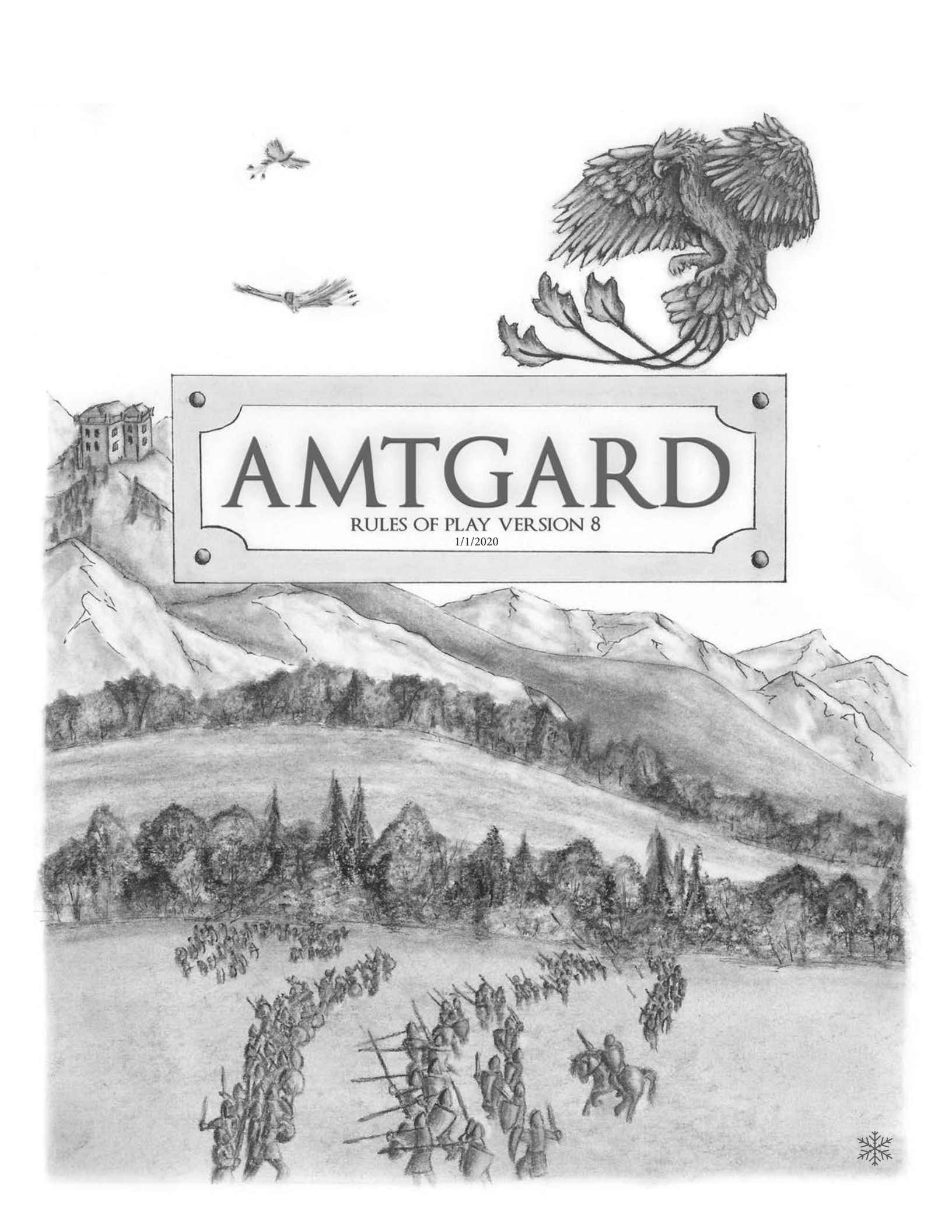
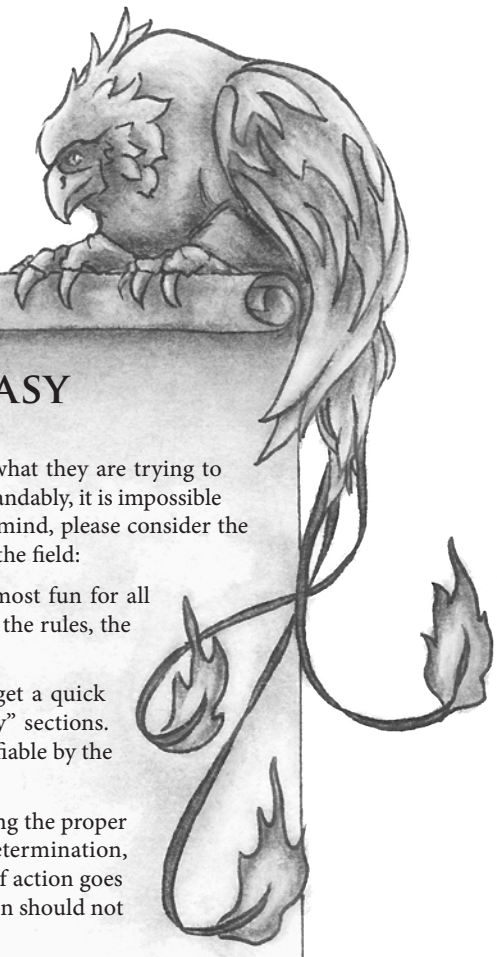


AMTGARD

RULES OF PLAY VERSION 8

1/1/2020



This Rulebook Made Easy

Rulebooks are confusing things. They are often written by people who know what they are trying to accomplish but written for people who have no idea of the writers' goals. Understandably, it is impossible for the writers to foresee and account for every possible situation. With this in mind, please consider the following when reading through this rulebook, and when applying the rules on the field:

1. Amtgard requires cooperation, honor, and fair play in order to ensure the most fun for all participants. Please read these rules thoroughly. The more familiar you are with the rules, the better equipped you will be to handle situations that are not explicitly covered.

2. On your first few reads through this rulebook, or if you're just looking to get a quick overview of the system, you'll want to pay special attention to the "Made Easy" sections. They highlight the most important concepts in each section and are easily identifiable by the presence of our loveable rulebook mascot, Clippy the phoenix.

3. If something is ambiguous, it is important to use common sense in adjudicating the proper ruling and course of action. Safety should always take precedence in any determination, followed by fairness, then playability, then thematic considerations. If a course of action goes against safety or fairness for the benefit of thematic elements, that course of action should not be taken.

4. Magic and abilities only do explicitly what they say they do, and do not have additional powers beyond what is explicitly stated within the rules.

5. Read the rules in their entire context. Some rules may give one impression when read in a vacuum, but make sense when viewed within the larger context of the game.

6. Don't play in the gray areas of the rules. Gray areas and loopholes will not be considered or accepted by reeves.

7. If a term is not defined in this rulebook, the commonly accepted definition of the term should be applied. If multiple definitions exist, the one that makes the most sense in terms of safety, then fairness, then playability should be applied.

When in doubt, play fair. In a free-form game like Amtgard there are bound to be interactions and situations that come up that were not imagined or considered by the authors. If those interactions are unclear then the players should adjudicate the situation in the most fair and equitable way possible until an official ruling can be made.

Have fun with it! There are a plethora of options and possibilities in the Amtgard rules. Try something new or goofy. Creativity counts for a lot and teamwork is always overpowered.

Flavor Text in this Book

This rulebook also contains stories and quotes that provide historical tidbits and suggestions for how our game mechanics might be explained through role-play. These bits of flavor text are not rules and should not be used to justify rule interpretations.

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The creation of this rulebook was truly a community effort incorporating feedback and suggestions from countless Amtgarders. The committee in charge of creating the rules and incorporating feedback was comprised of Sir Brennon Viridian, Sir Korderellin Blackhand, Sir Medryn Harlequin, Sir Phocion, and Sir Roger Shrubstaff. The artwork in this book was provided by Dame Casca Eruoy and Ebarra Emberclaw, while design and layout was completed by Sir Grix.

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Introduction

What is Amtgard?

Amtgard is a swords and sorcery styled medieval combat, culture, and sciences organization. Amtgard was founded in El Paso, Texas in 1983 and has since spread throughout North America and the rest of the world. With over ten thousand active members representing a diverse swath of humanity it's safe to say there is something for everybody in Amtgard. Whether you're a teenager in high school or an established adult you will be able to find an inviting peer group that is excited to welcome you to the game.

What Can Amtgard Offer Me?

Amtgard is an excellent way to encourage interest in medieval combat, arts, and sciences. It's also a fun and exciting way to get exercise while meeting new people. Here are some of the common activities Amtgardians engage in:

Medieval team combat using safe foam replicas

Leather working

Metal working

Armor making

Tournament combat using safe foam replicas

Sewing

Brewing and cooking

Singing and performance

Wood working

Getting Started

Getting started in Amtgard is easy and fun. Here are a few simple guidelines a new player can follow to get started in the organization.

Read the 'Combat Rules' section of the rulebook. It's only a couple of pages and shouldn't take more than ten minutes or so. Don't worry if you find some of it confusing, it's much easier to do than it looks on paper.

Read the 'Playing in Battlegames Made Easy' section in this rulebook. This will explain the basic concept behind team games in Amtgard.

Read the 'Magics, Abilities, States and Special Effects Made Easy' section in this rulebook. This will explain the basics of how the non-combat game mechanics work.

Find a group near you and visit it! That's it, nothing more complicated than that. In fact, you're encouraged to skip directly to step 4 and jump in with both feet. The best way to learn is from friendly and experienced veterans. Find a park near you at amtgard.com.

Next Steps

Once you've made contact with your local group there are a few next steps to start thinking about. Don't worry about any of these too much, they're just details that help fill in your Amtgard experience. Move at your own pace and have fun with it.

1. Read the flavor text in this rulebook to get a feel for the backstory and culture of Amtgard. This will help you understand and fit in better with your local groups.
2. Pick a character name. This is what people will call you when you attend the park, so make sure you pick something you want to hear frequently and for a long time. Good examples of character names would be 'John of Longbridge', 'Samuel Ironstone', or 'Darius Elfsblood'. Avoid cliche names, names of famous people, names of literary characters, and names of people that already exist in your local group. For example, there are already dozens named "Shadow" in Amtgard. Try and pick something unique for yourself.
3. Consider having a backstory or character history. This isn't required, but it sometimes helps to drive your interactions and experiences with other players.
4. Acquire or make some gear. Eventually you are going to want your own weapons, shields, and garb (Amtgard specific clothing). Many people at your local park will be willing to help you out making equipment and there are numerous online vendors who sell Amtgard legal equipment if you would rather go that route.
5. Join in with the wider organization. Amtgard has a great online presence on our official forums at www.electricsamurai.com as well as on Facebook. These can be great resources to meet new people, learn about what is going on in the world of Amtgard, and get ideas about fighting, crafting, and anything else that might interest you.

E.P. 32, 18th of Winter

The geography of this plane is of particular interest to me; its constantly changing nature is fascinating. New lands and whole kingdoms can form out of the Boundary Mists almost without warning. They spring out of nothing complete with history, people, and culture. I have yet to determine if these new provinces are indeed created whole-cloth, or are transported from elsewhere. - Journal of Makros the Traveler



Amtgard the Organization

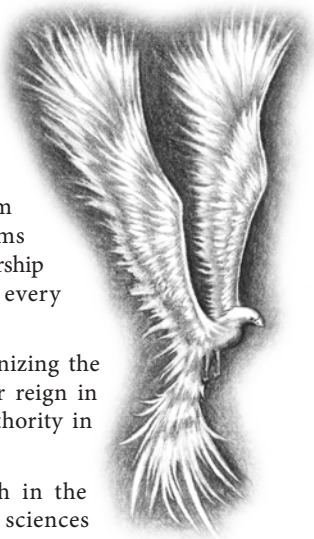
Amtgard is more than just a game; it's also an extensive organization spread across the globe. Over the more than 30 years since its inception Amtgard has evolved a very stable representative government to help administer the various activities needed to keep everything running smoothly. Each group has its own culture, behavior, and individual set of rules governing how it operates, but there are some common elements.

Circle of Monarchs

The Circle of Monarchs (CoM) is the ruling body of Amtgard and is formed by the heads of state for each Amtgard kingdom. The Circle has a number of powers and duties including (but not limited to):

1. Amending the rules on odd-numbered years (requires a 75% vote of all represented kingdoms at a meeting)
2. Adjudicating disputes between kingdoms
3. Approving new kingdoms
4. Serving as the court of last resort for player grievances

Kingdoms



Kingdoms in Amtgard are large geographic regions responsible for all of the Amtgard groups (called 'Parks') and members within their area of influence. Kingdoms have authority over their constituent Parks and are responsible for helping them succeed and grow. Kingdoms typically have the following leadership positions which are elected every six months:

Monarch: In charge of organizing the group for the duration of their reign in office. They are the highest authority in the kingdom.

Regent: Assists the monarch in the organization of the arts and sciences during their reign in office by doing such things as holding workshops, cultural tournaments, and craft nights.

Prime Minister: Assists the monarch by making sure the kingdom financial records and attendance records are in order during their reign.

Champion: Assists the monarch by running fighting tournaments, organizing battlegames, and checking weapons and equipment for safety during their reign.

Guildmaster of Reeves: The head reeve is in charge of settling any rules disputes, making sure that all reeves are qualified and doing their job well, and advising the other elected officers on any rules issues they may have.

Parks

In order to play Amtgard, one must have other people to play with. Parks are groups of people that get together on at least a bi-weekly basis to play the game and spend time with one another. All Parks start as a Freehold, by signing a Freehold Contract with Amtgard International. Most Freeholds will become a Sponsored Park by joining a Kingdom, allowing them to progress in name as their size increases. Your local Kingdom corpora will provide specific details about the names and privileges of increasing Park sizes.

Parks typically have the same leadership positions as kingdoms do and are elected on the same six month schedule. Not all Parks need to have all positions filled at all times. Some smaller Parks only need a monarch while larger groups need a full complement of officers.

Reeves

In order to ensure that the Park is following the rules, and that the game is being run fairly for all participants, members of the park may also choose to become members of the Reeves Guild and take credit in the Reeve class. Reeves are the judges or referees of the game, and are recognized by the gold sash that they wear on the field. Reeves should have in-depth knowledge of the rules, and are tested by the current Guildmaster of Reeves to become members of the guild. When a reeve is in charge of a battlegame, their word is final on disputes involving game play. If a player wishes to dispute a reeve's decision, they may do so after the game with the reeve in question or with the Guildmaster of Reeves. However, while the game is occurring, the decision may not be disputed. Arguing with a reeve on the field may result in being penalized or even ejected from the game. Consistent arguing may result in being removed from play for an extended period.

Companies and Households

In addition to the Park structure, groups of people either within or between different Parks and/or Kingdoms may choose to band together due to a common interest. There are two types of social organizations of this nature: Companies, and Households. Companies are typically groups that focus on fighting or competition. Traditionally, most companies have a leader (e.g. Captain), a second-in-command (e.g. Lieutenant or Sergeant), and heraldry of some type. Given the normal semi-competitive nature of companies, people traditionally only belong to a single company at any given time. Households are typically non-fighting groups that focus on non-competitive aspects of the game, such as arts and sciences, service, etc. Households also traditionally have a leader (e.g. House Lord or House Lady) and heraldry. Because of the traditional non-competitive nature of households, a person may be a member of any number of households.

