

RULES CLARIFICATIONS - I

Barad-Duin

As of May 13, 1989, a number of rules clarifications went into effect in Barad-Duin. This is a summary of the specific clarifications made, and some of the reasons behind them:

Barkskin and stoneskin armor points stop vibrating palm, touch of death, poison and paralyzation. The premise is that in these cases that the nature of the skin is altered.

Barbarian berserk armor consists of two points per body location. It does not stop vibrating palm or touch of death since this berserker armor is seen to reflect a higher resistance to melee, not to other attacks. It does stop poison, on the premise that if you take no wound, you can take no poison through the wound. (Some said, alternately, that if you're tough enough that you don't notice the wound, then you don't take enough poison to affect you.)

Barbarians cannot fight after death when killed with a sphere of annihilation, fireball, or call lightning. The specific descriptions of these spells paint a very graphic picture and there probably would not be enough of the barbarian left to fight. Lightning bolt was felt to be less powerful, and insufficient to stop a barbarian from fighting after death. Let's face it, if they can fight after death at all, we're already talking unusual survival power. Another reason for allowing a barbarian to fight after death when hit with a lightning bolt was game balance, and lightning bolt is a mere second level spell.

Spheres of annihilation will kill someone who is petrified, iceballed or entangled. You cannot mend annihilated items, the items no longer exist. You cannot resurrect (reincarnate, etc.) annihilated people unless you first summon them. A sphere of annihilation will kill someone wearing a wizard's "protection".

Wizard "protection" does not work against iceball or entangle, since they do no damage. Wizard "protection" does not work against a sphere of annihilation, since only levels of invulnerability work against spheres of annihilation.

Fireballs have no effect on someone who is petrified. People who are fireballed can be resurrected. (The charred remains of the person constitute the "corpse", and resurrection is potent enough magic to bring the person back.)

Access to game items can be "blocked" with a thornwall because a thornwall is destructible with a plain old sword. The same holds for an assassin's trap being near a flag. You cannot put a flag inside an assassin's trap. The idea is that the game item must be accessible without the use of special class abilities.

Thornwall is a spell and does not die with its caster. It can be dispelled only because the spell description specifically says so, despite the thorns being physical. Since it can be dispelled by others, it can be cancelled by the caster.

Confusion's range will be played at 50 feet.

You cannot cancel or dispel iceball, petrify, or entangle. Once these spells have been cast, the effect becomes physical. The actual ice, rock or foliage is not magical, but a physical effect.

Vote People can be teleported against their will. People may only be teleported where they could go on their own power, not into a tree, not a hundred feet into the air. People may not be forced into a dangerous situation, we're using "shove" for a precedent here. You can teleport within 20 feet of a base, just make sure you say "arriving" x 5 loudly. You cannot teleport with possession of a game item.

When you die, immediately begin walking to nirvana, as per the rules. Once dead, you may not ask for resurrection (reincarnation, etc.). If a battlegame participant stops you on your way to nirvana, the effect in question (normally resurrection) will work on you. This clarifies the contradiction between the description of the healer "resurrect" spell (page 45) and the note on death and lives on page 25. Once you reach nirvana, you must be summoned in order for any battlefield effect to work on you. The 5 minute count on your death begins when you reach nirvana. Do not use the excuse of collecting equipment as a means to loiter on the battlefield in hopes of resurrection.

The wording of the description of "sanctuary" leaves doubt as to whether it was intended to protect monks from "all deliberate attacks" or just from attacks launched "within twenty feet". Monks are powerful enough, so in Barad-Duin the chant protects monks from deliberate melee attacks, but not from ranged attacks. Monks using the sanctuary chant are unnoticeable within 20 ft., but are noticeable from a distance and may be attacked from further than 20 ft. away. The ultimate reason for this one was game balance.

Monks cannot, as the rules stand, block rocks, throwing daggers, etc. with their hands. They may of course block arrows. Per the rules, anyone can try to block a javelin with their hands. If you only touch the shaft of the javelin then you take no damage, but if the point hits, then you take a wound.

And still more clarifications are on the slate for discussion. If you have any comments, suggestions, or wishes for further clarifications, speak up now. Amtgard should be getting things into the best possible shape before we expand further. As we all know, the more chapters involved, the harder to work things out.

From the Druid's Guild, Unto the Populace,

Greetings, one and all. It has come to my attention that some of the spells for the druid class are unclear. Furthermore, I feel that I should have the spell point system reprinted, since many people have not read the information from Tales from the Burning Lands, Vol. 4, No. 7, printed July 9, 1988.

