberglass strapping tape. You should have at least 3 layers of closed cell foam (1.5 inches) on your stabbing tip (and even more for a two handed stabbing weapon, such as a spear).
5. For the cover choose a light, durable, opaque, fabric. Cut it to length plus three inches, and outside diameter plus one inch.
6. Fold the fabric across and sew the side and top.
7. Roll the cover like a stocking, and then roll it down the sword.
8. Secure the cover to the hilt with tape.

Arrow Construction

Arrows are generally fragile and are often broken under the constant rigors of fighting. Arrow shafts made from graphite offer a flexibility and resilience not found in their aluminum or wooden counterparts. Wooden arrows must be taped along their entire length. All arrowheads must be removed from the arrow, and the base of the arrow at the tip must be built up with a sufficiently strong material to at least the diameter of a penny, which is used to cap the arrow. Arrows may not be drawn beyond 28 inches, and must have a stopper in place if they are longer. Arrows must have a minimum of 2 inches of closed cell foam on the tip, and it must be at least 2.5 inches in diameter. It is suggested that you also incorporate a layer of open cell foam to reduce the recoil of the arrow when it strikes a solid surface. Arrow fletching and nocks must be in good repair, and arrowheads should be checked regularly for degrading foam. All arrows must be clearly labeled with their owner's name on the shaft. Properly colored head covers may be used in lieu of strips to denote special arrow status; normal arrows may not be covered in any of the colors reserved for special arrows.
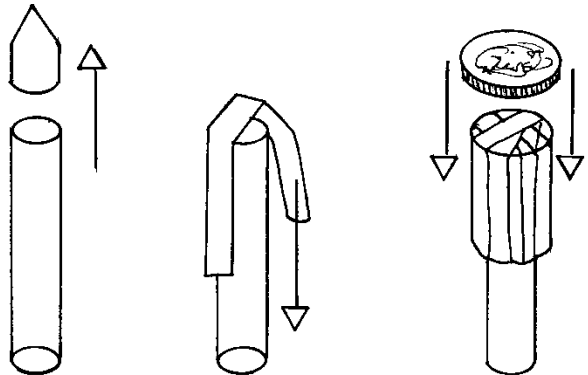
Projectiles

A blow by any part of a throwing weapon, boulder or rock counts as a hit; so all parts of these weapons need to be Strike-legal. Non-abrasive cloth tape may be used as a covering for projectile weapons. Duct tape is not an acceptable covering. The tips of all projectile weapons must not protrude more than 1.5 inches through any 2.5 inch ring, nor end in an angle less than 90 degrees. Projectiles may not have solid cores. Materials you may use for projectile cores include foam, sweatshirt material, and other soft, non-granular and non-rigid materials. Pennies, batteries, sand, and the like may never be used as cores.
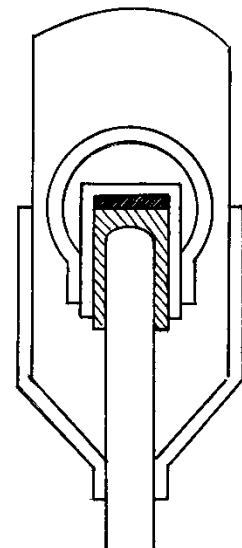
Armor

Armor Construction

The Monarch, Champion and Guildmaster of Reeves rate armor. Damage that exceeds the remaining armor value (i.e. arrows, Berserk Barbarian weapons, Great Weapons, etc.) wounds or kills the target. Armor that is mixed (multiple types of armor covering the same body area) will be averaged. Armor may not be stacked or layered to increase or add value unless explicitly stated here. Armor worn under tabards or garb must be partially visible, and must be announced if asked. Armor should weigh close to actual historical standards to receive full value. Straps and other such material that hold your armor on do not count as part of the armor, for either coverage or averaging purposes, unless they are specifically built as such. Example: the leather strap across your back holding on your steel breastplate does not protect you from hits.

All armor must be safe, with no protruding edges that could injure someone. Armor values may never be rated at more than 6 points. The standard baseline for metal armor is steel. Armor is rated as the material that it most resembles, thus plastic and other non-metallic armors can never be disguised nor passed off as plate or chain mail.

These are the base armors:	Base Thickness	Points
Padded cloth	4 layers	1
Quilted cloth	2 layers + padding	1
Light leather	1/16 inch	1
Heavy leather	3/16 inch	2
European '4 in 1' chain mail	1.58mm (16-gauge)	3
Augmented chain, riveted chain	1.58mm (16-gauge)	4
Double mail	1.58mm (16-gauge)	5
Brigandine or lamellar	1.22mm (18-gauge)	5
Plate	1.22mm (18-gauge)	6

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

Cuir bouilli	N/A	+1
Rings	1/8 inch	+1
Studs	1.22mm (18-gauge)	+1
Scales, Hardened Leather	3/16 inch	+1
Scales, Metal	1.22mm (18-gauge)	+2

To increase the value of any form of chain mail:

Full padded gambeson or arming coat	See Below	+1

Construction additions and subtractions:

Non-authentic materials	See Below	-1 to -2
Poor workmanship	See Below	-1 to -4
Shoddy and/or artificial appearance	See Below	-1 to -2
Heavy gauge material	See Below	+1
Superior construction	See Below	+1 to +2

Armor Descriptions

Padded cloth: four layers of cloth sewn together.
Quilted cloth: two layers of cloth with padding in between sewn together.
Light leather: leather of at least 1/16" thickness.
Heavy leather: leather of at least 3/16" thickness.
Chain armors: must have an internal diameter of, at most, 3/8 of an inch. Baseline chain armor consists of butted links.
Augmented chain: chain augmented in some fashion from the standard '4 in 1,' such as plates attached to each other by chain, or any of the Persian/Chinese weaves.
Riveted chain: chain in which all the links have been individually riveted together.
Lamellar: plates that have all been joined in an overlapping fashion by cord or chain link.
Brigandine: closely spaced or overlapping plates riveted between two layers of leather. Heavy cloth such as canvas or denim may be used instead of leather, but incurs a -1 penalty for sub-standard materials.
Double mail: '8 in 2,' or a mail in which a standard pattern is woven with two rings replacing every single ring.
Plate: solid metal armor with riveted metal articulations to increase mobility. Example: Lorica Segmentata.

No armor list can be completely exhaustive, and armors not mentioned should be ranked according to their composition (metallic vs. non-metallic) and their protective value relative to other armors in the table.

Armor Definitions

Plates must be attached to each other or a backing in such a way that all four edges or corners are held into continuous rigid contact with each other or the backing. Plates may be made of 3/16" hardened leather (instead of steel) and receive a -1 to the total armor value. Plates as defined here are those that are used in Scales, Brigandine, or other such armors and should not be confused with 'Plate Armor.'

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

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

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

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

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

Armor Modifiers

Non-authentic materials refer to materials that were not in use to create armor at the time, such as plastic. For comparison of metals, steel is the standard weight and toughness, so lighter or softer metals, such as aluminum, will incur this penalty, while stainless steel will not. Subtractions for inauthentic material may never exceed -2, though completely inappropriate materials may receive no points (i.e. aluminum foil, cardboard, etc).

Poor workmanship refers to an inexperienced or incomplete assembly by the creator – the use of non-period items such as hot glue, tape, or shoestrings to hold the armor together.

Artificial appearance refers to the overall appeal of the armor and its ability to accurately resemble historical armors.

Heavy gauge material is metal that is at least 15-gauge (1.71mm plates or 1.83mm wire) thick or leather that is at least 1/4 inch thick.

Superior construction is reflected in the overall construction and function of the armor as compared to other armors of its type, and is awarded on a case-by-case basis.

Armor in action:

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

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

Battlegames

Battlegame Rules

1. Switching classes or sides during a battlegame is not allowed unless specified by the scenario or by a reeve.
2. Never handle anyone's personal property without first having their permission.
3. There cannot be more than 1 bow to every 5 people on a side – round fractions up.
4. Each side may only have one Wizard, Healer, Druid and Bard per ten people, rounding fractions up. Therefore, a team with seventeen people may have no more than two of each magic-using class.
5. The following activities are strictly forbidden:
   a. Maneuvering or engaging during a hold.
   b. Striking at reeves or non-combatants.
   c. Calling a hold to retrieve spent items or derive other advantages.
   d. Trying to influence a game while you are dead.
   e. Deliberately mimicking an ability that you do not currently have, such as casting a "pretend" *Finger of Death* as a Barbarian. Grand standing and bluffing is fine, as long as it can't be confused with a real ability.
   f. Deliberately mimicking an ability that you do have, such as pretending to cast a spell but using the wrong wording.
   g. Using rules loopholes or gray areas to derive an advantage on the battlefield.
6. Players who break the rules may be removed from the game by a reeve.
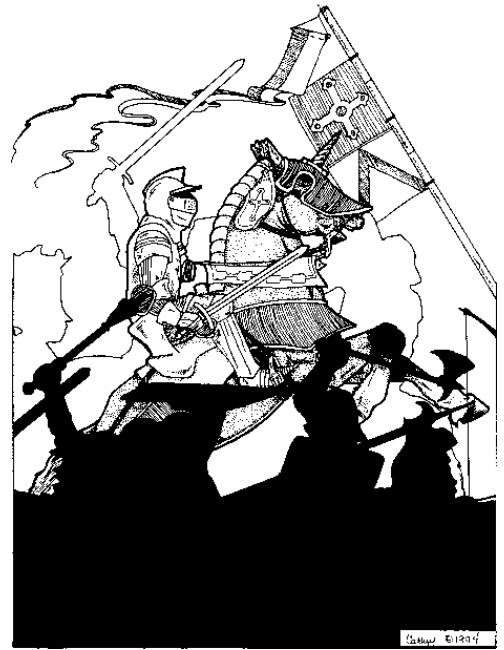
Deaths and Lives

Immediately remove yourself from impeding play on the battlefield once you have died. If you want to get into the spirit of things, then fall down and scream. Make it dramatic. Reeves may give you a bonus for a good death. Then report to nirvana. The reeve in charge there will take your name and record your time. Deaths are for 5 minutes though a bonus will subtract 2 minutes and a penalty will add 2 minutes. The number of lives you get varies with level and class. You are out of a battle once you have expended your last life and left the field. When returning to life from nirvana you must return to your base and announce 'alive' so that it is audible out to 100 feet before reentering the battle. Dead persons on the field must hold their weapons over their heads. If the battlegame does not call for a nirvana reeve, one must sit down in nirvana for a 300 count before returning to life at one's base. Most battlefield effects will not work on a dead person once he has left of his own choice from where he died, with the obvious exception of not impeding play. Effects that will function on dead players who have moved from where they died are noted as doing so in their descriptions. Dead players (provided they are not affecting or impeding play) may stay on the field as long as they want. A person may voluntarily take a game death at any time, but must immediately go to nirvana and may not be raised from the dead in any manner unless *Summon Dead* is cast upon them first. Dead players may not move if they are currently the target of a magic or ability that affects dead players such as Steal Life or *Resurrect*.

Subduals and Prisoners

During class battles, prisoners may be taken by surrendering or by being rendered "unconscious" by a killing blow (torso or second limb shot) preceded by the word "subdue." The person will then be unconscious for 60 seconds. The prisoner may be subdued up to 5 times. Any more hits will result in his death. Armor negates a subdual blow and instead takes damage as normal from the blow. If this damage is sufficient to pass through the armor, then the target is still affected by the subdual blow. A subdual blow striking a person who is unaffected by Subdual or Subdual magic does not wound or kill. Stabbing-only weapons or stabbing with a slashing weapon may not be used to subdue. A subdual blow to a limb will render that limb useless for a 60 count. A prisoner's equipment must be kept within 10 ft. of him and cannot be destroyed. Rescued prisoners must still count the required time before they are considered recovered. Subdual blows cannot be healed.

Holds

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

Game Etiquette:

While not absolutes, the following conditions have stood the test of time and should be observed:
1. Do not use a hold to gather or retain spent equipment or valuable game items. A reeve or the other team may grant a person the opportunity to pick up spent equipment if they are simply asked.
2. Do not use a hold to avoid a death or get out of a bad situation.
3. While it is honorable to return the other team's spent equipment (magic balls, 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.
4. As stated before, players should remove themselves from the field when discussing disputed blows or rules. This is not always practical in the immediate heat of the moment. If you see a dispute, do not engage or strike at those involved. By the same token, don't use the excuses of returning equipment, a headshot, or resolving a dispute to save yourself when the enemy has you dead in his sights.
   Example: You are accidentally struck in the face, and simultaneously cleaved in two from behind by another opponent; you are still dead.
5. If you are immune to, protected from, or for any other reason are not affected by a magic, ability, or physical hit you must notify your opponent as quickly as reasonably possible. Acceptable ways to inform them include stating "immune", "protection from <school/effect>", "no effect", etc. You are not required to interrupt any incantation, but must inform your opponent after completing the incantation. Declaring immunity does not break ongoing verbal requirements such as Chants.

Garb

Each class has its own particular garb parameters. In addition, there are certain other garb elements that denote special positions. Note that all battlefield participants must be in "period" garb (tunic, robe, armor, etc.):
1. White belts (any belt more than 25% white), unadorned chains, and spurs are reserved for knights and may not be worn by others. A knight may also choose to trim a knights white belt with a color particular to that order of knighthood: Gold for Crown, Silver for Sword, Red for Flame, and Green for Serpent.
2. Red belts (any belt more than 50% red) are generally only worn by squires.
3. Black belts with silver trim are generally only worn by men-at-arms.
4. The phoenix is the symbol of Amtgard. White and black phoenixes are reserved for knights. A gold phoenix on a red background is reserved for Warlord. Otherwise, the phoenix is generally only worn as part of kingdom heraldry.
5. A diagonal slash of a guild's distinct color, worn on a belt, baldric or tunic, is the mark of a class master.
6. Guildmasters are entitled to wear favors marked with the symbol of their guild.
7. The use of crowns and coronets is reserved for royalty and nobility, although their retainers may wear the symbol of a crown on their garb.
8. Most companies and many individuals choose to register their personal symbols and colors. While not specifically disallowed, it is considered bad form to use another's coat of arms without his agreement. Personal symbols and colors should be registered with the Guildmaster of Heraldry and the Prime Minister.
9. The garb of a page is a yellow belt and is generally not worn by others. A non-fighting page must also wear a gold "enchantment" strip if on the field.
10. The use and application of good garb is important in creating the correct mood of the battlegames and events. All members must be garbed in a "period" fashion. Newcomers should have their own garb (and weapons) within a month of having first attended. It is easy and inexpensive to fashion a T-tunic or tabard, and plenty of people are willing to help. If you have questions about garb or any area of the rules, then all you have to do is ask.
11. For the purpose of determining what class people are playing, class sashes must run diagonally across the chest from one shoulder to the opposite hip. They must be at least two inches wide. You may not wear sashes for classes you are not currently playing. Paladin and Anti-Paladin symbols must be at least 5 inches by 5 inches.

Non-fighting Types

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

Reeve – The garb is a gold tunic, strip worn around the head, or sash. The reeve is a referee for the battlegame. The reeve should be impartial, fair, have a good eye, and be well versed in the rules. The reeve has the last say in any decision in a battlegame. The reeves do not fight and should not be purposefully hit or touched in an offensive manner. The Guildmaster of Reeves shall deal with biased, unfair, or incompetent reeves.

Page – Garb consisting of his master's device is optional. Non-fighting pages may retrieve spent equipment, but may not retrieve or carry new or extra equipment. Must wear a gold enchantment strip around right wrist.

