Reeve's Guild Clairifications

(From FEB 95 Reeves guild meeting.)

For purposes of seniority, reeves are ranked on the following scale.

- 1pt Reeve qualified and active as a reeve
- +1 At least 1 year reeve qualified/experience.
- +1 At least 3 years reeve qualified/experience. (cumulative with above)
- +1 Past guildmaster of Reeves
- +1 Masterhood of Reeve / Walker of the Middle
- 5pt Guildmaster of Reeves. (Always highest rank.)

Dodgeing and running are considered forms of defense.

Spellcasters may not carry more weapons than they have paid spell points for. (i.e. a mage may not carry 2 shortswords unless he has paid for 2, even if he only uses one at a time.)

A reeve must must reeve at least 1 game per month in order remain reeve qualified.

Line of Sight 50% of the target must be visible to the caster upon completion of spell. Hiding does not include hiding behind your own shield or the momentary loss of visibility due to someone moving across the caster's line of sight to his victim. Weapons may be hidden behind your own back.

Mend: All mends repair no more than 1 point per location per casting (upon armor). Magical armors (such as Barkskin and Stoneskin) may be mended.

Heal: Heals 1 point per location per casting on a barbarian and on monsters with natural armor or natural invulnerability.

Flame Arrow: When a shield is struck, the face of the shield must be tapped 5 times upon the ground or it is destroyed.

Siege weapons: May not be block/parried; only natural siege weapons may be parried (i.e. dragon claws).

Teleport: Dead bodies may be teleported as items.

Arrows: Special projectiles are reusable. This does not mean that every arrow you own can be marked and used on a whim; just like a mage having to retrieve his Sphere of annihilation, you have to retrieve your arrows.

Spell Sword: Merely holding the spell sword is not enough, it must be actually drawn from its sheath or other holstering device.

Yield: Force is defined as physical restraint. Victim may be killed of counter spelled.

Bardic

All bardic magic is considered a form of charm.

Emotion Control: Berserk - Spell Casters cannot cast magic.
Confidence - Magic points are "Free"
May not be rolled down to pay for weapon costs.
Must not exceed maximum castable for game.

Extension: Bardic extension works own druidic magic.

Honor Duel: Cannot effect game until after completion of victory march. Without a reeeves permission, bard may not enchant more than one contestant from each team into a single *honor duel*.

Imbue: Only permitts purchase of 2 points of 1st/2nd level bardic magic (not druidic)

Lore: Upon a "No" response, caster and victim must immediatly separate 20 ft. (before they may commence hostilities with one another.

Mimic: Cannot mimic Monsters.
Last for 1 (one) life for the full life. Upon death *mimic* goes away.

Visit: Once the visit is announced, the bard must move into the opponent's base.

Yield: Move to bard, not healer.

Charm

T: Spell

I: A short poem (20+words) must be spoken.

R: 20 ft.

E: The bard may make a single reasonable request of the victim (victim must comply). Once charm has been successfully cast, an immediate and temporary hold exists between caster and victim until the request has been made (the request must be made in a timely manner). The bard may not force his victim into real world danger, and the victim may defend himself (may be limited to running). Having completed the task, the victim is free to carry on as he will. May request victim drop his weapons. Use of the word "and" does not neccessarily make the request into 2 requests.

N: **May not force the victim to attack or magic his own teammates or leave game boundaries.** Request may not take more than 5 minutes to perform (300 count). Victims may not move quicker returning from being charmed than moved when executing the charm. (i.e. if victim is instructed to dance around tree over yonder, cannot run back from tree is he walked to tree.) If both parties cannot agree as to what is a reasonable request, a reeve is to be called over to adjudicate. (i.e. neither party may continue play until a reasonable request has been given.)

Legend

T: Spell

I: A short poem must be spoken (20+words).

R: 20 ft.

