

**Amtgard: The Rules of War**  
**or**  
**The Amtgard Bible**  
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The editors would like to thank the innumerable contributions of Amtgardians to compiling this book. After 9 years, the list is too long to reproduce here. Thanks also to Duchess Levitar Torrid, who provided motivation, and Duane Troxel of Diversity Press, who provided the equipment.

Long live the Empire.

1992 Revision by Rift and Abel

**Amtgard, Incorporated**  
**Handbook on the Rules of War**

This manual is a guide to playing Amtgard's system of live-action, medieval/fantasy combat. The language contained in this manual is abbreviated and not explanatory by any means. It is intended for readers that already know the system. Hopefully some later edition will strive to be more "friendly" to the beginner.

This edition is organized by sections and subsections, with every article "earmarked" by an identification code. Every section has letter, every subsection under that section has a number, and every article under a subsection has a number that is separated from its' parent by a decimal. So, some looking for what weapons an Assassin could use would look under Section B (Fighting Classes), Subsection 3 (Assassins), Article .2 (Weapons); or simply article B3.2. A table of contents is provided to assist in this.

As this is a first edition in this format, there are bound to be large, gaping errors, typos, misquoted rules and jokes I failed to make. Please direct any mistakes found, comments, criticism or praise to Amtgard of Colorado, 7575 E. Arkansas #13-103, Denver, CO 80231. Please be gentle, we are all very sensitive, especially Abel on account of his hair.

Amtgard, Inc. is a non-profit group devoted to recreating element of the medieval and fantasy genre. The thrust of Amtgard is both recreational and educational, with the major group efforts devoted to reconstruction's of medieval combat. Amtgard weapons are safe, foam-padded replicas of the real things. Anyone may join, to become a member you must:

1. Obtain a copy of the handbook and read it.
  2. Develop a persona and persona history.
  3. Make a costume for yourself that is fitting to your persona.
  4. Fill out a membership form and sign a waiver and turn them in to the Prime Minister.
- Minors (those under 18 years of age) 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.

Subject to the preceding criteria, anyone may join in Amtgard functions. However, there are certain advantages to those that chose to financially support Amtgard. Donations to the treasury (informally referred to as "dues") are \$5.00 every six months or \$1.00 a month. People who are up to date on their "dues" are considered to be contributing members. This status entitles a member to receive a copy of the handbook and issues of the Amtgard newsletter. It also, with a minimum attendance stated by the crown, allows the member to vote in Amtgard government (the Allthing). Funds received in this manner are used to support Amtgard functions and activities such as printing fees for handbooks/newsletters/fliers/ etc., renting sites for feasts, purchasing prizes for tourneys and quest and so on.

No one is required to pay "dues", although some officers are required to be paid up. We have no "pay for play" rules. Non-donating members are allowed to participate in all activities and receive benefits not specifically listed as exceptions in the paragraph.

## A0.0 Persona

A persona is the character that you, as an Amtgard player, assume during a game. This character can be of any background that pleases you, a space fighter pilot to an elven lord, just as long as they end up in the Amtgard world environment of Sword and Sorcery.

### A1.0 Persona guidelines

**A1.1 Real history:** A persona could be based on an Earth-type human that could have truly lived before 1650 A.D. The name, weapons, clothing, etc. should be historically correct. Please do not impersonate a famous historical figure, as it is considered in bad taste.

**A1.2 Fantasy:** The persona could be based on a book, movie, historical mythology or a unique creation of your own. Again, do not impersonate a well-known character from the medium you choose, you are more likely to be caught than you think.

**A1.3 Heraldry:** Create a device or insignia to display on your flags, banners, coat of arms, etc.. the device should be unique or at least in keeping with your persona and/or the company. You may register the device with the Guildmaster of Heraldry. He will check it to make sure it is correct under the laws of heraldry and that you have not copied an already existing device.

### A2.0 Households

People who wish to form a non-fighting group within the club can create a Household. The Household should choose a name, A lord and/or lady of the House and a device.

### A3.0 Companies

People who are friends, live close together and/or the same persona types may wish to band together as a fighting group. This group is called a company. The company should choose a name, Captain, a second-in-command (Sergeant) and a device.

### A4.0 Events

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

**A4.1 Tournaments-** Competitions between individuals or groups for awards, honors or challenges.

**A4.2 Battles-** Involves two or more armies attacking each other for various reasons, if just for the sake of scrapping.

### A4.3 Special Scenarios-

Quests, Feasts, Demos, Trips, Revels, Faires, Workshops, Classes, Traditional Roman Orgies, etc.

**A5.0 Titles-** You may not start as a Lord, Knight, Emperor or otherwise. All these titles must be earned through service to the club. As a rule, titles are bestowed for

capacity, such as running events, feasts, bringing in new people, providing rides to events in other lands, et cetera. Titles, may be gained in other ways as well. Excellence in the Arts and Sciences, including Garb(costumes), Cooking, Artistic Performance, Writing, Calligraphy, Heraldry, Etc. Even outstanding attitude and combat prowess can earn titles. But they are *earned*, not guaranteed. A Knighthood paid for in whines is a poor Knighthood indeed.

The other sort of title are temporary offices, those are the titles of officers. There is usually a Monarch, Consort, Prime Minister, Champion, Captain of the Guard, Guardsmen, Defender, Herald and Scribe. These titles, except the latter two, are all "noble".

### A6.0 Other Lands-

Amtgard's chapters fashion themselves after medieval realms. For example: Denver, Colorado chapter, publisher of this manual, is the Duchy of the Iron Mountains. El Paso, Texas, Amtgard's "headquarters", is the Kingdom of the Burning Lands.

### B0.0 Fighting Classes

If you wish to fight or participate in a Battlegame you must conform to one class for each game. The following are the basic rules for all the fighting classes. **NOTE:** Each class has a biannually elected guildmaster who is responsible for the discipline and maintenance of the class.

The class descriptions are given in the following order:

**B0.1 Garb-** Every class has to wear particular garb unique to that class, thus identifying the player. Example- Wizards must wear a yellow sash, robe, etc. While a Barbarian must wear fur and/or leather somewhere visible. See section A5.0

**B0.2 Weapons-** every class is limited to the weapons it can use. Example- an Assassin can only use non-hinged weapons under 4 ft. in length, while a Warrior can use whatever he wants. See section F1.0 and F2.0.

**B0.3 Armor-** Some classes can wear armor and some cannot. Furthermore, classes are restricted to just how much armor they can wear. See section F4.0.

**B0.4 Shields-** Some classes can use shields, and others can't. Furthermore, some are limited to the size of shield they can use. See section F5.0.

**B0.5 Levels-** All classes have a schedule of progressive power called levels. As you gain experience each week, you place these "weeks" into your class, gaining power. All classes gain new

B0.51 1st- 0-12 Weeks experience in that class

B0.52 2nd- 13-24 Weeks experience in that class

B0.53 3rd- 25-36 Weeks experience in that class

B0.54 4th-37-48 Weeks experience in that class

B0.55 5th-49-60 Weeks experience in that class

B0.56 6th- 61+ Weeks experience in that class

B0.57 Although many a guildmaster has tried, it is impossible to be 7th level.

B0.58 Class abilities gained per level are additive unless otherwise stated.

B0.6 Notes: This section will describe how the various powers of the class works.

B0.7 Number of Lives- almost all classes have 4 lives, but there are variations.

B0.8 Immunities- Some classes are immune to the powers of another class, certain game mechanics or battlefield effects. Example: Barbarians are immune to bard magic, magics that hold or entangle and subduals.

B0.9 Requirements- A few classes have previous requirements.

B0.10 Variations- Some classes have variations on powers allowed and weapons usable.

## B1.0 Anti-Paladin

B1.1 Garb: Must have a black Phoenix displayed on their clothing or armor.

B1.2 Weapons: Any melee weapon and javelins are allowed.

B1.3 Armor: Up to 4 points of armor are allowed.

B1.4 Shield: Any shield is allowed.

### B1.5 Levels:

B1.51 1st- Steal 1 life per game from a dead player and add it to his own.

B1.52 2nd- One touch of death per game.

B1.53 3rd- One additional touch of death per game, for a total of two.

B1.54 4th- One additional touch of death per game (total of three)

B1.55 5th- 1 poisoned edged weapon for 1 life per game.

B1.56 6th- 1 reanimate per game.

### B1.6 Notes:

B1.61 Steal Life- In order to do this, an anti-paladin merely has to touch a freshly dead person and inform him that he is "sucking" his life.

B1.62 Touch of Death- a non-magical ability. If is charged by saying "Touch of Death" x 20. It will stay

clothing, not shield or armor. Monks are immune to this attack; Touch of Death allows one attack, and then is discharged.

B1.63 Poison weapon- Denoted by a white string, see section F1.0. A person wounded by a poison weapon will die in a 100 count unless a Cure Poison spell is cast on him. An Anti-paladin's poisoned weapon will remain potent for the duration of the life it's used in.

B1.64 Reanimate- Exactly as the Wizard spell. Anti-Paladin places left hand on body; Repeats "Rise and fight again" x10. Person lives again as if they never died. Dispel will kill subject. Subject still has any enchantments carried when killed.

B1.7 Number of lives: 3

B1.8 Immunities: Anti-paladins are immune to all Wizard spells except the following- Iceball, Magicbolt, Lightning Bolt, and Sphere of Annihilation.

B1.81 Anti-Paladins are affected by enchantments.

B1.9 Requirements: In order to be an Anti-Paladin you must be a knight for at least 12 weeks. See Section A5.0

## B2.0 Archer

B2.1 Garb: Anything, a bow is required.

B2.2 Weapons: Any bow, no hinged weapons, any other melee weapon under 4ft. in length.

B2.3 Armor: Up to three points allowed.

B2.4 Shield: None until 5th level. See B2.55 below.

### B2.5 Levels:

B2.51 1st- As listed.

B2.52 2nd- 1 Stun arrow and 1 Flame arrow both are reusable.

B2.53 3rd- +1 damage with all arrows. Example- 3 pts. damage with a short bow

B2.54 4th- Extra life, total of 5. 1 Armor Piercing arrow, which is reusable.

B2.55 5th- May use a small shield.

B2.56 6th- 1 Penetration arrow.

B2.6 Notes: Arrow types. Each arrow is denoted by a colored ribbon tied to the shaft.

B2.61 Flame- (red ribbon) If an unprotected shield is hit with this arrow the shield must be patted face down on the ground 5 times. Otherwise, shield will be destroyed in a 100 count.

B2.62 Stun- (Grey ribbon) treat as a subdual blow. See section

B2.63 Armor piercing- (blue ribbon) Pierces armor and hits the target. Will otherwise acts as a regular arrow. NOT destroy shield.

B2.64 Penetration- (White

armor and harms target. WILL destroy an unprotected shield.

**B2.7 Number of Lives: 4**

### **B3.0 Assassin**

**B3.1 Garb:** Mask that covers the mouth and nose, headbands of the appropriate color are required after 1st level.

**B3.2 Weapons:** Any throwing weapons (suggested maximum of seven), no hinged weapons except nunchuku, any other melee weapon under 4 ft. in total length.

**B3.3 Armor:** None until 4th level.

**B3.4 Shield:** None until fifth level.

**B3.5 Levels:** (headband color in parentheses)

**B3.51 1st-** (None) As listed.

**B3.52 2nd-** (Blue) Poison Weapon (reusable) or ability to make traps or a shortbow.

**B3.53 3rd-** (Green) 1 touch of death per life or the antidote to poison.

**B3.54 4th-** (Brown) 2 points armor or a 5ft javelin.

**B3.55 5th-** (Black) Small shield.

**B3.56 6th-** (Red) Choose 1 additional ability from above, and 1 teleport per game.

**B3.6 Notes:**

**B3.61 Poison weapon-** Denoted by a white string, see section F1.0. A person wounded by a poison weapon will die in a 100 count unless a Cure Poison spell is cast on him. An Anti-paladin's poisoned weapon will remain potent for the duration of the life it's used in.

**B3.62 Touch of death-** Is not magic and is non-magical in nature. It is charged by saying "Touch of Death" x 20. It will stay charged for 5 minutes/ 300 count. Assassins' touch kills. Will work through clothing, not shield or armor. Monks are immune to this attack; Touch of Death allows one attack, and then is discharged.

**B3.63 Traps-** a circle of cloth or noose placed upon the ground. Activated by the victim stepping into it. People may be freed by striking at both feet ten times with an edged weapon.

**B3.64 Antidote to poison-** works exactly like a Healers "Cure Poison", assassin must say "Cure Poison" x10. Makes the person immune to the first poisoned hit against them or may be used within the poison 100 count to cure a poisoned person.

Allows one dose per life, and the Assassin must carry a small vial or container. This is an ability and non-magical in nature.

**B3.65 Teleport-** An Ability representing stealth, is non-magical in

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

**B3.7 Number of Lives: 4**

### **B4.0 Barbarians**

**B4.1 Garb:** various options:

- a. Blue or Brown cloth
- b. Leather or Fur
- c. Grasses, flowers,

leaves, reeds, wood, etc.

d. Native or Aboriginal jewelry and decorations.

**B4.2 Weapons:** Depends on persona variation ( See B4.9):

- a. Nomadic- any sword, axe or mace, hinged mace (under 3 ft.), knife, hammer, rocks, club (any size).
- b. Tribal- Knife, club (under 3 ft.), throwing axe, javelin, rocks, shortbow.

**B4.23 Note-** Any barbarian with a projectile weapon may only carry one (1). Examples- one rock, one javelin, one throwing axe, One throwing sheep, etc.. However, a barbarian with a bow may carry any number of arrows.

**B4.3 Armor:** Depends on persona variation ( See B4.9):

- a. Nomadic- Leather or studded, 2 points maximum.
- b. Tribal- Wood splint or bamboo. 1 pt. maximum. Persona should be Amerindian.

**B4.4 Shield:** Depends on persona variation ( See B4.9):

- a. Nomadic- Medium or small round.
- b. Tribal- If the persona is African, then a large shield, preferably oval, is allowed. If the persona is Amerindian, then a small shield is allowed.

**B4.5 Levels:** (Class title is given in parenthesis)

**B4.51 1st-** (Tribesman)

- a. One less life than other classes, for a total of three (3).
- b. May go berserk on last life.
- c. May heal self once per game.

**B4.52 2nd-** (Barbarian) Four (4) total lives.

**B4.53 3rd-** (Clan Leader) Fight beyond death when berserk.

**B4.54 4th-** (Chieftain) 5 total lives

**B4.55 5th-** (High Chieftain) 6 total lives

**B4.56 6th-** ( Ring Giver/ Overlord) May go berserk on last 2 lives.

**B4.6 Notes:**

**B4.61 Berserk** gives the following effects:

- a. Two (2) points overall

repair one (1) point of armor on any specific area of the barbarians body.

b. Barbarian's weapons are considered bladesharp or bludgeoned. Makes any one point weapon do 2 points of damage against armor. Makes any 2 point weapon do 4 points against armor.

c. Berserkers may not retreat unless outnumbered five to one (5 to 1) or more or when faced by magic.

d. Must wear a red armband or headband.

e. Berserkers may not use projectiles, armor or shields.

#### **B4.62 Heal self-**

Barbarian must carry a pouch with herbs (garlic, paprika, cloves, whatever, as long as it's legal) in it. The barbarian eats for a 100 count to be healed. Any activity that simulates this may be substituted at the reeves approval, such as canting, dancing, grazing, or whatever.

#### **B4.63 Fight Beyond-**

Berserkers may continue to fight for 10 seconds after they have died. Berserker should announce "Fight Beyond" and announce his count as he fights. Leg and arm shots against these berserkers will still incapacitate the affected limb. If the berserker is killed by any of the following spells his body is destroyed and he can not Fight Beyond: Fireball, Call Lightning, Sphere of Annihilation, Firewall, and Firetrap

**B4.7 Number of Lives:** 3 at 1st, 4 at second, 5 at 4th, 6 at 5th.

#### **B4.8 Immunities:**

**B4.81** Cannot be held or subdued, magically or otherwise. This includes entangle balls, bardic magic, Iceballs, sleep, etc.

**B4.82** May not be made "Lost" or charmed.

**B4.83** May not carry enchantments.

**B4.84** May not use any relic other than Odin's hammer.

**B4.9 Variations-** There are two basic types of Barbarian. Each is limited to what kind of armor, weapons and shield they can use as noted in B4.2 - B4.4 above. The two types are:

**B4.91 Nomadic-** this includes Vikings and Huns. These nations of people would wander far and through rough terrain and climes to pillage wealthier peoples. The Huns did this on horseback while the Vikings attacked coastal villages and river towns with via boat.