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

Arts And Sciences Guilds – Artisans, smiths, garbers, etc.
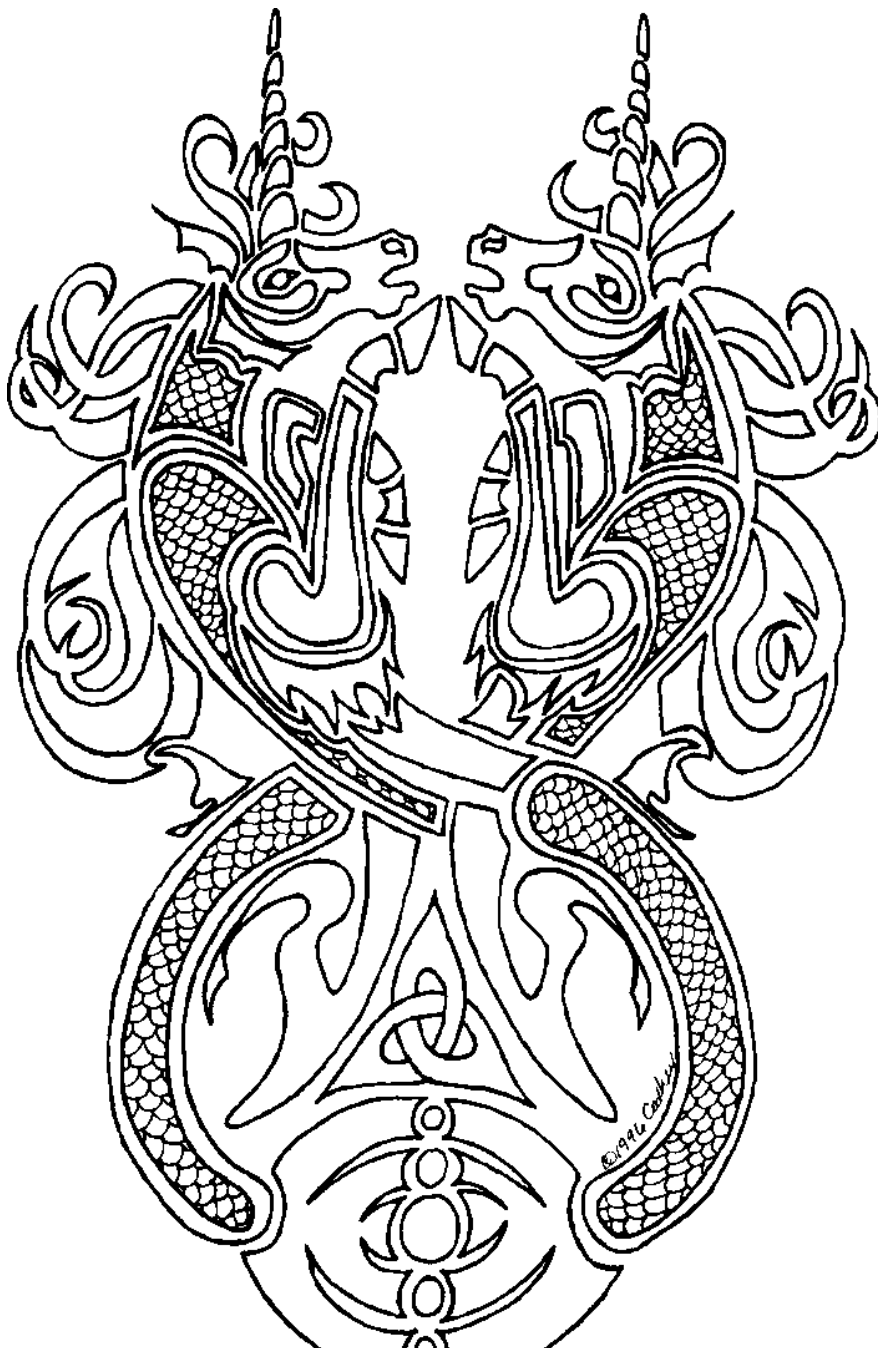
Fighting Classes and Abilities

This section contains a few examples of archetypal medieval and fantasy character types. While the names of the classes reflects a European centric viewpoint, that does not define how you must portray them. You can easily play the Barbarian or Warrior classes as a Samurai or the Healer as a Necromancer. With a little flair and creativity, the Scout class makes an excellent Pirate. Your character and persona are defined through your actions and behavior, not the name of the class that gives you your abilities. The classes exist in a strict form to maintain game balance on the field; it is up to you to give them life, substance, and personality.

Fighting classes are listed in the following manner:

Name: The name of the class.
Historic Examples: This lists historical or fantasy examples of each class plus a brief overview.
Garb: Garb that is required to denote playing the class. You are required to dress in medieval-looking garb in addition to this class specific garb. Failure to do either will result in playing the Peasant class.
Requirement: A few classes list experience requirements. If you do not meet these requirements you may not play nor gain credits in that class.
Armor: Maximum point value of armor the class may wear. You can always wear armor with a point value higher then you are allowed use of, but in these cases the armor simply gives you the maximum allowed for your class. Example: a Scout wearing full plate still only gets three points from it.
Shields: Largest size shield available to a class.
**Weapons:** Types of weapons the class can use.
Immunities: What the class is immune to.
Lives: The number of lives the class has.
Limitations: Some classes have restrictions. For example, Barbarians are restricted from wearing enchantments.
Traits: Class attributes that function all of the time without activation being required. Includes such things as extra lives and the ability to wear extra armor. Traits are denoted with a (T) and are always non-magical in nature.
Abilities: Powers or skills that must be activated to be used. Abilities are denoted as either Magical (m) abilities or Extraordinary (ex) abilities. Unless otherwise specified, class ability enhanced equipment cannot be used except by the player who enhanced the equipment. For instance: a Warrior cannot loan his Improved Weapon to another player, even another Warrior.
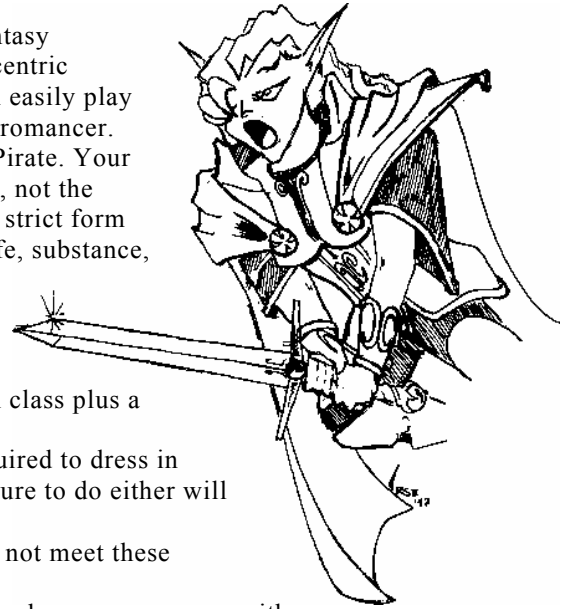
Credits and Levels

If you wish to fight or participate in a battlegame, you must conform to one class for each game. A person may advance in level in a class after having the requisite credits and passing a class test administered by your class Guildmaster. Only one attendance credit may be given on a single day. You must play the class you wish to gain credit in. If no class is played but fighting takes place, you may take a Warrior credit. All classes gain new abilities and levels at the following rate:

1st Level - less than 13 credits of experience in that class
2nd Level - at least 13 and less than 25 credits of experience in that class
3rd Level - at least 25 and less than 37 credits of experience in that class
4th Level - at least 37 and less than 49 credits of experience in that class
5th Level - at least 49 and less than 61 credits of experience in that class
6th Level - 61 or more credits of experience in that class

Standard Classes

Anti-Paladin

These are the standard bad guys of legend. Almost any adversary in a stock fantasy movie can qualify as an Anti-Paladin, but historical cases abound – ranging from Vlad Dracul's persecution of Turkish prisoners to Mongol warlords boiling opposing chieftains alive.

Examples: The Kurgan, Mordred, the Black Knight, the Nazgul, Tamerlane, Sir Francis Dashwood

Garb: Must wear a white belt and have a black phoenix openly displayed on clothing or <u>armor</u>.
Requirement: Must have been a knight for twelve weeks.
Armor: 4 points
Shields: Large
Weapons: All Melee, javelins
Immunities: Control
Lives: 4
Abilities & Traits:

Levels
1st None
2nd <u>Touch of Death</u> (ex) (1/game)
3rd <u>Poison Weapon</u> (ex) (1/game)
4th <u>Steal Life</u> (m) (1/game)
5th Innate Ability (choose one before game starts):
    a. <u>Poison Weapon</u> becomes (2/game)
    b. <u>Touch of Death</u> becomes (1/life)
6th <u>Immunity</u>: Flame
    Innate Ability (Choose two before game starts. May choose the same ability twice.):
    a. <u>Fear</u> (m) (1/game)
    b. <u>Reanimate</u> (m) (1/game)

Archer

Everyone knows the legend of the Swiss crossbowman William Tell and historically the Welsh Archers long resisted English rule before making the longbow famous at Agincourt. Other outstanding examples include the Kyudo archers of Shogun-era Japan, and the Sioux Dog Soldiers.

Examples: William Tell, Odysseus, Paris of Troy, Robin Hood, Bard of the Dale, the Ettrick Foresters, and Minamoto Tametomo

Garb: Orange sash
Armor: 3
Shields: None, initially
Weapons: Dagger, short, long, bow
Immunities: None
Lives: 4
Abilities & Traits:

Levels
1st <u>Bowyer</u> (ex) (1/life)
    <u>Longbow</u> (T)
2nd <u>Stun Arrow</u> (1/reusable) (T)
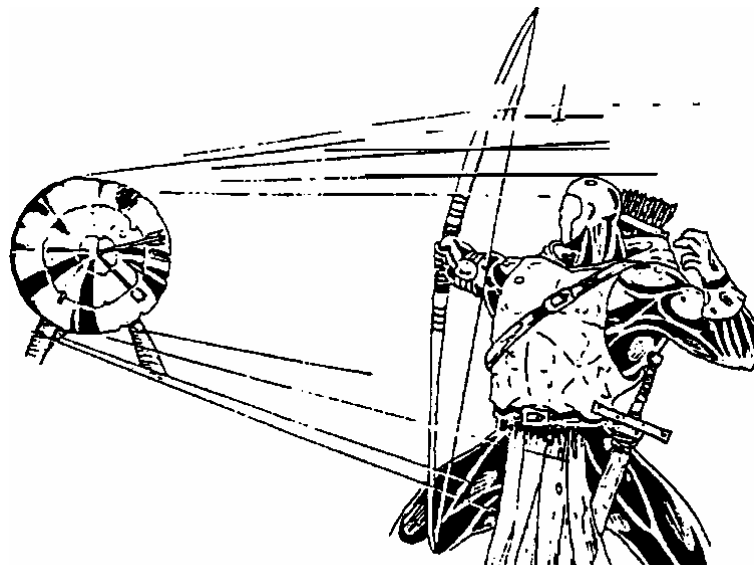   <u>Flame Arrow</u> (ex) (1/reusable) (T)
3rd <u>Accuracy</u> (T)
4th Total lives increase to 5 (T)
    <u>Armor-Piercing Arrow</u> (1/reusable) (T)
5th May now use small shields (T)
6th <u>Penetration Arrow</u> (1/reusable) (T)

Assassin

Assassins were once so powerful in the Middle East that Hulagu Khan had to storm their mountain fortress when they demanded tribute. Renaissance Italy and its setting of political intrigue made the courtly killing into an art form.

Examples: The Ninja, the Borgias, the Jackal, Hassan-I-Sabah, Sir Francis Walsingham

Garb: Black sash
Armor: None initially
Shields: None initially
Weapons: Dagger, short, long, throwing weapons
Immunities: None
Lives: 4
Abilities & Traits:

Levels
1st   No additional abilities
2nd May use a bow (T)
        Poison Weapon (ex) (2/game)
        Trap (ex) (1/game)
3rd   Touch of Death (ex) (1/game)
        Teleport (ex) (2/game)
        Antidote to Poison (ex) (1/life)
4th   Up to two points of armor may now be worn (T)
5th   May now use small shields (T)
        Assassinate (ex) (2/game)
6th   Innate Ability (choose two different options from this list before game starts):
        a.   Assassinate becomes (1/life)
        b.   Poison Weapon becomes (1/life)
        c.   Teleport becomes (1/life)
        d.   Trap becomes (1/life)

Barbarian

The Chinese, from ancient periods onward, have considered everyone else to be barbarians, and oddly enough it is the Eastern tradition from India to China that gives us the image of civilization defending itself against the nomadic hordes of such peoples as the Tartars, White Huns, Seljuk Turks, and other steppe tribes.

Examples: Conan, Yellowbeard, Leif Eriksson, Attila the Hun, Alaric the Vandal, the Voivodes

Garb: Must wear a fur or leather sash that cannot reasonably be mistaken for the sash of any other class.
Armor: 2 points
Shields: Large
Weapons: All melee, rocks
Immunities: Subdual
Lives: 4
Limitations: Cannot carry enchantments. May not use relics except Heimdall's Horn.
Abilities & Traits:

Levels
1st Berserk (ex) (1/game)
2nd May use throwing weapons (T)
3rd Fight After Death when Berserk (T)
      May use Javelins (T)
4th Powerful Blows (T)
      Total lives increase to 5 (T)
5th May use bows (T)
6th Berserk becomes (2/game)

Bard

Bardic history is mostly tied in with the early oral tradition of the druids and Norse skalds. Medieval Europe does give us a case of actual singing knights, many of them female, from the independent French province of Aquitaine before it was crushed by the Papacy.

Examples: Sarafin, William Shakespeare, Alan O'Dale, Homer, Scheherazade, Circe, Bragi, Snorri Sturluson

Garb: Light blue sash
Armor: None
Shield: Medium (will subtract from magic points)
Weapons: See the Magic section for a listing of weapons used. Weapons subtract from the Bard's magic points.
Immunities: None
Lives: 4
Abilities & Traits:

Bardic Charm: Some monsters may be immune to the control school, but not bardic charm. Bardic charm is any control magic that is cast by a Bard (even those bought with *Voice*).
Magic-user: Bards are magic-users and gain magic at each level. See the Magic section for more details.
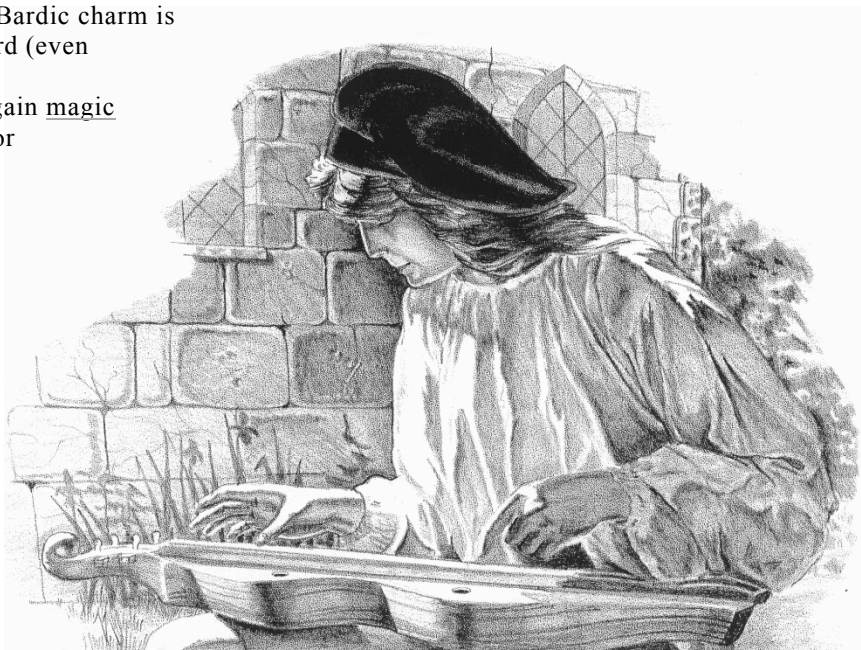
Druid

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

Examples: Galadriel, Johnny Appleseed, Lady of the Lake, Cathbu, Tom Bombadil, the Green Knight

Garb: Brown sash
Armor: None
Shield: Small, will subtract from magic points
Weapons: See the Magic section for a listing of weapons used. Weapons subtract from the Druid's magic points.
Immunities: None
Lives: 4
Abilities & Traits:

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

Levels
1st   No additional abilities
2nd   No additional abilities
3rd   Pass Without Trace (ex) (2/game)
4th   Immunity: Poison
5th   Immunity: to non-Spirit school magic from fey monsters
6th   Immunity: Control

Healer

This image has been somewhat forged between clerics and the "hedge mages" that preceded Christianity. Our modern view of the fighting "Healer" stems from early medieval clerical use of bludgeoning weapons, so as not to break the implied biblical prohibition against drawing blood.

Examples: Hippocrates, Chiron, Elrond, Goldmoon, Archangel Raphael, Galenus, and the Hospitallers

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

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

Monk

Shaolin and Buddhist temples manned by fighting monks who learned to fight with their hands and strange implements when their warlords forbade them to use swords are the classic image of this class. However, many Asiatic and American tribes had strong traditions of wrestling, and the Shogun-era Japanese had a plethora of armed warrior monks whose wrath was feared by even the emperor.

Examples: Bruce Lee, Qui Chang Kane, Dread Pirate Ninja Roberts, the Bloodguard, Benkei, Pachomius, the Sohei

Garb: Gray sash
Armor: None
Shields: None
Weapons: Dagger, short, long, polearm, staff
Immunities: Gained at later levels
Lives: 4
Abilities & Traits:

Levels
1st   Heal (ex) (1/life, Self only)
       Missile Block (T)
2nd   May now use throwing weapons (T)
       Immunity: Poison
       Transfer Life (ex) (1/game)
3rd   Immunity: Control
       Touch of Death (ex) (1/game)
4th   Greater Missile Block (T)
       Banish (m) (1/life)
       Total lives increases to 5(T)
5th   Banish becomes (2/life)
       Immunity: Death
       Sanctuary (ex) (1/life)
6th   Heal (2/life, Self Only)
       Immunity: Traps

Monster (non-standard class)

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

(To view various 3rd-party monster manuals and other supplements visit www.AmtgardInc.com. Note: The Inter-kingdom monster manual is called the Dor Un Avathar.)

Paladin

The perfect good guy comes to save the day. Paladins exist in the myths and legends of all cultures. Be it the Geatlander Beowulf slaying Grendel or the Norse god Thor battling the Midgaard Serpent, Paladins have been with us since prehistory.

Examples: Joan of Arc, Galahad, Bovide, King Arthur, Roland, Percival, the Twelve Peers of France, Don Quixote, Arcite, Palamon, Dietrich von Bern

Garb: Must wear white belt and have a white phoenix openly displayed on clothing or armor
Requirement: Must have been a knight for 12 weeks.
Armor: 4 points
Shields: Large
Weapons: All melee, javelins
Immunities: Subdual
Lives: 4
Abilities & Traits:

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

Paladin

Peasant (non-standard class)

Peasants are players who do not have appropriate garb for a class but still want to play. You may take credits in Peasant but they have no levels, so no advantages are gained from doing so.