E: Initially, the bard and (one) victim move to an out of the way place (within 100 yards) of the bard's choosing, where the bard will perform for him (until that time the bard and his victim are in an immediate and temporary hold). The selected out of the way place must be at least 20ft away from where the caster and victim were at the time of casting. Once set up, additional people that approach within 20 ft. may also be ensnared (up to a total number of victims equal to the bard's level.) The bard and his victims cannot be attacked by anyone in a 20 ft. radius. The bard may defend himself but at the cost of cancelling the spell. (Dodging is considered Defending.)

N: Not useable within 20 ft. of a base. Victims may be effected by classes which are immune to the spell. Casting this spell on those who are immune or protected from it, eats the *charm*. Victims may be slain at anytime once the bard is set up, but only at the cost of the bard losing his visit **neutral** for the rest of that game. Extension used in conjunction with this spell will only increase its 20ft range to 40ft, NOT its 20ft radius.

Stuff that the guildmaster's meeting didn't get to or that has been suggested since then.

Emotion Control:	Do spell points stay if rolled down to lower level?
Mimic:	Can mimicing bards be loaned magic?
Lend:	Magic lent counts toward max spells purchased per game. Does it also count against reciepients?

Armor and Hit locations: Quoted from Book

DAMAGE AND WOUNDS TO YOU

No Armor:

Head- (Includes neck) out of bounds. Will not count as a hit and is discouraged.

Arm- A hit to the arm will result in the loss of use of that limb. A struck arm should be kept behind your back. A second hit to the arm will result in death. (We are going on the theory that a first hit disables and the second hit removes the arm.) Hand shots will count as a hit to the arm unless you are holding a weapon in that hand (most weapons normally had hand protectors on them). Note: polearms, rocks, throwing daggers, and bows are not assumed to have hand protectors on them.

Leg- A hit to a leg results in the loss of use of that leg. Drop to one knee. Any following hits to that leg will have no effect (the exception are **magic** and white weapons). Crawling, dragging one's self, being carried, etc. are the only ways to move about with a wounded leg. You may make a short spring at an opponent with your good leg.

Torso- (Includes a person's shoulders) instant death.

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

Notes:

1) Any 2 limb shots (except 2 shots to the same leg) result in death.
2) Shots that only strike garb, equipment, or a person's foot do not count as a hit unless said items blocked a blow that would have struck a combatant (i.e.--garb, equipment, sheathed weapons, etc. are not shields and do not count as armor.
3) Blows that nick or lightly glance off of a target do not count as hits. Any shot that stops or any shot that hits then deflects at an angle is considered a hit.
4) **Projectiles** that strike "light" still count as hits.
5) The chain portion of flails are not legal strike edges and do not count as hits. The same applies to all weapon hafts and hilts.
6) Non-hinged weapons that bend (or whip) around a parry do not count as hits.
7) **Magic** and white weapons still affect wounded limbs.
8) Deflections that then strike true on a target are hits.

With Armor:

Armor is rated on its ability to stop or deflect blows. The rating ranged from 1 to 6 points of value. The same damage rules apply to armor. *Each hit will remove 1 point of value and the damage only applies to the area that was hit (either arm, either leg, the torso). Armor only protects the area that it covers.*

ARMOR CONSTRUCTION

Armor is rated by the Monarch, Prime Minister, and guildmaster of Reeves. Mixed armor will be averaged. *Again, damage to armor only applies to the area that is hit, and armor only protects the area that it covers.* Damage that exceeds the armor value wounds or kills the target. Examples of a person struck in the back:

A. 2 point chest armor, 1 point back armor--back armor destroyed, 1 point of chest armor remains (chest and back are includes together under torso armor).

B. 2 point chest armor, 0 point back armor--person is dead.

Highcross believes that these rules mean the following:

#1 Since armor only protects the area it covers, a hit to one piece of armor does not affect another piece of unconnected armor. (ie: Two pieces of armor on an arm, one on the Upper arm and one on the lower, a hit to Lower armor doesn't count against remaining armor on the Upper arm and vice versa.)