**B4.92 Tribal-** The tribal barbarians includes two sub categories:

a. Amerindians- including Eskimos, Apaches, Mohicans, Sioux, Etc.

b. African- including Zulus, Watsuri, Pigmys, etc.

#### **B5.0 Bards**

**B5.1 Garb:** Blue sash, baldric, tunic, or whatever. Motley and bright colors encouraged. A bard must carry a musical instrument.

**B5.2 Weapons:** Any single handed sword, dagger or staff.

**B5.3 Armor:** None

**B5.4 Shield:** Small

**B5.5 Levels:** Pitiful. See G8.0

**B5.6 Notes:** The bard is a pour soul, characterized by an unimaginative spell system and thoroughly underpowered. a crime against bards everywhere. Luckily, this entire section has been rewritten by a man of genius, creativity and great sexual proweress. See section I3.0.

**B5.7 Number of Lives:** 4

**B5.8 Immunities:** Heckling.

#### **B6.0 Druid**

**B6.1 Garb:** Brown robe, sash or belt.

**B6.2 Weapons:** Any non-hinged melee weapon except Red class weapons types. A shortbow is also allowed. Please not weapon use will deduct from magic points, see G42.6.

**B6.3 Armor:** None

**B6.4 Shield:** Small, will deduct from magic points, see G42.6.

**B6.5 Levels:** Magic, see section G42.9.

**B6.51 1st-** 3 total lives

**B6.52 2nd-** 1 additional life.

**B6.53 3rd-** Pass without trace- Druid says "Pass without Trace" x3. Druid is allowed to travel safely back to his home base. Usable once per game.

**B6.54 4th-** Immune to Poison- Druid is unharmed by Poison weapons. See sections B1.63 and/or B3.61.

**B6.55 5th-** Immune to Woodland Charm

**B6.56 6th-** Immune to Sleep- The druid is immune to the Healer Sleep and Mass Sleep spells. May get lots of studying done.

#### **B6.6 Notes:**

**B6.7 Number of Lives:** 3 at 1st level, 4 at 2nd level.

**B6.8 Immunities:** Immune to poison at 4th, Immune to Woodland Charm 5th, Immune to Sleep at 6th.

#### **B7.0 Healers**

**B7.1 Garb:** Red sash or baldric, Holy symbols and devices are encouraged. Please note that red Belts are reserved for squires.

**B7.2 Weapons:** Any single handed melee weapon under 4 feet in length, including flails and other hinged

will deduct from the Healers magic points.

B7.3 Armor: None.

B7.4 Shield: Small or Medium, will deduct from total magic points.

B7.5 Levels: Magic. See section G7.1.

B7.6 Notes: No 4th level spells, instead, a Healer gets 2 extra points.

B7.7 Number of Lives: 4

B8.0 Monks

B8.1 Garb: Grey sash or Belt at 1st level, Black belt at higher levels.

B8.2 Weapons: Staff, nunchuku, polearms, dagger, shortwords or a single long sword (3 to 4 ft.), thrown weapons after 1st level.

B8.3 Armor: None.

B8.4 Shield: Nope.

B8.5 Levels:

B8.51 1st-

a. May block arrows with their weapons without penalty. Arrows usually destroy weapons they hit. See X0.0.

b. Heal self once per life.

c. Immune to touch of death and spell of wounding.

B8.52 2nd-

a. May use throwing weapons, suggested maximum of 7.

b. Immune to poison weapons.

c. May transfer one life per game to a teammate, not to monsters or to opponents.

B8.53 3rd-

a. Immune to all magics that charm or control.

b. Vibrating palm once per life. See notes below.

B8.54 4th-

a. May turn undead once per life. See notes below.

b. May block arrows with hands without penalty.

B8.55 5th-

a. May use Sanctuary chant once per life. See notes below.

b. Protection from death magics.

B8.56 6th-

a. Immunity to traps  
b. Additional Heal Self per life. See notes below. Total of two.

B8.6 Notes:

B8.61 Heal Self-Monk must chant and meditate for 100 count after which his wound is healed. The Monk must remain motionless during this time. Is considered a form of body control and non-magical in nature.

B8.62 Vibrating Palm- a non-magical ability. If is charged by saying "Vibrating Palm" x 20. It will

shield or armor. Monks are immune to this attack; Quivering Palm allows one attack, and then is discharged.

B8.63 Protection from Death- Congradualtions, you do not have to die! Actually. protects monk from Death based magic, specifically, Mutual Destruction, Curse, and Finger of Death. NOT Doomsday or Killing Grounds.

B8.64 Immunity to Magics that Charm or Control- Is immune to all bardic magic, and the Yield, Hold Person, and similar magics. Is still affected by traps, Entangle, Iceball, Petrify, and may be subdued.

B8.65 Sanctuary- by chanting "Sanctuary" continually, the monk may wander unhindered where he will and no one within 20 feet may strike at or attack him. Sanctuary is negated in the following instances:

a. The monk stops his chant.

b. The monk approaches within 20 feet of a home base or flag.

c. The monk has a weapon in hand.

This is not a protection from various battlefield effects, but only from deliberate attacks. Doomsday, Mass Sleep and general conditions will affect the monk. This power presumes the monk is unnoticeable.

B8.7 Number of Lives: 4

B8.8 Immunities: See notes above.

B9.0 Paladins- note: Person must have been a knight for at least 12 weeks. see section A5.0.

B9.1 Garb: Must have a white phoenix device openly displayed on their clothing or armor.

B9.2 Weapons: Any melee weapons and javelins.

B9.3 Armor: up to 4 points maximum.

B9.4 Shield: Any

B9.5 Levels:

B9.51 1st- May extend immunities to one person who is in physical contact.

B9.52 2nd- 1 resurrect per game. See notes below. As per the Healer spell, touches person and says:

"Sword cut, spear stab, mace smash arrow jab, let the white light of healing descend on thou.

Sword cut, spear stab, mace smash arrow jab, let the white light of healing stop thy spilling blood.

Sword cut, spear stab, mace smash arrow jab, let the white light of healing mend thy bones.

Sword cut, spear stab, mace smash arrow jab, let the white light of healing close thy wounds.

Sword cut, spear stab, mace smash arrow

Sword cut, spear stab, mace smash arrow jab, the white light of healing hath resurrected thou" once.

Please note change in last verse from regular Heal spell. Dead person is alive again, negating last death. Subject has all abilities and enchantments from last life. A dead person must be where they died in order to be resurrected. The dead person may not move, speak or act in order to be resurrected. A person the reaches Nirvana cannot be resurrected, except by the Summon Dead spell.

B9.53 3rd- 1 additional resurrect (total of 2).

B954 4th- 1 additional resurrect (total of 3).

B9.55 5th- 1 heal per game. See notes below. As per the Healer spell, touches wounded person and says:

"Sword cut, spear stab, mace smash arrow jab, let the white light of healing descend on thou.

Sword cut, spear stab, mace smash arrow jab, let the white light of healing stop thy spilling blood.

Sword cut, spear stab, mace smash arrow jab, let the white light of healing mend thy bones.

Sword cut, spear stab, mace smash arrow jab, let the white light of healing close thy wounds.

Sword cut, spear stab, mace smash arrow jab, let the white light of healing restore thy vigor.

Sword cut, spear stab, mace smash arrow jab, the white light of healing hath healed thou." once. Person's wound is healed. May be used on self.

B.56 6th- Immunities extend to a 10 ft. radius once per game.

B9.6 Notes: Just because he is a paladin does not mean he is a nice guy.

B9.7 Number of Lives: 4

B9.8 Immunities: paladins are immune to all Wizard spells except the following- Iceball, Magicbolt, Lightning Bolt, and Sphere of Annihilation.

#### B10.0 Scouts

B10.1 Garb: Green tunic or visible green sash.

B10.2 Weapons: May use either a short bow or long sword. They may use any short weapon, under 3 feet, except flails. Any and javelins are allowed.

B10.3 Armor: maximum 3 pts. may be worn.

B10.4 Shield: Small.

B10.5 Levels:

B10.51 1st-

a. One First Aid per life.

See notes below. May only be used on self once per game.

b. Cannot become Lost, see Healer spell. Scout has innate sense of

a. Two First Aids per life, see notes below. Still, only one may be used on self per game.

b. Stun arrow or Fire arrow once per life. See notes below.

B10.53 3rd-

a. Obtain information from a subdued person once per life.

b. Cure poison on self once per life.

B10.54 4th-

a. Tracking once per life.

b. Heal self twice per game from First Aids normally allotted.

B10.55 5th-

a. Entangle trap twice per game.

b. Cure poison on another person once per game.

B10.56 6th-

a. Carry two enchantments once per game.

b. Use of longbow or crossbow in place of shortbow or longsword.

B10.6 Notes:

B10.61 First Aid- This is a skill and is non- magical in nature. the scout can give limited healing to an injured person. the scout will be granted one bandage for each person he can heal, 1 or 2. With these bandages the scout can temporarily heal a wound. The scout must tie the bandage (white cloth) to the wounded limb and recite the Healer's Heal spell (see X0.0). the wounded limb is healed with these restrictions:

a. If used in combat the wound will return after 100 count from when battle is started or when battle is over, whichever comes first.

b. If wound is a leg and the subject run, the wound will return after a 100 count.

Any limb may be used for anything else (carrying something, walking, etc.) but will be under the restrictions above until healed be a healer. If the scout has used his bandages and they are being worn, the scout may not do first aid until he regains his bandages.

B10.62 Stun arrow- (Grey ribbon) Charged by saying " Stun Arrow " x 5. Treat as a subdual blow. See Section D1.0.

B10.63 Flame Arrow- (red ribbon) Charge by saying "Flame Arrow" X5.If an unprotected shield is hit with this arrow the shield must be patted face down on the ground 5 times. [ what else?- A.]

B10.64 Information- A subdued person must answer a single yes/no question posed by the scout.

B10.65 Cure poison- This is a skill, and is non-magical. Scout says

**B10.66 Tracking-** May ask one question about a specific game effect, such as "Who passed the area." or "Where is an object hidden" and the like. Reeves, Dead People, Neutral monsters and mundanes may be questioned. If participants, subjects must answer to the best of their ability. this is not a magical ability and is unaffected by magic. Whilst tracking, scouts are immune to all assassin snares and traps.

**B10.67 Entangle-** Range of 20 feet. Scout must say " May mother nature bind thee." x 2. The subjects feet are bound in one position. The subject legs must be struck 10 times with a blue weapon. This is not a magical effect, the scout is assumed to have maneuvered the victim into an area of uncertain footing.

**B10.7 Number of Lives:** 4

**B11.0 Warriors**

**B11.1 Garb:** No special garb is required. True warriors do not need colors to be recognized.

**B11.2 Weapons:** Any melee weapon. Javelins at 3rd level.

**B11.3 Armor:** 4 points at 1st, 6 points at second.

**B11.4 Shield:** Any

**B11.5 Levels:**

**B11.51 1st-** 5 lives total

**B11.52 2nd-**

a. Up to six points armor.

b. Sharpen Blade once per game. See notes below.

**B11.53 3rd-**

a. 1 additional life, 6 lives total.

b. May use javelins.

**B11.54 4th-**

a. Harden shield once per battle.

b. Sharpen blade once per life.

**B11.55 5th-** Repair once per life.

**B11.56 6th-** +1 point to any armor worn.

**B11.6 Notes:**

**B11.61 Sharpen Blade-** A non- magical bladessharp/ bludgeon that only works against armor. Makes any one point weapon do 2 points of damage against armor. Makes any 2 point weapon do 4 points against armor.

**B11.62 Harden Shield-** Makes the shield impervious to all attacks except magic and siege weapons. Requires a strip of blue cloth. Shields can normally be damaged by red weapons.

**B11.63 Repair-** May fix a weapon, shield or one point of armor. Requires a 100 count and can only be done on personal equipment.

**B11.64 +1 to Armor-** Simulates higher quality equipment. The person must actually be wearing armor to

**B11.7 Number of Lives:** 5 at 1st. 6 after 3 rd.

**B12.0 Wizard**

**B12.1 Garb:** yellow belt or sash. Long robes, hoods and magical devices are encouraged.

**B12.2 Weapons:** Any one handed, non-hinged weapon under 4 ft. in length, staff, spear or dagger. Note that use of weapons will deduct from available magic points. See section G44.6.

**B12.3 Armor:** None.

**B12.4 Shield:** None.

**B12.5 Levels:** Magic. See section G44.8.

**B12.6 Notes:** Wizards are not people to insult lightly.

**B12.7 Number of Lives:** 4

**B13.0 Guildmasters-** In some lands, Guildmasters have extra powers in addition to those already listed. Every land seems to be different, but these following two are accepted norms.

**B13.1 Druids-**

a. Extra Pass without trace per game.

b. 1 additional life.

**B13.2 Scouts-**

a. 1 additional life.

b. Five points of druidic magic, level 1st or 2nd.

**B13.3 Note:** The Iron Mountains does not recognize any Guildmaster special powers, The honor of being Guildmaster is rewarding enough.

**C0.0 Non-Fighting Classes-** If you do not want to fight but wish to participate in a battlegame there are ways to do so. These following classes have no "powers", per se, but can be involved and influential nevertheless.

**C1.0 Reeves**

**C1.1 Garb:** Gold tunic, headband or sash.

**C1.2 The reeve** is a referee for the battlegame, He should be impartial, fair, have a good eye and be well versed in the rules. The reeve has the last say in any decision in a battlegame. The reeves do not fight and should not be hit or touched in an offensive manner. Biased, unfair, or incompetent reeves shall be dealt with by the Guildmaster of Reeves.

**C2.0 Page**

**C2.1 Garb:** Page has the option of wearing his master's device. Otherwise no requirements.

**C2.2 Pages** are non-fighting servants used for equipment retrieval, relaying messages, getting water, tying the shoes of a heavily armored person, or whatever.

**C3.0 Color**

**C3.1 Garb** is simply encouraged, no requirements.

**C3.2 Colors** are people who improve the

garbers, crazed hermits, wenches, disguised photographers, jesters, jugglers, men named "Bob", merchants, vagabonds, or whatever.

#### **C4.0 Rules concerning Non-fighters.**

**C4.1 Non-fighting classes** are just that, non fighting. They may not be attacked or touched in a hostile manner. By the same token, non-fighters may not carry weapons, handle flags, retrieve equipment during a scrimmage, or otherwise directly influence the game.

#### **D0.0 Damage and You**

**D1.0 Subdual-** Any person may be subdued, that is, rendered "unconscious", with the exception of Barbarians and certain monsters. In order to subdue an attacker must say subdue before striking a slashing blow, no thrusts. If the subdual blow strikes a limb the limb is unusable for a 300 count, a subdual blow to the torso or a second limb, if the first limb is subdued or wounded, knocks the person unconscious for a 100 count (60 seconds). A person may be subdued 5 times, any more times will result in death.

**D2.0 Prisoners-** Anyone that is subdued, or a victim of a Yield spell, may be taken prisoner. A prisoner has the option cooperating with their foe, and walk when they are "carried" and play at "being tied". Or the prisoner can be difficult and require his foes to carry him and actually bind him. The difficult prisoners' captors that carry and bind him may make him uncomfortable but may not cause him pain or injury. The prisoners' weapons and other equipment must be kept within 10 ft. of his body. Rescued prisoners that are still "unconscious" must finish their count.

**D3.0 Wounds-** A person with no armor (see F4.0) is damaged as follows in regular combat.

**D3.1 Head-** Out of bounds; will not count as a hit. Head shots are painful and are discouraged. Blows to the neck are also illegal

**B3.2 Arm-** A hit to the arm results in loss of use to that limb. A struck arm should be kept behind your back. A second hit to the same arm results in death, see D5.0 below. Amtgard has the assumption the first hit disables and the second hit removes the arm.

**B3.3 Leg-** A hit to the leg results in the loss of that leg's use. Drop to one knee. Any subsequent hits to that leg will have no effect with the exception of magic. Amtgard has the assumption that the leg is ground beef after one hit and not capable of significant further damage. Crawling, dragging oneself, being carried etc. are the only ways of moving with a wounded leg. see X0.0. You may make a

short spring at an opponent with your good leg.

**B3.4 Torso-** Death, see D5.0 below,

**B3.5 Hands-** A hit to the hand will count as an arm shot, unless that hand is a weapon. Amtgard's theory is that most weapons have a guard on them.

**B3.6 Feet-** If a foot is hit while it is off the ground, then the hit counts as a leg. If the foot is hit while it is on the ground, then the hit does not count.