Garb: None
Weapons: Dagger, short
Armor: None
Shield: None
Lives: 4
Limitation: Is only played if a player does not have garb and equipment for any other class. Must be played if appropriate garb is not worn. May not carry enchantments.

Scout

Anyone who survives for any time in the wilds learns the lay of the land. Many Native Americans are rightly seen as good trackers or scouts, as were the mountain men who followed.

Examples: Strider, Hiawatha, Little John, Baden Powell

Garb: Green sash
Armor: 3 points
Shields: Small
Weapons: Dagger, short, long, staff, throwing weapons, bows
Immunities: Immune to both magical and non-magical forms of *Lost*
Lives: 4
Abilities & Traits:

Levels
1st   Heal (ex) (1/life)
2nd   Innate Ability (choose one of the following before game starts):
    a.   Stun Arrow (1/reusable) (T)
    b.   Flame Arrow (1/reusable) (T)
3rd   Antidote to Poison (ex) (1/life)
    Truth (ex) (1/life)
    Camouflage (ex) (1/game)
4th   Immunity: Traps
    Tracking (ex) (1/life)
5th   Earth Bind (ex) (2/game)
6th   Tracking becomes (2/life)
    Longbow (T)
    Attuned (T) (2/game)

Warrior

Pure warrior traditions also abound. Outstanding examples included the 300 Spartans who opposed the great Persian king Xerxes and his 10,000 Immortals, the incredibly warlike five nations of the Iroquois, and the fierce Maori clans native to New Zealand.

Examples: William Wallace, Lancelot, Achilles, Spartacus, Mad Martigan, Miyamoto Musashi, Charles Martel, Roman Praetorians, and Julius Caesar

Garb: Purple sash
Armor: 4 points
Shields: Large
Weapons: All melee
Immunities: None
Lives: 5
Abilities & Traits:

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

Wizard

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

Examples: Alannon, Gandalf, Morgana le Fey, Erasmus, Merlin, the Ithryn Luin

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

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

Abilities and Traits Defined

Abilities Format Key:
M: Materials needed
I: Incantation and gestures
R: Range (if any)
E: Effect
L: Limitations or Restrictions
N: Notes

Accuracy
E: Arrows fired from ones own bow or crossbow deal one additional point of damage.

Antidote to Poison
As per the *Cure Ailments* spell.

Armor-Piercing Arrow
M: Blue strip tied to arrow or blue cloth cover on arrow
I: Immediately prior to firing, declare loudly "Armor-Piercing Arrow"
E: A strike from the arrow will destroy all non-invulnerable armor on the location struck and will continue through to wound the target. It will only deal one point of damage to invulnerability and invulnerable armor.

Armor of Quality
E: Any armor worn is worth one extra point to a maximum of seven points.

N: This ability allows you to exceed your normal class maximum on armor by one point.

Assassinate
I: Say the word 'Assassinate' immediately upon killing a person.
E: The victim is affected as per the spell *Sever Spirit*.
N: May be used while moving. May be used on a person killed by Poison Weapon upon expiration of the Poison count.

Attuned
E: May choose to carry two enchantments from any caster (or combination of casters) for the duration of the current life.
N: This ability may not be used in conjunction with any other similar ability or magic. Only one of these two enchantments may be simul-cast if both of them allow for it.

Awe
As per the *Awe/Fear* spell.

Banish
As per the *Banish* spell.

Berserk
M: A red strip worn around the head or arm.
I: You may choose to go Berserk at any point on an eligible life by tying on the strip and announcing your Berserk state.
E: While Berserk you gain the following traits:
    a. Natural armor: 2 points on all hit locations.
    b. Strong: Melee weapons become Red. Melee weapons that are already Red deal an extra point of damage to armor for a total of three.

c. Rage: Weapons used while berserk must be over two feet in length. Players may not cast <u>magic</u>, use projectiles, javelins, shields, hinged weapons, or activate class abilities (except Berserk). <u>Armor</u> worn is considered <u>destroyed</u>, and cannot be used while berserk. You may not retreat from combat unless facing odds of at least 5:1, monsters with a ratio of 5:1 or greater, or a Wizard, Healer, Druid, or Bard.

d. <u>Immunity</u>: Control

Bowyer
E: As per the *Mend* <u>spell</u>.
L: May only be used on a bow.

Camouflage
M: 10 ft green cloth
I: Place cloth in a circle, repeat x3 "May the forces of nature hide my presence."
To end the Camouflage, the player must repeat x2 "Nature release me."
R: Within circle
E: While inside the circle the player can't be attacked, even if someone viewed him activating the Camouflage. Area effect <u>magic</u> that encompasses the area of the Camouflage (such as *Doomsday*) still affects the player. While Camouflaged the player may not affect anyone else, though they can use their own abilities on themselves (such as healing or curing poison). Camouflage has no effect on other players, their equipment, or <u>game items</u>. The <u>Tracking</u> ability can be used to dispel Camouflage.

Earth Bind
I: Repeat x2 "May mother nature bind thee."
R: 20 ft
E: Victim cannot move feet until each of his legs are struck ten times with a slashing or bludgeoning weapon. Anyone attempting to free the victim must state "free this leg" while doing so or the hits strike the player as normal.
N: May be used while moving.

Extend Immunities
I: "My faith shall defend thee."
R: Touch
E: Player extends all of his class <u>immunities</u> to one person with whom he is in direct physical contact. <u>Immunities</u> never extend to equipment. This ability ends as soon as physical contact is broken.
N: May be used while moving.

Fear
As per the *Awe/Fear* <u>spell</u>.

Fight After Death
E: Occurs immediately after having died. Player continues to fight for 10 seconds—which must be counted out loud—after dying. Limbs and <u>armor</u> lost before death remain lost, and additional limbs and <u>armor</u> can be removed, but this does not stop the player from continuing to function (save for losing the use of the limb) for the duration of the Fight After Death. Additional killing hits do not kill the player. Fight After Death does not count as 'moving after having died.'
L: Being struck by a *Sphere of Annihilation*, a melee siege weapon, or a single shot projectile siege weapon will prevent or end Fight After Death.
N: This ability does not free the player from any preexisting effects such as *Stun* or <u>Earth Bind</u>. As a reminder, a player is always required to stay in control of his actions. Violent flailing with real life disregard for others – during this or at any other time – is grounds for punishment or expulsion by the reeve. You can role-play a crazy person, but you must still have control of your

actions at all times. Reeves are encouraged to remove this ability from those who are hurting or endangering others.

Flame Arrow

M: Orange strip tied to arrow or orange cloth cover on arrow

I: Repeat x5 "flame arrow." Immediately prior to firing, declare loudly "Flame Arrow"

E: A hit to a shield will destroy the shield unless its face is tapped to the ground five times within five seconds. A hit to a siege weapon by a Flame Arrow will deal five points of damage to the siege weapon. Will deal damage to armor and wound or kill people as normal. Has no effect on *Iceball*, *Entangle*, or any other magic unless specifically mentioned in the magic description. A Flame Arrow will remain lit for two minutes.

Heal

As per the *Heal* spell.

Improve Shield

M: Purple strip visibly tied to shield

E: Shield may only be destroyed by magic balls, verbal magic, or siege weapons and is considered to be metal for game effect purposes.

Improve Weapon

M: Purple strip visibly tied to weapon

E: Weapon deals +1 damage when wielded in a slashing or bludgeoning manner.

N: Does not confer shield-breaking abilities.

Longbow

M: Purple strip tied to bow

E: Arrows fired deal a base of four points of damage.

N: Has no effect on arrows fired from crossbows under 21 inches in length.

Missile Block

E: Player is allowed to block arrows with their weapons without penalty. Any arrow in flight touched by a weapon wielded by the player has no further effect for the duration of its flight.

Missile Block, Greater

E: Functions exactly like Missile Block except it also allows the player to use bare hands to block projectiles and arrows without penalty. Any arrow in flight touched by the player's hand has no further effect for the duration of its flight.

Pass Without Trace

I: Repeat x3 "Pass without trace"

E: You must immediately return to your base. You are considered out of the game while returning.

N: May be used while moving. May be used while under the effects of movement inhibiting abilities or magics such as *Hold Person* or Earth Bind so long as those abilities would not otherwise prevent you from using Pass Without Trace. The count of any game effects upon you are considered suspended until you are returned to the game, at which point they return with their remaining duration.

Penetration Arrow

M: Black strip tied to arrow or black cloth cover on arrow

I: Immediately prior to firing, declare loudly "Penetration arrow"

E: Behaves exactly like an Armor-Piercing Arrow except that it will also destroy a normal shield. It will not carry through to the arm underneath, however.
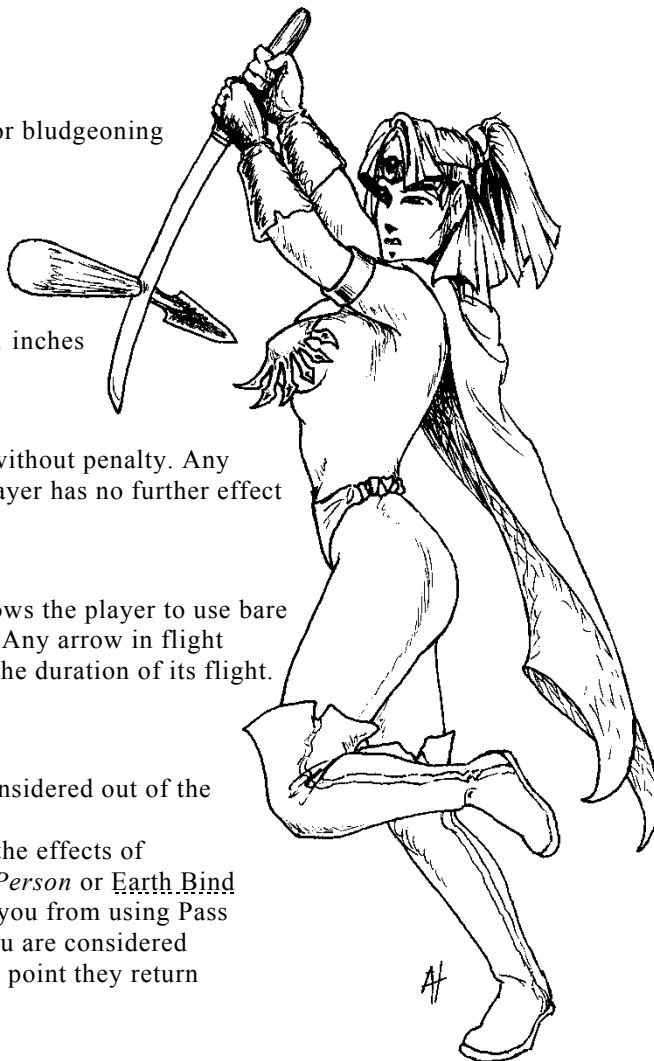
Poison Weapon
  M: Black strip tied to weapon
  E: May poison one weapon. People who are wounded by Poisoned Weapons die if they are not *Cured* in a 100 count. A person may only poison one of his own weapons. This effect remains on the weapon for the entire life. Players subsequently affected by subdual magics will still die at the expiration of the count if not *Cured*.

Powerful Blows
  I: Declare loudly "Powerful blows" before engaging in combat.
  E: Your weapons are treated as magical for the purposes of damaging monsters that are only affected by magic weapons.

Reanimate
  M: Denoted with yellow strip
Otherwise as per the *Reanimate* enchantment.

Repair Item
  E: As per the *Mend* spell.
  L: May only be used on one's own equipment.

Resurrect
As per the *Resurrect* spell.

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

Steal Life
  S: Death
  M: Dead person
  I: Touch target on their shoulder and recite "I take your life."
  R: Touch
  E: Target loses one life from their total and the user gains one life. This life is in addition to the person already being dead. You cannot steal lives from those already shattered.
  N: This effect may be used on any dead person who has not yet reached nirvana, even if they have moved from where they died. May be used while moving.

Stun Arrow
  M: Gray strip tied to arrow or grey cloth cover on arrow
  I: Immediately prior to firing, declare loudly "Stun arrow."
  E: Arrow behaves as a Subdual blow.

Teleport
As per the *Teleport* spell except may be only used on self.

Touch of Death
As per the *Touch of Death* enchantment except may only be placed on self.

Tracking

- I: Repeat x5 "Tracking"
- R: Self
- E: You may do ONE of the following:
  - a. Ask one yes or no question of someone (dead person, reeve or monster) that must be answered truthfully and to the best of their ability. This is not stopped by the *Liplock* <u>magic</u>
  - b. Follow a *Teleporting* player
  - c. Walk through a *Thornwall*
  - d. "Dispel" a <u>Camouflage</u> ability within 20ft

Transfer Life

- S: Spirit
- M: Person
- I: Touch person and state "I give thee life from my own."
- R: Touch
- E: This ability has two possible effects:
  1. A dead person is immediately *Resurrected* as per the <u>spell</u> *Resurrect*.
  2. A living person gains one extra life on their current life total.
     In addition, the Monk loses one life from his total. If he was on his last life when he used this ability, he dies immediately and may not be restored to life.
- L: You may only use this ability on a person playing a standard class.

Trap

- I: Repeat x2 "May my devious trap bind thee"
- E: 20 feet
- E: As per <u>Earth Bind</u>.
- N: May be used while moving.

Truth

As per the *Truth* <u>spell</u>.
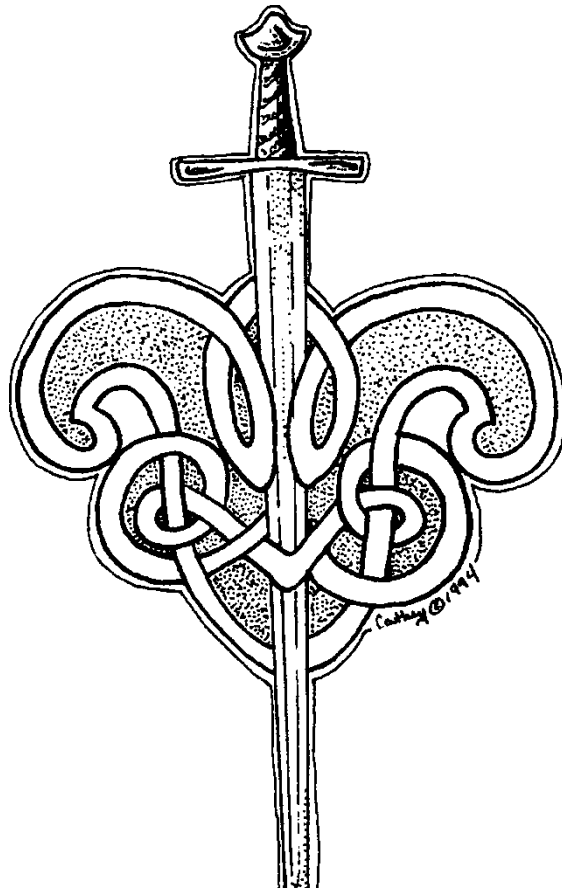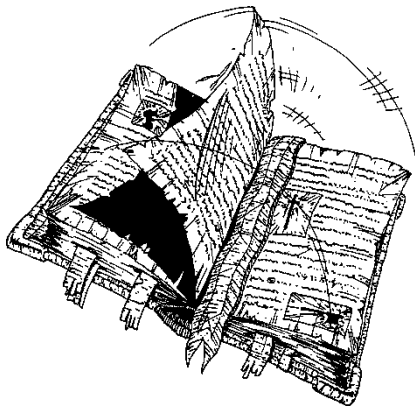
Magic

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

Rules of Magic

1. Magic must be said loudly and clearly enough to be heard within 100 feet or by the recipient, whichever is closer.

2. When casting verbal magic with a single target, the caster must announce the targets name immediately before the incantation (class and a unique descriptor will suffice if name is unknown). When the target is a piece of equipment, the possessor (or most recent possessor if not currently possessed) of the equipment must be specifically identified as well (Example: 'Bob's right hand weapon', 'Elf Archer left leg armor', 'Blue Warrior sword on right hip', etc).

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

4. The target of magic must be in range at the time the spell is completed in order for it to count.

5. For magics with a range of "Touch", unless otherwise specified, any physical contact between caster and target is sufficient. For magics that require the caster to continue to touch a player or object, but do not specify in what manner, any physical contact between caster and the target is sufficient.

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

7. Any hand being used to cast magic must be empty with the exception of magical components or the target of a touch spell such as *Heal*. Magic balls charged in the left hand may be transferred to the right hand before throwing.

8. Unless they buy *Ambidexterity* Wizards and Druids must cast magic with their left hand, and may not cast if their left arm is wounded. Healers and Bards may cast with either hand.