To explain the spells correctly, one must have played the class and used the spells in question, as well as have knowledge of what purpose they serve, and, finally, why they serve that purpose. In explaining the spells, I'll go from 1st level to 3rd. I will not attempt to clarify the higher level spells yet, merely because I'm still 3rd level, however when this is printed I'm sure to be at least 4th. I have, to my knowledge, the most weeks as a druid, and therefore, as I gain levels, I will clarify the higher level spells appropriately. I am in no way, shape, or form attempting to change the rules, I'm just clarifving spells that are being misused and grotesquely distorted! I will only address those spells that I feel are unclear.

Clarification of Unclear Spells

1st LEVEL

- Entangle . . . Lasts a 300 count. The same ball may not be recast while a person is entangled with it. This is not a scout skill, so you may not "cut" out of it.
- Heat weapon . . . Lasts a 300 count. It works only on metal weapons. *NOTE: It does not destroy weapons, therefore, unbreakable weapons will be affected. It merely makes the weapon too hot to hold, hence the weapon is rendered "useless". The heated weapon may not be mended or repaired.
- Warp wood . . . Destroys the wooden weapon. Effect is permanent until the warped weapon is mended, repaired, dispelled or held at base for appropriate count.

2nd LEVEL

- Barkskin . . . The skin becomes hard as bark, but it does not become bark. Barkskin may be mended, by a Mend spell, one point at one place per mend spell.

Paralyzation . . . It is an enchantment that can be cast only on a person, not a weapon. The enchantment lasts until the charge is used or the person is dead. When the bearer of the enchantment touches a victim on an unarmored part of the body, the victim is paralyzed as if hit by a subdual. If the victim was touched on a limb, paralyzation lasts for a 400 count. If touched on the body, the victim is paralyzed for a 150 count. *NOTE: The blow is similar to a subdual, therefore, it is on the honor of the caster if he/she wishes to kill the paralyzed person.

3rd LEVEL:

Confusion . . . This spell has a fifty foot range. It also has several different effects. Monks are immune to this spell. 1) When cast on a spellcaster, the spellcaster must stand confused for a fifty count, then wander for a fifty count. He/she may not cast spells, but can defend himself/herself with weapons. 2) When cast on Barbarians, they must go berserk and attack the druid that cast the spell for a hundred count. *NOTE: This does not count toward the normally allowed berserks of a barbarian. 3) When cast on any other class, the victim must attack the nearest creature(s) for a hundred count.

Plant door . . . The druid is assumed to have entered the tree that the spell was cast upon. *NOTE: This is not Passplant so the caster is limited to the tree that the spell has been cast on. To maintain the spell, the druid must have physical contact with the tree at all times. Once contact is broken, the spell is canceled. The tree must be tall enough and thick enough to hold a person within the tree. While in the tree, the druid may cast verbal spells. The tree may be destroyed by certain magic, or ten full (90 degree swinging arc) swings from a red or a blades sharp blue weapon. *NOTE: Sharpen weapon does count. Fireball, Lightning bolt, Call lightning or Sphere of Annihilation are the spells that will destroy the tree. Druid may not be harmed until the spell is broken or the tree destroyed.

These spells, I felt, needed clarification. If any others are unclear, please question me. That is what I'm here for. The spell point system, as printed in Tales from the Burning Lands Vol.4, No. 7, is as follows:

1st level 10 pts
2nd level +5 pts (15)
3rd level +5 pts (20)
4th level +5 pts (25)
5th level +5 pts (30)
6th level 5 of the 1st level pts

Now that all this information has been clarified (some for the second time), I hope we can have a more smoothly run Amtgard with less bickering over the rules. I feel that these spells have been clarified justly, however, if some weasel wants to interpret differently, the please bring this to my attention. Some people are so shallow as to attempt to distort the spells, therefore, these clarifications were needed. Undoubtedly, these warped individuals will attempt to continue to do so, but hopefully not with these same spells. The spells can be corrected, but a distorted mind cannot. These "people" are a clear minority, and in being so, they cannot hinder the growth and flourishing of our great society that we call Amtgard.

Until we meet again,

Lord Talinor Darkwolf
Guildmaster of Druids
Gaurdsman, Squire, Captain, etc...

RULES CLARIFICATIONS - II

July 21, 1989

These rules clarifications will go into effect on July 29, 1989. On that same date, the "new and improved" garb rules approved by an Allthing during the reign of Sionnach will begin to be enforced again. (Yes, a copy of the garb rule is attached.) Also attached is a list of the rules changes approved by an Allthing on the night of July 15.