#### **B3.7 Notes:**

**B3.71** Any two limb shots count as death, see D5.0 below.

**B3.72** Shots that only strike garb, equipment, or a person's grounded foot do not count as hits unless said items blocked a blow that would have struck a combatant. Garb, equipment, sheathed or unused weapons, etc. are not shield and do not count as armor.

**B3.73** Blows that nick of lightly glance off of a target do not count as hits. Call "light" if you feel a shot did not connect. Any shot that stops or any shot that hits and then deflect at an angle is considered a hit. Please note that by calling a shot "light" that you may be asking your opponent to strike you harder.

**B3.74** The chain portion of a flail, weapon hafts and hilts are not legal striking edges and do not count as such.

**D4.0 Lives-** A person normally has 4 lives a game. Exceptions are noted under the class level descriptions. A person comes to life at his base, see D5.3 below. After a persons' last life is expended they are out of the game.

**D5.0 Deaths-** Any torso hit or second limb hit is death. In a ditch battle( See X0.0) this means you are out until the next round. In a Battlegame (see X0.0) you have lost a life.

**D5.1** After dying report to Nirvana, if one is being used in the game. If there is no Nirvana then report to your base.

**D5.2** The dead person tells the Nirvana reeve that they are dead. The reeve then records your time of entry and will tell you when to depart. No one is to leave Nirvana without the reeve's telling them too. If there is no Nirvana then the player goes to his base and counts slowly to 300. The 300 count is intended to represent 5 minutes, not how fast you can count. This is referred to as "crunch time".

**D5.3** The dead person, after spending his "crunch time", may return to his base and loudly announce he is alive. The person may then resume play normally. If the Homestone relic is in use, a teammate of the relic holder may come alive at the homestones' location rather

D5.41 A person that has just been killed is encouraged be dramatic and get into the spirit of things. A reeve that spots a good death may give a bonus of up to 2 minutes off your "crunch time". By the same token, a reeve may give a penalty of up to two minutes for a bad death.

D5.42 A dead person should remove themselves immediately off the field, especially if there is combat in the immediate vicinity.

D5.43 A dead person should place their weapon on their head and look rather glum so no one confuses them for a live person. Anyone that is Visiting (see X0.0), Teleporting(See X0.0), Pass Planting( See X0.0) is Lost ( see xo.o) etc. may place a weapon on their head for the same reason. Anyone with a weapon on their head should state whether they are dead, lost, etc. if they are questioned or not.

D5.44 A dead person is immune to any battlefield effects.

#### E0.0 General Battlegame Rules

A Battlegame is a mass melee between two sides. See X0.0.

##### E1.0 Battlegame rules

E1.1 Switching classes during a battlegame is not allowed.

E1.2 Weapons may not be used or stolen by anyone unless the owner has given permission to do so. Never handle anyone's personal property without first getting their permission.

E1.3 Switching sides is not allowed unless it's within the scenario.

E1.4 There should be maximum one bow for every 5 people.

E1.5 There should be a maximum one magic using class per 10 people.

E2.0 Battlegame Restrictions- The following activities are strictly prohibited.

E2.1 Grappling with an opponent, shieldbashing, rough or dangerous physical (body to body) contact.

E2.2 Head shots, neck shots, striking with intent to injure.

E2.3 Maneuvering or engaging during a hold.

E2.4 Striking at reeves and noncombatants.

E2.5 Calling a hold to retrieve spent items of derive other advantages.

E2.6 Trying to influence a game while you are dead.

E3.0 Game Etiquette- While not absolutes, the following conditions have stood the test of time and should be observed:

E3.1 Do not use a hold to gather or retain spent equipment or valuable game

team may grant a person the opportunity to pick up his spent equipment.

E3.2 Do not use a hold to avoid a death or to get out of a bad situation.

E3.3 While it is honorable to return the other teams spent equipment (magic items, weapons, expended arrows, etc.) it is not mandatory. Do not delay or stop play to return equipment. Similarly, do not attack someone who is being kind enough to return your own teams items.

E3.4 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, do not use the excuses of returning equipment, a head shot or resolving a dispute to save yourself when the enemy has you dead in his sights. Example- If you are accidentally struck in the face and simultaneously cleaved in two from behind by another opponent, then you are still dead.

E4.0 Garb Restrictions and Expectations- Each class has its own particular garb parameters, see Article .1 under each class description in Section B. In addition, there are certain other garb elements reserved for special cases:

E4.1 White belts are reserved for Knights, see X0.0. A Knight may also choose to trim his white belt with a color particular to their order. Orders and colors are-

Crown- Gold  
Sword- Silver  
Flame- Red  
Serpent- Green

E4.2 Red Belts, not to be confused with sashes or baldrics, are reserved for squires.

E4.3 The Phoenix is the symbol of the Burning Lands. It is generally worn only by Paladins or Anti-paladins. This is true for all realms.

E4.4 A diagonal slash of a guilds distinct color, worn on belt, baldric or tunic is the mark of a class master.

E4.5 Guildmasters are entitled to wear favors with the symbol of their guild.

E4.6 The use of crowns and coronets is reserved for the royalty and nobility, although their retainers may wear the symbol on their garb.

E4.7 Most companies and many individuals choose to register their personal symbols and colors. While not specifically disallowed, it is considered bad form to use another coat of arms without his agreement. Personal symbols and colors should be registered with the Guildmaster of Heraldry.

within the Order of the warrior. Only the crown may give these awards.

**E4.9 Important:** the use and application of good garb is important in creating the right mood of Amtgard battlegames and events. All members are expected to be garbed in period fashion. Newcomers should have their own garb and weapons within a month of having first attended Amtgard. It is easy and inexpensive to fashion a t-tunic or tabard and plenty of people are willing to help. If you have questions about garb or any area of the rules, then all you have to do is ask.

#### **F0.0 Weapons and other Battlegame equipment.**

This section will deal with the various types of personal equipment such as weapons, armor shields and other items that are carried on the field of battle.

##### **F1.0 Weapon types.**

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

**F1.1 Blue** - Smashing and hacking; includes swords, flails, axes, maces ect.

**F1.2 Green** - Thrusting or stabbing; includes daggers, spears, arrows ect.

**F1.3 Red** - Used one or two handed; when used with both hands has the following effect;

**F1.31** Destroys a shield with 3 sold blows.

**F1.32** Double damage to armor (2 points).

**F1.4 Yellow** - Magic or enchanted weapons.

**F1.5 Black** - Throwing weapons; includes knives, throwing axes, shuriken ect.

**F1.6 White** - Weapons that will kill with one hit; includes siege weapons and poison.

**Note** - Yellow, Red and White weapons must be marked with the appropriate color (tape on the hilt or haft will suffice). Other weapons will be marked to clear up cases of confusion.

**F1.7 Short weapons** - Any non-hinged melee weapon under 3ft. in total length.

**F1.8 Long weapons** - Any non-hinged Melee weapon under 4ft. in total length.

**F1.9 Red or "Berserker"** Any non-hinged weapon. usually over 4ft. in

length, must have padded striking edge over 1ft. in length.

**F1.10 Daggers** - under 18in. in total length.

**F1.11 Flails or hinged weapons** - Are only useable by the following classes: Anti-Paladin, Healers, Nomadic Barbarians, Paladins and Warriors. Also, Assassins and Monks may use Nunchuks.

**F1.12 Spears** - These are stabbing only weapons and should not be confused with javelins.

**F1.13 Polearms** - These include Spears but may have a striking edge of at least 1ft. of padding.

**F2.0 Special weapons** - Some weapons have special rules that apply to them.

**F2.1 Flails** - The chain of a hinged type weapon is not a legal striking edge. The "chains" of these weapons must be wrapped in foam with less than .5in of the "chain" exposed at any point. The combined "chain" and striking edge of a flail may not exceed 18in. in length except in special cases approved by the Crown (juggling Flails). The key word is Safety, and potentially dangerous equipment will not be allowed on the field.

**F2.2 Poison** - Will kill the victim of any hit that actually wounds the target. The Poisoned person will die in a 100 count if the poison is not stopped. Poison is stopped by a Cure Poison spell. Only Assassins and 5th+ level Anti-Paladins may use poison. A player may have only one poisoned weapon at a time.

**F2.2 Siege weapons** - A hit from a Siege weapon will kill a player regardless of armor or a shield. 10 hits from a sword or axe will destroy a Siege weapon. Siege weapons may destroy one another with 1 hit. Siege weapons require 3 people to operate them.

##### **F2.3 Special Arrows**

**F2.31 Flame Arrows**- Must have red cloth tied to shaft. Will act as a fireball if it hits a person. Will destroy a shield that is hit if that shield is not tapped on the ground in 5 seconds. Will destroy a siege weapon in two hits. Only 1 Flame arrow may be lit at once. the arrow will remain lit for two minutes before needing to be relit. Usable by Scouts and Archers

**F2.32 Stun Arrow**- Works exactly like a subdual blow. See X0.0. Usable by Scouts and Archers.

**F2.33 Armor Piercing Arrow**- Will ignore any armor point and affect target. Note that a shield will block it and the armor is not destroyed, simply bypassed. Usable by Archers.

**F2.34 Penetration Arrows**- Will ignore any armor struck and harm target.

protected from "name", you armor and weapons are not.

G1.6 If an enchantment has been cast on oneself, it is dispelled when the caster begins to cast other magic. Note that for purposes of the rule rule enchantments such as forcewall, anti-magic, etc. (see G1.4) are considered to be on the area of ground they occupy. Such fixed enchantments do not prohibit the casting of other magic. Exceptions to this rule are wizard Defend and those listed under G1.16.

G1.7 Enchantments must be visible, and announced if asked. Most enchantments will appear as a length of yellow, white or blue cloth worn on the person or item protected. announcing enchantment before engaging a foe is not required, but courteous and cuts down on confusion and arguments.

G1.8 A person must stand still, with both feet planted on the ground, when casting magic, unless otherwise stated or specified in the magic's description.

G1.9 Incomplete or interrupted magic has no effect and does not count as if it were used.

G1.10 Wizards, healers and druids must carry a magic book or scroll with them at all times in order to cast magic. Bards must carry a musical instrument instead of a scroll or book. Exceptions include the wizard spells Hold Person and Wounding and the healer spell Heal.

G1.11 Magic points must be evenly distributed between levels. However, any number of magic points may be deducted from a higher level to be spent on a lower one. Weapon costs are deducted from each level of available magic points. Note that 4th level healer points may be spent on any level and 5th and 6th level magic for healers are bought with 2nd and 3rd level points respectively. "Old" bards do not have a magic point system, "New" bards do. See section I3.0.

G1.12 Relics such as the Sword of Flame are objects of great power. any question of magical superiority will generally be won by the relic.

G1.13 Enchantments cast with an extension must be placed on the affected individual as soon as is reasonably possible.

G1.14 Invulnerability is a magical effect particular to some monsters and to a limited number of enchantments. Each

physical or verbal hit, that is, something that would damage, of any kind.

G1.15 All magic will be listed as either a spell, an enchantment (including fixed enchantments, see G1.6), or a neutral. this distinction can have a great impact on play so please not it carefully. Fixed enchantments follow all general rules for enchantments.

G1.16 A person may only have one of the following in existence at the same time: Killing Grounds, Forcewall, Anti-magic, Circle of Protection, Defend, flamewall, Firetrap. note the Flamewall, firetrap and healer circle of Protection, in addition to the listed wizard examples, are fixed enchantments.

G1.17 Enchantments nullified by death or other means must be removed. fixed enchantment, with the exception of killing grounds, may never be placed before utilization,i.e. no cloth is in sight.

G1.18 Unless they buy Ambidexterity, wizards and druids must cast magic with their left hand. Magical balls, such a lighting balls, ice balls, etc.,may be transferred to the right hand and thrown. Healers and bards may cast magic with either hand.

G1.19 Spells completely cast and enchantments discharged are considered used, even if they were in effective against their targets, The same is true for all class abilities.

G1.20 Magical balls, once cast, are charged for two minutes. If unused, they must be recast before utilized. The cost for these lightning bolts, entangle balls, etc. is for the number that can be cast and thrown at the same time. Example: Magic balls cost one point each, the cost of two magic bolts is two magic points.

G1.21 The only magic which may be cast more than once at the same time on the same person are Protection, Protect and Stoneskin.

G1.22 When hit with a magic ball of any type, all hits count except head or throat shots. this includes foot shots, tail hits and grazes. A hit to the hand holding a weapon destroys or otherwise affects the held weapon.

G1.23 In the event of a conflict which is not directly covered by the rules, the higher level magic is considered more powerful. If the magic is of the same level, the the defensive is more powerful.

G1.24 In case of confusion or contradictions, then the specific magic description should be the final source. Use your common sense when ironing out problems.

G1.25 The reeve's word is final. If what looks like 30 ft. to you is determined by the reeve to be 60 ft., then it is 60 ft.. If you feel the reeves are not good judges of distance, bring a reliable measure with you.

## G2.0 Magic Definition

G2.1 Magic- Refers to any game activity which is magical in nature.

G2.2 Spell- A magic which has a direct and immediate effect.

G2.3 Enchantment- A magic which has a lasting effect on the wearer.

G2.4 Fixed Enchantment- A magic which has a lasting effect and is cast on an area of ground. Fixed enchantments must constantly draw power from the person who cast them, so they may only have one active at a time, and it permanently disappears when its caster dies. Does not prohibit the caster from carrying a normal enchantment.

G2.5 Neutral- A magic which alters the nature of that on which it is cast. Neutrals cannot be dispelled, and a person may have more than one of these operating at the same time.

G2.6 Magical Ball- Anything charged and thrown by a magic using class. An unlimited number may be carried. Exception- only one Sphere of Annihilation may be carried.

## G3.0 Magic Clarification

G3.1 Under the notes sections of many magics it lists those classes which are immune to that magic. As the classes' and their immunities evolve, immunities in the magic section will correspondingly be added or deleted.

G3.2 Neutral magic may never be dispelled. This includes ambidexterity, bend, extension, warskill, advancement and extra magic points. Visit, messenger and other classes' magic-like abilities are also not allowed to be dispelled.

G3.3 Liches are undead and magical creatures. Zombies and mummies are undead and diseased. Lycanthropes are diseased.

G3.4 Enchanted weapons (other than enchantments that are defensive, such as Harden) may be affected by Heat weapon, warp wood, curse weapon and magical balls. Note that relics do not possess any qualities that are not listed under their descriptions.

G3.5 Enchantments may not be dispelled.

G3.6 Paladins and Anti-paladins are immune to most wizard spells, but not their enchantments. Barbarians and Samurai may not carry enchantments.

G3.7 Cure disease will turn an undead creature or lychanthrope back to human. Resurrect will not. Protection from disease will protect a person from conversion to these creatures for one life.

G3.8 Stone to flesh will negate petrify. A heal spell will alter the effects of a Druidic Stone to Flesh to that of Iceball.

G3.9 Lightning in any form is considered to be a type of flame. Protection from Flame is proof against a Flamewall. Protection from magic is not. Both are proof against a Fire Trap.

G3.10 Mend will not negate the effects of Heat Weapon or Curse Weapon.

G3.11 Red weapons, Enchanted weapons of any type, relics, arrows and touch of death will destroy a bless, barkskin or protection without killing the wearer. The Dagger of Infinite Penetration will kill them.

G3.12 Projectile weapons is not proof against magic bolts (or, for that matter, any other kind of magical balls). The magic bolt spell may be blocked and parried just like any normal throwing weapon, but doing so will affect the blocking shield or parrying weapon.

G3.13 Dispel Magic will cancel Protection from Magic. It does not block class abilities or skills. Nor does it affect the following: Neutral magic of any type, any spell or enchantment already discharged (healing, etc.), commune visit, messenger, teleport or passplant in action of being completed, transform, reincarnation, lost, Banish, Honor Duel victory passage. Dispel Magic can cancel Anti-magic if cast outside but within 20 ft. of the periphery of the Anti-magic circle.

G3.14 Defend or Protection from Magic will not save a wizard from his own killing fields or mutual destruction.

G3.16 Game effects that allow questions of dead people (scout tracking, talk to dead, etc.) must be asked in a "yes or no" format.

G3.17 Weapons or equipment carrying an enchantment are often refereed to as enchanted weapons. this should not be confused with the wizard enchantment: Enchant Shield or Enchant Weapon.

#### G4.0 Magic Using Classes

##### **G41.0 Bards**

G41.1 Garb: Blue sash, baldric, tunic, or whatever. Motley and bright colors encouraged. A bard must carry a musical instrument.

G41.2 Weapons: Any single handed sword, dagger or staff.

G41.3 Armor: None

G41.4 Shield: Small

G41.5 Levels: Pitiful. Although Bardic abilities are magical in nature, they do not use a magic point system as do the other magic wielding classes. Note that bards must have a musical instrument with them at all times.