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

10. Enchantments (E)
    a. A person may carry only one at a time unless explicitly noted otherwise in a magic or class, such as the *Stack* magic or the Attuned ability. Note: *Reanimate* is an enchantment.
    b. When a person voluntarily moves from where they died, any enchantments they carry are lost. Unless they have voluntarily moved, *Resurrected* players retain enchantments unless specifically prohibited. *Summon Dead* does not return missing enchantments to players.
    c. Will only cover one object (for example a person, a weapon, armor, etc). Thus while you may be protected from flame, your armor and equipment is not. The same applies to class abilities.
    d. Enchantments cast on equipment count against the number of enchantments that may be carried.
    e. Enchantments cast on equipment only function when used by the player who was in possession of the item when it was enchanted. Example: If you give a *Bladesharped* sword to another player, the enchantment does not function.
    f.   If you are carrying an enchantment you cast, it is removed when you begin casting other magic unless otherwise noted.

g. May not be cast on unwilling participants or their equipment; this does not prevent them from being the target of enchantment effects such as *Touch of Death*.

h. Must be denoted by a visible enchantment strip and announced if asked. Players bearing the *Defend* enchantment must announce the specific enchantment conferred by *Defend*.

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

j. If already wearing your maximum number of enchantments, you must have an enchantment removed by the appropriate means (*Cancel* from the caster, *Dispel Magic*, etc) before receiving another one.

k. When cast upon objects, they cover the entire object; i.e. a robe with *Protection from Flame* on it would prevent *Fireballs* from affecting the wearer if they struck the robe. If they struck a part of the player not covered by the robe then the player would be affected as normal.

l. May be dispelled.

11. Fixed enchantments (FE)
    a. Disappear (never to return) when their caster dies or travels farther than 100 feet from them.

    b. Are considered to be on the area of ground and do not dissipate when other magic is cast.

    c. A player may only have a single fixed enchantment active at a time. Casting a fixed enchantment while another fixed enchantment from the same player is already active causes both enchantments to be negated.

12. Magic balls (B)
    a. A magic-user may physically carry no more than 12 magic balls, total. Pages and other players may not carry extra magic balls for magic-users.

    b. A magic-user may have only one type of magic ball charged at a time. "Remain Active" *Fireballs* do not count for this purpose.

    c. When an item is struck by multiple simul-cast magic balls, only the first magic ball from that group affects that item; i.e. a shield hit by two simul-cast *Lightning Bolts* is destroyed, but the wielder is unharmed. This rule does not apply to armor; i.e. if a player wearing torso armor and two *Protects* is struck in the torso armor by two simul-cast *Iceballs*, he loses both of his *Protects*.

    d. When a *Lightning Bolt*, *Fireball*, or similar destructive magic ball strikes a player in a location covered by armor, the armor is destroyed in that hit location and the magic affects the player as normal unless otherwise noted. Magic balls that deal damage (such as *Magic Bolt*) affect armor as normal per projectiles unless otherwise noted.

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

    f. Magic balls, except where explicitly noted, only affect the first thing they hit.

    g. Unless otherwise noted, magic balls are not engulfing.

    h. Barring any enchantments or magical effects, garb strikes count as hitting the player if the magic ball would have continued on to hit the player. i.e. You may not block *Lightning Bolts* with your cloak.

13. All magic classes must have a list of which magic they have bought for that game on them at all times. Failure to have this list renders a player incapable of casting magic. Failure to wear appropriate class garb also negates the ability to use magic.

14. Beginning an incantation discharges all of your unused magic balls and interrupts the incantation of any other magic you were casting.

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

16. Relics are objects of great power. A relic will generally win any question of magical superiority unless the magic specifically states otherwise. Example: *Sphere of Annihilation* does not destroy the Shield of Reflection.

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

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

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

20. The Reeve's word is final. If what looks like 30 ft. to you is determined to be 60 ft. by a reeve, then it is 60 ft.

21. Protections cast on a target have no effect on effects already active; i.e. casting *Protection from Magic* on a person who is *Yielded* does not free them from the *Yield*, though it would prevent them from being killed by a *Fireball.*

22. Verbal magic and abilities require the target to be visible to the caster upon completion of the incantation. If the target of the verbal magic or ability is wholly hidden outside of the casters view, such as short sword completely hidden behind a shield, then the magic or ability will be expended without affecting the target. If the caster can see a portion of the target, no matter how small, upon completion of the incantation, the spell will affect the target as normal. For the purposes of verbal magic and abilities, objects behind *Thornwall* and *Forcewall* are considered hidden.

Magic Clarifications

1. Immunities to magic are based on the School of magic they belong to. Exceptions to this are noted under the limitations of the magic. Note that immunities never extend to equipment.

2. Additional immunities, unless specified, do not exist, for example a player is not immune to his own subdual magics.

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

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

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

6. Dead players are always considered willing for the purposes of magic.

7. Players are released from the effects of subdual magics after death, and these magics have no effect on dead players.
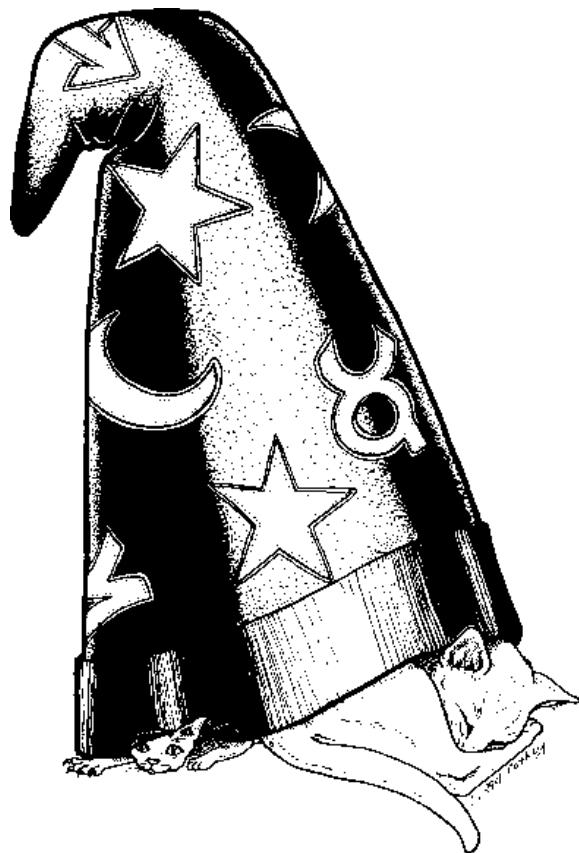
Magic Relics

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

Dagger of Infinite Penetration
When thrown destroys all non-invulnerable armor on the hit location struck and continues through to hit the target. Counts as one hit against invulnerability and invulnerable armor. If it strikes a shield the shield is destroyed without affecting the wielder.

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

Heimdall's Horn
A one handed 'red' weapon only usable by Barbarians, and in fact, the only relic allowed to Barbarians.

Ring of Power
Negates the first hit from each separate opponent per battlegame. Counts against weapons, class abilities, and enchantments; is ineffective against spells and magic balls.

Shield of Reflection
Is completely indestructible. Will negate any effect that strikes it, even siege weapons and magic. Any magic ball of the Subdual school striking the Shield of Reflection instead affects the caster.

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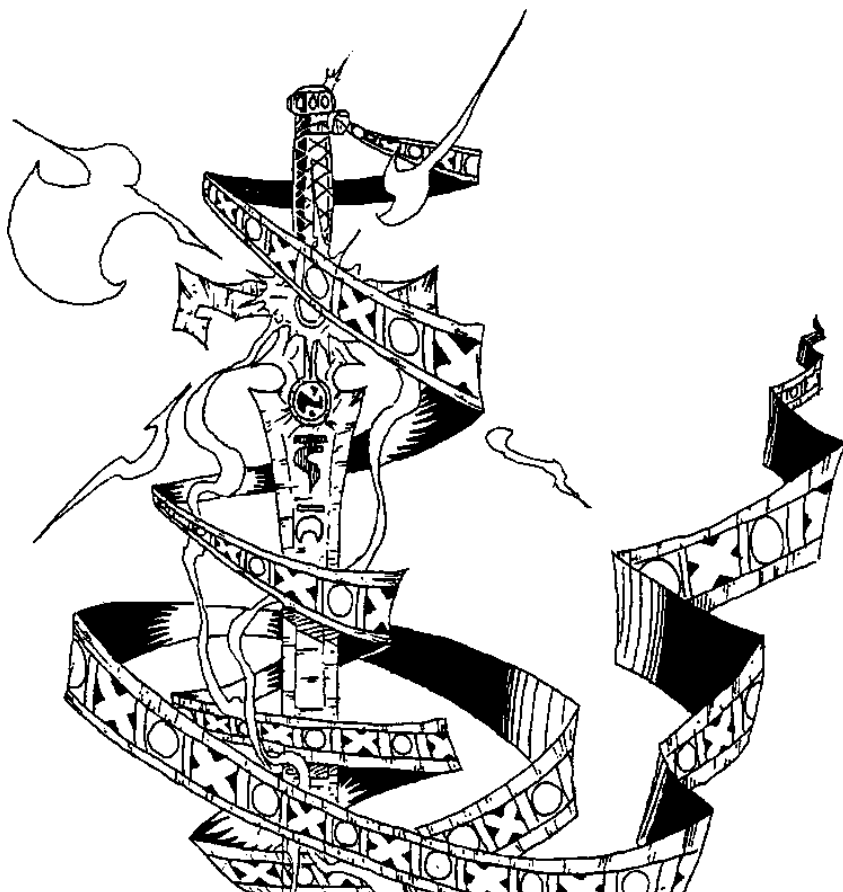
Schools of Magic

There are eight schools of magic. Each represents a different type of effect. Please note that immunities are based on what school a magic is in. Therefore, as *Hold Person* is a magic of the Subdual school, a Barbarian, immune to subdual effects, is not affected. *Stun*, on the other hand, is of the Sorcery school, and Barbarians would be affected by it.

Control: controls the mind, will, or senses of the target.
Death: an effect whose consequence is death or the withering of a body part.
Flame: produces heat, fire, or lightning.
Neutral: magic that is neutral in terms of its School. They cannot be dispelled.
Protection: causes the target to be protected in some way.
Sorcery: effects that are purely magical in nature or somehow affect magic itself.
Spirit: an effect that has to do with the forces of life.
Subdual: causes the target to be subdued in some manner.

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

Death
Doomsday
Finger of Death
Killing Grounds
Mutual Destruction
Touch of Death
Wounding

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

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

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

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

Spirit
Banish
Cure Ailments
Hallowed Ground
Heal
Heal Extend
Reanimate
Regeneration
Resurrect
Sever Spirit
Summon Dead
Swords to Plowshares
Talk to Dead

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

Magic Listing Key

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

Magic Format Key

Magic Name (Abbr. for Type, School)

- C: Classes who can use the magic, and the level needed to cast them.
- I: Incantation and gestures
- R: Range (if any)
- E: Effect
- L: Limitations or Restrictions
- N: Notes

Magic Points

Magic points usable to buy magic at that level

Level	1st	2nd	3rd	4th	5th	6th
1	10					
2	10	10				
3	10	10	10			
4	7	8	7	8		
5	6	6	6	6	6	
6	5	5	5	5	5	5

Weapon Costs for Magic-users

(from available magic points):

Cost per 10 points of magic. (Multiple weapons must be paid for, even if of the same type.)

Weapon	Bard	Druid	Healer	Wizard
Dagger	0	0	0	0
Short	3	2	3	2
Long	4	4	5	4
Spear	-	4	-	3
Staff	2	2	3	2
Hinged	-	-	3	-
Shield	3	4	3	-
Bow	-	5	-	-

Weapon to Magic Point Cost per Level

(from available <u>magic</u> points)

This table lists how many points you have left after deducting a weapon's cost from your <u>magic</u> points. In the case of multiple weapons, add their costs together and use the chart for their combined cost. For <u>magic-user's</u> level's 1-3, simply deduct the total weapon cost from each level of <u>magic</u>. For example a two point weapon would allow a player eight points of first, eight points of second, and eight points of third level <u>magic</u>. Note: You may carry any number of 'backup' weapons, but may only use the number you have paid for. Example: A player who bought a short sword may carry more than a single short sword, but he may not fight Florentine unless he paid the points for another short sword.

Quick Reference of Deductions for Weapons Based on Cost

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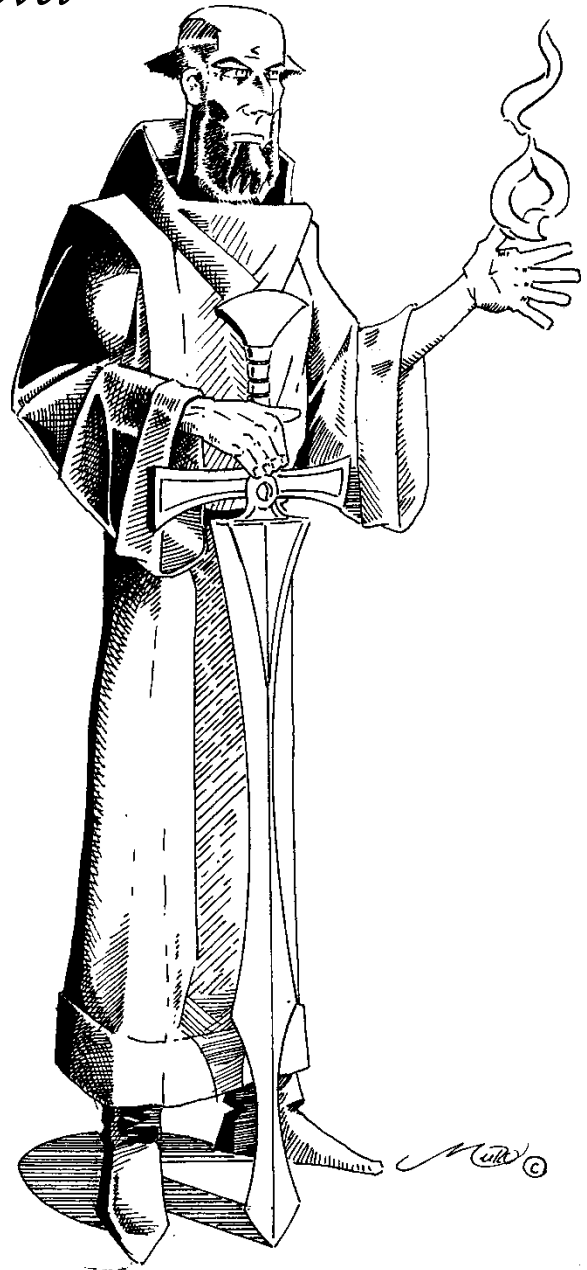
Magic per Class and Level

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

Bard Magic

First Level Magic Name	Type	School	Uses	Cost/Max	Range
Cancel	S	Sorcery	Unlimited	0/-	50'
Charm	S	Control	1/life	2/2	20'
Hold Person	S	Subdual	1/life	2/2	20'
Lost	S	Subdual	1/life	1/4	20'
Presence	N	Neutral	1/game	1/4	--
Protection from Control	E	Protection	1/game	1/4	T
Visit	N	Neutral	1/game	1/4	--

Second Level Magic Name	Type	School	Uses	Cost/Max	Range
Legend	S	Control	1/game	1/4	20'
Liplock	E	Sorcery	Unlimited	2/-	T
Protection from Subdual	E	Protection	1/game	1/4	T
Talk to Dead	S	Spirit	1/life	1/-	T
Truth	S	Control	1/life	2/2	20'

Third Level Magic Name	Type	School	Uses	Cost/Max	Range
Confidence	E	Sorcery	1/game	1/2	T
Extension	N	Neutral	1/life	1/2	--
Imbue	N	Neutral	1/game	1/2	--
Sleep	S	Subdual	1/life	2/4	20'

Fourth Level Magic Name	Type	School	Uses	Cost/Max	Range
Awe/Fear	S	Control	1/game	1/4	20'
Berserk	E	Sorcery	1/game	1/2	T
Honor Duel	S	Sorcery	1/life	1/4	20'
Lore	S	Control	1/life	2/2	20'
Warskill	N	Neutral	1/game	2/1	--

Fifth Level Magic Name	Type	School	Uses	Cost/Max	Range
Confusion	S	Control	1/game	1/2	50'
Mimic	N	Neutral	1/game	2/1	--
Mute	S	Control	1/life	2/4	20'
Yield	S	Control	1/game	2/4	50'

Sixth Level Magic Name	Type	School	Uses	Cost/Max	Range
Combat Casting	N	Neutral	Unlimited	2/1	--
Dance	N	Neutral	1/game	1/2	--
Release	S	Sorcery	1/life	1/4	20'
Voice	N	Neutral	1/game	2/1	--

Druid Magic

First Level Magic Name	Type	School	Uses	Cost/Max	Range
Bladesharp/Bludgeon	E	Sorcery	1/game	1/4	T
Cancel	S	Sorcery	Unlimited	0/-	50'
Cure Ailments	S	Spirit	1/life	1/4	T
Entangle	B	Subdual	1 bolt/U	1/2	--
Heal	S	Spirit	1/life	1/4	T
Heat Weapon	S	Flame	1/life	1/4	20'
Warp Wood	S	Sorcery	1/life	1/4	20'

Second Level Magic Name	Type	School	Uses	Cost/Max	Range
Barkskin	E	Protection	1/game	1/4	T
Magical Projectile	E	Sorcery	1/game	1/4	T
Mend	S	Sorcery	1/life	1/8	T
Thornwall	FE	Sorcery	1/game	1/4	T
Touch of Paralyzation	E	Sorcery/Subdual	1/game	1/4	T

Third Level Magic Name	Type	School	Uses	Cost/Max	Range
Acid Bolt	B	Sorcery	1 bolt/U	1/2	--
Ambidexterity	N	Neutral	Unlimited	2/-	--
Confusion	S	Control	1/game	1/2	50'
Extension	N	Neutral	1/life	1/2	--
Plant Door	S	Sorcery	1/game	1/4	T
Protection from Ailments	E	Protection	1/game	1/4	T
Protection from Flame	E	Protection	1/game	1/4	T