Awards and Symbols

Amtgard has an extensive award system that is used to recognize and promote excellence in a wide variety of different areas such as service, fighting, arts and sciences, honor, and so forth. Please see Appendix A for a full breakdown of the shared awards system that all Kingdoms adhere to. Each Park may choose to have additional awards as they deem necessary with the approval of their ruling Kingdom monarchy. Some of the more recognized awards are listed here below.

Apprentice: Apprentices are individuals who have a formal student-mentor relationship with a Paragon. Apprentices are taught the ways of the Paragon's Order and have a desire to improve their abilities within that Order. Players are typically Apprenticed to only a single Paragon at a time. Paragons of on Order may themselves be Apprenticed to a Paragon of a different Order. The reserved symbol of an Apprentice is a belt favor in the color of their Paragon's Order trimmed in silver.

At-Arms and Pages: At-Arms or Pages are usually individuals who are sworn to Knights, Squires, or Nobles. In Amtgard, being an At-Arms or Page denotes a special relationship between the individual and their mentor,who is typically a Knight, Noble, or Squire. At-Arms can generally be recognized by a black belt with silver trim or a green belt. Pages can generally be recognized by a yellow belt. At-Arms may also go by Man-at-Arms, Woman-at-Arms, Comrade-at-Arms, Sword-at-Arms, Standardbearer, Shieldmaiden, Shield Brother, or other similar terms.

Color: A catch-all class for members of Amtgard who do not participate in the combat portion of the game. These players are often very valuable to the organization as they provide logistics, leadership, and support to keep the rest of the game moving smoothly. Examples can include water bearers, heralds, event organizers, and Serpent Knights.

Knights: Knights are members of Amtgard who have been recognized as exemplars in a given area as well as role-models. Knighthood is a recognition of character in addition to possessing a level of skill beyond that of a Master in their field. Knights are recognized by a variety of reserved symbols, such as a white belt, an unadorned chain, spurs, and a white or black phoenix. There are four orders of Knighthood in Amtgard, each of which recognizes a different skill and has its own belt trim color:

- **Sword:** Awarded for martial excellence. Its symbol is a white belt trimmed in silver.
- **Serpent:** Awarded for excellence in the arts and sciences. Its symbol is a white belt trimmed in green.
- **Crown:** Awarded for excellence in elected office. Its symbol is a white belt trimmed in gold.
- **Flame:** Awarded for excellence in service. Its symbol is a white belt trimmed in red.

Knighthood may only be bestowed at the Kingdom level.

Masters: Masterhood may be granted in recognition of outstanding skill in a given area, and has a reserved symbol of a gold phoenix on a solid color background. For more information on the qualifications to be considered a Master, please see Appendix A. Masterhood may only be granted at the kingdom level.

Crown: Gold phoenix on a black background.

Dragon: Gold phoenix on a green background.

Garber: Gold phoenix on a blue background.

Lion: Gold phoenix on a purple background.

Owl: Gold phoenix on a brown background.

Rose: Gold phoenix on a white background.

Smith: Gold phoenix on a grey background.

Warrior: Gold phoenix on a red background.

Nobles: Monarchs may award titles of nobility for service to Amtgard. The specific titles and symbols will be listed in your local Kingdom corpora.

Paragon: Sometimes referred to as a 'Class Masterhood' this is an award given to a player for consistently being an excellent example of their Order (class) in full-class battlegames. A player should look like, role-play, and be highly effective at playing their Order to be bestowed a Paragon title for that Order. A Paragon should take the lead in teaching new players how to play their Order, assist them with getting the necessary equipment, etc. A player may receive multiple Paragon titles, one for each Order. At the discretion of the Monarch active Paragons may be consulted about new Paragons being inducted into their Order. The reserved symbol of a Paragon is a sash in the color of their class with silver trim.

Phoenix: The phoenix is the symbol of Amtgard and is generally only worn by Knights, Masters, or as part of a Kingdom or Park heraldry.

Squires: Squires are individuals who have been sworn to a knight. Historically, squires were arms bearers, servants, or trainees of a Knight. In Amtgard, however, it may be bestowed by a knight for a myriad of reasons and most often takes the form of a mentor - student relationship. Their reserved symbol is a red belt.

E. P. 31, 66th of Harvest

Time itself seems subject to the elastic nature of reality on the plane of Amtgard. While all inhabitants (and indeed, even visitors if my own experience is typical!) can recite the same date without thinking, the actual flow of time itself seems inconstant. At some points many days can seem crammed into a single date, while across the Arbiters Line in the next kingdom time flows with what I perceive as 'normal'. Everything from monarch's reigns to massive wars can be condensed here, with only a few years separating the present from 'Ancient History.'

-Journal of Makros the Traveler

Code of Conduct

Amtgard strives to maintain a fun, friendly, welcoming environment for mature players. As such the following behaviors are not acceptable and may lead to ban from combat or attending:

1. Speech that would cause a reasonable person to fear for their property or safety.
2. Physical violence outside of the normal bounds of combat conduct.
3. Sexual harassment or inappropriate sexual contact.
4. Theft or willful destruction of other peoples' property.
5. Repeated unwillingness to follow game rules.
6. Creating a hostile environment detrimental to the enjoyment of the group as a whole. This includes engaging in online or in person harassment.
7. Violating the Amtgard Youth Protection Policy.

The Monarch, with the joint agreement of either the Prime Minister or the Guildmaster of Reeves, may ban a player from their group (and subgroups) for any of the reasons including, but not limited to, the list above at their discretion for any amount of time they feel appropriate. Any Monarch, with the joint agreement of either the Prime Minister or the Guildmaster of Reeves, may end a ban on a player at any time with the exception that a park Monarch may not overturn a ban instituted at the Kingdom level.

Any Kingdom level ban placed by a player's Kingdom of residence or Kingdom of physical residence for items 1 through 5 and 7 is automatically extended to all Kingdoms and their Subgroups. For purposes of this section "Kingdom of residence" means the Kingdom where a player's records are maintained and "Kingdom of physical residence" means the Kingdom in which the player has obtained the majority of their credits in the past three months. It is the responsibility of the Monarch enacting the ban to notify the Kingdoms using the Circle of Monarchs communication tools. Any Kingdom Monarch, with the joint agreement of either the Prime Minister or the Guildmaster of Reeves, may exempt their Kingdom from this extension by choosing to assume responsibility for the banned player and allowing the banned player to engage in Amtgard activities within their Kingdom and Subgroups, except that a Monarch may not exempt their Kingdom from a ban under item 3. In making an exemption, that Monarch is stating that they believe the following is true:

1. The banned player adds no additional threat to the safety of the players in this Kingdom or its Subgroups.
2. The presence of the banned player will not create a hostile or unwelcoming environment for other players attending functions of this Kingdom or its Subgroups related to the nature of the ban.
3. There is a compelling reason that having the banned player participate in the functions of this Kingdom and its Subgroups is beneficial to the functioning of those same groups.

No person who has ever been convicted of a felony level sexual offense in any jurisdiction of the United States may participate in any Amtgard function at any time.

No Person who is currently listed on a sexual offender registry for any jurisdiction within the United States based upon conviction of a crime may participate in any Amtgard function at any time.

Age of Combatants

Combat in Amtgard is reserved for players of at least fourteen years of age. However, a monarch may choose to assume responsibility for allowing a child under fourteen to engage in combat, provided after evaluation, the monarch determines that the following minimum requirements are met:

1. The child's legal guardian must agree to assume all responsibility for the safety of the child and execute an additional waiver to that effect, acknowledging the risks inherent in Amtgard combat, especially for children engaging in combat with adults, and assuming responsibility for those risks.
2. The child's legal guardian must be present and within sight of the child during the time combat is taking place.
3. The child must be of a sufficient size and health as to not pose a safety risk to themselves, or others, within the normal parameters of Amtgard combat.
4. The child must consistently following the rules of combat and behave in an honorable manner on the field.
5. The child must be mentally and emotionally capable of handling the combat environment without becoming upset or agitated.

Children under the age of fourteen may still engage in combat with children of similar age and size, provided they do so separately from other players, have a signed waiver, and are supervised by their legal guardians.

History of Martial Orders

Regardless of what you may think, or any fancy name that they may hang on themselves, there are only two 'Orders' in this cursed place: Peasants and killers. Peasants are the poor bastards without the power of will to bend the fabric of Amtgard to suit their needs. They cannot weave the mists into their armor to make it invulnerable. They cannot summon lightning from the sky or raise the dead. The killers can do just about any damn thing, depending on what strikes their fancy that day. Some people get all hung up on whether that kind of a man is a Warrior or a Wizard, a hero or a villain… Doesn't really matter though; They're all killers.

- Megiddo sel Esdraelon

Role-playing in Amtgard



Just as with the other aspects of Amtgard, role-play in Amtgard is limited only by the imagination. The rules of play are intended to provide a framework and opportunity that allow players to engage in role-play to whatever level they wish to experience. Each player has a different level of interest and expectation of role-playing. This is also true of each park and kingdom. This section provides tips to understanding the role-play culture of Amtgard, incorporating role-play, and getting the role-play experience you are looking for.

Role-playing in Amtgard Made Easy

General Tips

Make sure you are having fun: If you aren't having fun, you're doing it wrong. Role-play should contribute positively to the Amtgard experience of everyone involved.

Be realistic: Interest in role-playing differs greatly among Amtgard players. Don't try to role-play with people who obviously are not going to join. Move on to those that want to be part of it.

Don't hide: Don't hide behind the excuse of role-playing. There is a fair level of treatment that one should expect when role-playing. It is inexcusable to hide the mistreatment of others behind role-playing or use role-playing as an opportunity to strike out at someone.

Take responsibility: Don't expect anyone else to introduce role-play into your games. If you want to role-play, do so. Other interested players will join in and some won't.

Character Development

Keep it relevant: Develop a character that supports the medieval-fantasy atmosphere of Amtgard.

Keep it short: Play a character you can sum up in 25 words or less. If people want to hear more, they'll ask. Better yet, introduce it through role-play. Role-play is about the experience, not the story telling.

Keep it humble: It's hard to explain why you are the greatest warrior in the land if you are still learning the rules. Take time to hone your skills and play the game. You will have stories to share with friends that will be better than any story you can dream up.

Don't limit yourself: Ignore the class name. Think of the abilities that you want your character to have and select that class. You do not have to play Paladin to play a Holy Warrior. Warrior, Barbarian, Scout and Healer all offer abilities that could support that. Want to be a Pirate? Check out Wizard or Scout. Let your character define the class; don't let the class define your character.

Keep it simple: If you role-play some horrifically powerful were-vamp-dragon hybrid, it will send the wrong message and likely discourage interest in involving you in role-play. Instead, find a way to tone it down and let your character's story develop on its own. Remember you are only a star in your own story. To everyone else, you are supporting cast.

Group Role-play

Teamwork is the key; Amtgard groups consist of players with a range of interests. Opportunities should be made for those interested in role-playing and those who aren't interested. This allows everyone to enjoy their time at Amtgard. Keeping Amtgard diverse is a key to keeping it strong.

Likewise, selecting someone to play a monster who is not interested in role-playing can give false hope to the role-players involved and be counter-productive. Get people who are willing to role-play to play non-player characters and Monsters in quests.

Combat Rules

Combat is at the core of the game of Amtgard and represents a significant portion of the time spent at Parks each week.

Hit Locations

Players have five locations which may be Wounded: Left Arm, Right Arm, Left Leg, Right Leg, and Torso.

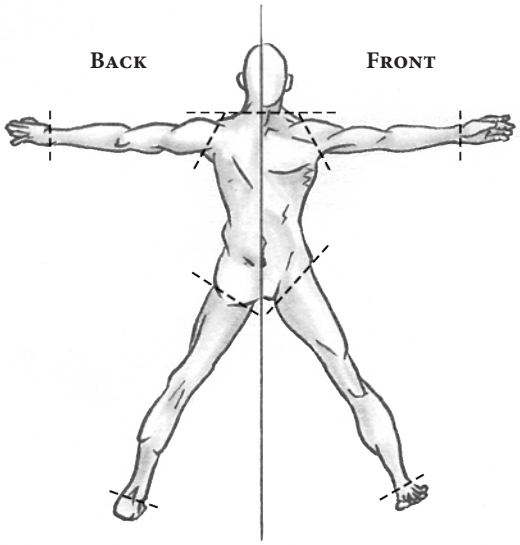
Arm: From just below the outside point of the shoulder to the tips of the fingers.

A hand is not Wounded if struck below the wrist while holding a melee weapon or shield. Treat hits below the wrist to a hand holding a melee weapon or shield as though they had hit the weapon or shield held instead.

Leg: From just below the end of the buttocks in the back, the hip socket in the front, and an imaginary line between them on the sides down to and including the foot.

A foot on the ground is not Wounded if struck below the ankle.

Torso: Everything that isn't an arm or leg, including the groin, shoulders, and collar bones up to the vertical rise of the neck.



Notes:

1. Players may not be struck in the neck or head. Will not count as a hit and is invalid.
2. Players may not block shots with their neck or head. Intentional head blocking can result in being called dead by a reeve.
3. A Wounded arm may not wield Equipment, cast magic, carry anything, and must be kept out of combat. A Wounded Arm is capable of receiving an additional Wound.
4. A Wounded leg must have the knee in contact with the ground. The knee of the Wounded leg may be lifted from the ground briefly to enable movement so long as the unwounded leg has a knee on the ground. If the player cannot place their dead knee in contact with the ground, the player must immediately notify their opponent(s) of this by stating *"posting"* in order to avoid dropping to their knees. While posting, the player may not voluntarily move the foot of the wounded leg, although it may be used to pivot. Posting continues until the player dies, has their leg wound healed, or is instructed otherwise by a Reeve.
5. A Wounded Leg is capable of receiving an additional Wound (even if "posting"), except when the knee is on the ground or during the initial placement of the knee on the ground after receiving a Wound.

Combat Contact

A broad range of contact is allowed in combat. The rules below outline what is and is not acceptable. No action is acceptable if it is performed in an unsafe manner. The responsibility for the results of an action always rests squarely on the the actor. Unsafe behavior on the field can result in suspension from play at the discretion of the Champion, Monarch, or Guildmaster of Reeves.

Allowed: The following actions are acceptable.

1. Weapon to Weapon contact is allowed.
2. Weapon to body contact is allowed on valid Hit Locations using Strike-Legal portions.
3. Body to Weapon contact: Weapons may be pushed, swept, and otherwise manipulated with your body so long as the Weapon is not trapped or grabbed. Pushing or sweeping a Strike-Legal surface results in a valid hit to the location used for contact.
4. Weapon to Shield contact is allowed.
5. Shield to Weapon contact: Shields may be used to deflect, move or pin an opponents Weapon
6. Shield to Shield contact: Shields may be used to deflect, turn, or pin an opponents Shield so long as the wielder of the struck Shield is not moved. Bashing a shield is prohibited.