G41.51 1st-

a.Presence(neutral)-

Unlimited

b.Visit(neutral)-

Unlimited

c.Charm(Spell)- 1/Life

G41.52 2nd-

a.Truth(Spell)- 1/Life

b. Legend(Spell)- 1/Life

G41.53 3rd

a. Either 1 additional Charm or Legend spell.

G41.54 4th-

a. Lore(Spell)- 1/Life

b.Emotion Control (enchantment) - 1/Life

G41.55 5th-

a. Mimic (neutral)- 1/battle

G41.56 6th-

a. Druid Magic- See notes below.

G41.6 Notes: The bard is a poor soul, characterized by an unimaginative spell system and thoroughly underpowered. The obvious child of someone with a poor sense of humor. Luckily, this entire section has been rewritten by a man of genius, creativity and great sexual proweress. See section I3.0.

G41.61 Presence- Due to the respect and awe for the position, all barbarians except berserkers will not harm a bard. Also, due to "professional" respect, all druids and monks of a lower level than a bard will not attack him. the drawback here is that no bardic magic

barbarians. The exception is 6th level druidic magic.

G41.62 Visit- A bard may enter and sit an enemy's base for as long as he likes, talking with and entertaining the enemy. Neither the bard nor the enemy may make any hostile moves toward one another during this time. the bard must declare when he is leaving and must then return to his base before doing anything else. Visit ends when he reaches his base. to initiate Visit the bard must loudly declare "Visit" and then count to 200. He may be attacked before the count is completed. Note that most monster will not respect a bardic visit.

G41.63 Charm- Range is 20 ft. A short poem (15-20 words) must be spoken and the bard may make a single reasonable request (go touch a green book in the library, etc.) of the victim. the bard may not force his victim into danger and the victim may defend himself. Having completed the task, the victim is free to carry on as he will.

G41.63 Truth- Range is 20 ft. A short poem must be said and the bard may ask a single "yes or no" question of the victim which the victim must answer truthfully. The victim cannot be harmed while answering the question.

G41.64 Legend- Range is 20 ft. A short poem must be spoken. the bard and victim then move to an out of the way place within 100 yards from where the spell was cast of the bards choosing. The bard will perform for him there. The bard and the victim cannot be attacked by anyone within a 20 ft. radius. The bard may defend himself, but at the cost of cancelling the spell. Additional people that approach within 20 ft. may also approach within 20 ft. may also be snared up to a number of victims equal to the bards level (3 at 3rd level, etc.). These victims may be slain, but only at the cost of the bard losing his visit power for the rest of that game day. Not usable within 20 ft. of a base.

G41.65 Lore- Same as Truth, but the bard may continue to ask "yes or no" questions of the victim until he receives a "no" answer. Reeves may also choose to grant the bard one small piece of useful information per game to further define the "lore". Very useful for quests and special scenarios.

G41.66 Emotion Control- Requires a white strip of cloth to be put on the recipient. The bard states "emotion control" x5, and ties on the enchantment to the person (not usable on self). The bard immediately specifies which one of the following applies to enchanted person.

a. Berserk- as per barbarian ability

c. Immunity to subdual- as per the barbarian ability

d. Immunity to Fear, Confusion and other emotional attacks.

e. Confidence- the person may utilize his own class abilities as if he were one level higher that he actually is for a period of time not to exceed 30 minutes.

G41.67 Mimic- the person may utilize any non-magical abilities of any other class at 1st level. Restricted to one class only and must be announced. Example: use the 4 points armor and melee weapons of a 1st level warrior for one life.

G42.68 Druid magic- Spells only, no enchantments. May use 5 points of Druid magic from any level, 1st through 6th. Do not figure in weapons cost for these points.

G41.7 Number of Lives: 4

G41.8 Immunities: Heckling.

#### G42.0 Druid

G42.1 Garb: Brown robe, sash or belt.

G42.2 Weapons: Any non-hinged melee weapon except Red class weapons types. A shortbow is also allowed. Please not weapon use will deduct from magic points, see x0.0

G42.3 Armor: None

G42.4 Shield: Small, will deduct from magic points, see G42.6.

G42.5 Levels:

LEVEL	POINTS	MAGIC
1st	5 magic points	1st level
2nd	10 magic points	2nd level
3rd	15 magic points	3rd level
4th	20 magic points	4th level
5th	25 magic points	5th level
6th	30 magic points	6th level

G42.51 1st- 3 total lives

G42.52 2nd- 1 additional life. Total of 4.

G42.53 3rd- Pass without trace- Druid says "Pass without Trace" x3. Druid is allowed to travel safely back to his home base. Usable once per game.

G42.54 4th- Immune to Poison- Druid is unharmed by Poison weapons. See sections B1.63 and/or B3.61.

G42.55 5th- Immune to Woodland Charm- I have been in Amtgard for one and a half years and have absolutely NO idea what this means. I suspect it has something to do with monsters, such as dryads and such.

G42.56 6th- Immune to Sleep- The druid is immune to the Healer and Bardic Sleep and Mass Sleep spells.

G42.6 Weapons cost:

Long	4ft.	2
Spear	-	2
Staff	-	1
Staff, Def.	-	0
Dagger	1 1/2 ft.	0
Buckler	1 sq. ft.	1
Shield	3 sq. ft.	2
Bow	No XBow	4

G42.7 Number of Lives: 3 at 1st level, 4 at 2nd level.

G42.8 Immunities: Immune to poison at 4th, Immune to Woodland Charm 5th, Immune to Sleep at 6th.

#### G42.9 Magic Table

Spell	Type	Uses	Cost	Max
<u>1st level</u>				
Cancel	S	UNL	0	-
Cure Poison	E	1/L	1	4
Entangle	S	UNL	2	4
Heal	S	1/L	2	6
Heat Weapon	S	1/L	1	4
Shillelagh	S	1/B	1	4
Warp Wood	S	1/L	1	4

#### 2nd level

Barkskin	E	1/B	1	4
Cure Disease	S	1/L	1	4
Magic Arrow	E	1/B	1	4
Mend	S	1/L	1	4
Paralyzation	S	1/B	1	4
Thornwall	E	1/B	1	4

#### 3rd level

Ambidextrous	N	UNL	2	-
Confusion	S	1/B	1	4
Extension	S	1/B	2	4
Plant door	S	1/L	1	4
Protect/Disease	E	1/B	2	4
Protect/Flame	E	1/B	1	4

#### 4th level

Call Lightning	S	1/B	1	4
Commune	S	UNL	2	-
Flamewall	E	1/B	1	4
Silence	E	1/B	1	4
Shatter	S	1/B	1	4
Stoneskin	E	1/B	2	4

#### 5th level

Flameblade	E	1/B	2	2
Flesh/Stone	S	1/B	1	4
Passplant	E	1/B	1	4
Stone/Flesh	S	1/B	1	4

#### 6th level

Finger of Death	S	1/B	1	4
Feeble mind	S	1/B	2	2
Firetrap	E	1/B	1	4
Reincarnation	E	1/B	2	2

#### G42.10 1st level

Cancel

T: Spell

R: 50 ft.

I: Repeat "I cancel my spell" x2.

E: Negates any spell the caster cast previously.

N: May be used on spell balls

L: May only be used on own spells, no one else's

T: Enchantment

M: White cloth

I: Chant "Cure Poison" x10 whilst tying cloth onto person.

E: Makes the person immune to the first poisoned hit against them or may be used within the poison 100 count to cure a poisoned person.

N: Not a heal spell, wounds remain after this spell is cast.

### Entangle

T: Spell

M: White Padded "Entangle" ball

I: Hold ball in left hand; repeat "Entangle" x5.

E: Person hit is entangled for a 300 count. If the person is hit by a Fireball they are free, if they are hit by two Fireballs simultaneous, they are dead.

N: Barbarians are immune to this spell.

### Heal

T: Spell

R: Touch

M: Wounded person

I: Healer touches wounded person and says:

"May the power of nature and light allow thee to heal.

May the power of nature and light stop thy spilling blood.

May the power of nature and light mend thy broken bones.

May the power of nature and light close thy painful wounds.

May the power of nature and light restore thy depleted strength.

By the power of nature and light, Thou hath been healed." once.

E: Person's wound is healed.

N: May be used on self.

### Heat Weapon

T: Spell

R: 20 ft.

I: Repeat: "By the power and might of the sun, I heat that weapon. (Be specific as possible.)" x 2.

E: The weapon is considered useless for a 300 count or 5 minutes.

L: Only works against weapons; not armor and shields.

N: A Mend spell will not restore the weapon, however, a "new one" may be obtained from Nirvana or the Flag.

### Shillelagh

T: Enchantment

I: Repeat "Harden this weapon." x 10.

E: If the weapon is normally a one point, blue weapon it becomes a two point, red weapon. If it is usually a red weapon it becomes a four point weapon and destroys a shield in two hits, destroying the shield arm on the second hit.

### Warp Wood

T: Spell

R: 20 ft.

I: Repeat: "By the power of nature, I warp that (object)" x2.

E: Item is considered useless until Mended, Dispelled or a new one retrieved from base.

L: Only work on objects made of wood Arrows, bows, spear hafts, axe handles and so on. Please note that most medieval shields were made of wood.

### G42.11 Second level

#### Barkskin

T: Enchantment

M: Person, yellow cloth, piece of bark

I: Touch person with bark; repeat "May nature protect thou" x5; attach cloth.

E: Will give person one point armor on all parts of the body.

L: It is possible to gain 4 points of armor by this spell. the protection is only from physical attacks and cannot be used with other armor. Shields may be used.

#### Cure Disease

T: Spell

R: Touch

M: Corpse of undead or like creature

I: Healer touches creature and chants "I cure thy illness" X5.

E: converts diseased or undead creature (Zombies, werewolves, vampires, mummies, daddies, etc.) into a human being.

N: Is not a resurrect spell, person is still dead and must come back to life. If monster has no fighting class it was before becoming a monster, then it may become a first level, non-magical, class of the subjects choosing provided he still has lives.

#### Magical Arrow

T: Enchantment

M: Arrow, yellow ribbon.

I: hold arrow in left hand; Repeat "May this arrow strike true." x5; tie ribbon to arrow.

E: This spell may be stack up to four times on the same arrow. For each level of this spell, it will destroy one more point of armor than normally done by bow type. Will destroy a shield with three hits, as per red weapon, if Level 1 or 2. Will destroy a shield in two hits, second destroying an arm, if Level 3 or 4.

#### Mend

T: Spell

R: Touch

I: Druid touches object and chants "May this be whole again." x 10.

armor on one location on the body or a destroyed weapon.

L: May not be cast on a currently fireball heated weapon, a cursed weapon or the like. Items, but not locations, may be Mended.

N: If an enchanted item is mended, the enchantment is intact.

#### Paralyzation

T: Enchantment

M: Yellow cloth.

I: Hold yellow cloth in left hand; Repeat "Paralyzation" x 10.

E: If the bearer of enchantment touches someone they are paralyzed 150 count if on the body, 400 if on a limb.

L: Will not work through armor, shields or weapons. Barbarians are immune.

#### Thornwall

T: Spell

M: Brown cloth 10ft. long, leaves.

I: Lay cloth in straight line, raise hands in air; Repeat "Thorns come forth" x 10.

Crush and sprinkle leaves.

E: creates 10' long x 10' high impassible wall of sharp thorns.

L: this wall can be destroyed by Dispel Magic, 10 hits with an edged red or blue weapon or a Fireball. If hit by a Fireball the wall is treated as a Firewall for a 100 count.

### G42.12 Third Level

#### Ambidextrous

T: Neutral

E: May cast spells with either hand.

#### Confusion

T: Spell

R: ?

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

E: Barbarians will automatically go berserk and attack Druid for 100 count. warriors and fighter types will attack the nearest creature(s) for a 100 count. Spell casters (non-fighters) will stand confused for 50 count and then wander for 50 count.

L: Monks are immune. Barbarian berserk does not count towards their normally allotted number.

#### Extension

T: Spell

I: Druid says "Extension" and follows with spell.

E: Doubles range of spell, spells with no range are extended to 20 ft.

#### Plant Door

T: Spell

M: Tree

I: Touch tree with both hands; Repeat "Open up and receive a loyal protector of the forest." x5.

E: Druid is assumed to be inside tree. He is considered protected and hidden by said tree. may cast spells, but must touch tree or spells ends.

L: If the tree is hit 10 times by a red or blue weapon, or if hit by a fireball it is destroyed and the Druid is no longer protected. Druid may not fight while spell is in effect.

#### Protection from Disease

T: Enchantment

M: Yellow cloth, subject.

I: Healer chants "I protect thee from disease" x 5 while tying cloth on subject.

E: Subject is immune to all diseases from zombies, werewolves, vampires, etc. for the duration of their life.

N: May be used on self.

#### Protection From Flame

T: Enchantment

M: Yellow cloth

I: Hold cloth in left hand; Repeat "Protection from the element of fire." x10; tie cloth onto person.

E: Subject is immune to all effects of fire, including Fireballs, Firetraps, Firewalls, Lightning Bolts, Flame arrows and flaming consorts.

### G42.13 Fourth Level

#### Call Lightning

T: Spell

R: 20 ft.

I: Raise both hands and repeat. "(Person's name or class) < I call lightning to strike thou." x3.

E: Subject is dead, fried, crispy critter.

#### Commune

T: Spell

M: Tree

I: Touch tree with left hand and repeat. "Commune" x5; Sit down with back touching tree.

E: Druid may not be harmed or harm others.

L: Must be humming or chanting (commune), and cannot be holding a weapon or protection is lost. Cannot be within 20 ft. of a base or flag.

#### Flamewall

T: Enchantment

M: Red cloth 10' long. Sand or glitter (sulfur).

I: Lay cloth in straight line, raise hands and repeat: "By the might of nature, I call forth a flaming wall." x5. Sprinkle sulfur to taste.

E: Creates a 10' long x 10' high

protected who touches or crosses it will be incinerated.

L: Can be dispelled by Dispel Magic. Wall will not stop missile weapons or spells.

N: Paladins and Anti-paladins are immune.

### Silence

T: Enchantment

M: 25' measure, markers for radius.

I: Set up markers, stand in middle with both hands above head and repeat "May no form of sound, speech or noise be heard in this place." x5.

E: NO speech (talking or spell casting is allowed in the spell's radius.

L: May be dispelled.

### Shatter

T: Spell

R: Repeat "By the power of nature, I destroy that (object)"x3.

E: Object is completely destroyed.

L: MY only be repaired by Dispel Magic. Does not affect Bases, Game items or enchanted shields.

### Stoneskin

T: Enchantment

M: Person, yellow cloth, small polished stone.

I: Touch person with stone and repeat "May nature protect you from all forms of attack." x5.

E: For each level of this spell it will give 1 point of armor and Invulnerability, thus, all hits will do one point of damage.

L: similar to Barkskin spell. Cannot be used with other armor. Shield may be used.

### G42.14 Fifth level

#### Flameblade

T: Enchantment

M: Red or yellow cloth. Edged weapon (blue or red). Sand or glitter (sulfur).

I: Tie cloth to weapon and repeat "Flameblade" x 10. Sprinkle sulfur over weapon.

E: If the weapon is normally a one point, blue weapon it becomes a two point, red weapon. If it is usually a red weapon it becomes a four point weapon and destroys a shield in two hits, destroying the shield arm on the second hit.

Also has fire abilities. Negates Iceball effects by touch and the weapon itself is immune to fireball and heat weapon spells.

#### Flesh to Stone

T: Spell

M: Grey padded "Petrify" Ball.

I: Hold ball in left hand and repeat

L: spell stays in effect until a Dispel Magic or Stone to Flesh is cast. A heal spell will turn a Petrify into an Entangle spell. If the ball hits the Shield of Reflection, the Druid is turned to stone. Barbarians are immune.

### Passplant

T: Enchantment

M: Departure tree, arriving tree.

I: Repeat "Passplant" x5 at initial departure tree; Repeat "Arriving"x5 at final arrival tree.

E: Person is transported from one tree to one other tree within game boundaries. They may not be harmed during a transfer.

L: Must have location in mind, must tell reeve if asked. Must go straight to destination unless being watched or followed, then may take a roundabout path.

### Stone to Flesh

T: Spell

R: Touch

M: Petrified (stoned) person.

I: Druid holds left (off) hand in air and chants "Stone to Flesh" x10 whilst touching victim.

E: Person is no longer petrified.

### G42.15 Sixth level

#### Feeblemind

T: Spell

R: 50 ft.

I: Point at victim and repeat "By the power of my mine, I confuse and erase yours." x3.