Other interpretations of the armor rules (not neccessarily mutually exclusive):

#2 A partially armored hit location only protects the covered area, a shot to an unarmored portion of a hit location counts as if the location had no armor at all. (ie. Armor only on the Upper arm; a hit occurs to lower arm and the arm is disabled.)

#3 Since a hit to a hit location disables the entire location, a hit to a protected portion of location counts as a hit to all armor in that location regardless of whether the section of armor are connected or not. (ie. Two pieces of armor on an arm, one on the Upper arm and one on the Lower; a hit occurs to the Lower arm causing a reduction in armor on all armor protecting the arm.)

Suggested by Ewen McFadden (Guildmaster of Archers):

All weapons, regardless of construction method, must be at least 1 in. thick at all points (not just the tip).

Given: Hardened weapons are indestructible (pg31); However, the spell description at no time mentions exception to the rule that blows blocked by unwielded weapons, that would have otherwise stuck you still count (pg12, note 2) It also doen't exempt the wielder from the rule preventing non-monks from blocking arrows (pg15).

Suggested by the Guildmaster of reeves:

Holds -- To reduce the chances that someone will miss a hold being called, Upon hearing a non-personal hold called by a reeve, a battlefield participant must also yell hold (once) as he ceases hostilities.

Scouts Entangle Trap -- ~~Victim must cut at each leg~~ Each of the victims legs must be cut at 10 times before he is freed. Scout is assumed to have maneuvered the victim into an area of uncertain footing. Deliberate attacks to injure, that strike the victims legs are treated normally.

Standing Still(defined) -- A person is standing still as long as his feet remain rooted to one place with no lifting, sliding or turning of the feet; No gross action that moves the head more than 18 inches vertically is permitted (i.e. no going from a crouch to standing or vice versa). Also, deliberate attempts to parry or attack with a weapon constitute moving.

Mend -- Affects destroyed items such as those destroyed by *Lighting Bolts* and *Fireballs*. (See Destroyed items, Page 15.)

Simultaneous Hits -- Define Simo Hits.

Magical Balls -- Garb shots are not hits unless they block a blow which would have otherwise hit you

Weapon Construction -- The minimum diameter of the tip of a weapon is (2.5 or 2) inches? I.E. An eye socket is too vague.

Shields -- This park (does/does not) enforces the maximum width of a shield rules as mentioned in weapon construction. I.E. No Larger than 3 ft in diameter for round shields and not wider than 2 ft for rectangular ones.

Red Weapons --

A weapon that has been made red through either magic, skill, or class ability. does not need to be wielded with two hands in order to gain any special benefits.

A naturally red weapon that has been made double red only gains double red abilities when wielded with two hands.

A weapon that has been made red through either magic, skill, or class ability. must still be be wielded in a slashing manner in order to do additional damage to armor or destroy a shield.

Enchant Shield -- Since an shield enchanted with Enchant Shield is unaffected by magic (except Sphere of annihilation) it may be used to block iceballs and the like without penalty.

Herald Thanatos brings up:

Why does a shot that strikes a worn item affect you like it wasn't there; but, the same item wielded is destroyed (arrows) or unaffected (parried melee weapons)

Guilmaster of Monsters and Barbarians Kodiak Suggests:

The limit for the number of Bows on the field be decreased from 1 per 5 to 1 per 10.

Suggested by Scum:

Barbarians may use throwing daggers.

Barbarian rock may be only 6 inches in diameter, not 12.

Alexi wants to know:

Do berserkers who have fight after death, still get thier 10 count if killed by Poison?

Things suggested by others (I can't remember who):

Armor -- Non-perimeter Studs on studded armor must have at least 4 studs within 1 inch to gain the appropriate armor bonus. I.E. The studs may be no further than 1 inch apart in a rectangular or triangular pattern.

Foot shots: Quoted from the book.

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

Some suggested alterations:

#1 Feet- Shots to a foot **firmly planted** on the ground do not count, otherwise they count as a hit to appropriate leg.

#2 Feet- Shots to a foot **touching** the ground do not count. All shots to a foot not touching the ground count as a hit to appropriate leg.