Disallowed: The following actions are unacceptable. Some amount of incidental contact is expected in a contact sport but repeated or egregious offenses will result in suspension.

1. Body to body contact is prohibited.
2. Body to Shield contact is prohibited.
3. Active Shield to body contact is prohibited; passively using a Shield to prevent an opponent's forward movement is acceptable and does not count as body to Shield contact on the part of the recipient.
4. Active Weapon to body contact using portions of a Weapon other than Strike-Legal is prohibited; passively planting the shaft of a Great Weapon to block an incoming opponent is acceptable.
5. Forcing a player's Weapons against them with your body or Shield is prohibited.

Inflicting Wounds

Wounds may be inflicted by contacting a Hit Location with the Strike-Legal portion of a Weapon. Shots from Melee Weapons fall into two broad categories:

Slash: A valid slash must be percussive (contact with an audible pop) and stop on or deflect off the victim.

Stab: A valid stab must strike with the tip and stop on or deflect off the victim.

These requirements do not apply to projectile weapons. Any contact from the Strike-Legal portion of a projectile weapon will cause a Wound unless otherwise noted.

Some contacts which partially fulfill the above criteria are listed here as examples of invalid shots.

Examples of Invalid Shots:

Grazes: Slashes that are neither percussive nor stop/deflect.

Draw Cuts: Stabs which fail to strike with the tip. These contacts slide against a victim instead of impacting cleanly.

Pushes: These contacts are pushed into or slid against a victim after the initial motion was completely blocked and the initial motion had stopped.

Deaths

Any two Wounds, or a Wound to the Torso, results in a Death.

1. Unless otherwise noted a Dead player may not speak to living players or interact with game play in any manner.
2. Unless otherwise noted in the battlegame description a Dead player may choose to return to their respawn point or remain where they died but may not otherwise move about.
3. Dead players may move to avoid mundane danger or interfering with living players.
   a. This does not count as moving for the purposes of Magic or Abilities so long as no game advantage was derived.
4. Dead players may retrieve their own equipment from the field while dead, but may not interfere with play in any way and must stay at least 10 ft from any living opposing players while doing so.
5. Dead players that move after dying may only return to play via respawn unless otherwise noted.
6. Unless otherwise noted Dead players may not be the target of Magic or Abilities.

Combat Notes

Miscellaneous rules necessary for the smooth operation of combat.

1. Shots that only strike garb, armor, or unwielded equipment do not count as a hit unless:
   a. 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)
   b. The shot is Engulfing. Engulfing effects do trigger on garb and equipment hits
2. If a person is wounded in an arm throwing a shot, or killed, shots they threw into motion before being struck still count as a hit, if they land within a half second of being struck. In the case of a two-handed weapon, the wielder must remove their wounded hand from the weapon within a half second for the shot to count. This should be a clear case of finishing an already thrown shot, meaning that it requires no change of direction and the last action required to finish the shot has already been started prior to being struck. If you have any questions, ask your kingdom/group level Guildmaster of Reeves. A reeve's call is always final in determining if a shot is in time or late.
3. A player may hold more than one weapon in a single hand, but may not wield more than one weapon in a single hand at the same time. A player may fire multiple arrows simultaneously.
4. Unless otherwise noted in the battlegame description players may always choose to take a Death. Players who take a Death may not return to play except by respawning, may not activate any 'on death' Magic and Abilities such as Fight After Death, have all Enchantments removed (including Persistent ones), and do not benefit from any Magic or Abilities that prevent Death such as Undead Minion.

Combat Etiquette

Combat is fast-paced and highly competitive. In order to minimize misunderstandings and confusion on the field it is important to observe the following rules.

Handling Equipment

1. Never handle anyone's personal property without first having their permission.

Calling Your Shots

1. When you are Dead announce it immediately and clearly. A player who does not indicate their Death promptly will likely be struck again.
2. Communicate early and often with your opponents. If you made a close block or feel your opponent's shot was invalid, communicate it immediately.
3. If you are unsure if your opponent's shot was good enough, it was. Only shots which are clearly invalid should be treated as such. If you have to think about it, take it.
4. If an opponent hits you with a shot you think is late, ask them if they think it was in time. If they believe it was in time or are unsure if it was in time, take the shot.
5. When Dead, immediately move yourself the minimum distance necessary to avoid interfering with ongoing combat.
6. If asked you must promptly indicate your current Wounded status.

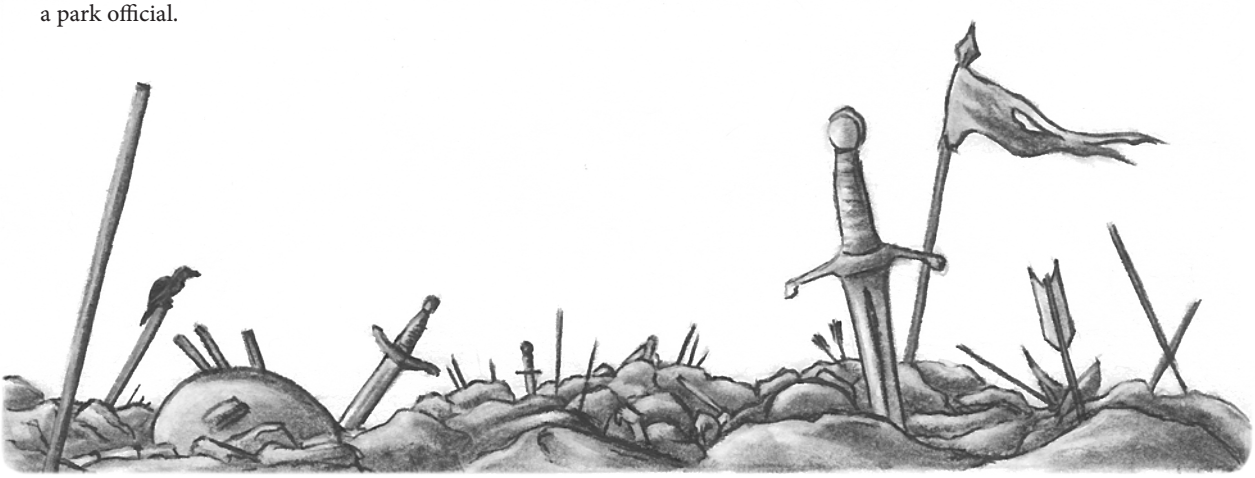


Delivering Shots

1. Do not call shots on other players unless you are reeving or the player in question asks your opinion.
2. If you have an issue with a player not taking a shot you believe connected, ask them about it politely and directly in the form of a question. If you are not satisfied with their response then bring the issue to a reeve.
3. If an opponent takes a Wound from you which you do not believe was from a valid shot, tell them not to take it. If they insist, let it go.
4. If you hit an opponent with a shot that was late, immediately let them know not to take it.
5. If you strike an opponent in the head or neck and derive a combat advantage from it, stop fighting and allow them to recover. If necessary back up to the point of the shot and resume the fight.

Safety

1. If you become upset or angry go take a break. Come back when you're ready to continue.
2. If you believe a weapon on the field is unsafe, or being used in an unsafe manner, then immediately address it politely with the wielder. If the issue persists then address it with the Champion, reeve, or a park official.
3. If you become injured on the field immediately inform any player engaged with you and remove yourself from the field of play. If you need assistance in removing yourself from play notify a nearby player or reeve.
4. If a player becomes injured in your immediate vicinity move yourself a short distance away and continue play. If the injured player appears unable to leave the field or otherwise requires assistance then remove yourself from play to offer assistance. Under no circumstances should a player attempt to stop the field of play because one person has become injured unless it is necessary to provide for the safety of the injured player.
5. If it is necessary to notify nearby players of a safety situation which requires them to stop play, then the player recognizing the situation should announce loudly *"safety"* to get the attention of nearby players and direct them away from the situation. If it is necessary to stop play for the entire field a player should announce loudly "*emergency*". All players must avoid safety incidents while continuing play. All players must immediately stop play and cease moving until an emergency incident has been resolved.



On the Nature of Death in the World of Amtgard

Perhaps you have merely heard rumor of immortals, and perhaps you have thought it but a myth. Let me assure you, it is no myth. Immortals walk among us. I suppose it is not for us to know why we were selected, or how many of us exist, or to what end this gift was laid upon us.

You might think that such a thing would be a blessing; It is not always so. When armies bent on conquest march through your village and slaughter your families and neighbors, plunder and burn the work of your back... To see the sword come crashing down upon your head, or cut open your belly; to know that you will awaken and have nothing about you but the ashes of your failure... It is a thankless gift for sure.

- Megiddo sel Esdraelon



Armor

Armor is period protective gear which grants an advantage to the wearer in combat by protecting them from physical blows. Armor can be based in history or fantasy, but must use approximately period materials and offer similar protection to that granted by historical armor in order to receive full value.

Armor Combat Rules

Armor is rated by its ability to stop Wounds and is referred to as Armor Points. Armor with an Armor Point value not allowed to a Player Class may be worn for the highest value allowed to the Player Class with the permission of the reeve.

Any hit to armor only affects the location struck unless otherwise noted. Example: Hitting the sleeve of a chainmail shirt will only affect the arm location. There are four possible mechanics involved with counting blows to armor:

1. A hit to armor from any weapon will remove one Armor Point from the location hit.
2. A hit to armor from a weapon, Magic Ball, etc with the Armor Breaking Special Effect will immediately remove all Armor Points from the location struck if the location struck currently has three or less Armor Points. If the armor currently has four or more Armor Points then the armor has one Armor Point removed as per normal. Example: Armor with 4 points is struck by a weapon with Armor Breaking. The armor loses an Armor Point at the location struck. The armor is struck again in the same location which now has 3 points. The Armor Points at that location are reduced to zero and the wearer is unharmed unless otherwise noted.
3. A hit to armor from a weapon, Magic Ball, etc with the Armor Destroying ability reduces the armor to zero points in the location struck. The wearer is unharmed unless otherwise noted.
4. Contacts to armor from objects which do not fall into the above categories have no effect on the armor and pass through to the location underneath unless otherwise noted.

Armor with no remaining Armor Points no longer interacts with hits from weapons, Magic Balls, etc.

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

Armor present on a wounded hit location will continue to function and stop blows as per normal. This does not exempt wounded arms from the requirement to be kept out of combat.

Hits to armor covering a foot that strike below the ankle while that foot is on the ground have no effect on the armor and pass through to the location underneath unless otherwise noted.

Armor worn under garb must be partially visible, and must be announced if asked.

Armor Made Easy

The armor rules can look intimidating at first glance but it can be boiled down to a few simple rules that allow you to interact with the armor system in combat.

Armor stops hits by losing points in the location it is hit. Once a location is out of points the armor doesn't stop hits anymore and the player is hit. All hits remove a single point from the armor in the location struck unless the strike is Armor-Breaking or Armor-Destroying. The three most common Armor-Breaking strikes are from an arrow, a great weapon swung two-handed, or a strike from a Barbarian. Armor-Destroying strikes are much rarer.

Armor-Breaking strikes will reduce the armor to zero in the location struck unless the player struck is wearing more than three points of armor in that location. That can only happen if they are playing Warrior, Paladin, or Anti-Paladin.If the player struck has more than three points of armor in the location struck, then all hits to their armor remove a single point until they are at three points or less and then it behaves as stated earlier.

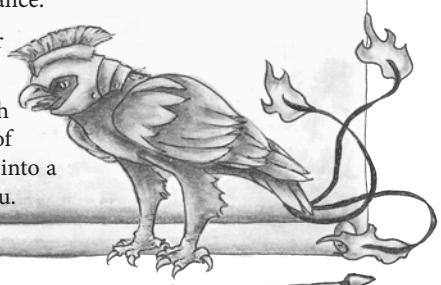
Armor-Destroying strikes will reduce armor to zero in the location struck regardless of how much armor remains.

Keeping track of your own armor is simple. If you are playing any class other than Warrior, Paladin, or Anti-Paladin then each hit removes a single point of armor unless it's one of the above types of strikes, which reduces your armor to zero. If you are playing a Warrior, Paladin, or Anti-Paladin and wearing more than three points of armor then all Armor Breaking strikes do one point in the location struck until you get to three points, and then it behaves as above. An Armor-Destroying strike gets rid of all of the armor, period.

Determining the approximate amount of armor worn by a player is easy to do at a glance:

> Non-metal armors are always three points or less. Non-rigid metal armors are four points or less. Only rigid armors can reach more than four points.

There are a few more magical effects and abilities that interact in different ways with armor, but this covers the vast majority of the situations encountered on the field of play. If you want more information read the Magic and Abilities sections. If you run into a situation you are not sure of you can always ask a reeve or the player who affected you.



Armor Construction Rules

1. The Monarch, Champion and Guildmaster of Reeves rate armor.
2. Armor that is of mixed values across the same area will be averaged based on the percentage of each type of coverage of the area, rounding fractions to the nearest whole number. Example: An arm with a Plate bracer (5 AP) covering 30% of the arm and a Chainmail sleeve (3 AP) covering 70% of the arm will result in an armor value of (.3*5) + (.7*3) = 3.6 = 4 AP across the entire location.
3. Armor should weigh close to actual historical standards to receive full value.
4. Straps and other such material that hold your armor on do not count as part of the armor, for either coverage or averaging purposes, unless they are specifically built as such. Example: the leather strap across your back holding on your steel breastplate does not protect you from hits.
5. A gambeson must be at least equivalent to Cloth armor. A gambeson must be worn under all armor on a hit location in order to give a bonus. A gambeson which extends past the area covered by the armor it is supporting may be either treated as garb or averaged as Cloth armor at the discretion of the wearer on a per-location basis.
6. All armor must be safe, with no protruding edges that could injure someone.
7. All corners on any armor that will not deform under contact must come to a point no sharper than the radius of a penny.
8. Armor that is made from synthetic materials such as vinyl, plastic, etc may be used but may never be rated higher than 2 Armor Points. Foam can not qualify as Synthetic (or any type of) armor on its own.
9. Armor is considered to be of the type it most closely resembles. Example: leather with small plates or studs attached at 1" intervals is still leather armor, it is not butted plate with a negative modifier.
10. Armor that is initially rated as zero points does not count as armor. Armor that has been depleted continues to be considered armor, but does not continue to stop wounds until restored.

Armor Types and Modifiers

Armors not listed that are made from authentic materials should be rated as their closest construction analogue in terms of materials and appearance. Obviously modern materials and obviously modern protective gear such as sports shin pads and hockey chest pads may never be considered as armor; such materials and items may be used as a base for armor, but the final product must have the appearance of actual armor rather than modern protective gear. Wholly inappropriate materials such as cardboard, tinfoil, and foam may never be considered as armor.

Armor listed under Armor Types show the minimum/maximum ranges for which a piece of armor will receive base points. Armor may also receive Armor Point bonuses and penalties. These modifiers may not result in a total net bonus of greater than +1, unless otherwise noted. Example: Chainmail may be heavy weave heavy gauge riveted aluminum and would have modifiers of -1 for lighter materials, -1 for less protective materials, +1 for riveted, +1 for heavy gauge, and +1 for heavy weave for a total of 4 points.