E: Victim may not cast spells or use any abilities of their class, except fighting, which is primeval instinct.

L: Death of Dispel Magic removes effect.

#### Finger of Death

T: Spell

R: 50 ft.

I: Point at victim and repeat "I call for your death." x5.

E: Victim dies.

L: Monks are immune.

#### Firetrap

T: Enchantment

M: 10' diameter red cloth, sand or glitter (sulfur)

I: Lay cloth out and repeat "By the power of nature and the fire of the earth I protect this area from intrusion." x5. sprinkle sulfur.

E: Anyone not protected who enters area is killed.

L: May be dispelled

N: does not affect Paladins or Anti-

## Reincarnation

T: Enchantment

M: Dead person, Monster handout, appropriate garb.

I: Repeat "I call thy spirit back from the realm of death, inherit this new form and serve me until your destruction" x3.

E: Person now plays as a monster for one life.

L: Only certain monsters are used. these are; lizard man, Dryad, Unicorn, Giant, siren, Troll, Centaur, Brownie or pixie.

### **G43.0 Healers**

**G43.1 Garb:** Red sash or baldric, Holy symbols and devices are encouraged. Please note that red belts are reserved for squires.

**G43.2 Weapons:** Any single handed melee weapon under 4 feet in length, including flails and other hinged weapons, staves and daggers. No Red class weapons. Note that use of weapons will deduct from the Healers magic points.

**G43.3 Armor:** None.

**G43.4 Shield:** Small or Medium, will deduct from total magic points.

**G43.5 Levels:**

LEVEL	POINTS	MAGIC
1st	10 magic points	1st level
2nd	20 magic points	2nd level
3rd	30 magic points	3rd level
4th	2 xtra points	1-3rd level
5th	take from 2nd pts.	5th level
6th	take from 3rd pts.	6th level

Healers have no 4th level spells as other classes do. Rather, they get 2 extra points at 4th. Points for 5th level spells come from their 2nd level points and points for 6th level spells come from their 3rd level points.

**G43.6 Weapons cost:**

WEAPON	LENGTH	COST
Short (e)	3 ft.	4
Short (ne)	3 ft.	3
Long (e)	4ft.	5
Long (ne)	4ft.	4
Staff	-	3
Staff, Def.	-	0
Dagger 1 1/2 ft.	0	
Buckler	1 sq. ft. 1	
Shield	3 sq. ft. 2	
Shield	5 sq. ft. 3	

e= Edged weapon

ne= Non-edged weapon

**G43.7 Number of Lives:** 4

### **G43.8 Healer Magic Table**

Spell	Type/Uses/Cost/Max
<u>1st level</u>	
Cure Poison	E 1/L 1 4
Heal	S UNL 0 -
Lost	S 1/B 1 4
Mend	S 1/L 1 -
Mute	S 1/L 2 4
Talk to Dead	S 1/B 1 -
<u>2nd level</u>	

Cure Disease	S	1/L	2	4
Curse Weapon	S	1/B	1	4
Entangle	S	UNL	1	4
Heal Extend	S	1/L	1	-
Sleep	S	1/L	2	4
<u>3rd level</u>				
Mass Sleep	S	1/B	1	1
Protect	E	1/B	1	4
Resurrect	S	1/B	1	8
Stun	S	1/L	1	2
Wounding	S	1/L	1	2
Yield	S	1/B	2	4

**4th level-** Healers gain an additional 2 points in lieu of 4th level spells.

### 5th level

Extension	N	1/B	2	4
Protect /Death	E	1/B	1	4
Summon Dead	S	1/L	1	-

### 6th level

Circle /protectE	UNL	2	-
Dispel Magic S	1/B	1	-
Teleport E	1/B	1	4

### G43.9 1st level

#### Cure Poison

T: Enchantment

M: White cloth

I: Chant "Cure Poison" x10 whilst tying cloth onto person.

E: Makes the person immune to the first poisoned hit against them or may be used within the poison 100 count to cure a poisoned person.

N: Not a heal spell, wounds remain after this spell is cast.

#### Heal

T: Spell

R: Touch

M: Wounded person

I: Healer touches wounded person and says:

"Sword cut, spear stab, mace smash arrow jab, let the white light of healing descend on thou.

Sword cut, spear stab, mace smash arrow jab, let the white light of healing stop thy spilling blood.

Sword cut, spear stab, mace smash arrow jab, let the white light of healing mend thy bones.

Sword cut, spear stab, mace smash arrow jab, let the white light of healing close thy wounds.

Sword cut, spear stab, mace smash arrow jab, let the white light of healing restore thy vigor.

Sword cut, spear stab, mace smash arrow jab, the white light of healing hath healed thou." once.

E: Person's wound is healed.

N: May be used on self.

#### Lost

I: Healer chants "I make thee lost" x5  
E: Subject must go back to their base or nirvana, whichever is farthest away, before they can do anything else.  
The person may not attack or be attacked during this time or take any other action affecting the game.  
L: Does not affect Scouts, Barbarians or other teammates.

### Mend

T: Spell  
R: Touch  
I: Healer touches object and chants "May this be whole again." x 10.  
E: Damaged item is repaired. This can include a destroyed shield, a point of armor on one location on the body or a destroyed weapon.  
L: May not be cast on a currently fireball heated weapon, a cursed weapon or the like. Items, but not locations, may be Mended.  
N: If an enchanted item is mended, the enchantment is intact.

### Mute

T: Spell  
R: 20 Ft.  
I: Healer chants " (Person's Name or Class Name), I silence thee." x 10.  
E: The subject cannot speak or cast magic for a 100 count.

### Talk to Dead

T: Spell  
R: Touch  
I: Healer touches a dead person and chants "Speak to me." x 10.  
E: Person must answer one "yes or no" question truthfully.

### G43.10 2nd level

### Banish

T: Spell  
M: Undead creature (ghost, zombie, my prom date, etc.).  
I: Healer chants "I banish thee monster." x 5.  
E: Monster is "stunned" for a 500 count. Monster may not attack or be attacked or otherwise affect the game.  
L: Will only affect undead creatures  
N: Creature does not lose life.

### Bless

T: Enchantment  
M: White cloth and item of garb(tunic, robe, breeches, exciting lingere, etc.).  
I: touch item of garb and repeat "I bless thee" x5 whilst tying cloth on garb.  
E: Subject is immune to first hit, excluding magic.  
N: Immunity applies only to areas covered by item of garb.

### Cure Disease

T: Spell  
R: Touch  
M: Corpse of undead or like creature  
I: Healer touches creature and chants "I cure thy illness" X5.  
E: converts diseased or undead creature (Zombies, werewolves, vampires, mummies, daddies, etc.) into a human being.  
N: Is not a resurrect spell, person is still dead and must come back to life. If monster has no fighting class it was before becoming a monster, then it may become a first level, non-magical, class of the subjects choosing provided he still has lives.

### Curse Weapon

T: Spell  
R: 20 ft.  
M: An opponents weapon, must be visible.  
I: Chant "I curse that weapon" X 5  
E: Weapon is useless for a 300 count.  
L: Weapon is unaffected by a Mend spell.

### Entangle

T: Spell  
M: Padded, brown entangle ball  
I: Hold ball and chant: "Entangle" x5  
E: A direct hit to a person or their equipment will entangle them in place for a count of 300 or until they are freed by a fireball. They may neither fight nor be harmed. Two fireballs will kill them.  
N: Barbarians are immune to this spell.

### Heal Extend

T: Spell  
R: 20 ft.  
I: Healer says " Extension" and follows with heal spell.  
E: Gives the Heal spell a range of 20 ft.

### Sleep

T: Spell  
R: 20 Ft.  
I: Healer chants "Listen and let the fighting cease, close your eyes and rest in peace." x 2.  
E: Victim must lie down and sleep for a 300 count.  
N: A sleeping person may not be killed.

### G43.11 3rd level

### Mass Sleep

T: Spell  
R: Sight  
I: Repeat " Mass Sleep 1, Mass Sleep 2, Mass sleep 3..." through 400.  
E: Everybody (both teams) within sight of the Healer is asleep for a 300 count.  
N: Sleeping people may not be killed.

### Protect

I: Healer chants "May this magic protect you" whilst tying cloth on subject.  
E: Negates first hit, including magic.  
L: Not good against verbal attacks.  
N: May be simultaneously cast with more Protection spells, a maximum of four per subject.

### Resurrect

T: Spell

R: Touch

M: Dead person

I: Healer touches person and says:

"Sword cut, spear stab, mace smash arrow jab, let the white light of healing descend on thou.

Sword cut, spear stab, mace smash arrow jab, let the white light of healing stop thy spilling blood.

Sword cut, spear stab, mace smash arrow jab, let the white light of healing mend thy bones.

Sword cut, spear stab, mace smash arrow jab, let the white light of healing close thy wounds.

Sword cut, spear stab, mace smash arrow jab, let the white light of healing restore thy vigor.

Sword cut, spear stab, mace smash arrow jab, the white light of healing hath resurrected thou" once.

Please note change in last verse from regular Heal spell.

E: Dead person is alive again, negating last death. Subject has all abilities and enchantments from last life.

L: A dead person must be where they died in order to be resurrected. The dead person may not move, speak or act in order to be resurrected. A person the reaches Nirvana cannot be resurrected, except by the Summon Dead spell.

### Stun

T: Spell

R: 20 ft.

I: Repeat "I stun thee" x5.

E: Counts as a 100 count subdual blow.

N: Affects all classes, including barbarians.

### Wounding

T: Spell

R: 20 ft.

M: Victim

I: Chant "From my heart I strike off your (right/left arm/leg)" x2

E: Victims limb is destroyed.

N: May be cast while moving. Monks are immune.

### Yield

T: Spell

I: Repeat "Yield thy arms and resist no

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

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

N: Other magics can still affect the victims.

G43.12 4th level-Healers gain an additional 2 points in lieu of 4th level spells.

### G43.13 5th level

#### Extension

T: Spell

I: Healer says "Extension" and follows with spell.

E: Doubles range of spell, spells with no range are extended to 20 ft.

N: Will work with heal spell, but see Heal Extend above.

#### Protection From Death

T: Enchantment

M: Strip of white cloth

I: Healer repeats "I protect thee from death" x10. Ties on cloth.

E: Subject is immune to Death-based magic, including Mutual Destruction, Curse and Finger of Death.

L: Subject is not immune to Doomsday or Killing Grounds.

#### Summon Dead

No description of this spell can be found at the time of publication. It shall be published in either an Errata supplement or the next edition.

### G43.14 6th level

#### Circle of Protection

T: Enchantment

M: 10 ft. yellow cloth, Magic wand.

I: Lay yellow cloth in circle, wand in left hand; repeat "Circle of Protection" x5. Place persons and/or items you wish to protect inside.

E: Persons/items inside have ceased to exist, can not harm or be harmed by anyone, nor can they cast magic. They are not solid.

L: Can not block or restrict access to an area, it does not exist on this plane. Cannot be used as a cage, except to hold yielded enemies in. Enchantment is broken by anyone leaving the Circle. No one can enter without recasting the spell. No game item, nor person acting as game item, may be put inside. Protection starts when you step inside the spellcast circle.

N: wizards in circle of protections may use

### Dispel Magic

T: Spell

R: 20 ft.

I: Repeat "I dispel that magic" x5.

E: Spell or enchantment is dispelled. Reanimated fighters die.

L: Not usable against Relics.

N: Dispel Magic is effective against most higher level magics.

### Teleport

T: Enchantment

R: Game boundaries

I: Repeat "Teleport" x5, conclude "Arriving" x5.

E: May go to any 1 location. Cannot harm or be hurt.

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

N: Barbarians are immune to this enchantment. Teleport destination should be told to a reeve or teammate if asked.

### G44.0 Wizard

**G44.1 Garb:** yellow belt or sash. Long robes, hoods and magical devices are encouraged.

**G44.2 Weapons:** Any one handed, non-hinged weapon under 4 ft. in length, staff, spear or dagger. Note that use of weapons will deduct from available magic points. See section X0.0

**G44.3 Armor:** None.

**G44.4 Shield:** None.

**G44.5 Levels:**

LEVEL	POINTS	MAGIC
1st	10 magic points	1st level
2nd	20 magic points	2nd level
3rd	30 magic points	3rd level
4th	30 magic points	4th level
5th	30 magic points	5th level
6th	30 magic points	6th level

**G44.6 Weapons cost:**

WEAPON	LENGTH	COST
Short	3 ft.	2
Long	4ft.	4
Spear	-	3
Staff	-	2
Staff, Def.	-	0
Dagger	1 1/2 ft.	0
Buckler	1 sq. ft.	1
Shield	3 sq. ft.	2
Shield	5 sq. ft.	3

**G44.7 Number of Lives:** 4

**G44.8 Spell table:**

Spell	Type	Uses	Cost	Max
<b>1st level</b>				
Bladesharp	E	1/B	1	4
Bludgeon	E	1/B	1	4
Cancel	S	UNL	0	-
Enchant Shield	E	1/B	1	4
Heat Weapon	S	1/L	1	4
Honor Duel	E	1/L	0	-

Shove	S	1/L	1	4
Stun Weapon	E	UNL	0	-
Talk to Dead	S	1/B	1	-

### 2nd level

Circle /Protection	E	UNL	2	-
Forcewall	E	1/B	1	4
Harden	E	1/B	1	4
Hold Person	S	1/L	1	4
Lightning Bolt	S	UNL	1	4
Liplock	E	UNL	2	-
Mend	S	1/L	1	-
Messenger	E	1/B	1	-
Protect/Flame	E	1/B	1	4
Wounding	S	1/L	2	2

### 3rd level

Ambidexterity	N	UNL	2	-
Anti-Magic	E	1/B	1	4
Dispel	S	1/B	1	4
Extension	N	1/B	2	-
Fireball	S	UNL	1	4
Mutual Destruct	S	1/B	1	4
Projectile Protect	E	1/B	1	4
Protection	E	1/B	1	4
Touch of Death	E	1/B	1	4
Wind	S	1/B	2	2
Yield	S	1/B	1	4

### 4th Level

Curse	S	1/B	1	4
Doomsday	S	1/B	2	1
Enchant weapon	E	1/B	1	4
Petrify	S	UNL	1	4
Protect/Magic	E	1/B	1	4
Pyrotechnics	S	1/B	1	4
Reanimate	E	1/B	2	4
Sever Spirit	S	1/L	2	4
Teleport	S	1/B	1	4

### 5th level

Advancement	N	1/B	1	1
Flight	E	1/B	2	4
Lend	N	1/B	1	4
Sphere/Annihil.	S	UNL	2	1
Vivify	N	1/B	2	1
Warskill	N	1/B	1	2

### 6th level

Defend	E	1/B	1	1
Expertise	N	1/B	2	1
Killing Grounds	S	1/B	2	1
Lich	E	1/B	1	4
Stack	N	1/B	1	4
Transform	E	1/B	2	1

### G44.9 1st level

#### Bladesharp

T: Enchantment

M: Yellow cloth

I: Hold weapon in left hand; repeat "Sharpen this blade." x10. tie cloth on weapon.

E: If the weapon is normally a one point, blue weapon it becomes a two point, red weapon. If it is usually a red weapon it becomes a four point weapon and destroys a shield in two hits, destroying the shield arm on the second hit.

L: Only usable on blade weapons, such as

### Bludgeon

T: Enchantment

M: Yellow cloth

I: Hold weapon in left hand; repeat "Harden this weapon"x10; tie cloth on weapon.

E: If the weapon is normally a one point, blue weapon it becomes a two point, red weapon. If it is usually a red weapon it becomes a four point weapon and destroys a shield in two hits, destroying the shield arm on the second hit.

L: Usable only on blunt weapons, such as staves, clubs, batons, maces, mauls etc. Will not work for thrusting attacks.

### Cancel

T: Spell

R: 50 ft.

I: Repeat "I cancel my spell" x2.

E: Negates any spell the caster cast previously.

N: May be used on spell balls

L: May only be used on own spells, no one else's

### Enchant Shield

T: Enchantment

M: Yellow Cloth

I: Shield in left hand; Wizard repeats "Enchant this shield" x 10 while tying on cloth.

E: Shield cannot be destroyed by any means.

### Heat Weapon

T: Spell

R: 20 ft.

I: Repeat: "By the power and might of the sun, I heat that weapon. (Be specific as possible.)" x 2.

E: The weapon is considered useless for a 300 count or 5 minutes.

L: Only works against weapons; not armor and shields.

N: A Mend spell will not restore the weapon, however, a "new one" may be obtained from Nirvana or the Flag.