Fourth Level Magic Name	Type	School	Uses	Cost/Max	Range
Call Lightning	S	Flame	1/game	1/4	20'
Commune	S	Sorcery	Unlimited	2/-	Self
Flamewall	FE	Flame	1/game	1/4	T
Pyrotechnics	S	Flame	1/game	1/4	50'
Silence	FE	Sorcery	1/game	1/4	T
Stoneskin	E	Protection	1/game	1/2	T

Fifth Level Magic Name	Type	School	Uses	Cost/Max	Range
Feeblemind	S	Control	1/game	2/2	50'
Flameblade	E	Flame	1/game	1/2	T
Petrify	B	Subdual	1 bolt/U	1/2	--
Regeneration	E	Spirit	1/life	1/2	T
Release	S	Sorcery	1/life	1/4	20'
Teleport	S	Sorcery	1/game	1/4	T

Sixth Level Magic Name	Type	School	Uses	Cost/Max	Range
Finger of Death	S	Death	1/game	2/2	50'
Immolation	FE	Flame	1/game	1/4	T
Vivify	N	Neutral	1/game	2/1	--

Healer Magic

First Level Magic Name	Type	School	Uses	Cost/Max	Range
Cancel	S	Sorcery	Unlimited	0/-	50'
Cure Ailments	S	Spirit	1/life	1/4	T
Heal	S	Spirit	Unlimited	0/-	T
Lost	S	Subdual	1/life	1/4	20'
Mend	S	Sorcery	1/life	1/8	T
Mute	S	Control	1/life	2/4	20'
Talk to Dead	S	Spirit	1/game	1/-	T

Second Level Magic Name	Type	School	Uses	Cost/Max	Range
Banish	S	Sorcery	1/life	1/4	20'
Bless	E	Protection	1/life	2/4	T
Entangle	B	Subdual	1 bolt/U	1/2	--
Heal Extend	S	Spirit	1/life	1/-	20'
Sleep	S	Subdual	1/life	2/4	20'
Swords to Plowshares	S	Spirit	1/life	1/2	20'

Third Level Magic Name	Type	School	Uses	Cost/Max	Range
Mass Sleep	S	Subdual	1/game	1/1	LOS
Protect	E	Protection	1/game	1/4	T
Protection from Ailments	E	Protection	1/game	1/4	T
Resurrect	S	Spirit	1/game	1/8	T
Stun	S	Sorcery	1/life	2/2	20'
Wounding	S	Death	1/life	1/2	20'
Yield	S	Control	1/game	2/4	50'

Fourth Level Magic Name	Type	School	Uses	Cost/Max	Range
Enhancement	N	Neutral	1/game	1/1	--
Harden	E	Protection	1/game	1/4	T
Release	S	Sorcery	1/life	1/4	20'
Sever Spirit	S	Spirit	1/life	2/4	T
Touch of Death	E	Sorcery/Death	1/game	1/4	T

Fifth Level Magic Name	Type	School	Uses	Cost/Max	Range
Awe/Fear	S	Control	1/game	1/4	20'
Extension	N	Neutral	1/life	1/2	--
Protection from Death	E	Protection	1/game	1/4	T
Protection from Magic	E	Protection	1/game	1/4	T
Summon Dead	S	Spirit	1/life	1/-	50'

Sixth Level Magic Name	Type	School	Uses	Cost/Max	Range
Circle of Protection	FE	Sorcery	Unlimited	2/-	T
Dispel Magic	S	Sorcery	1/game	1/4	20'
Hallowed Ground	FE	Spirit	1/game	1/2	T
Teleport	S	Sorcery	1/game	1/4	T

Wizard Magic

First Level Magic Name	Type	School	Uses	Cost/Max	Range
Bladesharp/Bludgeon	E	Sorcery	1/game	1/4	T
Cancel	S	Sorcery	Unlimited	0/-	50'
Heat Weapon	S	Flame	1/life	1/4	20'
Honor Duel	S	Sorcery	1/life	1/4	20'
Iceball	B	Subdual	1 bolt/U	1/2	--
Imbue Shield	E	Protection	1/game	1/4	T
Magic Bolt	B	Sorcery	1 bolt/U	1/4	--
Shove	S	Sorcery	1/life	1/4	20'
Stun Weapon	E	Subdual	Unlimited	0/-	T
Talk to Dead	S	Spirit	1/game	1/-	T

Second Level Magic Name	Type	School	Uses	Cost/Max	Range
Circle of Protection	FE	Sorcery	Unlimited	2/-	T
Forcewall	FE	Sorcery	1/game	1/4	T
Harden	E	Protection	1/game	1/4	T
Hold Person	S	Subdual	1/life	1/4	20'
Lightning Bolt	B	Flame	1 bolt/U	1/4	--
Liplock	E	Sorcery	Unlimited	2/-	T
Mend	S	Sorcery	1/life	1/4	T
Messenger	E	Sorcery	1/game	1/-	T
Protection from Flame	E	Protection	1/game	1/4	T
Wounding	S	Death	1/life	2/2	20'

Third Level Magic Name	Type	School	Uses	Cost/Max	Range
Ambidexterity	N	Neutral	Unlimited	2/-	--
Anti-Magic	FE	Sorcery	1/game	1/2	T
Dispel Magic	S	Sorcery	1/game	1/4	20'
Extension	N	Neutral	1/life	1/2	--
Mutual Destruction	S	Death	1/game	1/4	50'
Protect	E	Protection	1/game	1/2	T
Protection from Projectiles	E	Protection	1/game	1/4	T
Touch of Death	E	Sorcery/Death	1/game	1/4	T
Wind	S	Sorcery	1/game	2/2	LOS
Yield	S	Control	1/game	1/2	50'

Fourth Level Magic Name	Type	School	Uses	Cost/Max	Range
Doomsday	S	Death	1/game	2/1	LOS
Finger of Death	S	Death	1/game	2/2	50'
Fireball	B	Flame	1 bolt/U	2/2	--
Imbue Weapon	E	Sorcery	1/game	1/4	T
Protection from Magic	E	Protection	1/game	1/4	T
Pyrotechnics	S	Flame	1/game	1/4	50'
Sever Spirit	S	Spirit	1/life	2/4	T
Teleport	S	Sorcery	1/game	1/4	T

Fifth Level Magic Name	Type	School	Uses	Cost/Max	Range
Advancement	N	Neutral	1/game	1/1	--
Flight	E	Sorcery	1/game	2/4	Self
Lend	N	Neutral	1/game	1/4	--
Reanimate	E	Spirit	1/life	2/2	T
Vivify	N	Neutral	1/game	2/1	--

Sixth Level Magic Name	Type	School	Uses	Cost/Max	Range
Defend	E	Protection	1/game	2/1	Self
Expertise	N	Neutral	1/game	2/1	--
Killing Grounds	FE	Death	1/game	2/1	T
Sphere of Annihilation	B	Sorcery	1 bolt/U	2/1	--
Stack	N	Neutral	1/game	1/4	--

Magic Descriptions

Acid Bolt (B, Sorcery)
 C: Druid 3
 M: Padded green "acid" ball with streamers
 I: Hold ball and repeat x5 "Acid Bolt"
 E: This ball of acid is considered to be a Red throwing weapon. Will wound/kill as normal on limb/torso shots. Deals two points of damage to armor and will destroy a normal shield in three blows, but may be parried by a weapon without penalty.
 N: It is not stopped by *Protection from Projectiles*. (Greater) Missile Block is ineffective against this.

Advancement (N, Neutral)
 C: Wizard 5
 E: May purchase up to three points worth of first level magic from their own class' spell list.

Ambidexterity (N, Neutral)
 C: Druid 3, Wizard 3
 E: User may cast magic with either hand.

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

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

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

Barkskin (E, Protection)
  C: Druid 2
  M: Person, enchantment strip
  I: Touch person and repeat x5 "May nature protect thee," attach strip to person.
  E: Recipient gains one point of armor to all hit locations.
  L: The protection is only from physical attacks. Cannot be used with other armor.
  N: May be simul-cast up to two times for a total of two points of armor. Behaves just like normal armor. May be cast on players that cannot normally wear armor. Is not a form of invulnerability.

Berserk (E, Sorcery)
  C: Bard 4
  M: Enchantment strip, red strip worn around the head or arm.
  I: Touch target, repeat x2
    "The anger builds within thy veins
    No longer shall thou keep it caged
    Thine enemies shall feel the pain
    Thy Crimson visaged berserk rage!"
    Place clearly visible strip on target.
  E: Player gains all the abilities and restrictions listed for the Berserk ability for the duration of the life enchanted.
  L: May not return to "normal" until the enchantment is removed by magic or death.
  N: Player does not gain Fight After Death unless they may normally do so while berserk (3rd level or higher Barbarians). May not be used on players who are already berserk. This is the only enchantment that can be cast on Barbarians. Each player can have this cast on them only once each game.

Bladesharp/Bludgeon (E, Sorcery)
  C: Wizard 1, Druid 1
  M: Enchantment strip
  I: Hold weapon in free hand and repeat x10 "Improve this weapon," tie strip on weapon.
  E: Weapon deals one additional point of damage when slashing. May be simul-cast up to four times on one weapon allowing it to deal up to four extra points of damage. This does not make it a red weapon.
  L: Only usable on bladed or blunt weapons; cannot be applied to piercing or projectile weapons.

Bless (E, Protection)
  C: Healer 2
  M: Enchantment strip, item of garb or armor
  I: Touch item and repeat x5 "I bless thee," tie strip to item.
  E: Person is immune to the first physical hit of any type, excluding magic balls.
  L: Immunity only applies to areas covered by the item. May not be simul-cast.
  N: Is not armor, may not be *Mended* or *Healed*. Is considered a form of limited invulnerability.

Call Lightning (S, Flame)
  C: Druid 4
  I: Raise empty hands above head and repeat x3 "I call lightning to strike thee."
  R: 20 ft.
  E: Target is dead.

Cancel (S, Sorcery)
  C: Bard 1, Druid 1, Healer 1, Wizard 1
  I: Repeat x2 "I cancel my magic."
  R: 50 ft
  E: A spell, enchantment, or fixed enchantment you cast is negated and expended
  L: May not be used on a magic ball already thrown. Magic that is completed when cast such as *Heal* and *Resurrect* cannot be *Cancelled*.

Charm (S, Control)
  C: Bard 1
  I: State "Charm" – followed by a 20 syllable or more poem – followed by "Charmed."
  R: 20 ft
  E: Enemy player is given a task by the caster, such as sing or dance about, which he must perform. The caster should describe what he wants the *Charmed* player to do within a 10 <u>count</u> after casting the <u>spell</u>. The caster and the victim may not attack each other during this time. If the caster dies before the instructions for the *Charm* are given, the player is freed of the *Charm*. If the caster has not given his instructions within a 10 <u>count</u> the *Charmed* player is freed. <u>Spell</u> ends when the task is completed or a 150 <u>count</u> has elapsed, whichever comes first.
  L: You may not *Charm* somebody to affect his own person, equipment, or teammates. The victim may defend himself if attacked, including attempting to kill, wound, or otherwise disable his attacker, but otherwise may not interact with other players unless it is required to complete the *Charm*. The victim may move immediately to a safe, out of the way location, if performing the *Charm* at their current location would place him at a battlefield disadvantage. If moving to a safe location, the <u>count</u> for the *Charm* begins when the victim arrives at that location. Impossible tasks such as, "Bring me the moon in a teacup" result in the *Charm* being wasted.
  N: The *Charmed* player's <u>count</u> starts the moment they are *Charmed*, except as noted above.

Circle of Protection (FE, Sorcery)
  C: Healer 6, Wizard 2
  M: 10 ft cloth
  I: Lay cloth in circle, repeat x5 "Circle of protection," place person(s) and/or <u>item(s)</u> you wish to protect inside.
  E: Person(s)/<u>item(s)</u> inside can't harm or be harmed by anyone outside the circle, nor can they cast <u>magic</u> that affects anyone or anything outside the circle. Forces outside the *Circle of Protection* may not affect them.
  L: Can't block or restrict access to an area. Cannot be used as a cage. No one can enter without recasting the <u>magic</u>. Neither <u>game items</u>, nor persons acting as <u>game items</u> may be put inside. Protection starts when you step inside the cast circle. The <u>enchantment</u> is ended when anybody exits the circle.
  N: <u>Magic</u> in the process of being cast inside the circle is broken when the circle is broken (e.g., no *Doomsday* circles). Players outside the circle can detect its presence (it is linked to this plane). May be removed by *Dispel Magic* or having an *Anti-Magic* <u>fixed enchantment</u> cast with the circle inside its area of effect.

Combat Casting (N, Neutral)
  C: Bard 6
  E: The caster no longer needs a free hand to cast magics.
  L: May not be used to cast magics modified with extension.

Commune (S, Sorcery)
  C: Druid 4
  M: Tree
  I: Touch tree with free hand, repeat x5 "Commune," sit down with back touching tree.
  R: Self
  E: Caster may not harm others. Others within 20 feet may not harm or take hostile actions towards the caster.
  L: Must be chanting "Commune," keep back touching tree, and cannot be holding a weapon or <u>game item</u> or the <u>magic</u> is broken. Cannot be closer than 20 feet to a base or flag when *Commune* is started. May not interact with <u>game items</u> while in *Commune*.

Confidence (E, Sorcery)
  C: Bard 3
  M: Player
  I: Touch player, repeat x5 "You are great and powerful," tie <u>enchantment</u> strip on target
  E: While enchanted, player is considered one level higher. If a life was gained from the increase of level and the player died while enchanted, the loss is removed from the "extra" life and is otherwise not subtracted from his total. The player gains all abilities of the higher level.
  L: Each player can have this cast on them only once each game. May not be cast on <u>magic-users</u> or monsters.

Confusion (S, Control)

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

Cure Ailments (S, Spirit)

- C: Druid 1, Healer 1
- M: Any diseased or poisoned creature
- I: Repeat x5 "I sooth thy ailments"
- R: Touch
- E: Removes all disease or poison effects on the target.
- N: This is not a *Resurrect* spell. If dead, the target must still come back to life normally.

Dance (N, Neutral)

- C: Bard 6
- I: State "Dance," followed by the incantation of the spell it is to be used with, and ending with "The dance is now complete."
- E: You may cast the altered spell while moving, but it must be completed, including the ending phrase, within a 50 count.
- L: May only be used with spells from the caster's class's spell list.
- N: May be cast while moving. The spell enhanced by *Dance* is not cast until the ending phrase is also completed. *Dance* is cast as soon as "Dance" is said, even if the accompanying magic is not completed.

Defend (E, Protection)

- C: Wizard 6
- M: Enchantment strip
- I: Repeat x5 "Power defend me." Tie strip on self.
- E: Caster is granted one of the following: a *Protect*, *Protection from Magic*, *Protection from Flame*, or *Protection from Projectiles*. Casting magic does not cause this enchantment to dissipate.

Dispel Magic (S, Sorcery)

- C: Healer 6, Wizard 3
- I: Repeat x5 "I dispel that magic."
- R: 20 ft.
- E: If cast on a player, all spells and enchantments on a player are dispelled, including any enchantments on their equipment; *Reanimated* players die. If cast on an object, all enchantments on it are dispelled. May target a fixed enchantment to remove it.
- L: Not usable against relics. It does not affect Extraordinary class abilities or skills, nor does it affect the following: neutral magic of any type, any spell or enchantment already discharged (such as *Heal*), *Commune*, *Messenger*, *Teleport* in the act of being completed, *Lost*, or *Banish*. *Dispel Magic* can cancel *Anti-Magic* only if cast from the outside.
- N: Will cancel *Protection from Magic*. Will remove all enchantments from the target's equipment even if not currently in the possession of the target. Example: Throwing down an *Imbued Weapon* sword will not prevent *Dispel Magic* from removing the enchantment.

Doomsday (S, Death)

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

Enhancement (N, Neutral)
C: Healer 4
E: May purchase up to three points worth of up to third level magic from their own class' spell list.

Entangle (B, Subdual)
C: Druid 1, Healer 2
M: Padded brown "Entangle" ball with streamers
I: Hold ball and repeat x5 "Entangle."
E: Victim is stuck in place for 150 count. The victim may not move or communicate in any fashion, and neither the victim nor his equipment can be effected in any way – except where noted below. Engulfing.
L: Beings immune to Flame may not be freed by a *Fireball* or *Flameblade*. You may only have as many victims affected as you bought magic balls.
N: *Dispel Magic* or a touch from a weapon enchanted with *Flameblade* will instantly negate the effect. One *Fireball* striking the victim will instantly negate the effect. Multiple *Fireballs* striking the victim will cause the victim to be freed by the initial *Fireball*, and affected normally by any others. *Shove*, *Teleport*, and *Wind* may be used normally on an affected victim.

Expertise (N, Neutral)
C: Wizard 6
E: May purchase up to four points worth of up to second level magic from their own class' spell list.