General Modifiers: These modifiers may be applied to any type armor as appropriate. See the description of the specific armor types below for specific modifiers.

Inferior Construction: Up to two points can be deducted for armor that is substantially less protective or durable than standard construction techniques. Example: shoddy workmanship, larger ring diameter, lighter gauge, etc.

Non-Standard Metal: One point is deducted for metal armor that is less protective or lighter than steel. Example: titanium, bronze, etc. Metal which is both less protective and lighter has one point deducted for each. Example: Aluminum.

Inferior Appearance: Up to two points can be deducted for inferior appearance, unrelated to the construction techniques used. Example: obviously unfinished armor, visible inauthentic materials, or tarnished/poorly maintained armor. This does not apply if the armor is intentionally made to look shoddy for an in-game purpose, such as monster/barbarian armor. Armor may receive this penalty regardless of construction quality.

Superior Construction: Up to one point may be awarded for armor that substantially exceeds the defensive properties of the standard materials or uses superior construction techniques such as fluting, heavier thickness/gauge materials, hardening, smaller ring diameter, etc. May not be awarded in combination with the same specific armor type modifier. Example: A +1 cannot be awarded twice for fluting on Articulated Plate.

Superior Appearance: Up to one point may be awarded for exceptional appearance unrelated to the construction techniques used. Examples include extensive and well-done tooling of leather, appealing addition of studs and/or rings, etching of metal, gilding, blueing, etc. Armor receiving a modifier for Inferior Construction is not eligible for this bonus.

Helm: Up to one point may be awarded to the worn torso armor for wearing a helm on the head. The helm must cover at least 50% of the area from the base of the neck upwards. The helm must be of a historical or swords and sorcery fantasy design. The helm bonus is negated if the helm is removed. Does not apply to Magic Armor.

There are two types of helms: Light Helms, and Heavy Helms. Light Helms (e.g. leather helmet, coif, etc.) must meet the requirements of at least Strong Leather or Chainmail armor. The torso armor bonus received for a Light Helm may not exceed the maximum value for the armor type. Heavy Helms (e.g. Spangenhelm, Crusader Helm) must meet the requirements of Plate armor and additionally be made of at least 16 gauge metal. The torso armor bonus received from a Heavy Helm may allow the wearer to exceed the maximum value for the armor type.

Armor Types

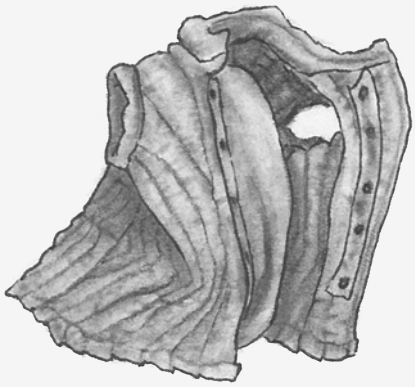
Synthetic: Material such as vinyl, naugahyde, ABS plastic, etc.

Base Armor Points: 1 **Maximum Armor Points:** 2

Requirements: Must be a minimum of 1/8" thick. Must not be obviously synthetic in appearance.

Armor Specific Modifiers:

Heavy Gauge: +1
Material is at least 1/4" thick either as a single piece or through the permanent attachment of several layers.



Cloth: This fabric armor offers minimal protection from penetration and impact.

Base Armor Points: 1 **Maximum Armor Points:** 2

Requirements: Must be a minimum of 1/16" thick when fully compressed. Must not be easily mistaken as regular garb.

Armor Specific Modifiers: None

Light Leather: This animal skin or fur armor offers minimal protection from penetration and impact.

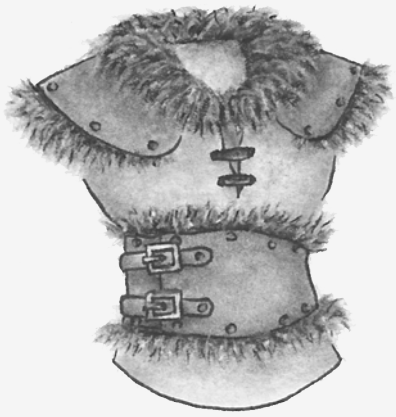
Base Armor Points: 1 **Maximum Armor Points:** 2

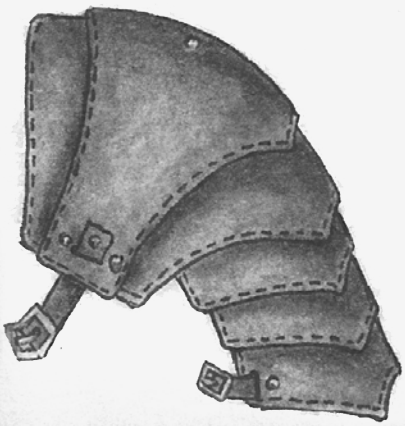
Requirements: Must be a minimum of 1/16" thick.

Armor Specific Modifiers:

Cuirboilli: +1
The leather has been made rigid through boiling, wax impregnation, lacquering, or a similar process.

Gambeson: +1
The armor is worn over a Gambeson.





Strong Leather: This thick leather armor provides some amount of protection from impact and penetration.

Base Armor Points: 2 **Maximum Armor Points:** 3

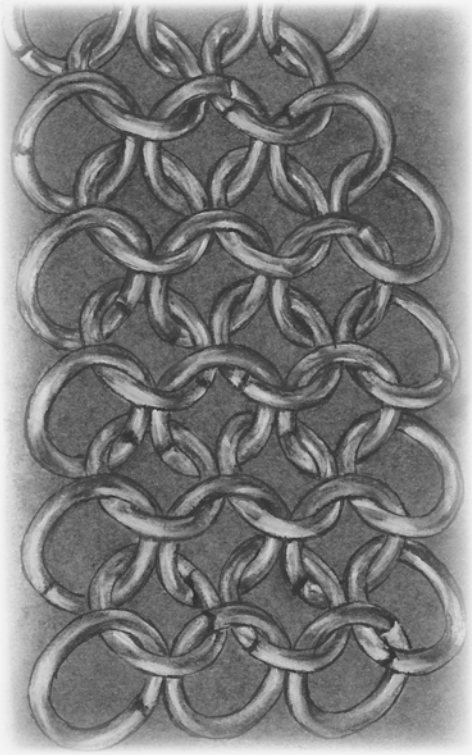
Requirements: Must be a minimum of 3/16" thick.

Armor Specific Modifiers:

Cuirboilli: +1
The leather has been made rigid through boiling, wax impregnation, lacquering, or a similar process.

Gambeson: +1
The armor is worn over a Gambeson.

Heavy Gauge: +1
The leather is at least 1/4" thick either as a single piece or through the permanent attachment of several layers.



Chainmail: This flexible armor is comprised of a tight weave of interlocked metal rings that provides good protection against penetration and some protection from impact. The standard weave for chainmail is 4-in-1 European. Weaves containing less metal qualify as inferior construction.

Base Armor Points: 3 **Maximum Armor Points:** 4

Requirements: Minimum four-in-one standard European weave. Minimum 1.58mm (16 gauge) diameter round steel rings. Flat rings must be at least 1.22mm (18 gauge) thick along their thinnest axis. Maximum ring inner diameter of 3/8".

Armor Specific Modifiers:

Heavy Gauge: +1

The rings are at least 1.9mm (14 gauge) in diameter. Flat rings must be at least 1.58mm (16 gauge) thick along their thinnest axis.

Gambeson: +1

This armor is worn over a Gambeson.

Dense Weave: +1

The weave is denser than than the minimum.

Solid Rings: +1

All of the rings are permanently joined so that they may not separate. Examples are riveting, welding, or solid-cast rings.

Butted Plates: Armor comprised of numerous steel plates butted together within sewn pockets, attached to a backing, linked by cord or chain, or by some other method. This armor is flexible with numerous seams and joints between plates. This armor will deform locally when struck rather than spreading out impact over a large area. It provides fair protection against both penetration and impact.

Base Armor Points: 3 **Maximum Armor Points:** 4

Requirements: Plates must be at least 1.22mm (18 gauge) steel. Plates must be spaced no more than 1/8" apart. Plates must cover at least 90% of the exposed area of the armor.

Armor Specific Modifiers:

Heavy Gauge: +1

The plates are at least 1.58mm (16 gauge).

Heavy Backing: +1

The plates are attached to a backing of Strong Leather.

Gambeson: +1

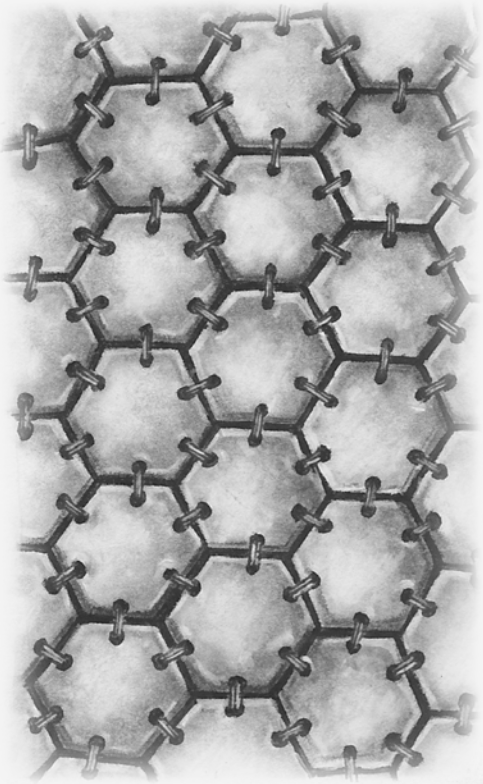
This armor is worn over a Gambeson.

Rigid: +1

The plates are attached to a rigid backing in such a way as to create armor which does not deform locally on impact.

No Gaps: +1

The plates are attached in such a fashion as to provide a continuous layer without gaps between plates.



Scale: This armor is created by overlapping many metal plates which are attached along only one edge. Individual scales are not held into rigid contact with the others, thus providing less protection from penetration and impact than other overlapping metal armors. Scale offers fair penetration and impact resistance.

Base Armor Points: 3 **Maximum Armor Points:** 4

Requirements: Scales must be at least 1.22mm (18 gauge) steel. Scales must overlap by at least 10%. The backing must not be visible through the scales.

Armor Specific Modifiers:

Fluted: +1

Each plate has been fluted for additional strength and rigidity.

Heavy Gauge: +1

Each plate is at least 1.58mm (16 gauge).

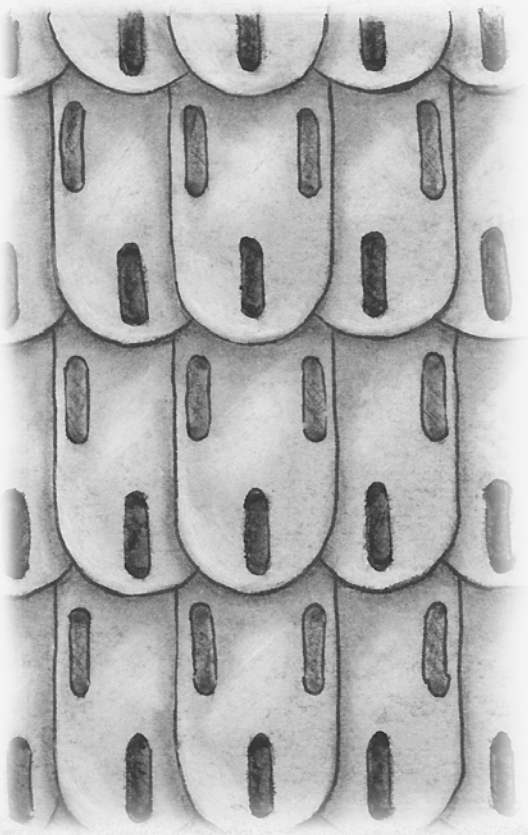
Rigid: +1

Each scale is attached to neighboring scales in such a fashion as to create a rigid shell rather than individually mobile scales.

Gambeson: +1

This armor is worn over a Gambeson.





Lamellar: This armor is constructed from numerous plates connected to each other in an overlapping fashion by cord, chain link, or similar methods. Unlike scales the plates of this type of armor are firmly connected to each other in such a way that they resist penetration. Lamellar armor differs from other rigid metal armors in that it is not shaped to fit the body or articulated; mobility is instead provided by the small amount of flex and slack in the attachment between the individual plates. This armor provides good protection from both impact and penetration.

Base Armor Points: 4 **Maximum Armor Points:** 5 (6 if both the Superior Overlap and Heavy Gauge modifiers are used.)

Requirements: Plates must be at least 1.22mm (18 gauge) steel. Plates must overlap by at least 10%. No backing is used for support; plates must connect directly to each other.

Armor Specific Modifiers:

Fluted: +1

Each plate has been fluted for additional strength and rigidity.

Heavy Gauge: +1

Each plate is at least 1.58mm (16 gauge).

Superior Overlap: +1

75% of plates overlap at least 25% of their surface area.

Gambeson: +1

This armor is worn over a Gambeson.



Brigandine: This armor is constructed from numerous shaped and fitted overlapping metal plates solidly connected along one edge to an exterior shell of heavy cloth (such as canvas, denim, or velvet) in such a way that when worn all plates are held together firmly without any gaps between them and follow the general contours of the body. This armor provides good protection against both impact and penetration.

Base Armor Points: 4 **Maximum Armor Points:** 5 (6 if both the Superior Overlap and Large Plates modifiers are used.)

Requirements: Plates must be at least 1.22mm (18 gauge) steel. At least 75% of plates must overlap by at least 10% of their surface area. Plates need only be attached along one edge but must be held firmly against each other when the armor is worn. Plates must be shaped and fitted so as to follow the general contours of the wearer.

Armor Specific Modifiers:

Heavy Gauge: +1

Each plate is at least 1.58mm (16 gauge).

Superior Overlap: +1

75% of plates overlap at least 25% of their surface area.

Gambeson: +1

This armor is worn over a Gambeson.

Large Plates: +1

At least 50% of the surface area of the armor is protected by individual large plates rather than numerous smaller plates. Each large plate must be at least 10% of the total size of the hit location.

Plate: Plate armor is the pinnacle of medieval armor and offers excellent protection against both impact and penetration. Plate armor armor forms a solid metal shell over the protected areas that spreads impact over a large surface area to mitigate concussive force. The individual metal pieces of plate armor are shaped and fitted to articulate together and follow the contours of the body. Plate armor will not deform locally when struck, but will instead behave as a single contiguous whole.

Base Armor Points: 5 **Maximum Armor Points:** 6

Requirements: Metal used must be at least 1.22mm (18 gauge) steel. At least 75% of the protected area must be covered by individual plates which are large relative to the hit location protected; Plate is large individual contiguous pieces of metal connected together to form a whole, not a large number of smaller plates. Each plate must be firmly attached to all neighboring plates by strapping or metal-on-metal articulation in such a way as to form a rigid shell when worn. Armor may still be flexible where necessary for mobility.

Armor Specific Modifiers:

Fluted: +1

The armor has been fluted for additional strength and rigidity.