### Honor Duel

T: Enchantment

M: Two or more yellow cloths

I: Hold cloths in left hand, repeat "Remain this duel pure" x5. Tie cloths on participants.

E: Each participant is protected from outside forces. The victor is allowed safe passage to safe territory, preferably their home fort. Ignoring all wounds until arrival.

L: May not be member of the same team without Reeve's permission. Enchantment lasts until one dies or it is dispelled or canceled.

N: Barbarians, Monks of 3+ level,

### Iceball

T: Spell

M: Padded, white iceball with streamers

I: Hold ball and chant: "Iceball" x5

E: A direct hit to a person or their equipment will entangle them in place for a count of 300 or until they are freed by a fireball. They may neither fight nor be harmed. Two fireballs will kill them.

N: Barbarians are immune to this spell.

### Magic Bolt

T: Spell

M: Padded, blue magic bolt ball with streamers.

I: Hold ball in left hand; repeat "Magic bolt"x5.

E: A direct hit on a person will kill or wound them just as if it were a regular throwing weapon. Will do one point damage to armor.

L: May be blocked by shields and weapons.

N: Affects all classes. Bounces do not count.

### Shove

T: Spell

R: 20 ft.

I: Wizard repeats "I shove thee" x5.

E: Forces the person back 20 ft. by telekinetically shoving them.

L: Cannot force person into a dangerous position.

N: Will not work against frozen, sleeping, entangled, and wounded persons. Barbarians, Paladins, and Anti-Paladins are immune.

### Stun Weapon

T: Enchantment

M: Yellow cloth

I: Hold cloth in left hand; repeat "May this weapon stun its victim.", tie cloth to weapon.

E: Allows a thrusting weapon such as a spear or arrow to be used to subdue.

N: Barbarians cannot be subdued, and will take normal damage from a Stun Weapon.

### Talk to Dead

T: Spell

R: Touch

I: Healer touches a dead person and chants "Speak to me." x 10.

E: Person must answer one "yes or no" question truthfully.

### G44.10 2nd level

### Circle of Protection

T: Enchantment

M: 10 ft. yellow cloth, Magic wand.

I: Lay yellow cloth in circle, wand in left

Place persons and/or items you wish to protect inside.

E: Persons/items inside have ceased to exist, can not harm or be harmed by anyone, nor can they cast magic. They are not solid.

L: Can not block or restrict access to an area, it does not exist on this plane. Cannot be used as a cage, except to hold yielded enemies in. Enchantment is broken by anyone leaving the Circle. No one can enter without recasting the spell. No game item, nor person acting as game item, may be put inside. Protection starts when you step inside the spellcast circle.

N: wizards in circle of protections may use verbal attacks on one another.

### Forcewall

T: Enchantment

M: 10 ft. yellow cloth, magic wand.

I: lay our cloth in straight line, wand in left hand; repeat "Force wall" x10, touch cloth with wand.

E: Creates an impenetrable 10' long x 10' high wall.

L: Like Circle of Protection, starts only when incantation is completed.

N: Forcewalls block verbal spells; caster must remain within 100 ft.

### Harden

T: Enchantment

M: White cloth

I: Healer chants "Harden this (name of item)" x5.

E: Makes objects indestructible, except for sphere of annihilation, white weapons and relics.

L: Cannot be placed on players, garb, armor, etc..

### Hold Person

T: Spell

R: 20 ft.

I: Repeat "I command you to stop" x3.

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

N: Barbarians, Paladins, Anti-Paladins and Monks of 3rd+ level are immune to this spell. May be cast while moving.

### Lightning Bolt

T: Spell

M: Padded yellow Lightning Bolt ball with streamers.

I: Hold bolt in left hand; repeat "Lightning Bolt" x5.

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

### Liplock

T: Enchantment

M: Strip of yellow cloth.

I: Hold wand in left hand; repeat

E: Bearer cannot be forced to speak not otherwise respond to questions asked under "Talk to Dead", "Truth", and "Lore" and similar magics. Does not affect tracking.

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

N: Cannot be cast on barbarians. Disappears when the person comes back to life.

### Mend

T: Spell

R: Touch

I: Healer touches object and chants "May this be whole again." x 10.

E: Damaged item is repaired. This can include a destroyed shield, a point of armor on one location on the body or a destroyed weapon.

L: May not be cast on a heated weapon, a cursed weapon or the like. Items, but not locations, may be Mended.

N: If an enchanted item is mended, the enchantment is intact.

### Messenger

T: Enchantment

M: Yellow cloth.

I: Cloth in left hand; repeat "Safe passage unto you" x10.

E: Person must go straight to destination, deliver message, and return to where spell was cast. Cannot harm or be harmed. Simulates telepathy.

N: Messenger cannot be dispelled.

### Protection From Flame

T: Enchantment

M: Yellow cloth

I: Hold cloth in left hand; Repeat "Protection from the element of fire." x10; tie cloth onto person.

E: Subject is immune to all effects of fire, including Fireballs, Firetraps, Lightning Bolts, Flamewalls, Flame arrows and flaming consorts.

### Wounding

T: Spell

R: 20 ft.

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

E: Victims limb is destroyed.

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

### G44.11 Third Level

### Ambidexterity

T: Neutral

E: Wizard does not need left hand.

### Antimagic

T: Enchantment

M: 50 ft. measure, markers, wand.

I: Mark an area with a 50 ft. radius,

E: No magic of any kind will work within the circle.  
N: Classes using skills which simulate magic will be unaffected.

### Dispel Magic

T: Spell

R: 20 ft.

M: Wand

I: Wand in left hand, repeat "I dispel that magic" x5.

E: Spell or enchantment is dispelled. Reanimated fighters die.

L: Not usable against Relics.

N: Dispel Magic is effective against most higher level magics.

### Extension

T: Spell

I: Wizard says "Extension" and follows with spell.

E: Doubles range of spell, spells with no range are extended to 20 ft.

### Fireball

T: Spell

M: Padded, red fireball, with streamers.

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

E: Destroys anything it touches, even on a roll of foot shot. The wizard may state before throwing that the Fireball will remain active, that is, they will continue to burn for 2 minutes.

N: Paladins and Anti-paladins are immune.

### Mutual Destruction

T: Spell

R: 50 ft.

I: Say "I call for our deaths" x 5.

E: Both wizard and victim die.

N: Monks of 5th+ level, Paladins and Anti-Paladins are immune.

### Projectile Protection

T: Enchantment

M: Yellow cloth

I: Cloth in left hand, "Protection from Projectiles."

E: Protects from all nonmagic thrown and shot objects.

### Protect

T: Enchantment

M: White cloth

I: Wizard repeats "May this magic protect you" whilst tying cloth on subject.

E: Negates first hit, including magic.

L: Not good against verbal attacks.

N: May be simultaneously cast with more Protection spells, a maximum of four per subject.

### Wind

M: Wand

I: Hold wand in left hand and repeat x2

" Sleeping force of wind I hail,

Send you forth a mighty gale.

Gentle sigh you once beguiled,

make your breeze tornado wild.

Sirocco into Cyclone gain,

breeze become a Hurricane.

Make my enemy your foe.

Strike for me a telling blow.

Scream down from the mountains high,

sweep those fighters toward the sky.

cowards, heroes, fools the same,

trapped within this deadly game.

Strike ar foes, leave friend behind.

Bite them with your teeth unkind.

Buffet, whip them to the bone,

toss then in a pile at home.

Then whisper a gentle song

and return to where you belong.

Nestled 'gainst the azure sky,

song in forest, willows' sigh."

E: All enemies in sight are blown back to their fort.

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

### Touch of Death

T: Enchantment

M: Yellow cloth

I: Cloth in left hand, repeat "Touch of death" x20, tie on cloth.

E: Bearer of enchantment's touch kills.

L: Will work through clothing, not shield or armor.

N: Monks are immune to this attack;

Touch of Death allows one attack, and then is discharged.

### Yield

T: Spell

R: 50 ft.

M: Magic wand

I: Wand in left hand, repeat "Yield thy arms and resist no longer, come unto me and be my captive."

E: Victim must lower weapons and surrender immediately moving straight to wizard, then may begin a 500 count. IF they are not killed, when they have counted they may return to their base. May only be kept from wizard by death or another yield spell, not by subdual or force.

N: Barbarians, Monks of 3rd+ level, Paladins and Anti-Paladins. Freed captives must go to base, considered teleport. Note that other magics can still physically affect a yielded person.

### G44.13 Fourth level

#### Curse

T: Spell

R: 50 ft.

M: Wand

E: Victim dies.  
N: Paladins and Anti-Paladins.

### Doomsday

T: Spell  
R: Line of sight  
M: Wand  
I: Wand in left hand "Doomsday 1, Doomsday 2..." thru 350.  
E: All enemy team in sight at end of spell die.  
N: Paladins, Anti-paladins, and Monks of 5th+ level are immune.

### Enchant Weapon

T: Enchantment  
M: Yellow cloth  
I: Weapon in left hand, repeat "Enchant this weapon." x10; tie on cloth.  
E: causes wounds to kill, all limb hits are death.

### Petrify

T: Spell  
M: Grey padded "Petrify" Ball.  
I: Hold ball in left hand and repeat "Petrify" x 5.  
E: Person hit is turned to stone.  
L: spell stays in effect until a Dispel Magic or Stone to Flesh is cast. A heal spell will turn a Petrify into an Iceball spell. If the ball hits the Shield of Reflection, the Wizard is turned to stone. Barbarians are immune.

### Protection from Magic

T: Enchantment  
M: Yellow cloth  
I: Cloth in left hand; repeat "Protection from all forms of magic." x10; tie cloth on person or object.  
E: blocks all forms of magic, even heal and resurrect.  
N: Treat weapons with enchantments as normal weapons.

### Pyrotechnics

T: Spell  
R: 50 ft.  
M: Wand  
I: Wand in left hand; repeat "I call upon the element of fire to destroy that (object)." x5.  
E: Object destroyed.  
L: Cannot destroy bases, armor, relics or game items.

### Reanimate

T: Enchantment  
M: Yellow cloth  
I: Left hand on body; Repeat "Rise and fight again" x10.  
E: Person lives again as if they never died.  
L: Dispel will kill, must wear yellow

N: Still has any enchantments carried when killed.

### Teleport

T: Enchantment  
R: Game boundaries  
I: Repeat "Teleport" x5, conclude "Arriving" x5.  
E: May go to any 1 location. Cannot harm or be hurt.  
L: Must go straight there, must quietly tell Reeve destination if asked. May not be followed.  
N: Barbarians are immune to this enchantment. Teleport destination should be told to a reeve or teammate if asked.

### G44.14 Fifth Level

#### Advancement

T: Neutral  
E: May purchase 3 points worth of 1st level magic.  
N: That is 3 points of magic, not necessarily 3 separate spells.

#### Flight

T: Enchantment  
M: Strip of yellow cloth, wand and feather.  
I: Hold wand and feather in left hand, tie cloth onto person and repeat "Wouldn't it be nice to fly way up in the cloudy sky." Oh, joy.  
E: Bearer is able to fly As long as they flap their arms and emit occasional piercing screeches. Bearer may only be attacked by ranged attacks and may only use verbal magics. Range for spells is considered to be the same as the actual, physical range.  
L: May only be cast on self, unless used with Lend spell. If Lended, the borrower costs on self.

#### Lend

T: Neutral  
E: May lend a magic to another wizard. That person may then use the magic as if he had purchased it with his own points.  
N: To lend a magic, the wizard must pay for both the Lend and the magic he is lending.

#### Sphere of Annihilation

T: Gruesome, er, Spell  
M: Black, padded sphere ball with streamers.  
I: Hold ball in left hand; repeat "Sphere of Annihilation" x5.  
E: will destroy even enchanted, hardened, or protected items and targets. Will destroy a Relic.  
N: Is not a form of flame. Works against all classes. Bounces do not count. Healer Protect and Druidic Stoneskin will work

### Vivify

T: Neutral

E: Gives the Wizard 1 additional life.

### Warskill

T: Neutral

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

L: not usable twice on the same weapon.

### G44. 15 Sixth Level

#### Defend

T: Enchantment

M: Yellow strip of cloth, wand

I: Wand in left hand; Repeat "Power defend me." x5.

E: Confers 1 pt. of protection and "Protection from one of the following: Magic, projectiles, Flame" While allowing the wizard to still cast magics.

L: May only be cast on self unless used with a Lend.

#### Expertise

T: Neutral

E: May purchase 4 2nd level points worth of magic.

N: That is 4 points worth, not necessarily 4 separate spells.

### Killing Grounds

T: Spell

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

I: To set trap, lay out cloth in a circle, wand in left hand, repeat "Poison seep, venom creep, flesh in mossy graves yet deep; Rise from your undreaming sleep, bide and soon make mortals weep." x3. Lovecraft would be proud. To trigger, enter circle and repeat; "Rise up now, receive thy pay; the promised time has come, and now slay."

E: All within circle die.

L: May not be used with Extension or within 50 ft. of a base. No other fixed enchantment will exist within its radius. Monks of 5th+ level are immune.

N: Wizard also dies. If wizard is killed before triggering the trap, then the magic is not expended. Paladins and Anti-Paladins are NOT immune.

### Lich

T: Neutral

M: 10 ft. strip of yellow or black cloth.

E: After having died his last natural death, the wizard returns as a lich. A lich is bound to the place where he died, trapped within a small circle of earth. They are neutral, but like any monster, can be bribed or convinced for help or enchantments. A lich may cast eh Circle of Protection by saying it's incantation only 3 times.

L: May not be within 100 ft. of a base.

of a base or more than 100 ft. from its original location.

N: A Lich has all the Wizards per life spells, as well as any other magic the Wizard had left. A Sever Spirit of Dispel Magic will kill a lich. A lich is still considered to be a Wizard and may still die from normal means.

### Stack

T: Neutral

E: May place two enchantments on a single player.

L: May not be used on self, nor may Stack be stacked on itself.

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

### Transform

T: Enchantment

M: White cloth, Monster garb.

I: Subject dresses in monster garb while Wizard chants "I transform thee into a monster"

E: Subject sacrifice 4 lives to be transformed into a monster with one life.

L: May only be cast on someone who has not yet died. Restricted to the following monster types: Mummy, Dryad, Giant, Unicorn or Siren.

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

H0.0 Scenarios- There are numerous shapes that a battlegame can take. These are:

H1.0 Flag Battle- Two or more armies playing Capture-the-Flag. Both teams have a flag. The simple object is to be the last team holding the field with both flags in the end or when everybody decides to call it quits.

H1.1 The Setup- Both sides start with two volunteer captains, the captains should be roughly equal in power. If there are no volunteers, then the Monarch should press someone into service. These captains proceed to pick team members one by one exactly the same way you did it for Elementary school softball. Especially large groups may want to spilt up into classes and pick from each as you go along. This is often good to do anyway with the magic using classes, as they are more powerful than anybody else on the field.

Interesting variations of this are theme battles, in which sides are pre-chosen according to a theme. These include "Knights & Squires vs. The World", "Good (Paladins, Healers, Monks) vs. Evil (Anti-Paladins, Wizards, etc.)", "Woodies (Druids, Bards, Scouts) vs. Citifolk (Warriors, Archers, Wizards)". "Nobles vs. Peasants".

what decides which team a person would be on depends on their persona.

**H1.2 The Flags-** The flags must be accessible and visible from three sides. They may not be placed in any place that is dangerous or hard to get to. Unless the flags are padded they may not be used to parry. When carrying the flags, would need not announce it, but you may not conceal them under your tabard, skirt, whatever.

**H2.0 Resurrection Battles-** In this two army battle, there is a time limit, usually of an hour. The object is to score more kills on the other team within the allotted time. To make things interesting, everybody has an unlimited amount of lives. Set-up is the same as it is for Flag Battles, but it must be carefully done, as balanced teams are a must.

**H2.1 Resurrection-** Everybody has an unlimited amount of lives. When you die, you go back to Nirvana or your base and tell the Reeve you have died. The Reeve tallies that you have died and your death "crunch time" is a 100 count. At the end of the game, all deaths are tallied and the team with fewer deaths wins.

If you would have more or less than 4 lives in a regular battlegame, then some special rules apply. If you would start with three, then you have one death already marked against you. If you would start with 5, then you get a free death, that is not tallied. If you would start with six lives, then you get two freebies. An Anti-Paladin may suck one life per game, this counts as two deaths for the victim. Successful resurrections negate a death.

**H2.2 Special Rules-** All once per battlegame abilities are still once per game. Barbarians go berserk on their third life. All Holds, Entangles, Iceballs and Charms time is cut in half. So an Iceball lasts a 150 count rather than a 300 count.

There should be no neutral parties, such as independent monsters, in a resurrection battle. This fight is between men.