Extension (N, Neutral)
C: Bard 3, Druid 3, Healer 5, Wizard 3
I: State "Extension" loudly before a spell.
E: Doubles range of the spell for one use. If the spell has a range of 'Touch', grants range of 20 ft and the caster must point at the target in lieu of touching.
L: May not be used more than once on the same casting (e.g., no doubling range twice).
N: The *Extension* is expended when "Extension" is stated, even if the accompanying spell is not completed.

Feeblemind (S, Control)
C: Druid 5
I: Point at victim, repeat x3 "By the power of my mind, I confuse and erase yours."
R: 50 ft
E: Victim may not cast magic or use any abilities of their class. Victims may still fight with melee weapons.
L: Death or *Dispel Magic* will remove this effect.
N: Class abilities already in use when *Feeblemind* is cast continue to function. Example: A Warrior may continue to use his Improved Weapon if already on a weapon, but would be unable to use his Repair Item ability.

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

Fireball (B, Flame)
C: Wizard 4
M: Padded red "Fireball" with streamers
I: Hold ball in free hand and repeat x5 "Fireball."
E: Destroys (or kills) anything it touches while moving, even on a roll or foot shot (it affects all targets it touches not just the first thing struck). When throwing the caster may declare that the *Fireball* is "remain active." If this is done, the *Fireball* will continue to burn for up to two minutes after it comes to a stop, destroying the very next thing it touches and ending the effect. Bounces count.

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

Flamewall (FE, Flame)
 C: Druid 4
 M: 10 ft. long cloth.
  I: Lay cloth in straight line, raise hands, repeat x5 "By the might of nature, I call forth a flaming wall."
 E: Creates a wall of flame. Anyone not protected who touches or crosses it will be killed. Any person contacting the wall while bearing <u>invulnerability</u> loses one point but may pass through. Against <u>invulnerability armor</u>, this counts as one hit on every location and has a full effect on the target if any areas have no points of <u>invulnerability armor</u>. Melee cannot take place across wall.
 N: *Protection from Magic* will not protect a player from this – though *Protection from Flame* will.

Flight (E, Sorcery)
 C: Wizard 5
 M: Yellow <u>enchantment</u> strip
  I: Tie strip on self and state "Wouldn't it be nice to fly way up in the cloudy sky, looking through the falcon's eye, at the world that's drifting by?"
 E: Caster must occasionally flap their arms and emit piercing screeches for the duration of the <u>spell</u> (this requirement does not interfere with the casting of <u>magic</u>). Immune to melee attacks by non-flyers. Immune to projectile and <u>magic ball</u> attacks from within twenty feet. Caster may use <u>verbal magics</u> without losing the <u>enchantment</u>.
 L: May only be cast on self. May not engage in melee combat with non-flyers.
 N: Range for all game effects is considered to be the same as actual physical range. Loss of an arm will dissipate this <u>magic</u>. Caster cannot voluntarily end this <u>spell</u>, but may remove it with *Cancel* or *Dispel Magic*.

Forcewall (FE, Sorcery)
 C: Wizard 2
 M: 10 ft. cloth
  I: Lay cloth out in straight line, repeat x10 "Forcewall."
 E: Creates an impenetrable 10-foot wall
 N: Nothing may cross this wall. Nothing. Seriously. Not <u>magic</u>, not projectiles, not anything. Zero, zip, zilch, nada.

Hallowed Ground (FE, Spirit)
 C: Healer 6
 M: 10 ft. cloth
  I: Lay cloth out in circle, repeat x2 "No weapons can be raised herein, soothe your injuries, allay your fears. For all who enter, peace is had, none may fight on Hallowed Ground."
 E: Persons within the circle may take no hostile action towards anyone else, and may not take any action at all towards members of other teams. Persons within the circle are immune to attacks by anybody within 20ft of the circle. While in the circle each player must count "Heal 1, Heal 2…" through "Heal 20" out loud cyclically. Each time "Heal 20" has been counted, the player heals a single wound. Any player from any team may enter a *Hallowed Ground*.
 N: Has no effect on <u>items</u> or <u>natural armor</u>. Will only heal a wound on a player; has no effect on monsters.

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

Heal (S, Spirit)
  C: Druid 1, Healer 1
  M: Person
  I: Touch person and state:
    "Sword Cut, spear stab, mace smash, arrow jab,
    Let the white light of healing descend on thee.
    Sword Cut, spear stab, mace smash, arrow jab,
    Let the white light of healing stop thy spilling
    blood
    Sword Cut, spear stab, mace smash, arrow jab,
    Let the white light of healing mend thy bones.
    Sword Cut, spear stab, mace smash, arrow jab,
    Let the white light of healing close thy wounds.
    Sword Cut, spear stab, mace smash, arrow jab,
    Let the white light of healing restore thy vigor.
    Sword Cut, spear stab, mace smash, arrow jab,
    The white light of healing hath healed thee."
  R: Touch
  E: Person's wound is healed.
  N: May be used on self. May repair one point of natural armor on any one hit location instead of healing a wound.

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

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

Hold Person (S, Subdual)
  C: Bard 1, Wizard 2
  I: Repeat x3 "I command thee to stop."
  R: 20 ft
  E: Victim may not move feet for 100 count. May yell, fight or cast any magic that does not involve moving feet.
  N: May be cast while moving.

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

Iceball (B, Subdual)
  C: Wizard 1
  M: Padded white "Iceball" with streamers.
  I: Hold ball in free hand and repeat x5 "Iceball."
  E: Effects, Limitations, and Notes as per *Entangle*.

Imbue (N, Neutral)
  C: Bard 3
  E: May purchase up to two points worth of up to second level <u>magic</u> from their own class' <u>spell</u> list

Imbue Shield (E, Protection)
  C: Wizard 1
  M: <u>Enchantment</u> strip, Shield
  I: Shield in hand, repeat x10 "Imbue this shield," tie strip to shield so it is visible.
  E: Shield may not be <u>destroyed</u> by any means except *Sphere of Annihilation*. The shield is not affected by other <u>magic</u>. Engulfing <u>magic balls</u> that strike the shield do not affect the holder of the shield. A *Fireball* that <u>bounces</u> off the shield will still affect legal targets that it strikes.
  L: A hit from an Instant-Kill siege weapon will affect the bearer of the shield as per normal, though the shield itself is undamaged.

Imbue Weapon (E, Sorcery)
  C: Wizard 4
  M: <u>Enchantment</u> strip
  I: Weapon in free hand, repeat x10 "Imbue this weapon," tie strip on weapon.
  E: Wounds inflicted by the weapon kill.
  N: *Imbue Weapon* is often referred to as "wounds kill" by players carrying the <u>enchantment</u>.

Immolation (FE, Flame)
  C: Druid 6
  M: Cloth used to denote a 10ft radius area.
  I: Lay cloth, touch cloth, repeat x5 "May the power of nature and the fire of the earth protect this area from intrusion."
  E: Everyone within the area who is not immune to Flame is killed.
  N: *Protection from Magic* will not save you from this <u>enchantment</u>. Any person entering this area with <u>invulnerability</u> loses one point and is ejected from the point at which he entered. Against <u>invulnerable armor</u> this counts as one hit on every location and has a full effect on the target if any areas have no points of <u>invulnerable armor</u>.

Killing Grounds (FE, Death)

C: Wizard 6

M: Up to a 20 ft radius circle surrounded by a strip of cloth, tape, or rope

 I: To set trap, lay out cloth in a circle, repeat x3

 "Poison seep, venom creep, flesh in mossy graves yet deep

 Rise from thy undreaming sleep, bide and soon make mortals weep"

 To trigger, enter the circle and repeat:

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

E: All within circle die.

L: May not be used within 50' of a base. No other <u>fixed enchantment</u> may exist within its radius, regardless of who cast it, and it cannot be cast if one is already in place, again regardless of who cast it.

N: Caster dies when <u>magic</u> is triggered. If caster is killed before triggering the trap, the <u>magic</u> is not expended. Nothing will save the caster from his own *Killing Grounds*. This is the only <u>fixed enchantment</u> that may be pre-placed.

Legend (S, Control)

C: Bard 2

 I: State "Legend," followed by a short poem of 20+ words, and end with "Legended"

R: 20 ft.

E: The caster and victim move to an out of the way place within 50 ft of the casting of the <u>spell</u>, where the caster will perform for him. To start his performance he states "I will now give a performance" x5 so that it can be heard at least 50ft away. During the performance, Neither the caster nor target can be attacked by anyone within a 20 ft radius. The caster may defend himself, but at the cost of canceling the <u>spell</u>. Once the performance has begun, the caster may attempt to ensnare people by targeting the player and stating, "Legended!" Anyone susceptible to control <u>magic</u>, within 20 feet of the caster may be ensnared. The caster may attempt to ensnare a maximum number of people equal to his level. Unsuccessful attempts to ensnare a victim still count towards this limit. Ensnared players must immediately go to the caster's side, after which they can do nothing.

L: The out of the way place cannot be within 50 ft of a base, within 20 feet of where direct combat is happening, or within 20ft of another *Legend*. The caster must remain within a 5 foot radius of where the performance began for the duration of the *Legend*. If the caster moves outside the 5 foot radius, it ends the *Legend* effect. Performance has a maximum length of a 300 <u>count</u> (started the moment the <u>spell</u> is finished being cast). If ended without the death of the victim(s), the victims must tag their base before returning to the game. Players not ensnared by *Legend* may not attack, cast <u>magic</u>, or use class abilities on the caster or his victims if within 20 ft of the caster performance but may enter and leave the area at will.

N: The caster may attack victims of this <u>spell</u>, though the caster attacking anyone in a *Legend* frees all other victims and the *Legend* <u>spell</u> is broken. The caster attacking anyone not affected by the *Legend* or casting any other <u>magic</u>, ends the *Legend* and frees all victims (who must still tag base before returning to the game). The caster and victim are considered removed from the game during their transit to the performance location. This is considered an ongoing <u>spell</u> effect and as such may be removed via *Dispel Magic* (but not *Release*) targeted on the caster.

Lend (N, Neutral)

C: Wizard 5

E: May lend <u>magic</u> to another <u>magic-user</u> of the same class. That person may then use the <u>magic</u> as if he had purchased it with his own points. The caster *Lending* the <u>magic</u> may no longer use it.

N: To *Lend* a <u>magic</u>, the caster must pay for both the *Lend* and the <u>magic</u> he is lending. *Lend* must be decided, bought and paid for before the game begins.

Lightning Bolt (B, Flame)
  C: Wizard 2
  M: Padded yellow "Lightning Bolt" with streamers
   I: Hold bolt in free hand and repeat x5 "Lightning Bolt."
  E: Players struck die; <u>Items</u> struck are <u>destroyed</u>.

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

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

Lost (S, Subdual)
  C: Bard 1, Healer 1
   I: Repeat x5 "I make thee lost."
  R: 20 ft.
  E: Person must go back to their base or nirvana (whichever is farthest away) before they can do anything else. The
      person is <u>out of game</u> until he reaches his destination.
  L: May not be used on Teammates.
  N: May not be <u>dispelled</u>.

Magic Bolt (B, Sorcery)
  C: Wizard 1
  M: Padded blue "Magic Bolt" with streamers
   I: Hold ball in free hand and repeat x5 "Magic Bolt."
  E: A direct hit on a person will kill or wound them just as if it were a throwing weapon. May be blocked by
      shields and weapons. <u>Destroys</u> one point of <u>armor</u>.
  N: It is not stopped by *Protection from Projectiles*. <u>(Greater) Missile Block</u> is ineffective against this.

Magical Projectile (E, Sorcery)
  C: Druid 2
  M: Projectile (arrow, javelin, throwing knife, etc), <u>enchantment</u> strip or a cloth cover for arrows.
   I: Hold projectile in free hand, repeat x5 "May this projectile strike true," tie strip to projectile weapon.
  E: Projectile will deal one more point of damage than normally done by the projectile type. If this increases the
      damage to five points or more, the projectile damages shields as a red weapon that can be counted as strikes on
      shields even when used as piercing weapons. Javelins do not deal additional damage when used in melee.
  L: Monks may still block these projectiles without penalty.
  N: This <u>enchantment</u> may be <u>simul-cast</u> up to four times, providing four additional points of damage to the
      projectile.

Mass Sleep (S, Subdual)
   C: Healer 3
   I: Repeat x300 "Mass Sleep (present count)."
   R: Line of sight.
   E: As per *Sleep*, except effects everybody (both teams) in sight.

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

Messenger (E, Sorcery)
   C: Wizard 2
   M: Enchantment strip
   I: Strip in free hand, repeat x10 "Safe passage unto thee," tie strip on player.
   E: Recipient must go straight to destination, deliver message, then return where magic was cast. Cannot harm
      others nor be harmed, and may not be followed.

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

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

Mutual Destruction (S, Death)
   C: Wizard 3
   I: Repeat x5 "I call for our deaths."
   R: 50 ft.
   E: Both the caster and the victim die.
   N: Nothing will protect the caster from his own *Mutual Destruction*.

Petrify (B, Subdual)
   C: Druid 5
   M: Padded gray "petrify ball" with streamers
   I: Hold ball in free hand, repeat x5 "Petrify."
   E: Victim is stuck in place, a stone statue. The victim may not move or communicate in any fashion until the game
      is finished. He and his equipment cannot be harmed. Engulfing.
   L: A magic ball may not be reused if the spell is in effect (on a victim), but may be reused once the victim is free.
   N: *Release* or *Dispel Magic* will instantly free the victim, while *Heal* will free the player in a 150 count starting
      from when the *Heal* is completed. *Shove*, *Teleport*, and *Wind* may be used normally on an affected victim, but
      he may not otherwise be moved. No other magic will affect them. A player who takes a death while under the
      effect of *Petrify* may not in any way return from the dead, with the obvious exception of his normal death
      count, until a *Summon Dead* has been cast on the corpse.

Plant Door (S, Sorcery)
  C: Druid 3
  M: A tree taller than the caster.
  I: Touch tree with both hands, repeat x5 "Open up and receive a loyal protector of the forest."
  R: Self
  E: Caster is assumed to be inside the tree, and may not be attacked. May cast <u>verbal magic</u>. The caster must touch the tree at all times or <u>spell</u> ends.
  L: If the tree is hit 10 times by a slashing weapon, or if a flame effect strikes it, it is <u>destroyed</u> and the caster is no longer protected. The caster may not fight with weapons while the <u>spell</u> is in effect. The caster may be affected by <u>verbal magic</u> while he is casting <u>magic</u>.

Presence (N, Neutral)
  C: Bard 1
  M: When used, must tie a blue strip upon an arm
  E: Due to respect and awe for the position, all Barbarians will not attack the caster during a life in which *Presence* is used. Also, due to professional respect, Druids and Monks of lower level than the caster will not attack the caster.
  L: If the caster attacks or casts <u>magic</u> at a Barbarian, Monk, or Druid who is affected by *Presence*, that person may ignore the affects of the caster's *Presence* for the rest of the game.
  N: Players that are <u>Berserk</u> ignore *Presence*.

Protect (E, Protection)
  C: Healer 3, Wizard 3
  M: <u>Enchantment</u> strip
  I: Repeat x10 "May this <u>magic</u> Protect thee," tie strip on person
  E: Person enchanted is immune to the first hit of any kind or the first <u>magic</u> cast against him. This is one level of <u>invulnerability</u>.
  N: May be <u>simul-cast</u> up to two times on the same person, protecting against the next two hits. May not be *Mended*.

Protection from Ailments (E, Protection)
  C: Druid 3, Healer 3
  M: <u>Enchantment</u> strip
  I: Repeat x10 "I protect thee from infirmity," tie strip on person.
  E: Person is immune to all forms of disease and poison.
  N: This will protect a person from being converted to an undead or lycanthrope.

Protection from Control (E, Protection)
  C: Bard 1
  M: <u>Enchantment</u> strip
  I: Repeat x5 "Thou art Fearless and Brave," tie strip on target.
  E: Target is immune to Control <u>magic</u> and abilities.

Protection from Death (E, Protection)
  C: Healer 5
  M: <u>Enchantment</u> strip
  I: Repeat x5 "I protect thee from death," tie strip on person
  E: Target is immune to Death <u>magic</u> and abilities.

Protection from Flame (E, Protection)
  C: Druid 3, Wizard 2
  M: <u>Enchantment</u> strip
  I: Repeat x10 "Protection from the element of fire," tie strip on person or <u>object</u>.
  E: Target is immune to Flame <u>magic</u> and abilities.
  N: Negates a *Fireball's* and *Flameblade's* negation of *Iceball* and *Entangle*.
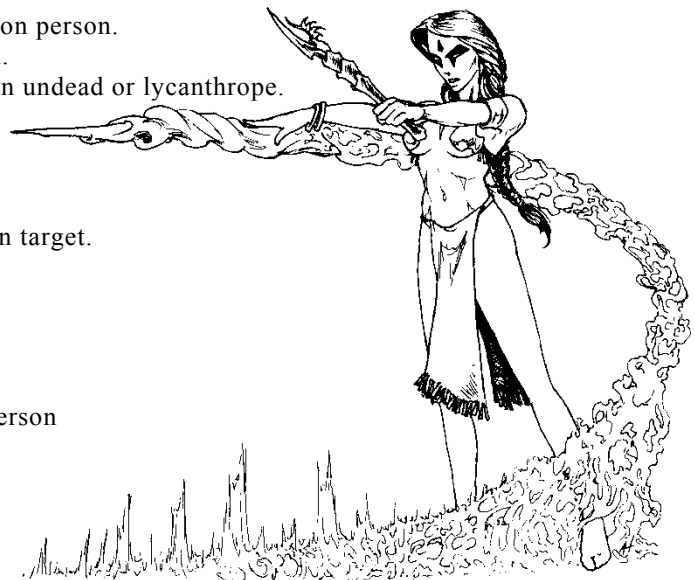
Protection from Magic (E, Protection)
  C: Wizard 4, Healer 5
  M: Enchantment strip
  I: Repeat x10 "Protection from all forms of magic," tie strip on person or object.
  E: Blocks all forms of magic, even beneficial magic such as *Heal* and *Resurrect*.
  N: Treat weapons with *Imbue Weapon* cast on them as normal weapons, the effects other weapon enchantments are not blocked by *Protection from Magic*.