Heavy Gauge: +1

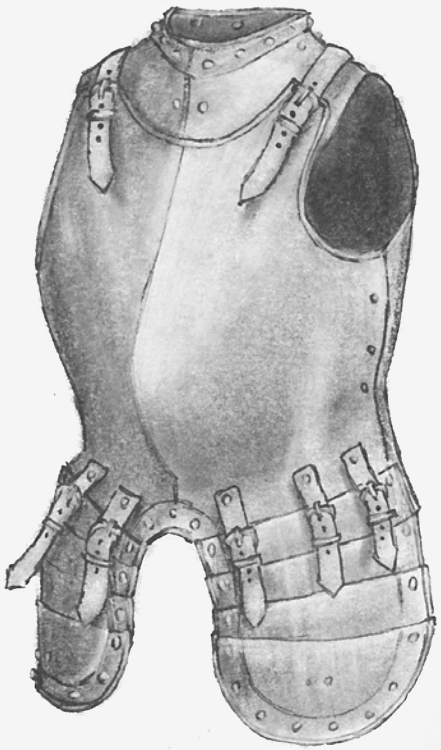
Metal used is at least 1.58mm (16 gauge).

Metal Articulations: +1

Articulations and connections between plates are metal-on-metal rather than metal-on-leather.

Gambeson: +1

This armor is worn over a Gambeson.



Weapons

General Note

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

Weapon Safety

A safe weapon is one that will not break bones, teeth, or regularly leave bruises when it strikes a person. Every weapon must be checked for legality by the Champion or a designated reeve prior to its use on the field each day. The hallmark of weapon legality is player safety, and as such safety will always trump technical compliance with weapon construction requirements. While a weapon may meet the technical requirements for legality it may still be unsafe in its construction or in the manner in which it is used. Some examples of technically legal but unsafe weapons might be: weapons with cores so flexible as to risk core failure or other safety issues during reasonable combat; weapons made with overly hard foam; weapons with excessive tape; or weapons with excessive mass. Use of unsafe weapons or safe weapons in an unsafe manner may result in removal from play by the Champion, a reeve, or other group official.

Weapon Definitions

Core: This refers to the base of the weapon to which padding is affixed. For melee weapon cores the best things to use are carbon/graphite rods (such as from non-metallic golf clubs), kite spar, bamboo, PVC tubing or fiberglass. Other materials will be checked for safety on a case-by-case basis. Metal and wooden cores are not legal, although metal may be used to counter-weight weapons provided it is permanently attached, and not in a place that may inadvertently strike an opponent. The ends of all weapon cores must be blunted by capping them with a layer of foam and tape at a minimum. For throwing weapons acceptable options are denim, loose rubberbands, sweatshirt material, or similar.

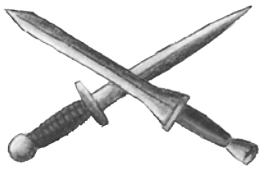


Handle: Refers to the unpadded part of the weapon (where it is often held).

Pommel: This refers to the padded portion of a weapon at the end of the handle, not intended for striking. The end of the pommel must have at least a 2" cross-section perpendicular to the handle and must be padded.

Cross Guard: This refers to an optional piece at the juncture of the blade and handle designed to deflect blows and protect the hand from injury. Cross guards must be padded and all tips must have at least a 2" cross section parallel to the handle.

Double-Ended: Only Weapon Types with this descriptor may have a striking surface at both ends. This may be either a Stabbing Tip or a Slash edge unless otherwise restricted by the Weapon Type. Must still adhere to the construction requirements of the Weapon Type for the extra striking surface. Example: A 6ft Great Weapon could have a striking surface on each end with a minimum of 18" of Strike-Legal in order to slash with both ends OR could have one 18" slashing end and one 6" thrusting end. Both configurations would require each end to be 1/3rd padded.



Stabbing Tip: This refers to the end of a weapon that is not the pommel, regardless of whether or not it is used to stab. Stabbing tips must not protrude more than 1.5" through a 2.5" ring when uncompressed, nor end in an angle less than 90 degrees and must be strike legal. You must not be able to feel core through a stabbing tip.

Padded or Courtesy Padding: This refers to the portion of the weapon that is designed to limit injuries from incidental contact with that part of the weapon and is not intended for striking. These portions of a weapon must have at least 1/2" of foam over the weapon's core. A weapon is required to have courtesy padding over the entire circumference of its Strike-Legal length.

Strike-Legal: This refers to the portions of the weapon that are sufficiently padded to prevent injury when used to strike an opponent at full force. These portions may not break bones, teeth, or regularly leave bruises when it strikes a person and must have at least one 2.5" cross section from edge to edge. Strike-Legal surfaces must have at least 1" of foam over the weapon core, measured from the furthest point on the blade to the surface of the core. Stab-only weapons (other than projectiles) are still required to have 6" of Strike-Legal surface extending from the end of the weapon down its length on any stabbing end for safety. Strike-Legal must be covered in a durable, opaque cloth. Unless otherwise noted, cloth tape is not an acceptable cover. Non-striking padded surfaces within ½" of a striking surface must still be covered with a cloth cover.

Heavy Padding: This refers to portions of the weapon that meet all of the requirements of Strike-Legal, and in addition have at least a 4" cross section from edge to edge (instead of 2.5") and at least 1" of foam over the weapon core. It is considered Strike-Legal for the purposes of scoring hits.

Total Length: Refers to the distance from the bottom of the pommel (or one Stabbing Tip of a Double-Ended Weapon) to the furthest point of the weapon measured from the bottom of the pommel in a straight line parallel to the core of the weapon. Example: You measure a scimitar from the bottom of the pommel to the tip of the weapon, not "along the curve."

Swing/Slash: Indicates a weapon intended to be able to score a hit by swinging the weapon in such a way that the side (as opposed to the tip) of the weapon strikes an opponent.

Thrust/Stab: Indicates a weapon intended to be able to score a hit by thrusting the weapon in such a way that the tip (as opposed to the sides) of the weapon strikes an opponent. Thrust only weapons must have at least 6" of Strike-Legal padding.

Weapon Types, Shields, and Equipment

Projectiles

This category includes thrown weapons (axes, rocks, daggers), javelins, Magic Balls, and arrows. Unless otherwise noted projectiles may not be used to parry, block, or melee, are indestructible, and affect all targets struck while in motion. Unless otherwise noted projectiles may be carried in any number. Only projectiles may be thrown (i.e. you may not throw your sword). Unless otherwise noted projectiles may not have rigid or granular cores such as solid rubber balls, wrapped balls of rubberbands, tennis balls, etc. Suggested acceptable materials are sweatshirt material, loose rubber bands, etc. Unless otherwise noted any protrusions or tips on a projectile must must meet the requirements for stabbing tips.

Thrown weapons

Light Thrown

These weapons represent throwing daggers and the like.

1. Between 2.5" and 6" in total length.
2. All parts must be Strike-Legal.
   a. These weapons are exempt from a minimum foam depth for Strike-Legal.
3. May be covered in non-abrasive cloth tape instead of cloth.
   a. Duct tape may not be used as a cover.
4. Will score a hit from any portion of the weapon.
5. May not be of a color and shape which may reasonably be confused with a Magic Ball.

Heavy Thrown

These weapons represent throwing axes and the like.

1. Between 9" and 18" in total length.
2. All parts must be Strike-Legal.
   a. These weapons are exempt from a minimum foam depth for Strike-Legal.
3. May be covered in non-abrasive cloth tape instead of cloth.
   a. Duct tape may not be used as a cover.
4. Will score a hit from any portion of the weapon.

Rocks

1. Must be at least 10" in each dimension.
2. All parts must be Strike-Legal.
   a. These weapons are exempt from a minimum foam depth for Strike-Legal.
3. May be covered in non-abrasive cloth tape instead of cloth.
   a. Ducttape may not be used as a cover.
4. Will score a hit from any portion of the weapon.
5. Hits from Rocks are Armor Breaking and Shield Crushing.
6. Items that meet the criteria to be classified as a Rock may not also be classified as Heavy Thrown.

Javelins

Javelins are a hybrid throwing/melee weapon. They are considered a melee weapon when wielded, but are considered a projectile otherwise. Javelins are only available to those classes explicitly granted Javelins.

1. Between 36" and 72" long.
2. Must have between 6" and 12" of Strike-Legal.
3. Must be padded along their entire length.
4. May be thrown and used in melee (including blocking and parrying).
5. Stab only for both melee and throwing.
6. Must strike point-first to score a hit.
7. Must have a rigid core.
8. Pommel is not required to meet the requirements for a stabbing tip.

Magic Balls

These are thrown to represent various magical attacks and are not projectile weapons but follow the same construction requirements except as noted below.

1. Must be a spherical object at least 2.5" in diameter.
2. Must have a streamer between 1" and 6" long.
3. All parts must be Strike-Legal.
   a. These weapons are exempt from a minimum foam depth for Strike-Legal.
4. Will score a hit from any portion of the object.

Ammunition

Not explicitly granted to anybody, ammunition is a class of projectiles used in conjunction with other types of weapons.

Arrows

Includes bolts and any other similar items.

NOTE: Improperly constructed or maintained arrows can pose a serious safety hazard. Before building your first arrows take the time to study an online construction tutorial or practice with an experienced player.

General

1. May not be drawn beyond 28".
2. Fletching and nocks, if present, must be in good repair.
3. Must be clearly labeled with their owner's name.
   a. Arrows without labels will never be allowed on the field.
   b. Using arrows without labels can result in immediate suspension from the field.
4. Broken or poorly mended arrows are not to be used.
5. Like any other equipment arrows may only be used by their owner unless the owner grants specific permission for another player to use their arrows.

a. The owner of an arrow is responsible for the safety of the arrow even if fired by another player.

b. Special arrows may never be shared.

6. Swinging at an arrow in flight is illegal.

a. Arrows may only be passively blocked by placing an object in the flight path.

Shafts

1. May be fiberglass, aluminum, plastic, or graphite.
2. Wood shafts are only allowed if covered in a minimum of 4 mils of plastic tape or equivalent.
3. Shafts must have any real arrow head or tip removed.
4. The tip of shafts must be built up to at least 0.5" in diameter in a solid manner such as:

a. Wrapping in duct tape and capping with a penny.

b. Affixing a washer into the shaft with a glued-in screw.

c. Other similar methods.

Heads

1. Must be 2.5" in diameter.
2. Front and side must be Strike-Legal.
3. Must include a minimum of 2" of foam in front of the shaft of the arrow.

a. The 0.5" of foam immediately after the end of the shaft must be closed-cell.

b. Foam must be firm but compressible, and not able to deform around the arrow shaft on impact.

c. Very soft foams such as couch cushion do not count towards the required 2" minimum of foam.

4. Heads should be checked regularly for degrading foam.
5. Must have a cloth cover on the head.

a. Properly colored strips may be used in lieu of colored head covers to denote special arrow status.

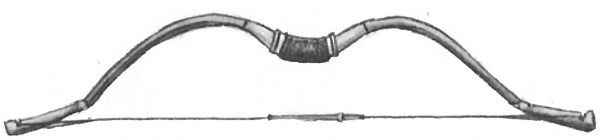
b. Normal arrows may not be covered in any of the colors reserved for special arrows.

c. Reserved colors are: yellow, red, green, purple, and grey.

6. Must strike point first to score a hit.
7. Affects all targets struck while in motion.
8. Hits from arrows are Armor Breaking.
9. Hits from arrows are Weapon Destroying.

Siege Projectiles

See Siege Weapons for more information.



Bow

Includes bows and crossbows used to fire arrows or bolts. They are not projectile weapons themselves but are used exclusively with Arrows.

1. The maximum limit for a bow's pull is 35 pounds with a maximum 28" draw length.
2. Crossbows are limited to no more than 450 inch-pounds.
3. No compound bows are allowed.
4. At 20' or less bows must be no more than half drawn.

a. Crossbows do not have to be half drawn within 20'.

5. If hit by a weapon, the bow is destroyed.

Melee

All melee weapons require a rigid core (unless otherwise noted) and may be used to block, parry, or score hits with their Strike-Legal portion. Some melee weapons allow for Heavy Padding Substitution for a given length.

Heavy Padding Substitution

All melee weapons require a portion their length to be Strike-Legal, as noted in the individual weapon descriptions. Heavy Padding Substitution allows you to replace a portion of Strike-Legal with Heavy Padding. For each inch of Heavy Padding added you may also replace an additional inch of Strike-Legal with Courtesy Padding.

Heavy Padding added must start within 3" of the stabbing tip and proceed continuously towards the handle. Courtesy Padding added in this manner must begin at the top of the handle and proceed continuously towards the tip.

For example: A 48" Long weapon is typically required to have 32" of Strike-Legal followed by 16" of Handle. Using Heavy Padding Substitution you could have 16" of Heavy Padding, followed by 16" of Courtesy Padding, and then 16" of Handle.

Dagger

1. May stab and slash.
2. Between 10" and 18".
3. Must have 10" Strike-Legal.

Short

1. May stab and slash.
2. Between 18" and 36".
3. At least 2/3 of its length must be Strike-Legal.
4. Allows for 1/3rd of its length to be substituted for Heavy Padding.

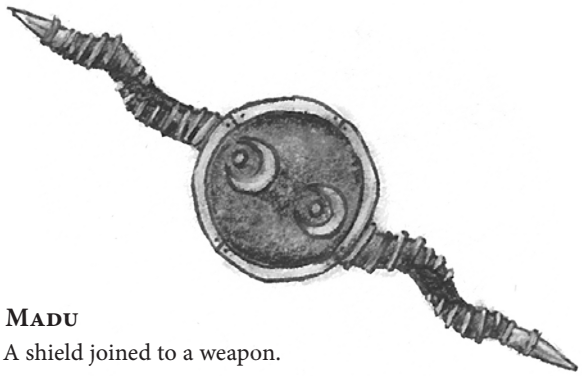
Long

1. May stab and slash.
2. Over 36" up to a maximum of 48".
3. At least 2/3rds of its length must be padded.
4. If used to slash at least 2/3rds of its length must be Strike-Legal.
5. Allows for 1/3rd of its length to be substituted for Heavy Padding.
6. May be Double-Ended.



Great

1. May stab and slash.
2. Greater than 48"in length.
3. Must be padded on upper 1/2 of length or at least 3', whichever is less.
4. If used to slash must have at least 18" of Strike-Legal surface.
5. If the weapon has at least 18" of Heavy Padding it gains the Shield Crushing and Armor Breaking Special Effects when used in a two-handed manner.
   a. Heavy Padding on Great Weapons must start within 3" of the tip of the weapon and be continuous down the core.
   b. If the weapon is Double-Ended only the ends with Heavy Padding take advantage of these abilities.
6. May be Double-Ended.
   a. Double-Ended requires ⅓ of its length to be padded or at least 3', whichever is less. This requirement replaces the standard requirement for padding on great weapons.



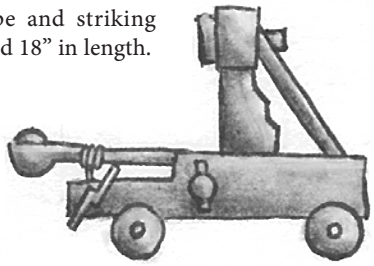
Madu

A shield joined to a weapon.