**H2.3 Comments-** Resurrection battles are a kick in the pants. It is fast paced and always moving. It teaches excellent tactics and brutal ruthlessness. Try it, you'll like it.

**H3.0 Zombie Battles-** A favorite nighttime activity. In a Zombie battle, a few zombies go out killing humans, turning them into more zombies who go out and kill more humans, turning them into zombies, and so on. The human side wins if it has anyone alive left within the time limit. It wins decisively if they kill all the zombies.

Three people are chosen to be zombies. Everybody else is a human (regular fighting class).

**H3.2 Zombies-** Zombies are undead remains of human beings that only desire to eat the flesh of their once fellow human beings. Zombies cannot be killed in an ordinary fashion. All zombie limb shots last for 30 count, all body shot incapacitate for 60 count. zombies may only be killed by fire spells, such as Fireball and Call Lightning. They may be cured by a Cure Disease or a Heal spell unless they were one of the original zombies. anyone killed by a Zombie becomes one in their next life. If killed as a zombie, then you are out of the game.

**H3.2.1 Optional rules-**

a. Zombies can not run.

b. Zombies may not be interrogated by any truth spell. As per Wizard's Liplock. Zombies may also be immune to emotional attacks, such as Fear, and magics that charm or control.

c. Zombies may not speak unless its the word "Brains"

d. The original Zombies may be Super-Zombies, these may run, speak and be interrogated. If agreed on beforehand, these zombies may have the powers of any first level class.

**H3.3 Comments-** It is very hard to win a zombie battle for the human side. It takes organization and a lotta gumption.

**H4.0 Quests-** Traditionally, quests are special scenarios where the emphasis is on role-playing. These quests are also used to distribute Relics, see section K0.0. there are different types of quests:

**H4.1 The Linear Quest-** In this quest a predetermined group of adventurers is lead down a trail meeting a successive number of encounters ending in a climax. A quest in the strictest sense of the word. Although very simple, this kind of quest can be the best.

The Quest may be just a "One true path", where the adventurers are lead by their noses, or allow for options on the adventurers part.

**H4.2 The Interactive Quest-** A quest in 3-D. All teams and encounters exist at the same time and may interact freely. The situation could be a city or an enchanted forest. Everybody may be trying to gain a common commodity, such as fake money, or each team may have a separate goal.

**H5.0 Ditch Battles-** The basic Amtgard thing to do. Ditch battles use just the basic combat rules, no classes, armor, shield hits and usually no throwing weapons.

**H5.1 Team combat-** Initially two

side to the losing team. Continues until everybody tires out or want to play...

**H5.2 Fox Cross the Water-** The playing area is usually a 20' x20' area with to opposite ends that will be entered and exited from. This represents a section of a river, with the ends being banks. One player is the Fox, and everybody else is a Duck. The Duck's objective is to get across the water without being killed by the Fox. Anyone killed by a Fox becomes a Fox in the center, with the original Fox in the next round. Ducks retain any injuries they get each round, while Foxes get all wounds back each round. Yes, if a Duck loses his leg he has to try to get across on his knees. The last remaining Duck becomes the new Fox next game.

**I1.0 Iron Mountains Only Rules-** The Iron Mountains has developed some rules variations and additions that warrant special treatment here. These include the new classes of the Samurai and Duellist, a revision of the Bard and a treatment of the Healer, Paladin, and Anti-Paladin. The Samurai, Duellist and Bard are all accepted in the Iron Mountains, while the Healer, Paladin and Anti-Paladin are under playtest.

#### **I1.0 Duellist**

**I1.1 Garb:** Renaissane style garb is encouraged.

**I1.2 Weapons:** Any one-handed sword or dagger.

**I1.3 Armor:** None

**I1.4 Shield:** May use a buckler (1 sq. ft. area shield)

**I1.5 Levels:**

**I1.51 1st-**

a. One Luck point per life

b. All thrusts do 2 points damage against armor only.

c. 4 lives

**I1.52 2nd- 5 lives**

**I1.53 3rd- May use throwing knives (maximum of 3).**

**I1.54 4th-**

a. May block arrows with weapons without penalty. Arrows usually destroy weapons they hit. See X0.0.

b. Disarm once per life.

**I1.55 5th- Armor-piercing thrust.**

**I1.56 6th- 2 luck points per life.**

**I1.6 Notes:**

**I 1.61 Luck point-** Duellist states "Luck point!", "Ha! That missed!", "It's only a flesh wound" or some other such nonsense ending in an exclamation point. This allows the duelist to ignore the first previous hit. Works for weapons and spellballs, but not for verbal magic.

**I1.62 Disarm- Duellist**

touches with his weapon must be dropped immediately. Dropped weapons may be picked up as soon as possible. The duelist may not disarm a two-handed, red weapon.

#### **I1.63 Armor Piercing**

**Thrust-** Especially popular with the ladies. All the duellists thrusts ignore any armor and harm target.

**I1.7 Number of Lives:** 4 at 1st. 5 at 2nd.

#### **I2.0 Samurai**

**I2.1 Garb:** Oriental-style garb is encouraged.

**I2.2 Weapons:** Any sword, dagger or polearm. No throwing weapons.

**I2.3 Armor:** Up to 4 points.

**I2.4 Shields:** None.

**I2.5 Levels:**

**I2.51 1st-**

a. 5 lives.

b. Up to four points armor.

**I2.52 2nd-**

a. Call honor duel once per game.

b. Kamikaze once per game.

**I2.53 3rd- Family Sword.**

**I2.54 4th-Heal self once per life.**

**I2.55 5th- Immune to all magics that charm or control.**

**I2.56 6th- Call honor duel twice per game.**

#### **I2.6 Notes:**

**I2.61 Call Honor Duel-** Samurai states "I, (name), challenge you to a duel to the death." If the target is a Samurai, Monk, Warrior, Barbarian, Paldin or Anti-Paladin then both must remove themselves from battle and fight a duel. No one else may interfere directly until one dies. Combatants may still be affected by battlefield effects (doomsday, Killing Ground, Mass Sleep, Assassin traps and anything else I cannot think of.) Range is 20 ft.

**I2.62 Kamikaze-** Samurai yells, "Kamikaze!" at any time before a mortal blow. the Samurai then receives the Barbarian ability of "Fight beyond Death". That is, Samurai may continue to fight for 10 seconds after they have died. Samurai should announce "Kamikaze" again and announce his count as he fights. Count in Japanese if possible. Leg and arm shots against Kamikazes will still incapacitate the affected limb. If the Samurai is killed by any of the following spells his body is destroyed and he can not Fight Beyond: Fireball, Call Lightning, Sphere of Annihilation, Flamewall, and Firetrap.

**I2.63 Family Sword-** Permanent Warrior Bladesharp and Harden abilities on one specific weapon. That is, a non-magical bladesharp that only works

weapon do 2 points of damage against armor. Makes any 2 point weapon do 4 points against armor. If the Samurai is separated from his weapon for more than a 100 count then he must commit seppuku (suicide). Samurai is presumed to keep an extra weapon for this purpose.

**I2.64 Heal Self-** As per Barbarian ability. Samurai must chant, rub hands together (a la "Karate Kid") or eat herbs for 100 count. Then Samurai is healed of wound.

**I2.65 Immunity to Magics that Charm or Control-** Is immune to all bardic magic, and the Yield, Hold Person, and similar magics. Is still affected by traps, Entangle, Iceball, Petrify, and may be subdued.

**I2.7 Limitations:**

**I2.71** A Samurai may never use enchantments or Relics. The exception being Bardic Epic.

**I2.72** A Samurai must accept an honor duel at least once per game form any Samurai, Warrior, Barbarian, Monk, Paladin or Anti-Paladin.

**I3.0 Bards**

**I3.1 Garb:** Blue sash, baldric, tunic, or whatever. Motley and bright colors encouraged. A bard must carry a musical instrument.

**I3.2 Weapons:** Any single handed sword, dagger or staff.

**I3.3 Armor:** None

**I3.4 Shield:** Small

**I3.5 Levels:**

**I3.51 1st-** Presence

**I3.52 2nd-** Puns

**I3.53 3rd-** 1 point of Druidic magic for 2 points of Bardic magic.

**I3.54 4th-** One-liners

**I3.55 5th-** 2 points of Druidic magic for double points Bardic magic.

**I3.56 6th-** Humorous Anecdotes.

**I3.57 Guildmaster-** Back to puns again.

**I3.6 Notes:**

**I3.61 Presence-** Barbarians, except when berserk, will not attack a bard due to fear and awe of the bard's abilities, as well as some social taboos. Although breaking a mirror was seven years bad luck, breaking a bard was seven *lifetimes* bad luck. A berserk barbarian may attack a bard freely. Bardic magic will not work on a barbarian with the exceptions of Stun and any Druidic magic the bard purchases.

Contrary to myth, Druids and Monks and Bards of any level may attack one another freely. War easily supercedes any "professional respect".

**I3.62 Druidic magic-** The Bard may purchase up to 2 points of druidic magic. 1 point at 3rd level and another point at

corresponding level. Example, Berd Yarnspinner, a 3rd level bard, decides to buy a druidic Plant Door spell, which costs a druid 1 3rd level point. It will cost Berd 2 3rd level points to buy the same spell.

**LEVEL POINTS**  
**MAGIC**

1st	5 magic points	1st level
2nd	10 magic points	2nd level
3rd	15 magic points	3rd level
4th	20 magic points	4th level
5th	25 magic points	5th level
6th	30 magic points	6th level

**I3.7 Weapons cost:**

WEAPON	LENGTH	COST
Short	3 ft.	1
Long	4ft.	2
Spear	-	2
Staff	-	1
Staff, Def.	-	0
Dagger	1 1/2 ft.	0
Buckler	1 sq. ft.	1
Shield	3 sq. ft.	2

**I3.8 Number of Lives:** 4

**I3.9 Spell lists:**

**Spell Type/Uses/Cost/Max**

**1st level**

Cancel	S	UNL	0	-
Charm	S	1/L	1	4
Honor Duel	E	1/L	0	-
Lost	S	1/B	1	4
Mute	S	1/L	2	4
Riddle	S	2/B	1	4
Talk to Dead	S	1/B	1	-
Visit	N	UNL	1	-

**2nd level**

Charm Extend	S	1/B	1	4
Hold Person	S	1/L	1	4
Legend	S	1/L	2	2
Liplock	E	UNL	2	-
Messenger	E	1/B	1	-
Puzzle	E	1/B	1	4
Saga I	N	1/B	1	1
Sleep	S	1/L	2	4
Truth	S	1/L	1	4

**3rd level**

Borrow	N	1/B	2	4
Killing Joke	S	1/B	1	4
Monster Charm	S	1/B	1	4
Mass Sleep	S	1/B	1	1
Stun	S	1/B	1	1
Wind	S	1/B	2	2
Yield	S	1/B	1	4

**4th Level**

Berserk	E	1/B	1	4
Bravery	E	1/B	1	4
Confidence	E	1/B	1	4
Curse	S	1/B	1	4
Immune/Charm	E	2/B	1	4
Immune/Emotion	E	2/B	1	4
Immune/Subdual	E	2/B	1	4
Lore	S	1/L	1	4

**5th level**

Familiar I	N	1/B	1	1
Lend	N	1/B	1	4
Mass Charm	S	1/L	1	4
Mimic	N	1/B	2	4
Minstrel	S	1/B	1	2

### 6th level

Epic	E	1/B	3	1
Familiar II	N	1/B	2	1
Relic	E	1/B	3	1
Saga	N	1/B	1	1

### 1st level

#### Cancel

T: Spell

R: 50 ft.

I: Repeat "I cancel my spell" x2.

E: Negates any spell the caster cast previously.

N: May be used on spell balls

L: May only be used on own spells, no one else's

#### Charm

T: Spell

R: 20 ft.

I: Bard says short rhyme (minimum of 15 syllables).

E: Subject must perform task bard specifies. Ideally, task should be specified in rhyme. Examples: act like a monkey, fo tough the beech tree, roll your eyes a lot, etc. Task should not be dangerous or last longer than a 300 count. Subject may not attack others or cast magic during this time. Subject may carry game items but may not retain them if someone else takes them. Subject is freed of charm if attacked.

L: Barbarians, Monks of 3rd+ level or Samurai of 5th+ level are immune.

#### Riddle

T: Spell

R: 20 ft.

M: Prepared riddles, Pre-approved by reeve.

I: Bard says a short rhyme (Minimum of 15 syllables). After which he asks the subject a riddle. Riddle does not have to be in rhyme.

E: The subject has a 10 count to answer, during the asking and answering time neither the bard nor the subject may be harmed. If the subject fails to answer or gives the wrong answer, he is stunned for 300 count (treat as entangle). If the subject gives the correct answer, the casting bard is stunned for 300 count.

L: Bard is required to divulge answer if asked after spell is over. Cannot be cast on own teammates. will not work on Barbarians, Monks of 3rd+ level or Samurai of 5th+ level.

#### Honor Duel

T: Enchantment

M: Two or more blue cloths

I: Hold cloths in left hand, repeat "Remain this duel pure" x5. Tie cloths on participants.

E: Each participant is protected from outside forces. The victor is allowed safe passage to safe territory, preferably their home fort. Ignoring all wounds until arrival.

L: May not be member of the same team without Reeve's permission. Enchantment lasts until one dies or it is dispelled or canceled.

N: Barbarians, Monks of 3+ level, Paladins and Anti-Paladins are immune to this spell.

#### Lost

T: Spell

R: 20 Ft.

I: Bard chants "I make thee lost" x5

E: Subject must go back to their base or nirvana, whichever is farthest away, before they can do anything else.

The person may not attack or be attacked during this time or take any other action affecting the game.

L: Does not affect Scouts, Barbarians or other teammates.

#### Mute

T: Spell

R: 20 Ft.

I: Bard chants " (Person's Name or Class Name), I silence thee." x 10.

E: The subject cannot speak or cast magic for a 100 count.

#### Talk to Dead

T: Spell

R: Touch

I: Bard touches a dead person and chants "Speak to me." x 10.

E: Person must answer one "yes or no" question truthfully.

#### Visit

T: Neutral

I: Bard announces "Visit" and counts to 200. A bard may substitute a song lasting 3 minutes for the 200 count.

E: Bard may enter the enemy base without being harmed. Lasts indefinitely. spell ends when bard returns to base.

L: While Barbarians, Monks of 3rd+ level and Samurai of 5th + level are required to respect a bardic visit, monsters are not.

N: May not be Canceled or Dispelled.

### 2nd level

#### Charm Extend

T: Spell

R: 40 ft. (see below).

I: Bard says "Extension" and follows with Charm spell.

E: Gives Charm a range of 40 ft.

L: Cannot be used on Mass Charm, Charm Control or Monster Charm.

T: Spell

R: 20 ft.

I: Repeat "I command you to stop" x3.

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

N: Barbarians, Paladins, Anti-Paladins and Monks of 3rd+ level are immune to this spell. May be cast while moving.

### Liplock

T: Enchantment

M: Strip of blue cloth.

I: Repeat "Remain the truth still" x5, tie on cloth.

E: Bearer cannot be forced to speak not otherwise respond to questions asked under "Talk to Dead", "Truth", and "Lore" and similar magics. Does not affect tracking.

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

N: Cannot be cast on barbarians. Disappears when the person comes back to life.

### Messenger

T: Enchantment

M: Yellow cloth.

I: Cloth in left hand; repeat "Safe passage unto you" x10.

E: Person must go straight to destination, deliver message, and return to where spell was cast. Cannot harm or be harmed. Simulates telepathy.

N: Messenger cannot be dispelled.

### Puzzle

T: Enchantment

M: 10' length of blue or motley cloth or sand. Puzzle (Rubik's cube, maze, chinese puzzle bow, number puzzle, etc.) Puzzle must be humanly solvable within a 300 count. Puzzle must be obviously solved when finished.

I: Lay out cloth while reciting a long rhyme (minimum 100 syllables.) Place puzzle in center.

E: Anyone who enters area is trapped until they can either solve the puzzle, the trap is dispelled or a 300 count passes, whichever comes first. the puzzle remains until solved or dispelled.

L: will not work on Barbarians, Monks of 3rd + level or Samurai of 5th+ level.

Will work on own teammates.

N: Can be dispelled. Person ensnared within Puzzle may not attack or be attacked.

### Legend

T: Spell

R: 20 ft.

I: Bard says a short rhyme (minimum of 20 syllables).

current level. So a third level bard could take away 3 people. The bard takes these victims to a place of his choosing up to 100 yds. distant and entertains his victims until he lets them go or a slow 300 count passes, whichever comes first.