Protection from Projectiles (E, Protection)
  C: Wizard 3
  M: Enchantment strip
  I: Repeat x10 "Protection from projectiles," tie strip on person or object.
  E: Protects from all non-magic thrown or shot projectiles (such as arrows, javelins, throwing daggers, etc.)
  L: Ineffective against magic balls, the Dagger of Infinite Penetration, and weapons bearing *Magical Projectile*. Players bearing both this enchantment and *Protection from Magic* are still affected by weapons bearing *Magical Projectile*.
  N: Will stop Siege Weapons that are projectiles.

Protection from Subdual (E, Protection)
  C: Bard 2
  M: Enchantment strip
  I: Repeat x5 "Thou shall have freedom of movement," tie strip on target.
  R: Touch
  E: Target is immune to Subdual magic and abilities.

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

Reanimate (E, Spirit)
  C: Wizard 5
  M: Enchantment strip
  I: Repeat x10 "Rise and fight again," tie strip on player
  E: Player temporarily comes back from the dead to loyally serve the caster. This enchantment lasts for a 200 count or until the player's death count is finished. When the time has elapsed the player is once again dead and may return to life when his normal death count has expired, or immediately at his base if his death count expiring ended the *Reanimate*. Any player having *Reanimate* cast on them is affected as per *Sever Spirit*.
  L: Dispel will kill. Wounds (other than the one which killed) and damage to armor remain, but may be *Healed* or *Mended* as normal. *Reanimated* players may not use magic or per life/game abilities though any that were already in effect (i.e. a Warrior who had already Improved their shield would retain his Improved Shield).
  N: As *Reanimate* is an enchantment, person does not retain enchantments carried before death unless they are able to bear two enchantments (e.g., 6th level Scouts and wizard *Stack*). Even if this is the case, if they were bearing two enchantments only one may be retained.

Regeneration (E, Spirit)

C: Druid 5

M: <u>Enchantment</u> strip, player

I: Repeat x5, "Endless health unto thee," tie strip to person.

E: Players bearing this <u>enchantment</u> will *Heal* any wound, one at a time, in a 50 <u>count</u> and are immune to poison. The player must chant this duration out loud in order to *Heal* a wound. You may not chant to *Heal* a wound unless you are already wounded. Ceasing the chant will cause the chant <u>count</u> to restart at zero.

N: You must be alive to gain the benefits of this <u>enchantment</u>. Will not work on <u>armor</u> of any sort.

Release (S, Sorcery)

C: Healer 4, Bard 6, Druid 5

I: Repeat x3 "From thy bindings thou art released."

R: 20 ft

E: <u>Dispels</u> the effects of one subdual or control <u>magic</u> such as *Yield*, *Entangle*, or *Petrify*, upon the target. Target is immediately freed.

N: If cast on someone in a *Legend*, they may not be retargeted by that *Legend* <u>spell</u> for its duration.

Resurrect (S, Spirit)

C:Healer 3

M: Dead Person

I: State once:

"Sword Cut, spear stab, mace smash, arrow jab,
Let the white light of healing descend on thee.
Sword Cut, spear stab, mace smash, arrow jab,
Let the white light of healing stop thy spilling blood
Sword Cut, spear stab, mace smash, arrow jab,
Let the white light of healing mend thy bones.
Sword Cut, spear stab, mace smash, arrow jab,
Let the white light of healing close thy wounds.
Sword Cut, spear stab, mace smash, arrow jab,
Let the white light of healing restore thy vigor.
Sword Cut, spear stab, mace smash, arrow jab,
The white light of healing hath resurrected thee."

R: Touch

E: The dead person is alive again, negating the last death and removing all negative effects on the player such as *Yield* or *Poison*.

L: A dead person cannot move on his own nor speak in order to encourage a caster to *Resurrect* him. A person that voluntarily moves from where they died (barring removing oneself from impeding play) cannot be *Resurrected* unless a *Summon Dead* <u>spell</u> is used first. Will not turn monsters back to human. Monsters created by <u>magic</u> may not be *Resurrected*. All wounds and damage to <u>natural armor</u> the dead person had prior to dying are repaired.

N: A dead person may remain on the field as long as he wishes, but may not affect the battle or impede play. <u>Enchantments</u> not eliminated by combat effects or not specifically prohibited may be retained by a *Resurrected* person.

Sever Spirit (S, Spirit)

C: Healer 4, Wizard 4

M: Already dead victim

I: Repeat x2 "On life thou has no hold, thy corpse is growing cold, discard this empty husk, thy spirit resides at dusk."

R: Touch

E: Causes corpse to be impossible to *Resurrect* 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 <u>spell</u> will work on them, though see below).

N: Will permanently kill undead creatures that are on their last life and will kill a Lich outright. May be used on any player that has not yet reached nirvana, even if they have moved from where they died.

Shove (S, Sorcery)
  C: Wizard 1
  I: Repeat x5 "I shove thee."
  R: 20 ft.
  E: Forces victim to back up 20 feet.
  L: Cannot force a person into a mundanely physically dangerous position.
  N: Will work against persons under effects of *Iceball*, *Entangle*, *Petrify*, and *Sleep* magic.

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

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

Sphere of Annihilation (B, Sorcery)
  C: Wizard 6
  M: Black padded "sphere" ball with streamers.
  I: Hold ball in hand and repeat x5 "Sphere of annihilation."
  E: Will destroy anything it touches; even *Imbued* or *Hardened* items. Counts as one hit against invulnerability. Is not stopped by any non-invulnerable armor. Weapons and shields are considered separate from the person holding them. Objects destroyed by *Sphere* may not be *Mended*. Will stop Fight After Death. Players killed by *Sphere* may still be *Resurrected*.
  L: Bounces do not count. Invulnerability does work against this magic, and *Protection from Magic* stops this.
  N: A player may only have one magic ball for this magic.

Stack (N, Neutral)
  C: Wizard 6
  M: Tie strip on arm of person receiving extra enchantment.
  E: You may place one extra enchantment on a single player or his equipment.
  L: May not be used on self, nor may it be *Stacked* on itself. May not be used with enchantments cast by other players. Attuned and this magic do not stack.
  N: The cost must still be paid for the two enchantments to be used.

Stoneskin (E, Protection)
  C: Druid 4
  M: Enchantment strip
  I: Touch recipient, repeat x5 "May nature protect thee from all forms of attack," tie strip to players arm.
  E: Player gains one point of invulnerable armor.
  L: Cannot be used with any other armor. May not be *Mended* or repaired in any way.
  N: This enchantment can be simul-cast up to two times, giving the target two points of invulnerable armor. May be cast on players that cannot normally wear armor.

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

Stun Weapon (E, Subdual)
  C: Wizard 1
  M: Enchantment strip
  I: State "May this weapon stun its victim," tie cloth to weapon, or a cloth cover for arrows.
  E: Allows a thrusting weapon such as a spear or arrow to be used to subdue.
  L: Does not allow the weapon to affect monsters that are only affected by magic weapons.

Summon Dead (S, Spirit)
  C: Healer 5
  I: Repeat x5 "I summon thy corpse."
  R: 50 ft.
  E: Dead person may return to the caster but is not again alive.
  N: May be used on people in nirvana (if in range); this does not interrupt the count on a person's death. The player
     is not compelled to return to the caster, but only has the option to do so. The spell is expended either way.

Swords to Plowshares (S, Spirit)
  C: Healer 2
  I: Repeat x2 "Cast down your weapons and return to the earth"
  R: 20 ft.
  E: Target wounded person is *Healed* of all wounds. One melee weapon carried or wielded by target is destroyed
     (casters choice).
  N: May only be used on a wounded person carrying or wielding weapons. All effects of this spell must function for
     ANY part of the spell to function; i.e. If the weapon is not destroyed, the target is not healed and vice-versa.

Talk to Dead (S, Spirit)
  C: Bard 2, Healer 1, Wizard 1
  M: Dead Person
  I: Repeat x10 "Speak to me."
  R: Touch
  E: Dead person must answer one "yes or no" question truthfully with "yes," "no," or "I don't know."

Teleport (S, Sorcery)
  C: Druid 5, Healer 6, Wizard 4
  I: Repeat loudly x5 "Teleport;" upon arrival loudly x5 "Arriving."
  R: Touch
  E: Target goes to any one location of the caster's choice. Cannot harm others nor be harmed during transit. Treat
     as Out of game until at location, and may not be affected until the final "Arriving" has been stated. Example: A
     player casts *Teleport* and chooses as his destination the base of his enemy. The enemy cannot notice his transit
     to the area, but does notice when he starts repeating "arriving" and may not affect him in any way until he
     finishes the final "arriving."
  L: Must go straight to location. Should quietly tell reeve or teammate destination. May not be followed
     (Exception: Tracking). Location must be a fixed location, cannot be something like "Where the bandits are
     hiding the captives" if this location is not known. Cannot be used on unwilling targets and attempting to do so
     results in the spell being wasted.
  N: May be used while under the effects of movement inhibiting abilities or magics such as *Hold Person* or Earth
     Bind so long as those abilities would not otherwise prevent you from using *Teleport*. The count of any game
     effects upon you are considered suspended until you are returned to the game, at which point they return with
     their remaining duration.

Thornwall (FE, Sorcery)
 C: Druid 2
 M: 10 ft. brown and green cloth.
 I: Lay cloth in straight line, raise hand in air, repeat x10 "Thorns come forth."
 E: Creates a 10 ft long impassable wall of sharp thorns.
 L: This wall can be destroyed by 10 hits with a melee weapon, or a hit from a flame effect (*Fireball*, *Flameblade*, *Flame Arrow*, etc). If struck by a flame effect, the wall is treated as a *Flamewall* for a 100 count before being consumed and disappearing.

Touch of Death (E, Sorcery {Effect is Death})
 C: Healer 4, Wizard 3
 M: Enchantment strip
 I: Repeat x20 "Touch of death," tie strip on person.
 E: Bearer of enchantment's touch kills (via either hand).
 L: Will work through clothing, but not armor of any sort.
 N: Does not have to be discharged on the next person touched after the enchantment is cast, but can be saved until it is needed; must be announced when discharged. The magic itself is Sorcery, but its effect when released is Death magic. Targets may not be touched in an illegal, dangerous, or offensive manner. Counts as one hit against invulnerability and invulnerable armor. One use only.

Touch of Paralyzation (E, Sorcery {Effect is Subdual})
 C: Druid 2
 M: Enchantment strip
 I: Repeat x10 "Paralyzation." Tie strip on person.
 E: If bearer of this enchantment touches a player, that player is paralyzed and may not move for a 100 count. Bearer must state "Paralyzation" to the victim as he delivers the touch. The effects are similar to a subdual blow.
 L: Will work through clothing, but not armor of any sort.
 N: Does not have to be discharged on the next person touched after the enchantment is cast, but can be saved until it is needed; must be announced when discharged. The magic itself is Sorcery, but its effect when released is Subdual magic. Targets may not be touched in an illegal, dangerous, or offensive manner. Counts as one hit against invulnerability and invulnerable armor. One use only.

Truth (S, Control)
 C: Bard 2
 I: State "Truth" followed by a single yes or no question.
 R: 20 ft
 E: The target must answer the question truthfully. If the answer is unknown the target may state so, thus ending the spell.
 N: The target must answer immediately, but is not required to answer verbally, so long as he is understood. For example, the target may respond by nodding("yes)", shaking their head("no"), or shrugging their shoulders("I don't know"), or they may use another medium entirely, such as writing down the answer on paper and showing it to the caster of Truth.

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

Vivify (N, Neutral)
  C: Druid 6, Wizard 5
  E: Gives the caster one additional life.

Voice (N, Neutral)
  C: Bard 6
  E: Allows the caster to purchase five <u>magic</u> points worth of <u>magic</u> from the druid list. <u>Magic</u> bought cannot exceed level 4. <u>Magic</u> bought is considered to be Druid <u>magic</u>, regardless of the class of the caster.
  L: May not be used to purchase <u>neutral</u> <u>magic</u>. *Voice* does not allow the caster to exceed the maximum number of uses of the <u>magic</u> that may be purchased i.e. you may only purchase up to two Stoneskins. You may not purchase any Druid <u>magic</u> that is also on your native <u>spell</u> list.

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

Warskill (N, Neutral)
  C: Bard 4
  E: Caster may use a single weapon (not weapon type) at no cost to <u>magic</u> points.

Wind (S, Sorcery)
  C: Wizard 3
  I: Repeat x2:
    "Sleeping force of Wind I hail, send you forth a mighty gale.
    Gentle sigh which once beguiled, make your breeze tornado wild
    Sirocco into cyclone gain, breeze become a hurricane.
    Make my enemy your foe; strike for me a telling blow.
    Scream down from the mountains high; sweep those fighters towards the sky.
    Coward, hero, fool the same, trapped within this deadly game.
    Strike at foes, leave friends behind, bite them with your teeth unkind.
    Buffet, whip them to the bone, toss them in a pile at home.
    Then whisper a gentle song, and return where you belong—
    Nestled 'gainst the azure sky, song in forest, willows' sigh."
  R: Line of Sight
  E: All enemies in sight are blown back to their base and considered <u>out of game</u> until they arrive.

Wounding (S, Death)
  C: Healer 3, Wizard 2
  I: Repeat x2 "From my heart I strike off your (right or left/arm or leg)."
  R: 20 ft.
  E: Victim's limb is wounded.
  L: The victim must be unwounded prior to <u>spell</u> casting.
  N: May be cast while moving. Has no effect on an injured player. Will outright kill monsters that die on wounds.
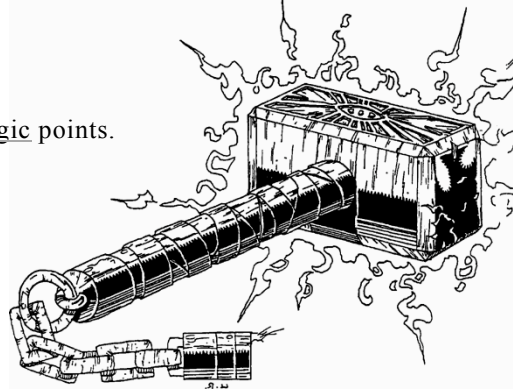
Yield (S, Control)
    C: Bard 5, Healer 3, Wizard 3
    I: Repeat x3 "Yield thy arms and resist no longer, come unto me and be my captive."
    R: 50 ft.
    E: Victim lowers weapons and surrenders to the caster, moving in a straight line at a brisk walk – until at the caster's side – where they then begin a 300 count. During this spell they stay by the caster's side and cannot fight, cast magic, or use abilities. The caster may free the victim at any time for any reason. If they are not killed before the spell ends, they must return to their base, and are then able to act freely. May not be physically restrained to prevent the player from returning to base or going to the caster. If the caster dies the player remains near the body until their count expires.
    N: Other magic may still affect the victim during the duration of *Yield*.

Glossary

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

Armor, Invulnerable: See invulnerable armor.

Abilities, Extraordinary (ex): In many cases these abilities are activated, act like, and are written just like magic. Unless otherwise noted, these require the player to stand still as per casting magic to be initially activated. If a School is listed, treat that ability as belonging to that magic School for the purpose of immunities. Otherwise, only invulnerability will protect from the ability (though some have immunity to poison and traps, and thus are unaffected by them). These are non-magical in nature and are never considered enchantments--even if based on an Enchantment's description. Extraordinary abilities may not be dispelled.

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

Battlegame: A game in which fighting classes (and possibly monsters) are used.

Bounce: A projectile, arrow, javelin, or magic ball hitting the ground, a tree, or other static terrain before it hits its target. Leaves, grass, brambles, etc are not static terrain.

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

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

Dispelled: Being the target of a successfully cast *Dispel Magic*.

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

Draw length: The distance between the center of the string and the furthest point of the arrow shelf at the center of the bow.

Enchantment (E): A magic cast on a target player or their equipment, that persists until used up or removed by death or the appropriate magic. Colored strips tied to the bearer denote these.

Engulfing: Engulfing effects affect the victim even if they hit only garb, worn equipment, or wielded equipment. Other affects only function on items or players they physically touch.

Fixed enchantment (FE): A magic cast on an area of ground that persists until used up, the caster leaves a 100 foot radius around the enchantment, it is removed by the appropriate magic, or the caster dies. These do not prohibit the caster from carrying a normal enchantment.
1. Fixed enchantments are considered to extend upwards to the sky for game purposes. Even flying creatures are impeded by them.
2. Fixed enchantments, unless otherwise noted in the magic's description, may never be pre-placed before casting.
3. Reeves, if requested, may assist in the placing of a magic-user's markers for a fixed enchantment.