1. Counts as both a shield and a weapon.
2. Only usable if a class can use both a weapon of the madu's length and a shield.
3. Weapon Destroying will affect the entirety of the madu if it strikes any part of the weapon portion.
4. Shield Crushing and Shield Destroying affect the entirety of the madu if it strikes any part of the shield portion.
5. Magic and abilities that affect any part of the madu, such as Imbue Shield or Heat Weapon, affect its entirety.
6. Weapon portion must be non-hinged and melee-only.
7. Any shield with weapons affixed to it in any form is considered a madu and must conform to these rules.
8. If built to slash.
   a. At least 1/3rd of its length (excluding the shield portion) must be Strike-Legal.
   b. At least 12" must be Strike-Legal.
   c. The entirety of the non-Strike-Legal portion must be courtesy padded.
9. May be Double-Ended.

Hinged

1. No more than 36" in length.
2. Has a single articulating head which must be entirely Strike-Legal and cannot contain a rigid core.
3. The chain of a hinged weapon:
   a. Is not a legal striking edge.
   b. Must be wrapped in foam with less than 0.5" of the rope exposed at any point.
4. The combined rope and striking edge may not exceed 18" in length.
5. The top half of the non-rope and Strike-Legal portion of the weapon must be padded.



Siege Weapons

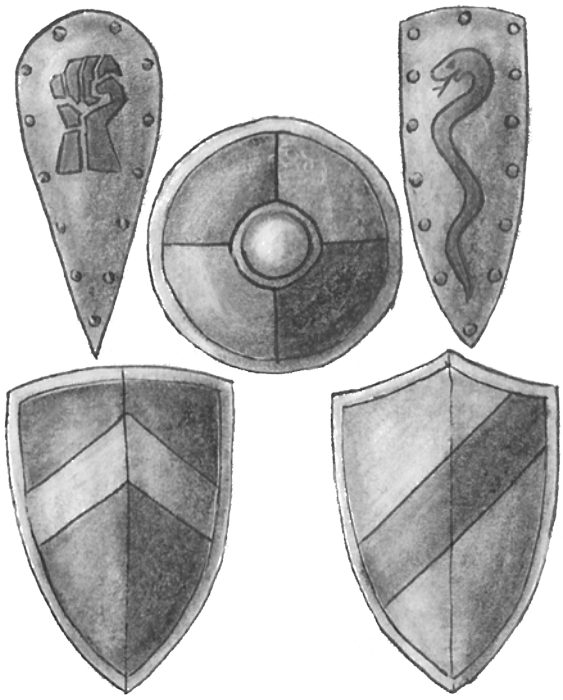
Siege Weapons are extremely powerful engines of destruction that, historically, were used for everything from anti-personnel to tearing down walls from a great distance. Examples of this type of weapon include ballistas, catapults, onagers, and trebuchets. The abilities and limitations of siege weapons are as follows:

1. You may only have one siege weapon per twenty people on a team.
2. Siege weapons should have a historical or fantasy counterpart that they mimic in form and function. Ammunition from siege weapons must conform to the following rules, and cannot have any additional powers unless specified by the game designers:
   a. Siege Weapons that fire a single projectile will kill a Player and Destroy all their carried equipment if the projectile touches a Player or anything they are carrying or wearing while in motion. This is stopped by the Enchantment Protection from Projectiles, but cannot be stopped by Missile Block or Song of Deflection.
   b. Siege weapons that fire multiple projectiles simultaneously (such as a grapeshot catapult) count as firing Armor Breaking projectiles. Each strike from a separate projectile counts as an individual Armor Breaking strike. Both Protection from Projectiles and Missile Block may be used against these type of siege attacks. No effect on shields.
   c. A siege weapon may not fire at a player within 20'.
   d. Siege ammunition must, at minimum, conform to the standards of one of the following projectiles: light thrown, heavy thrown, rocks, or arrows.
   e. Siege weapons are considered normal weapons for purposes of being destroyed.
3. Siege weapons must be approved by the game reeve prior to being used. Safety is of the utmost concern when determining whether a siege weapon should be allowed on the field.

Shields

Shields are used to block shots from weapons and are impervious to harm except from certain abilities and magics. All shield measurements are the exterior surface area on a flat plane.

1. Must not break or bend significantly during the course of combat. Rigid or easily breakable foam, or low-density foams, are inappropriate for all-foam shield construction. Some acceptable materials are:
   a. Sturdy high-density foam.
   b. Plywood.
   c. High impact plastics.
   d. Aluminum.
2. Must have an opaque, durable cover such as cloth or PlastiDip.
3. The rim and face of the shield must be padded by at least 1" of closed cell foam.
   a. All-foam shields do not require any additional padding so long as the foam itself would be considered padding.
4. Hard edges may not be exposed on any surface which can reasonably come into contact with another player or their equipment.
5. A player may only wield one shield at a time.
6. Must be gripped in a hand in order to be considered wielded.
   a. A shield that is gripped in a hand may also have a support strap around the arm.
   b. A blow that strikes a non-wielded shield strapped to a player, such as a shield slung across a back, is considered to strike the player as if the shield had not been there.
   c. A small shield may be strapped to an arm instead of wielded in a hand.
7. A small shield is between 36 square inches (6.8 inch diameter) and three square feet (23.45 inch diameter).
8. A medium shield is no larger than five square feet (30.28 inch diameter).
9. A large shield is no larger than eight square feet (38.3 inch diameter).
10. Shield shapes may not cause confusion on the field. A shield cannot look like Armor or a Weapon.
11. A shield may be tossed in a manner that keeps it (relatively) perpendicular to the ground. While in the air, such a shield is considered a terrain effect, though it is still vulnerable to things that would normally affect a shield (such as Fireball or Destruction Arrow). A shield may not be tossed into another player or their wielded equipment.



Other Equipment

Sashes

Sashes are used to denote certain classes by their color in games where classes are used. All sashes must be at least 2" wide and be worn from shoulder to opposite hip across the body.

Strips

Strips are used to denote certain types of Enchantments and Special Effects for quick on-field identification. The most common use of strips is to denote enchantments or abilities that function as enchantments.

1. Strips must have at least 6" of visible drape, and cannot be covered by garb or equipment.
2. Strips on players must be attached in a visible location when viewing a player from the front.
3. Strips have a cohesive color-coding system.
   a. Offensive Enchantments and Special Effects are denoted by red strips.
   b. Defensive Enchantments and Special Effects are denoted by white strips.
   c. Miscellaneous Enchantments and Special Effects are denoted by yellow strips.
4. Enchantments and Special Effects that require enchantment strips do not function if the enchantment strips are not present. It is the responsibility of the bearer to ensure their strips are present in order for the enchantment or ability to function.
5. Traits do not require strips unless they require activation, i.e. Traits that are an always-on part of a class do not require strips.

Equipment Checking

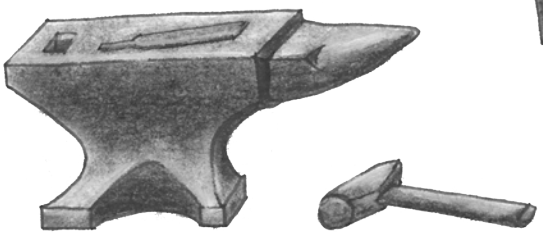
Before any day of combat begins all Combat Equipment brought to the field must be checked by the Champion or their appointed representative. Equipment which does not pass a check may not be used on the field. Equipment should be re-checked as necessary throughout the day. Using unchecked equipment on the field is grounds for immediate suspension from combat for the day at the discretion of the Champion. Issues with the performance of Equipment checks may be adjudicated by the Monarch and the Guild Master of Reeves.

Checking Process

This is an outline for checking Equipment. This is not exhaustive, but serves as a short checklist.

Weapons

1. Opaque cloth cover in good repair.
2. Tips at least 2.5" in diameter.
3. Pommel at least 2" in diameter.
4. Strike-Legal is in good repair and is the minimum required length.
5. Core cannot be felt when used to slash in a reasonable manner by both an average user and the intended user.
6. Core cannot be felt when used to stab in a reasonable manner by both an average user and the intended user.
7. The weapon does not break bones or teeth, or consistently leaves marks or bruises, when used in a reasonable manner by both an average user and the intended user.

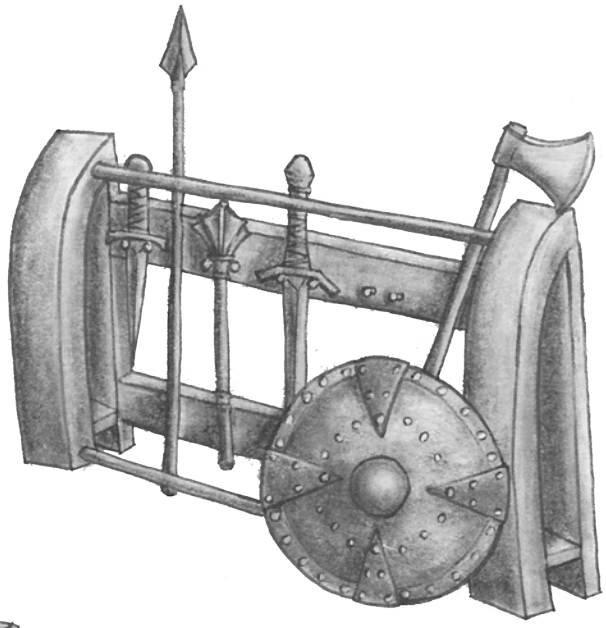


Shields

1. Opaque, durable cover in good repair.
2. No unpadded bolts, zipties, or other solid protrusions on the shield edge or face.
3. No solid, rigid core may be felt through either the face or the edge of the shield when struck solidly with the palm of the hand.

Armor

1. All corners of rigid armor must be penny-round.
2. No spikes, thin ridges, or sharp edges which could damage Equipment or players in the normal course of combat.
3. Chain armor does not have broken or separated links which could catch on Equipment or players in the normal course of combat.



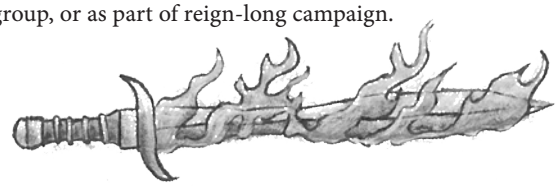
E.P. 33, 41st of Winter

Given the fractured nature of reality here, neighboring cultures often lack a cohesive structure for law and interaction. Instead an independent group of arbiters provide consistency and justice when two groups come into conflict. They call these freelance judiciaries 'Reeves'. Reeves are tested and licensed on a regular basis by their Guild Masters to ensure they provide quality service that reflects well on the Reeves Guild as a whole. Essentially, Reeves make sure everybody plays by the rules.

- Journal of Makros the Traveler

Magic Items

Items imbued with magic are a common part of Amtgard. Unlike temporary Enchantments, some Magic Items may be reused by their owners in each game. Magic Items may be acquired in a variety of ways. Some common examples are quests, themed battlegames, rewards for doing work for the group, or as part of reign-long campaign.



Magic Item Rules

1. Magical Items each have a category corresponding with their level of power from Trinket to Talisman to Artifact.
2. Magical Items are awarded at the discretion of the group monarchy.
3. The monarchy of the group is responsible for tracking what Magic Items are owned by whom.
4. Some Magic Items are one-use only. Magic Items which are used up are no longer available to the player and must be reported to the monarchy of the group.
5. Ownership of Magical Items resets at the beginning of each reign.
6. Magical Items may only be used by the person to whom they are given initially. Magical Items may not be transferred or traded to another player without the permission of the monarch who awarded them and the reeve of the battlegame.
7. All magical items require the player to carry a copy of the write-up in order to function.
8. Unless otherwise noted Enchantments conferred by Magical Items function exactly as normal Enchantments; they count towards your Enchantment limit, may be removed by Dispel Magic, require a strip, etc.
9. Some Magic Items have a material component requirement. These components must be present in order for the Magic Item to be used and must be verified by the reeve prior to the start of the battlegame. Identical material component requirements may all be served by the same physical object, i.e. you do not need a unique bottle for each potion.
10. Magical Items only function at the group level they were awarded and are unique to that group. For instance a player who receives a Magical Item at the park level may only use it at that park, but a player who receives a Magical Item at the kingdom level may use it at any park in that kingdom.
11. Magical Items may not be used at interkingdom events unless allowed by the host kingdom.

Battlegaming With Magic Items

Here are some basic guidelines for how to use Magic Items in battlegames. These guidelines may be changed or adapted by the battlegame reeve. Reeves are always encouraged to consider game balance when determining what Magic Items are allowed in the game.

1. Magic Items are typically only used in full-class battlegames
2. The reeve always has final say over the use or behavior of Magic Items in a battlegame.
3. The reeve for the game has the final say in what Magical Items (if any) are allowed in a battlegame in all situations.
4. Typically games with less than 14 people are limited to Trinkets, 15 to 30 people may use up to Talismans, and games with more than 30 people may use Artifacts.
5. A player may use up to one Artifact in a battlegame.
6. A player may use up to two Talismans in a battlegame.
7. A player may use up to three Trinkets in a battlegame.

Trinkets

Trinkets are lesser Magical Items that are not overly powerful and can safely be used in most battlegames.

Potion of Barkskin

Use: One Use
Material Component: A bottle measuring at least two cubic inches
Incantation: *"I drink a potion of barkskin"*
Effect: Player receives the Barkskin Enchantment.

Potion of Refreshment

Use: One Use
Material Component: A bottle measuring at least two cubic inches
Incantation: *"I drink a potion of refreshment"*
Effect: Player may instantly Charge a single Magic or Ability.

Potion of Healing

Use: One Use
Material Component: A bottle measuring at least two cubic inches
Incantation: *"I drink a potion of healing"*
Effect: Player is affected as per Heal.

Potion of True Death

Use: One Use
Material Component: A bottle measuring at least two cubic inches
Incantation: *"I drink a potion of true death"*
Effect: Player may not be the target of Undead Minion, Greater Undead Minion, Vampirism, or Steal Life Essence for the duration of the game.



Scroll of Adaptive Blessing
Use: One Use
Material Component: A scroll measuring at least fifteen square inches
Incantation: *"I read from a scroll of adaptive blessing"*
Effect: Player receives the Adaptive Blessing Enchantment.

Scroll of Ambulant
Use: One Use
Material Component: A scroll measuring at least fifteen square inches
Incantation: *"I read from a scroll of ambulant"*
Effect: Player's next magic is affected as per Ambulant.
Limitation: May only be used by Magic Users.



Scroll of Blessing Against Wounds
Use: One Use
Material Component: A scroll measuring at least fifteen square inches
Incantation: *"I read from a scroll of blessing against wounds"*
Effect: Player receives the Blessing Against Wounds Enchantment.

Scroll of Extension
Use: One Use
Material Component: A scroll measuring at least fifteen square inches
Incantation: *"I read from a scroll of extension"*
Effect: Player's next magic is affected as per Extension.
Limitation: May only be used by Magic Users.

Scroll of Harden
Use: One Use
Material Component: A scroll measuring at least fifteen square inches
Incantation: *"I read from a scroll of harden"*
Effect: Player receives the Harden Enchantment.