Victims then receive safe passage back to their lines or base. They may not attack the bard until they do so. The victims and the bard may not be harmed by anyone within 20 ft. of the bard. Thus, the bard and victims can only be harmed by missile weapons or extremely long weapons. Attackers must be outside the 20 ft. radius. Anyone entering the 20 ft. radius is ensnared if the bard has fewer people than levels. The bard may continue the spell as long as he has victims.

Example of Legend Spell: Berd

Yarnspinner, a 3rd level bard, cast a legend spell capturing Oskar and Phelix. Berd can still ensnare one more person. He takes them away from the battle and subjectgates to a game of Simon Says. Baxter Bartholomew wanders into the 20 ft. radius and is ensnared. Berd may ensnare no more people until one of his victims is free. Berd frees Oskar early and Phelix is released after a 300 count. Baxter is now being given an operatic treatment of the Gilligan's Island theme song. Finally, Swarmi, the Swarthy Assassin, Knifes Berd in the back from 30 ft. distant. Baxter is free, Berd is dead, and there is much rejoicing.

L: Will not work on Barbarians, Monks of 3rd+ level or Samurai of 5th+ level. although none may harm the bard within the 20ft. radius.

N: May not be cast on own teammates. If any victims are harmed by the bard's teammates the bard loses his current life.

### Saga I

T: Neutral

M: Strip of blue cloth

I: Bard says a long rhyme (Minimum of 50 syllables) whilst tying cloth on subject.

E: Bard gives one of his lives to subject.

L: Subject must be currently alive when cast, cannot resurrect a dead person.

N: Will work on Barbarians, Monks of 3rd+ level and Samurai of 5th+ level.

### Sleep

T: Spell

R: 20 Ft.

I: Bard chants "Listen and let the fighting cease, close your eyes and rest in peace." x 2.

E: Victim must lie down and sleep for a 300 count.

N: A sleeping person may not be killed.

### Truth

#### Fourth level

##### Beserk

T: Enchantment

M: Strip of blue cloth

I: Bard repeats "I make thee beserk" x10 while tying on strip.

E: Makes the subject berserk with the following abilities.

a. Two (2) points overall body armor.

Note that a Heal spell will repair one (1) point of armor on any specific area of the barbarians body.

b. Barbarian's weapons are considered bladeshaped or bludgeoned [repeat warrior description- A.]

c. Berserkers may not retreat unless outnumbered five to one (5 to 1) or more or when faced by magic.

d. Berserkers may not use projectiles, armor or shields.

L: May not be cast on Barbarians or self.

N: Can be cast on Monks of 3rd+ level.

Lasts for life of subject or 30 minutes.

##### Bravery

T: Enchantment

M: Strip of blue cloth.

I: Bard says "I make thee brave" x10 while tying cloth on subject.

E: Subject gains 1 pt. of natural armor all over. Armor may be healed by a healer spell. Subject may retreat unless outnumbered 5 to 1 or faced with magic. Subject can use shields and armor, but not projectiles.

L: Cannot be cast on Barbarians or self.

N: Can be cast on Monks of 3rd+ level.

##### Confidence

T: Enchantment

M: strip of blue cloth.

I: Bard repeats "I make thee confident." x10 while tying on cloth.

E: Subject gains one level and all corresponding abilities for the rest of his current life. spell-using classes get the number of new spell points they would receive with no effect on their current spell points. If the Confidenced person's highest level includes another life, the recipient does not receive that life.

L: Cannot be cast on Barbarians or self.

N: Can be cast on Monks of 3rd+ level. Lasts for life of subject or 30 minutes.

##### Curse

T: Spell

R: 50 ft.

M: Wand

I: Wand in left hand, repeat "I curse thee" x10.

E: Victim dies.

N: Paladins and Anti-Paladins are immune.

##### Immune-Emotional

I: Bard repeats "I make thee immune to charms" x5 while tying on cloth.

E: Subject becomes immune to all Bardic magics, treat as the 3rd level monk ability, and any other magics that control, i.e. Yield.

L: Cannot be cast on Barbarians or self.

N: Lasts for life of subject.

##### Immune-Emotional

T: Enchantment

M: Strip of blue cloth.

I: Bard repeats "I make thee immune to emotions" x5 while tying on cloth.

E: Makes subject immune to all emotional attacks. These include Fear, Confusion, Feeblemind or any such attack.

L: Cannot be cast on Barbarians or self.

N: Can be cast on Monks of 3rd+ level.

##### Immune-Subdual

T: Enchantment

M: Strip of blue cloth.

I: Bard repeats "I make thee immune to subdual" x5 while tying on cloth.

E: Subject becomes immune to subdual and all hold spells except Bardic Stun. Treat as Barbarian ability.

L: May not be cast on Barbarians or self.

N: Can be cast on Monks of 3rd+ level.

Lasts for life of subject or 30 minutes.

##### Lore

T: Spell

R: 20 ft.

I: Bard says a short rhyme (minimum 15 syllables).

E: Bard proceeds to ask subject "Yes or NO" Questions until he receives a "No" answer. Victim must answer truthfully. Victim may not be harmed during questioning.

L: May not be cast on Barbarians, Monks of 3rd+ level or own teammates without a Reeve's permission.

#### Fifth Level

##### Charm Control

T: Spell

R: 20 ft.

I: Bard says short rhyme (Minimum of 20 syllables).

E: Subject must perform any task the bard specifies that do not violate the subject's civil rights. Task can be complex, Examples being "Defend Me", "Attack a Teammate", "Steal your Flag and return them to my base" or "Stick your tongue out at Aedhera." The subject is obligated to complete all orders given to them to the best of their ability for a 300 count or until killed, whichever comes first. If the subject completes the task within a 300 count, he is free until the bard gives him a new order.

N: May not be cast on own teammates. Can be Cancelled, Dispelled or negated by a Yield spell.

#### Familer I

T: Neutral

M: Small stuffed animal, no real animals please.

E: May purchase 3 points worth of 1st level magic.

N: That is 3 points of magic, not necessarily 3 separate spells.

#### Lend

T: Neutral

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

N: To lend a magic, the bard must pay for both the Lend and the magic he is lending.

#### Mass Charm

T: Neutral

M: 20 ft.

I: Bard must say short rhyme (Minimum of 15 Syllables.)

E: As per charm (See above) but affects everyone in 20 ft. radius, including own teammates.

L: Will not work on Barbarians, Monks of 3rd+ level and Samurai of 5th+ level.

#### Mimic

T: Neutral

M: Strip of blue cloth

I: Bard repeats "I art a(n) (name of mimicked class)" x5 while tying on cloth.

E: Bard gains the 1st level abilities of any non-magical class, excluding extra lives. Examples: The 4pts armor, shield and weapons of a warrior. or the 3pts armor and Bow of and Archer. Bard may use any "Once a battle" abilities during his mimicked life. A Bard may Mimic a Barbarian or Anti-Paladin, but loses a life. However, a Barbarian Mimicking Bard could go Berserk on his Third life.

N: Lasts for life of bard. Any weapons do not deduct from spell points but the Bard is limited to the limitations of weaponry for the Mimicked class, even is could usually use the weapon otherwise. Example: A bard Mimicking an Assassin could not use a 6 ft. staff, as he usually could, because Assassins are not allowed weapons over 4 ft. Bards may not Mimick extra lives.

#### Minstrel

T: Enchantment

R: Game Boundaries

I: Bard says a short rhyme (minimum 10 syllables.) and then sings or plays a musical instrument.

E: Bard may walk where he will and no

a. Bard stops singing or playing music.

b. Bard approaches within 20 ft. of a base or flag.

c. Bard has weapon in hand.

N: Will work against Barbarians, Monks of 3rd+ level and Samurai of 5th+ level

#### Vivify

T: Neutral

E: Gives the bard 1 additional life.

#### Warskill

T: Neutral

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

L: not usable twice on the same weapon.

#### Sixth Level

#### Epic

T: Enchantment

M: Strip of White cloth

I: Bard recites a long rhyme (Minimum of 100 syllables)

E: Makes Subject 6th level for duration of life or for 15 minutes, whichever comes first.

L: Subject may not use Epic more than once per month. May not be cast on Magic using classes.

N: Can be used by Barbarians and Samurai, indeed, the only enchantment they can carry.

#### Familer II

T: Neutral

M: Small stuffed animal, no real animals please.

E: May purchase 4 2nd level points worth of magic.

N: That is 4 points worth, not necessarily 4 separate spells.

#### Relic

T: Enchantment

M: Item to be used as relic and strip of blue cloth.

I: Bard recites a long rhyme (minimum 100 syllables) while tying cloth onto subject.

E: Gives ordinary item the powers of a relic selected by the Bard for the life of the user or 15 minutes, whichever comes first. For information About Relics, see section L0.0.

#### Saga II

T: Neutral

M: Strip of Blue cloth.

I: Bard recites a long rhyme (minimum 100 syllables while tying cloth on subject.

E: Gives subject an extra life.

L: Cannot be used on self. Subject must be alive when cast upon, cannot resurrect a dead person.

**J0.0 Jugging-** Jugging is Amtgardians' Amtgard. Based on the movie "Blood of Heroes", Jugging could be summed up as a medieval cross between basketball, rugby and football. The object of the game is for a five man team to get a dogs' skull (the ball) into the opposing teams' goal. However, only one member of each team can actually touch the ball. It gets more complicated, and funner, from there.

**J1.0 Positions-** Jugging teams consist of 5 members, each with a different position. Different positions have different weapons.

**J1.1 Slash-** Florentine short swords. The Slash is the nominal team captain.

**J1.2 Quick-** A single dagger or gladius. The only position that may touch the skull (ball).

**J1.3 Back-** Any red weapon. Must be used two-handed.

**J1.4 Shield-** medium shield and short sword.

**J1.5 Chain-** Two regulation flails, 1 jugging flail, a three-sectional staff or twin nunchuku.

**J1.7 Officials-** A Timekeeper and a Reeve should also be present at any Jugging match. Their functions are described later.

**J2.0 Field-** The playing area should be 50' wide and 100' long, with a 5' diameter circle in the center and two goals of 1' diameter at either end. Size of field may be adjusted to fit local terrain.

**J2.0 Equipment -** Jugging requires some peculiar equipment.

**J2.1 Skull-** The ball in Juggin is actually supposed to be a dog skull. However, the ball must be padded for safety and many people are unwilling to part with "Prince" for the sake of a game. So, the skull must be substituted with something softer. Nerf footballs, a stuffed sock, or a duct-taped toilet paper roll are all suitable. A dog skull carved out of a nerf football is artistically arduous but the most rewarding.

**J2.2 Stone Gong-** Time is kept in Jugging by a "stone count" That is, a constant "DONG"ing sound. In the original film, this was accomplished by throwing small stones at a sheet of tin. The method is largely unfeasible and inaudible. What works best is a large metal object, such as a steel drum, pole, street sign, etc., that is struck by a mallet, metal rod or hard stick. You may get elaborate as you like.

**J2.3 Position Equipment**

**J2.31 Quick-** The quick's dagger should be a maximum 18' long. They may be slightly longer if both Quicks' weapons are of the same length.

**J2.32 Slash-** The Slash swords should not be longer than 3'.

area. His sword should not exceed 3' in length.

**J2.34 Back-** The Backs' weapon has to be two handed. Otherwise, it may be of any size and length. It is always red, even if it would not be usually, such as a staff.

**J2.35 Chain-** The Chain may have an hinged weapons, including flails, nunchuku, three-sectional staves. or a jugging flail. which is a two-handed flail of any chain length. Since is considered more controlled than a regular battlegame, the 1/2' chain length rule may be passed. However, such a weapon may not be used in a regular battlegame.

**J2.4 Optional-** Jugging is a non-contact sport, but in all physical sports, accidents do happen. Jock cups, Knee and elbow pads are wise investments.

**J3.0 Rules of Play-**

**J3.1 Set-up -** The players on both sides setup in a diamond formation facing the center, with the Quick nearest the center circle. The Chain nearest to the goal. The Shield in the middle of these two and the Slash and Back the sides of the Shield, mirroring the opposing side. See diagram.

**J3.2 Object-** Both teams are trying to move the dog skull into the other teams goals to score one point. The first team to score 3 more points than the other within the time limit wins the match. If the time limit runs out, the game is a draw.

**J3.3 Time-** Jugging is played in three sets of 100 "Stones". Stone count is kept by a constant gonging noise, one approximately every two seconds, followed by a number count. Example: BONG! "One!" BONG! "Two!" BONG! "Three!" and so on. Count stops every time a goal is made, and resumes when the teams reset. Every time count starts, the score should be announced.

**J3.4 Hits-** Any strike to an arm or leg incapacitates that limb for a 8 stone count, any second arm hit, other leg hit or torso hit knock the person out for 15 stone. Of course, head and neck shots do not count. Shots to hands on weapons and grounded feet are negligible. 3 hits from a Back's weapon will destroy a shield.

**J3.5 Quick-** Again, the Quick is the only team member that may touch the ball.

**J3.6 Back-** The Backs weapon will always destroy the shield, even if it is a staff or thrusting spear.

**J3.7 Play-** Once stone count commences, the players are free to bash each other at will. Remember that only the quick can touch the skull.

When a score is made, both teams reset in starting positions and stone count resumes.

There is a 5 minute rest period between 100 stone periods.

"shattered" and out of that stone period. This must be cumulative, a person cannot be "tagged out" while they are unconscious. Players are "replaced" when a new 100 stone count period rolls around, so shattered players may return then. A short team has the option of replacing a shattered player with one of their remaining or playing without that position.

**J3.9 Pinning-** If a player wishes, they may place one of their weapons on an unconscious foe, which will stop the person's stone count to consciousness. The personal count may not continue until the weapon is off the person. The person remains pinned as long as there is a weapon on him, the if the pinner is fighting.

**K0.0 Monsters-** Special quests and scenarios involve the use of Monsters. Many have magic or spell-like abilities. Monster types that have been seen on the battlefield include Dragons, Dryads, Orcs, Sirens, Dwarves, Giants, Ghosts, Werewolves, mummies, Giants, Pixies, Liches, Trolls, Unicorns, Ice Demons, Vampires, Zombies, Wraiths, Guardians, Darklords, Spectral Warriors, Aedheras, Ring Demons, Bandits, Fire Ogres, Giant Eagles and Lizardmen. However, there has never been a through, well-thought-out set of Monster Rules. They seem to vary on the season and current weather conditions. As soon as a set of comprehensive monster rules is made, they will be included in a later edition of this book.

#### **K2.0 Restrictions:**

**K2.1** May only be played in special games or with the permission of the Monarch, Prime Minister and Guildmaster of Monsters.

**K2.2** Monsters may not unbalance a battlegame and must show a willingness to play in character. Neutral monsters must stay neutral.

**K2.3** Garb must be distinctive and typify the monster played. To play a monster without proper garb is redundant and rather silly.

**K2.4** No more than one monster for 10 people.

**K2.5** No one may play a monster more than twice a month.

**L0.0 Relics-** Certain items are used in the battlegames and are passed on to new owners every six months via a quest.

**L1.0 Dagger of Infinite Penetration-** Somewhere, Freud is laughing in his grave. A thrown weapon, the Dagger will pass through all armor values and damage target with the exception of a

point of Invulnerability. If it hits a shield, the shield is destroyed.

**L2.0 Homestone-** A cross between a "Stoner" and a "Homeboy". Also, an item, represented by a stone or similar object, that allows to the holder to mend broken shields. This is done by the holder repeating "I mend this item" x 10. Also allows the person's dead teammates to come back alive at his location rather than having to return to their base.

**L3.0 Odin's Hammer-** Besides being a great drink, a one-handed "red" weapon, that is, it does 2 pts of damage. Usable only by barbarians and the only relic a Barbarian can use.

**L4.0 Ring of Power-** Negates the first hit from each separate opponent per battlegame. Counts against weapons only. It is ineffective against magic.

**L5.0 Shield of Reflection-** This relic is indestructible and the effect is magic and the effect is permanent. Will negate any effect that strikes it, even white weapons and magic. The exception is Sphere of Annihilation. The Shield will cause a Stone to Flesh ball to affect its caster, but not any other spellball.

**L6.0 Sword of Flame-** May only be used by the owner for one life per game. Is considered flame; it will kill a victim if it strikes any legal unprotected area. confers upon itself and its owner protection from flame; is itself impervious to an iceball.

**L7.0 Optional Rule-** Relics may be limited to one per side or one per 10, 15, or 20 people. This helps add balance.

**L8.0 Relics belong to one individual at a time.** They are obtained during quests which are run periodically. No one may possess a relic for more than six months.

**L9.0 Other relics may be added at a later date.**