Game Item: Some games have certain items or players designated as necessary for the game to function. Such important 'game items' (flags, relics in a relic quest, team captain in a 'kill the captain' battlegame, etc.) may never be removed from play in any way, including being *Entangled*, *Teleported*, placed in a *Circle of Protection*, etc. These items never bestow their immunities to their bearers. For example, a warrior carrying a game item flag has the flag hit by an *Iceball*. The warrior is frozen, but the other team may take the flag out of his frozen hands and recover it. In the case of a *Teleport*, the item is left behind.

Hit Location: A players body is divided into 5 legal hit locations: left arm, right arm, left leg, right leg, and torso.

Immunities: If a creature or player has immunities, these take precedence over losing points of invulnerable armor or normal invulnerability. Immunities never extend to any sort of non-invulnerable armor or equipment. For purposes of immunities, traps are any magic or ability with the word "trap" in the name, and poisons are any ability or magic with the word poison in the name.

Inch Pounds: The poundage measured at maximum draw multiplied by the distance between the center of the un-drawn string and the center of the string in the locked position.

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

Invulnerability: A form of protection from battlefield effects, consisting of the following properties:
1. One point of invulnerability will negate one hit to a person. A hit is defined as something that could damage or hinder the target, such as: *Entangle*, *Fireball*, a melee weapon hit, Siege Weapon hit, etc. Effects that are not stopped by invulnerability include *Teleport*, *Honor Duel*, and any strictly beneficial magic such as *Heal* or *Cure Ailments*.
2. Invulnerability is considered to be skin tight and does not extend to equipment worn or carried. i.e. it will not prevent weapons nor armor from being affected by magic or damage; however, it will prevent an effect from carrying through to a player from his equipment. Invulnerability is not sectionalized like armor.
3. Invulnerability is only used up when it stops something that would actually affect the bearer. An Anti-Paladin who is immune to fire and wearing invulnerability, will not lose a point of invulnerability when struck by a *Fireball*.
4. Invulnerability may not be *Mended*.

Non-exclusive list of magic and effects that are negated by subtracting one point of invulnerability:

A hit from any melee weapon	Finger of Death	Petrify
A hit from any projectile weapon	Fireball	Shove
A hit from a siege weapon	Flamewall	Sleep
Acid Bolt	Hold Person	Sphere of Annihilation
Any offensive monster effect	Iceball	Stun
Awe/Fear	Immolation	Trap
Call Lightning	Killing grounds	Teleport
Charm	Legend	Thornwall
Confusion	Lightning bolt	Touch of Death
Doomsday	Lost	Touch of Paralyzation
Earth Bind	Magic bolt	Wounding
Entangle	Mass sleep	Yield
Feeblemind	Mutual Destruction	

Invulnerable Armor: Not to be confused with invulnerability, this is a magical armor particular to some monsters and not normally usable by the standard classes except via magic.
1. Functions just like invulnerability, except that it is sectional like normal armor. Thus 2 points of invulnerable armor grants 2 points of protection to each hit location.
2. Upon completion of verbal magic, the caster must specify which hit location (torso, right/left arm/leg) of the victim to apply the magic against. If the location is protected by Invulnerable Armor, one point is destroyed; otherwise the victim is affected as per normal. If the caster fails to specify, or in the cases of spells of mass destruction like *Doomsday*, it is at the location of the target's choice.
3. Invulnerable armor can be *Mended* unless otherwise noted.

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

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

Magic ball (B): A type of magic that involves charging a ball that is then thrown at a target. Magic balls are reusable. The number of times a magic ball is bought determines the maximum number of balls that may be charged or in effect at once. All magic balls charged at the same time must be thrown at the same time. You must repeat the incantation once for each ball to be charged; i.e. to charge two *Fireballs* you would have to repeat "Fireball" ten times. Magic balls, once cast, remain charged for two minutes, after which they must be recast. Magic balls cast with the left hand may be transferred to the right hand for throwing. When thrown, all hits by a magic ball count except head or throat shots. This includes foot shots, tail hits and grazes. A hit to a hand holding a weapon affects it as if the ball hit the weapon – which in some cases affects the holder (e.g., *Iceball*). A magic-user may carry a maximum of 12 magic balls, regardless of how many were purchased. Streamers on magic balls may be no longer than 12 inches.

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

Mundane: Term used to describe someone who does not play Amtgard or something that is "outside" the scope of the game (the real world). When shouted during a game, 'Mundane' announces the presence of someone who should be allowed to pass through the game unhindered.

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

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

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

Neutral (N): A magic that alters the nature of that on which it is cast. Neutrals can never be dispelled, and a person may have more than one of these operating at the same time

Object: See Item.

Out of Game: This term refers to players or objects that cannot affect nor be affected, by anything and are unnoticeable for game purposes.

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

School: All magic falls under one of eight schools of magic. Please note that immunities are based on what School a magic is in. Therefore, as *Hold Person* is a spell of the Subdual school, a Barbarian, immune to subdual effects, is not affected. *Stun*, on the other hand, is of the Sorcery school, thus Barbarians would be affected by it.

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

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

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

Rules Revision Process

I. Each Kingdom must elect or appoint a representative. The manner in which this is done is left up to the individual Kingdom.

    a. The representative (reps) will be the only person allowed to post to the boards on www.ElectricSamurai.com to discuss or suggest rule changes and clarifications. The boards are open to the public for reading.

    b. The representative position is an open-ended appointment unless removed by the Monarch or the rep steps down. This is to allow for consistency amongst the reps.

    c. The reps can be removed from the position at any time by the current Monarch of their Kingdom.

    d. The rep answers directly to their Kingdom Monarch.

    e. The representative must be a current member of the Kingdom in which he/she is to serve.

    f. The main duty of the rep is to poll their Kingdom for rule changes and clarifications then bring them to the boards. Each rep must remain in contact with the Monarchy and populace in order to promote the Kingdom's rule agenda.

    g. The reps have the discretionary right to discard changes that are obviously inappropriate.

    h. The reps will discuss the changes on the board to help clarify and clean up the wording and intention of the changes.

    i. The reps must transfer any Rule Changes from the discussion boards to the final request board before the last day in June, in voting years. Clarifications must be transferred by the last day of June every year. Any transfers after the date will be null and void for the current voting year.

II. Rule Changes will be voted upon and enacted in even-numbered years.

III. Clarifications will be voted upon every year. Clarifications for odd-numbered years will be made available as an errata sheet that will be supplied with the rulebook. These clarifications will be edited into the rulebook on the following year along with any new Rules Changes.

IV. A representative of Amtgard Inc. will compile the finalized list of Rule Changes and Clarifications and will supply copies for the official vote. Each Kingdom's rep will post the finalized list on their Kingdom's list.

V. The vote will be held at the Gathering of the Clans, during the Monarch's meeting.

VI. Only Monarchs may cast a vote at the meeting unless a representative (a representative of the Kingdom not necessarily the rules representative, although the rules representative is eligible for this duty.) has been appointed by them, in writing, before the meeting. It is in every Kingdom's best interest to have a representative of their land with a list of votes at this meeting.

VII. Only the items on the finalized list will be voted upon. Absolutely no Rules Changes or Clarifications will be accepted on site for change.

VIII. Each item on the finalized list will be voted upon with a 75% majority of the assembled Monarchs (or appointed representatives) required for it to pass.

IX. Passed items are then compiled for entry into the rulebook or errata sheet as appropriate.

X. All rule changes and clarifications are effective one month from the date of the meeting. Errata sheets and edits will be posted at amtgardinc.com by this date.

Award Standards

Section I – Agreement

1. The Kingdoms of Amtgard recognize through binding action by the Circle of Monarchs, that all Ladder Awards leading to the bestowal of Knighthood shall be unified through an agreed framework and that no kingdom shall add to, remove, or modify the agreed upon requirements independently nor will any kingdom alter their individual corporas to contradict this agreement. The monarch retains the ability to bestow any award or honor as granted by their respective kingdom corpora. This agreement does not prevent the monarchy from creating non-Ladder Awards that do not impact the line of Ladder Awards.

2. The Kingdoms of Amtgard resolve, through binding action by the Circle of Monarchs, to remove definitions of Ladder Awards, Ladder Masterhoods and Knighthoods from their respective corporas. Ladder Awards and Masterhoods being those that lead to Knighthood.

    a. Definitions of Ladder Awards, Ladder Masterhoods and Knighthoods, as detailed in this document, are to be placed inside the Official Amtgard Rulebook with the proviso that they do not fall under the adopted rules revision process.

    b. Changes to the definitions of Ladder Awards, Ladder Masterhoods and Knighthoods, once adopted, can only be made by one hundred percent (100%) approval of the existing kingdoms of Amtgard.

Section II – Scope

1. This framework pertains specifically to the four orders of Knighthood, Ladder Masterhoods, and Ladder Awards: Knight of the Flame, Knight of the Serpent, Knight of the Sword, Knight of the Crown, Master Rose, Master Smith, Master Lion, Master Dragon, Master Owl, Master Garber, Warlord, Order of the Rose, Order of the Smith, Order of the Lion, Order of the Dragon, Order of the Owl, Order of the Garber, and Order of the Warrior.

2. This framework does not replace or address awards existing outside of the Ladder Awards framework excepting that no kingdom may replace or supplement any other award for an existing Ladder Award, Ladder Masterhood, or Knighthood.

Section III – Framework

1. **Knighthood:** Below are the recommended criteria for becoming eligible for the four orders of Knighthood. Having these awards only grants eligibility and does not require that Knighthood be bestowed. Whereas Masterhood is recognition of skill, Knighthood is also recognition of character in addition to having skill beyond that of a Master. It is suggested that orders that reflect a player's positive character (Griffin, Walker in the Middle, Jovious, Mask, etc.) be considered when determining any class of Knighthood.

    a. **Flame:** A player may be eligible for Knight of the Flame after obtaining Masterhood in Rose, Smith, or Lion.

    b. **Crown:** A player may become eligible for Knight of the Crown after serving with excellence, and completing, four terms in any of the following offices, in any combination, at kingdom level: Monarch, Regent, Prime Minister, or Champion. A player may become eligible for Knight of the Crown after serving with excellence, and completing, six terms in any of the following offices, in any combination, at duchy level or higher: Monarch, Regent, Prime Minister, or Champion. Note: The position of Kingdom Monarch counts as two offices. The position of Champion can only be counted once toward these qualifications.

    c. **Serpent:** A player may be eligible for Knight of the Serpent after obtaining Masterhood in Owl, Dragon, or Garber.

    d. **Sword:** A player may be eligible for Knight of the Sword after obtaining Masterhood of the Order of the Warrior, known as a Warlord.

2. **Masterhood:** Masterhoods are recognition of skill in a field of work. Meeting the criteria below does not automatically grant the associated Masterhood. Masterhoods are granted when a player has both the recommended requirements set forth herein and obvious expertise in their field.

    a. **Master Rose**: A player may be eligible for receipt of the title of Master Rose upon earning their tenth Order of the Rose.

b. **Master Smith:** A player may be eligible for receipt of the title of Master Smith upon earning their tenth Order of the Smith.

c. **Master Lion:** A player may be eligible for receipt of the title of Master Lion upon earning their tenth Order of the Lion.

d. **Master Owl:** A player may be eligible for receipt of the title of Master Owl upon earning their tenth Order of the Owl.

e. **Master Dragon:** A player may be eligible for receipt of the title of Master Dragon upon earning their tenth Order of the Dragon.

f. **Master Garber:** A player may be eligible for receipt of the title of Master Garber upon earning their tenth Order of the Garber.

g. **Master Order of the Warrior (Warlord)**: A player may be eligible for receipt of the title of Warlord upon earning their tenth Order of the Warrior.

3. **Ladder Awards:** Ladder Awards start out at zero and progress to tenth level. Attaining the next rung on the ladder should require a demonstrable level of ability beyond that required for the previous rung. This does not necessarily require bettering a player's previous work so long as the work itself is sufficient to achieve the next rung. All levels must be earned consecutively. Monarchs have the discretion to award multiple levels of award to the same individual but all awards must be given in sequence.

Note: The examples given in each order category are not meant to define the service required to earn the stated level of award, but are meant as only guidelines as to what might be the appropriate level of service for those levels.

a. **Rose:** Awarded for service to the club not necessarily related to an elected office. A first level Order of the Rose indicates a very minor service to the club such as picking up trash, while a tenth level Order of the Rose could be comparable to providing consistent, long-term service to the club.

b. **Smith:** Awarded for organizing and running battlegames, quests, workshops, demonstrations, and the like while not in office, or for running such events above and beyond the requirements of one's office. A first level Order of the Smith might be awarded for running a good battlegame at park level. A tenth level Order of the Smith might be awarded for running a series of fun, immersive, and well-scripted battlegames or quests providing direction for an entire reign.

c. **Lion:** Awarded for going above and beyond the call of duty in the execution of an office, or for leadership outside of office while performing a service to Amtgard. A first level Order of the Lion might be awarded for organizing Fighter practices on off-Amtgard days. A tenth Order of the Lion might be awarded for running a series of demonstrations that increase attendance and ingratiates the club with the local community.

d. **Owl:** Awarded for demonstrating ability in the construction sciences of Amtgard. Weapon construction, armor construction, furniture, shoes, belts, etc. A first level Order of the Owl could be awarded for constructing your first legal and functional sword. A tenth level Order of the Owl might be creating a full suit of decorated and articulated armor, or introducing critical new technologies and construction advancements that affect the group as a whole.

e. **Dragon:** Awarded for demonstrating ability in the arts of Amtgard. Performance, painting, sculpting, photography, cooking, banners, artistically focused garb, writing, acting, roleplaying, etc. A first level Order of the Dragon might be awarded for doing a good reading of a non-original poetry piece. A tenth level Order of the Dragon might be awarded for writing and directing an excellent play for entertainment at a large event.

f. **Garber:** Awarded for the creation of garb: Tunics, tabards, pants, cloaks, gloves, sashes, pouches, handbags, etc. A first level Order of the Garber might be awarded for creating a simple, well-constructed pouch. A tenth level Order of the Garber might be awarded for making themed, elaborate and intricate court garb for a group of people.

g. **Warrior:** Awarded for fighting prowess. Orders of the Warrior follow a regimented pattern for distribution:

i) A 1st Order is granted for winning three consecutive matches in any tournament or for battlefield prowess.

ii) A 2nd Order is granted for winning five consecutive matches in any tournament or for battlefield prowess.

iii) A 3rd Order is granted for winning seven consecutive matches in any tournament or for battlefield prowess.

iv) A 4th level is granted for winning nine consecutive matches in any tournament or for battlefield prowess.

v) A 5th level is granted for winning eleven consecutive matches in any tournament, or for taking at least 3rd overall in a kingdom-level tournament.

vi) A 6th level is granted for winning thirteen consecutive matches in any tournament, or for placing at least 2nd overall in a kingdom-level tournament.

vii) A 7th level is granted for winning fifteen consecutive matches in any tournament or placing 1st over all in a major kingdom-level tournament.

viii) An 8th level is granted for winning seventeen consecutive matches in any tournament or for winning a second major kingdom-level tournament.

ix) A 9th is granted for winning nineteen consecutive matches in any tournament or for winning a third major kingdom-level tournament.

x) A 10th is granted for winning twenty-one consecutive matches in a kingdom-level tournament or a fourth, first place win in a major kingdom-level tournament.

Note: Major kingdom-level tournament is defined as Weaponmaster, Warmaster (Crown Quals tournament), Olympiad, and/or an inter-kingdom event tournament. The level of competition and number of entrants in all tournaments must be considered before handing out Orders of the Warrior above seven. The difficulty of the tournament must warrant the level of order awarded.

Note: The title of Defender (awarded for serving with excellence in the office of Kingdom Champion), which may be earned only once, confers a single kingdom-level tournament win upon the title's recipient.

Kingdom Boundaries
and Park Sponsorship

The united Kingdoms of Amtgard, speaking with the voice and leadership of the Circle of Monarchs, believing that the growth of Amtgard is advanced through the responsible government of the various kingdoms, and seeking to encourage that growth with communication, high standards, and mindfulness of the future unity of Amtgard, do hereby endorse and ratify these guidelines regarding the sponsorship rights of contracted chapters and kingdoms.

1. A contracted chapter may petition any kingdom for sponsorship, but permission will need to be granted by any kingdoms close to the chapter before the chapter can be sponsored.

2. A chapter is considered to be close to the kingdom that has the nearest kingdom seat, the kingdom that has the nearest kingdom chapter, and the kingdom with the nearest kingdom seat in the same state as the chapter. This may result in a chapter being close to multiple kingdoms.

3. A kingdom seat is the center of the city in which the kingdom's first kingdom-level monarch held office, unless otherwise specified by Amtgard, Inc. or the Circle of Monarchs.

4. A kingdom chapter is any chapter sponsored by a kingdom.

5. If a chapter is within the same state as and within 75 miles of a kingdom seat, it may petition that kingdom without seeking permission from any other kingdoms.

6. If a chapter is more than 500 miles from any Amtgard chapter, it may petition any kingdom without seeking permission from any other kingdoms.

7. Chapters sponsored by kingdoms at the time of this agreement retain their sponsorship, but are subject to the terms of this agreement should they seek to change sponsorship.

8. The Circle of Monarchs shall have authority to hear and resolve all issues related to this agreement.

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