Scroll of Mend
Use: One Use
Material Component: A scroll measuring at least fifteen square inches
Incantation: *"I read from a scroll of mend"*
Effect: Target item is affected as per mend.

Talismans

Talismans are Magical Items of meaningful power that may require consideration before being allowed in some battlegames.

Amulet of Force
Use: 1/Game
Material Component: Pendant or amulet measuring at least one square inch which must be worn around the neck.
Incantation: *"By my amulet"* + Force Barrier Incant
Effect: As per Force Barrier.

Amulet of Teleport
Use: 1/Game
Material Component: Pendant or amulet measuring at least one square inch which must be worn around the neck.
Incantation: *"By my amulet"* + Teleport Incant
Effect: Player is affected as per Teleport.

Amulet of Tracking
Use: 1/Game
Material Component: Pendant or amulet measuring at least one square inch which must be worn around the neck.
Incantation: *"By my amulet"* + Tracking Incant
Effect: As per Tracking (ex).

Amulet of Shadows
Use: 1/Game
Material Component: Pendant or amulet measuring at least one square inch which must be worn around the neck.
Incantation: *"By my amulet"* + Shadow Step Incant
Effect: As per Shadow Step.

Bracelet of Anti-Magic
Use: 1/Game
Material Component: Bracelet measuring at least 1" wide worn around the wrist. Must be made of leather or metal and may not be red, yellow, or white.
Incantation: *"I draw upon the power of my bracelet of anti-magic"*
Effect: Player receives the Protection From Magic Enchantment.

Bracelet of Solidity
Use: Always on while worn
Material Component: Bracelet measuring at least 1" wide worn around the wrist. Must be made of leather or metal and may not be red, yellow, or white.
Effect: Further Effects which make the player Insubstantial, including effects initiated by the player or beneficial effects, fail as per Planar Grounding. Bearer must announce *"Immune to insubstantial"* when this effect is triggered.

Bracelet of Stoneskin
Use: 1/Game
Material Component: Bracelet measuring at least one inch wide worn around the wrist. Must be made of leather or metal and may not be red, yellow, or white.
Incantation: *"I draw upon the power of my bracer of stoneskin"*
Effect: Player receives the Stoneskin Enchantment.



Wand of Healing
Use: 2/Game
Material Component: Rigid wand measuring at least 6" long and at least 0.5" in diameter.
Incantation: *"My wand heals thee"*
Effect: As per Greater Heal.





Wand of Mending

Use: 2/Game
Material Component: Rigid wand measuring at least 6" long and at least 0.5" in diameter.
Incantation: *"My wand makes this item whole"*
Effect: As per Greater Mend.

Wand of Release

Use: 2/Game
Material Component: Rigid wand measuring at least 6" long and at least 0.5" in diameter.
Incantation: *"My wand releases thee"*
Effect: As per Greater Release.

Artifacts

Artifacts are powerful Magical Items which require careful consideration before being allowed into any battlegame. Artifacts are unique; there may only be one of each Artifact awarded per kingdom at a time.

Ankh of Ran

Use: Always on while worn
Material Component: A white ankh measuring at least twenty-five square inches prominently displayed on garb/equipment, or worn as an amulet.
Effect: Bearer gains Terror Unlimited (ex). Terror may only be cast on players bearing Undead Minion, Greater Undead Minion, or Vampirism.

Andalsa's Lament

Use: Always on while worn
Material Component: A helmet worn upon the head which qualifies for the helm armor modifier. Must have a white Enchantment strip tied to it.
Effect: Bearer is affected as per Imbue Armor. Does not count as an Enchantment.

Cloak of Enigmas

Use: Always on while worn
Material Component: A black cloak that covers from the shoulders to the back of the knees.
Effect: Doubles the bearers normal use of Shadow Step, Teleport, and Blink. Does not count as an Enchantment.
Limitation: May only be used by Assassin or Scout.

Homestone

Use: Always on while carried
Material Component: A highly polished stone sphere at least 1" in diameter.
Incantation: As per Greater Mend
Effect: Bearer gains Greater Mend 1/life Charge x3. Does not count as an Enchantment.

Michael's Hammer

Use: Always on while carried
Material Component: A Short weapon with a yellow cover or lightning decorations. Must have a red Enchantment strip tied to it. Must have at least 6" of Heavy Padding and be shaped like a hammer.
Effect: This weapon is Armor Destroying and Shield Destroying. Does not count as an Enchantment.

Nuntius Staff

Use: Always on
Material Component: A double ended great weapon no longer than 6'.
Effect: May be used by any Magic User at no cost to spell points. Grants an additional two spell points at the users highest level. Magic points gained are not removed regardless of what happens to the staff. Does not count as an Enchantment.
Limitation: May only be used by Magic Users.

Phase Blade

Use: Always on while carried
Material Component: A Short weapon with a grey cover or force themed decorations. Must have a red and a yellow Enchantment strip tied to it.
Effect: This weapon, and any special effect delivered by it, does not interact with ongoing Magic or Abilities. Example: This weapon is not stopped by Stoneskin, Blessing Against Wounds, and does not trigger the effects of Troll Blood, Undead Minion, or similar Magic or Abilities. Still counts as a normal hit from a weapon. Does not count as an Enchantment.
N: Does not supercede the Frozen, Insubstantial, or Out of Game States.

Shield of the Chosen

Use: Always on while worn
Material Component: A medium shield with a black cover featuring a white device. Must have a white Enchantment strip tied to it.
Effect: Shield is completely indestructible, including against other Magical Items. Engulfing effects striking the shield are nullified and ignored. Does not count as an Enchantment.

Sword of Flame

Use: Always on while carried
Material Component: A Short weapon with an orange cover or flame decorations. Must have a red and a white Enchantment strip tied to it.
Effect: The bearer and this weapon are Immune to Flame. This weapon is Armor Breaking and Shield Crushing. Does not count as an Enchantment.

Creating New Magic Items

For themed reigns, special battlegames, or just for fun local group monarchies may want to create their own Magic Items. Here are a few guidelines to follow when doing so.

1. Keep it simple. It should never take more than a couple of sentences to completely describe what an item does.
2. Re-use existing mechanics. Avoid creating new mechanics for use in items.
3. The item should not be an automatic "I Win" button. Items should be about giving more options and small advantages to augment a players existing skills. Items should never be more powerful than the players themselves.
4. Non-standard magic items should go away at the beginning of every reign.



Battlegames

Battlegames are competitive matches between two or more teams using a variety of different possible mechanics. Victory is determined by any number of pre-set conditions. The variety and combinations of possible games are limited only by the imagination. This section describes the mechanics and components of battlegames, how to build your own, and lists some example common battlegames.

Battlegame Components

These are the individual pieces that make up how a game works. These parts can be mixed and matched to create any number of possible different games. A game essentially has seven parts:

Lives: How many times players can return to life. This can be a fixed number per player, a fixed number per team, unlimited, or something else.

Respawn: Where and when players return to life. This can be after a period of time, instantly, in groups of a minimum size, at base, where they died, in a central location or something else. Players who Respawn do so with all of their equipment intact, Wounds healed, Enchantments removed, and all States and Ongoing Effects removed unless otherwise noted. When designing a game keep in mind that dying should generally be the worst thing that can happen on the field. For instance when designing a Full-Class game your Respawn counts should not be shorter than the longest negative field effect (60 seconds because of Magic Balls). Alternatively dying can be penalized by having a finite life pool for the team as a whole.

Base: Some Magic and Abilities refer to 'returning to base' or otherwise reference the location of a base. Bases may also be used to repair a broken weapon, bow, or shield after 60 seconds at base, though this may be adjusted by the game designer. Determine what the bases will be for these abilities for each team. This can be a fixed location, a team reeve, or something else.

Game Type: The Game Type refers to the set of rules used to play a Battlegame. The common Game Types are:

- **Ditch:** No classes, no armor, no projectiles, no siege, shields are unbreakable.
- **Militia:** No classes, armor is used, projectiles are used, shields are breakable.
- **Full-Class No Magic:** Classes are used except for magic classes.
- **Full-Class:** All classes are used.
- **Quest:** See 'Quests' below.
- **Other:** See your group leaders for the rules for Jugging, Orcball, etc.

Teams: The number of teams that play in the game. This is commonly two or three, but may also be:

- **By Size:** Players divide into any number of teams with no more than X players per team
- **Free For All:** Every player for themselves

Objectives: The win condition for the teams. This can be eliminate the other team, eliminate a specific player, score points, survive, or something else.

Playing in Battlegames Made Easy

Battlegames are a core part of the Amtgard experience. Two people fighting together is sparring, but three or more people playing together is typically considered a Battlegame of some sort. In order to play in any given Battlegame you need to know the following:

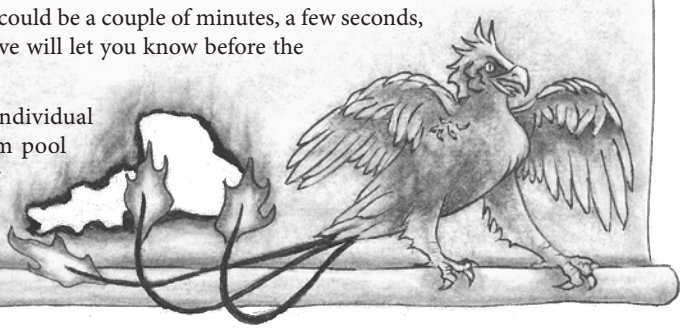
"Who is on my team?" Typically teams are static and will be assigned before the game starts. Look around when your team is together and try to get a feel for who your friends are.

"What is the objective?" Game objectives are generally straight-forward and will be announced before the game starts. Make sure you and your team are working towards the goal.

"Where do I go when I die?" Typically each team has a spawn point and dead players will return to their spawn, or an out-of-the-way place near it, when they die.

"What is the respawn count?" Respawn counts could be a couple of minutes, a few seconds, or as soon as you reach your spawn point. The reeve will let you know before the game starts.

"How are lives handled?" Lives could be an individual pool (example: each player has four lives), a team pool (each team has a total of 40 lives), unlimited, or something else. The reeve will announce how lives are handled before the game starts.



Refresh: How and when per-Refresh abilities are returned to full uses in Class games. This could be none, every 30 minutes, when teams rotate, when a point is scored, or something else. Refreshes should be infrequent in order to encourage players to use their per-Refresh abilities tactically and thoughtfully.

Scenario Rules: Any specific rules that modify the way the game is played. This could involve monsters, ruling out specific classes, creating off-limit areas, creating special-effect areas, or anything else.

Combine different components in different ways to create entirely different game types to suit the needs of the group. A good battlegame is fast-paced and focuses on providing constructive conflict for all opposing teams. Combat is a means of resolving conflict, but should not be a goal in and of itself. Downtime for players should be minimal, but killing an opponent should still provide a meaningful advantage to the killer or their team.

Battlegame Examples

Battlegames can take any form imaginable or desirable by the group. The best game type for the group will be dictated by the size of the area, number of players, available time, and available terrain. The games listed here are just common examples to stir the imagination and can be played as they are or customized in any way.

Capture the Flag

Two or more teams compete to secure a flag at their base in order to score points. First team to three points wins. The flag is considered a game object. This game is fun to play in the woods or other areas with interesting terrain.

Teams: 2+
Lives: Unlimited
Respawn: Instant at base
Players: 5+ per team
Objective: Bring the game flag to your base and hold it there for five seconds in order to score a point. Once a point is scored all teams reset to their bases.
Refresh: Every 45 minutes of play time
Types Best Supported: All

Ditching

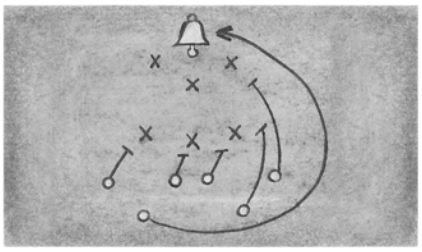
Two teams line up across from each other just out of melee range and fight until one team is eliminated. New players join the losing team before the next round starts. If no new players are ready to join then the first dead on the winning team switches to the losing team before the next round starts. This is the simplest of all Battlegames and a good pickup game. Best played in medium-sized, open areas.

Teams: 2
Lives: 1
Respawn: Start of round at base
Players: 2+ per team
Objective: Eliminate the other team. Once one team is eliminated each team resets to their side.
Refresh: Not applicable, no classes used
Types Best Supported: Ditch, Militia

Ring The Bell

Two teams attempt to hit the 'Bell' at the other teams base first. Bells must be touched by a player, or by a weapon under 36" currently held by a player, to be rung. First team to three points wins. This game is fun to play in small, open areas.

Teams: 2
Lives: Unlimited
Respawn: Start of round at base
Players: 3+ per team
Objective: To strike the opposing teams bell and score a point. Upon a point being scored each team resets to base.
Refresh: Not applicable, no classes used
Types Best Supported: Ditch, Militia



Very Heavy Object

Two teams attempt to bring the Object to their opponents base to score a point. The Object must be kept at the opponents base for five seconds in order to score a point. The Object is considered a game item and should weigh at least 30lbs. First team to three points wins. This game is fun to play in medium sized areas with interesting terrain.

Teams: 2
Lives: Unlimited
Respawn: Groups of two or more at base
Players: 3+ per team
Objective: Move the Object to the other teams base and keep it there for five seconds in order to score a point. After a point is scored each team returns to base and the Object starts with the team with the lowest score.
Refresh: Every 30 minutes of play time
Types Best Supported: All

Castle Defense

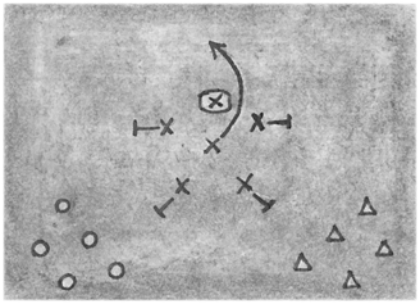
One team defends, two teams attack. Rotate teams so each team has a chance to defend and two chances to attack. The team that wins is the team that defends the castle (or any given location) the longest before being eliminated. This game is fun to play in any place where you have a defensible location.

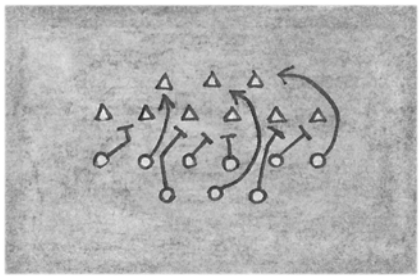
Teams: 3
Lives: Unlimited for the attackers, life pool for the defenders
Respawn: Groups of three or more for the attackers at their base. Instant for the defenders at their base. Defender respawns reduce the available life pool.
Players: 5+ per team
Objective: The defending team with the longest duration in the castle wins. After the defenders are eliminated the teams rotate who is in the castle.
Refresh: Each time the teams rotate
Types Best Supported: All

Hold the Location

Three or more teams compete to hold a single central location for the longest cumulative time. Team bases should be spaced equidistantly around a central location. Game runs for a set amount of total time, normally 30 minutes. This game is fun to play in medium sized, open areas

Teams: 3+
Lives: Unlimited
Respawn: Instant at base
Players: 5+ per team
Objective: The team with the highest cumulative time controlling the location wins. The location is controlled by the team of the last player that touched it.
Scenario Rules: A team must control the location for at least ten seconds in order to get any credit for their possession; this makes it easier to accurately count and award time to each team.
Refresh: None
Types Best Supported: All





Mutual Annihilation

Two teams fight until all the players on one team are out of lives, or 'shattered'. This game is fun to play in small environments with interesting terrain.