Clarifications:

SUBSTITUTE INCANTATIONS: Offensive magics must be cast word for word as they appear in the rulebook. To repeat: no substitute incantations on offensive magic. As for defensive magic, healing and other non-attack spells, a substitute incantation must meet the following criteria: 1> must be recognizable, 2> must contain at least as many syllables as the original incantation.

If a lightning bolt hits you in the garb, it is considered a graze and you are dead.

When a sphere of annihilation hits a shield or an enchanted shield, the shield is destroyed and there are no further effects. A sphere of annihilation will kill through the fourth level spell "protection from magic", but not through the sixth level "protection from magic" component of "defend", nor will it kill through the sixth-level protection component of "defend".

Druidic "call lightning" will kill someone who is entangled, frozen or petrified.

You cannot entangle someone who is already entangled. Likewise with iceballs & petrifies.

* You cannot use "extend" with ball spells!

A "wand" must be something set aside specifically for spellcasting. I.e. your sword cannot double as your wand.

When a wizard is in "flight", this is not an exception to casting magic while moving. If a wizard would normally stand still to cast a spell, he must hover in place to cast that spell while in flight. Translation: you can't chase your target; you can't retreat while casting such spells.

ALLTHING RULES CHANGES .7/15/89

Druid's "entangle" now costs 1 point.

Druids now use the wizard's point system. To keep weapons costs in line with this, druids now pay double their previous weapons cost through third level, with no additional weapon cost after third level.

Druids are now a restricted class: no more than one druid per 10 people on a team.

"Flameblade" has the following additional "fire abilities" :
may parry iceballs; negates "entangle" by touch.

Tribal barbarians may wear 1 point bone armor or 1 point soft leather armor.

Healers may cast the "heal" spell within their own circle of protection.

Druid "flesh to stone" is now cost 2, max 1, 1 bolt with unlimited use.



Robinet '87

COMMENTARY

by Lynn Fletcher

The preceding letter contains many useful clarifications on the Druid magic. Please note that this letter from Guildmaster Talinor contains several statements that go beyond those in the rulebook, and which are therefore not in effect until approved by an Allthing, and hopefully also approved by the ever-present Guildmaster of Druids:

1. We have not limited the use of entangle balls in Barad-Duin such that the same ball may not be recast while a person is entangled with it.
2. We have not limited "heat weapon" to affect only metal weapons, since wood can become very hot without burning up.
3. "Warp wood" cannot be dispelled.
4. Confusion has no range listed in the rulebook. We have been playing it as 20' range.
5. There is nothing in the rulebook prohibiting a simple unmagiced smashing/hacking weapon from destroying a "plant door" tree in the required ten hits.
6. The rules do not require a large tree for "plant door". Since we have very few large trees, we might want to just leave it as is.
7. The new spell point system still needs ratification by an Allthing.

If you have an opinion on these spells, voice it at the next Allthing.

Lynn Fletcher,

Guildmistress of Reeves
Barad-Duin

Burning Issues

Issues and questions from Amtgard in the Burning Lands and our interpretations of these problems.

1. We have recently had a problem with armed warriors fighting as healers for the sole purpose of having a healing spell.

Our solution has been to limit healers to the same one healer to ten participants ratio as with wizards. Priority is given to unarmed healers, followed by career healers (an unfortunately ill-defined term). Keeping in mind that we get forty to seventy people a week this system works, but a long-term solution needs to be found.

2. Questions on the druid magic are quite obviously present. Both Lynn Fletcher and Lord Talinor have had a say so here's some more opinions.

On Entangle, I agree with Lord Talinor. This is a fairly powerful spell when used correctly and the restriction seems valid.

On Heat Weapon, Lynn's point is much better and we have in fact been playing it that way.


On Warp Wood, once again I support Lynn. This effect is active only while being cast and this should not be vulnerable to a dispel.

On Plant Door, I hate this spell but since it is part of the rules, a decision must be made. As siege weapons may be destroyed by normal blue weapons, so may the druid's tree. Note: this gives the druid the equivalent of ten points of armor. The Large Tree is also a good restriction as this spell is overly powerful.

The spell point system is still experimental here as well.

3. The question of allowing up to 55 pound crossbows.

I am utterly opposed to this idea as it is extremely dangerous. A crossbow must always be fired at a full draw regardless of range. Anyone ever hit by a 35 pound bow at close range should understand this problem.



Guildmaster of Reeves

Burning Lands