#3 Let stand as written.

Improve Weapon: An arrow that strikes a wielded weapon destroys that weapon, should this also apply to weapons that have been Warrior Improved? (Yes/No),

Casting spells: Only one spell may be active at a time (pg22, #2). At what point does an incomplete spell goe away? Enchantments cast on self go away when a spell is begun (pg23, #6).

David Cantor (AKA David Beattie), Guildmaster of Reeves and Duchy contact point 475-9810. (Apr 95)

Park Rules and Clarifications

Armor: No portion of Garb is considered Armor unless it has been rated as such (includes leather belts).
Assassin Teleport: A teleporting Assassin does not need to say arriving.
Barbarians: Are played by the Book and are no longer permitted Throwing Daggers.
Bracelet of Transformation: Usage is now once per game day.
Damage: An armored person who is struck with a weapon that inflicts more damage than the armor has remaining, will be struck for one point of damage in the affected area. (i.e. 2 pt (or more) weapon hits arm with 1 pt armor. Arm is disabled.)
Destruction of items Is played by the book. Item destruction is limited to those methods/items specifically mentioned in the rules (i.e. Flame arrow can destroy shields, Pyrotechnics destroys all but bases, armor, relics, and game items, etc.)
Poison: Throwing daggers may be poisoned (Assassins).
Reanimate: Reanimated Healers may resurrect themselves (Passed 11/5). Reanimated people are Undead.
Red Weapons: Flails may be "red" weapons. Weapons may be "red" even if they do not conform to the 1 pound per foot rule. A "double red" weapon that is further enhanced gains no additional bonuses. (i.e. it does not progress from "double red to "**triple red**" or "white"
Rules conflicts: Senior Reeve on field is last word on Rules for that game. They then bring up the rules conflict to the Reeve's Guild, which then presents suggested new rule or clarification to the Allthing.
Weapon construction: All newly constructed weapons must be marked (even blue and green ones.)
Weapon safety: Three complaints received by Reeves regarding the safety of a (previously approved) weapon results in pulling the weapon. Reeves are required to submit the complaint for documentation by the Prime Minister. Also, a weapon which is otherwise safe may be found to be unsafe when wielded by certain people.
Wizards *Protection*: The wizard 3rd level enchantment *Protection* is sectional. (Passed 10 to 8).

Page 24, **Magic Clarifications #11**: Change: Barkskin to Stoneskin. (i.e. ... will destroy a *Bless*, ~~*Barkskin*~~ *Stoneskin*, or *Protection* without killing ...)

Approved park Monsters
Kraken, Quill Beast(5 NOV), Chaos Fungus (5 NOV)

Old Park Rules

Decisions made by an All thing may not be re-considered for a period of 6 months following the original allthing vote.

Druidic *Magic Projectile* and *Stoneskin* grant only 1 point per casting.

Barbarians: Are not immune to *lightening bolt*. They do get their 10 second count if they are killed by one and would normally get 10 second count.

Bladesharp and Bludgeon work in the same way that a red weapon does, affecting both armour and shields. Improve weapon works only against armour.

Game holds should only be called by the reeve on the field. Other holds are only to be called for real life emergencies. "Retrieving" is only allowed in specific instances. You may retrieve if you are dead or if you have gone to base or nirvana and counted 100 to simulate "retrieving" a new weapon. You may not use "Retrieving" as a personal hold to avoid beoing killed, and if retieving off the field, must go to base to reenter game. Anyone given a personal hold by the reeve must return to base and call "alive" when rejoining the game.

Guildmaster seats as of April 8th elections:

Archer	Ewen McFadden	Monk	Akira Tsuji
Assassin	Alexi	Scout	Kalxen
Barbarian	Kodiak	Warrior	Darkangel
Bard	Cearen Blagden	Wizard	Martello Entropy
Druid	Cowden Flameburg	Monster	Kodiak
Healer	Morphea/Thanatos (Tie)	Reeves	David Cantor