Teams: 2
Lives: Each player has a set life pool that runs out individually. Once out of lives, players must wait for the next game.
Respawn: Players respawn at base after a 150 second death count
Players: 3+ per team
Refresh: None
Scenario Rules: If at any time all players on one team are dead, all players are set to their bases and all dead players are advanced to their next life.
Types Best Supported: Militia, Full-Class



Reeving Made Easy

Reeves are an extremely important part of the Amtgard experience, as they are the individuals who are charged with attempting to ensure the safety and enjoyment of the game participants. Here are some helpful suggestions to being an effective reeve.

1. As the reeve, your decision is final. If a snap decision is required, make the call that you believe is correct, and consult the rulebook after the fact to confirm the decision. If your call was incorrect, make sure to note that for the future.

2. Your responsibility as a reeve is to facilitate the safety and enjoyment of the game participants. This may require you to make calls that are unpopular with some individuals in order to allow the game to proceed smoothly. You should attempt to remain fair and impartial in all of your calls, and apply the rules objectively, regardless of individual feelings on the subject.

3. It is important to adhere to the spirit of the rules in addition to the letter of the rules. It is impossible in a game as varied as Amtgard for the rulebook to cover all contingencies. If you encounter a situation where a player's actions negatively impact safety, playability, or the enjoyment of the participants, you are justified in disallowing that action. Here are a couple of examples of situations where it is reasonable for a reeve to intervene:

   a. A player using a weapon in a manner that provides them with an advantage that their class would not normally receive (e.g.Monks with unusually large weapons for blocking, or an Assassin claiming that a medium shield is allowable because it is actually a weapon).

   b. A player wielding otherwise legal equipment in an unsafe manner.

   c. A player knowingly attacking someone whom they are unable to affect (e.g. Insubstantial or frozen players).

   d. Any situation where the player's justification is "But the rules don't say I can't..."

Quests

Quests are a special type of battlegame that offer a more free-form set of objectives than what is normally available. A good quest should contain multiple objectives and have multiple methods of achieving those objectives. A good quest allows players to achieve success by thinking and role-playing as well as by fighting. Finally, quests typically make use of the Quest Abilities available to each class.

Example Relic Quest

Individual teams scour the forest to find powerful magic items protected by various monsters and held in chests spread throughout the forest. The chests are locked and the monsters have unmarked keys that they hand out when they are defeated. Each monster should also have a demand. Demands should be straight-forward tasks the questors can perform to get a key from the monster. A good example demand might be 'bring me the magic orb hidden in the forest'. Demands should only be stated by the monsters when asked. Questors must role-play in order to discover a monsters demand. For added realism, have real locks on real wooden boxes and have the monsters hand out actual keys when they are searched by questors. The questors can choose to either turn in relics they find to their team reeve when they are found or to start using them in the quest. If they use them in the quest then the relics may be looted from their bodies by other quest teams.

Teams: 2+
Lives: Unlimited. The quest ends after 1 hour.
Respawn: Players respawn at their team reeve in 60 seconds once their team is out of combat
Players: 2+ per team, a neutral reeve for every team, a head reeve, and 1 monster for every three players
Refresh: Abilities Refresh at the 30 minute mark
Types Best Supported: Full Class

Quest Abilities

Quest Abilities are designed to give players more tools in role-play situations that are common in Quest-type battlegames. These abilities are typically not useful in standard battlegames as they focus more on interaction with a storyline and monsters than they do with combat between players. Quest Abilities are chosen by, or assigned to, each player before the a battlegame begins. The reeve in charge of the battlegame will announce which Quest Abilities, if any, are available to be chosen for a given game and how they are to be selected.

Reeving Quest Abilities

The use of Quest Abilities should emphasize theatricality and story-telling over strict adherence to mechanics and rules. It is encouraged that each party of players have a reeve designated to them to help adjudicate the interaction between Quest Abilities and the battlegame challenges. If a player can use a Quest Ability in a novel or interesting way that adds to the storyline without being disruptive for other players, allow it. If a player uses a Quest Ability in a way that is disruptive to play or derives an unbalancing gameplay advantage, disallow it.

Creating New Quest Abilities

New Quest Abilities can be created as-needed for new Battlegames and Quests at the discretion of the game organizer. Here are some basic guidelines for creating new Quest Abilities.

1. Should not fundamentally change the nature of any class.
2. Should not replicate the behavior or feel of any Magic or Ability.
3. Should not eliminate the need to overcome a challenge.
4. Should not be something that players would want to use in a normal Battlegame.
5. Should not be useful against other players.
6. Should be easily described in a couple of lines.
7. Should be designed to encourage role-play and creativity without being abusable.
8. Should be fun.

Quest Ability Hooks

Quest Abilities work best when a battlegame has challenges or obstacles that are designed to work with them. Collectively these challenges and obstacles are referred to as Hooks. Here are some basic guidelines for working Hooks into Quests.

1. Hooks should never be unsolvable without a Quest Ability; just more difficult or require a different approach.
2. Hooks should never preclude a player's natural abilities, just augment them. For example if a player is confronted by town guards they could attempt to fight their way through or run. The player could also choose to try and name-drop their relationship (real or fake) with a powerful noble in an attempt to bypass a fight. A player who invokes Court Knowledge is more likely to be believed by the guards than a player without it, given the same performance.
3. Encourage your NPCs, monsters, and reeves to have fun with Quest Abilities by playing along and acting out the effects of a Quest Ability dramatically where appropriate.
4. Don't feel obligated to provide Hooks for every Quest Ability, but do provide Hooks for a variety of different Quest Abilities that fit with the theme and content of your game. Turn Undead might not be useful when raiding an orc village, and that's okay. Tribal Knowledge probably would be.
5. Hooks should add to the flavor and fun of a battlegame, not slow it down or detract from it. It's better to cut a bad Hook rather than try and cram it when it doesn't belong.



Quest Abilities Defined

Quest Abilities are activated by announcing the name of the Quest Ability at an appropriate time to the flow of the Quest. For instance Hallowed Ground would need to be announced before combat is initiated whereas Menace can be announced before or after a player attempts to threaten and bully a group of monsters.

Affinity for Nature

Player is in tune with nature, and the beings who live in harmony with nature. This player will generally be considered a friend by such monsters and NPCs. They will also have knowledge about animals and natural locations.

Calm

Player gives off an aura of calm. This player will have an advantage when negotiating or dealing with non-hostile monsters and NPCs.

Charm

Player can initiate a performance that entrances a monster or NPC. The monster will not attack anybody for the duration of the performance or until they feel threatened. The performance must be either a song, a joke, a dance, or a story and may last no longer than 2 minutes. 1/game.

Court Knowledge

Player is familiar with the customs and behaviors of the royal court. The player will have an advantage when dealing with politicians and nobles.

Disarm Traps

Player has an affinity for mechanical traps. If this player fails to disarm a trap they fare better than other players.

Hallowed Ground

Player creates a fixed 20' radius area where no offensive actions can occur for 2 minutes. Actions that are initiated outside the 20' radius may still affect individuals in the area. 1/game.

Magical Knowledge

Player has experience with reading magical auras. They can detect and identify magical locks and traps. They also have background information about magical beings and locations.

Menace

Player gives off an aura of menace that can be sensed by hostile monsters and will have an advantage when attempting to intimidate hostile monsters.

Persuasion

Intelligent monsters and NPCs find the players arguments more convincing than they otherwise would and are more likely to be influenced by the player.

Pick Locks

Player has an affinity for mechanical locks. If this player fails an attempt to pick a lock they fare better than other players.

E.P. 7, 45th of Harvest

It is the second week since the Emerald Hills has betrayed us and they have laid siege to Barad Duin. I suspect the Burning Lands is behind this.

None of our missives for help are getting out, and I believe our kingdom will fall within a fortnight.

- Nithanalorn, Pharoh Fean Cala Ra, of Barad Duin.

Presence

Player may converse safely with a group of players, monsters, or NPCs so long as the player takes no hostile action towards them. Monsters and NPCs that are not capable of intelligent thought (animals, slimes, mindless undead, etc) are not affected. Players may choose not to converse but may still not harm the player. May not last longer than 3 minutes. May not be used for scouting or reconnaissance. 1/game.

Talk to Dead

Dead players, intelligent monsters, and intelligent NPCs can be asked one yes or no question, and must answer truthfully to the best of their ability. May only be used once per target.

Tracker

Player is an experienced tracker in almost any environment. Player will often be able to determine more information about the kind of monsters and NPCs in the area as well as possible locations of game objectives.

Tribal Knowledge

Player is familiar with the tribal and clan customs of many cultures. This player will have an edge understanding and negotiating with monsters and NPCs who live in a clan or tribe.

Turn Undead

Monster and NPC undead (including monsters and NPCs affected by Undead Minion, Greater Undead Minion, Vampirisim, etc) must stay 50' away from the player and may not initiate any hostile actions towards them. Any undead that is targeted by a hostile action is no longer affected by Turn Undead and may act normally. Lasts for 2 minutes. 1/game.

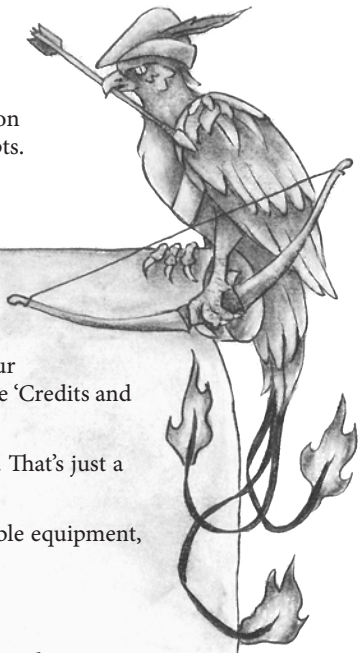
Prepared

Player is an experienced campaigner and is aware before a Quest starts of any special equipment or circumstances that may be encountered. The reeve in charge of the Quest should privately give the player a brief overview of the monsters and challenges they are likely to encounter.

Classes

Playing a class in an Battlegame is a chance to combine physical abilities with tactical and strategic acumen to achieve victory. Classes in Amtgard are designed so that each one brings a unique and valuable set of skills to the field which can be used as part of a team.

Often abilities which do not seem useful to you personally may be invaluable when used on teammates. Before picking a class for a game it is important to understand a few simple concepts.



Classes Made Easy

Classes have levels. Each level unlocks new Traits, Abilities, or Magic you can use. Your level in a class is determined by the number of times you have played that class before. See 'Credits and Levels' for more information.

Except for Traits, all Abilities and Magic require an Incantation in order to be activated. That's just a short audible sentence that announces to everybody what is going on.

All classes also have a list of weapons and armor they can use regardless of level. Available equipment, along with any additional restrictions or limitations, is listed in the class description.

Classes are grouped into two broad categories:

Magic-Users: Bard, Druid, Healer, and Wizard.

Fighting Classes: Anti-Paladin, Archer, Assassin, Barbarian, Monk, Paladin, Scout, and Warrior

Magic-users have access to a broad array of magic, which is listed along with their class description. Fighting classes have fewer, but more focused, abilities to go along with their expanded equipment availability.

Abilities for fighting classes are listed like this: **Name [Uses] ([Category]) ([Notes])**

Name: The name of the Ability.

Uses: How often the Ability can be used. Possible options are:

Unlimited: This Ability may be used any number of times.

'X'/life: This Ability may be used X number of times each life. Each time you respawn you have a fresh set of these 'per life' Abilities.

'X'/Refresh: This Ability may be used X number of times per Refresh. You start the game with a full set of these 'per refresh' Abilities, but they are only refilled when a Reeve announces a Refresh.

Charge: May be used in conjunction with per life or per refresh, or on its own. Charge Abilities can be used any number of times, but must be Charged after the initial uses are expended. See the definition of Charge under the section 'Magic, Abilities, States, and Special Effects Defined' for a full explanation of how Charge works.

Not listed: This Ability isn't an activated Ability.

Category: What kind of Ability it is. Possible options are:

(T): for Trait: This is an always-on self-only Ability which cannot be removed in any way and never requires an Incantation of any sort to start and does not require an Enchantment Strip or count towards the bearer's Enchantment limit.

(ex): for Extraordinary: This Ability is not magical in nature. It could represent poison from a vial or using a piece of twine to fix a broken arrow. An Ability listed as (ex) which is defined as being an Enchantment in its Ability definition generally behaves as an Enchantment but does not count towards the limit of Enchantments that may be worn by a player. See the definition of Enchantment under the section 'Magic, Abilities, States, and Special Effects Defined' for more information.

(m): for Magical: This Ability is magical in nature. If the Definition of this Ability lists it as an Enchantment then it follows all the rules for Enchantments and counts towards the limit of Enchantments that may be worn by a player.

Notes: Anything non-standard about the Ability. Typical examples might be Ambulant or Persistent.

Portraying A Class

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

Classes are listed in the following manner:

Name: The name of the class.

Role-play Suggestion: This lists historical or fantasy examples of each class plus a brief overview.

Garb: Garb that is required to denote playing the class. You are required to dress in medieval/swords and sorcery looking garb in addition to the class specific garb. Failure to do either will result in playing the Peasant class.

Requirement: A few classes list experience requirements. If you do not meet these requirements you may not play nor gain credits in that class.

Look The Part: This is an extra Ability that is available to a player only if they actively role-play or portray their class. Examples would be acting consistently in character in battlegames, having good class-specific garb, and meaningfully contributing to the atmosphere of the game. This ability need not meet a cookie-cutter definition of the class; any dedicated behavior consistent with a backstory can work. Barbarian, for example, could be played as a refined Samurai rather than a raging viking and still qualify for the bonus. Look The Part abilities are available at first level and are in addition to all other class abilities. Example: A player has a Look The Part ability of Scavenge 1/Life and a normal class ability of Scavenge 1/Life would have Scavenge 2/life. Who qualifies for Look The Part is game-by-game bonus awarded by the group monarch or joint decision of the game reeve and the guildmaster for the class.

Armor: Maximum point value of armor the class may wear. You can wear armor with a point value higher then you are allowed use of, but in these cases the armor simply gives you the maximum allowed for your class. Example: a Scout wearing full plate still only gets three points from it.

Shields: Largest size shield available to a class.

Weapons: Types of weapons the class can use.

Limitations: Some classes have restrictions. For example, Barbarians are restricted from receiving Enchantments from other classes.

Levels and Abilities: Most classes receive Abilities at each level. Some Abilities are presented as a choice. Ability choices may be changed before each new game. Any Ability choice presented as 'Choose x of y' allows you to choose up to x of the following y abilities. No duplicates may be chosen unless otherwise noted.

Monster

No sword and sorcery setting is complete without monsters, those creatures from imagination or legend, both good and evil, that are somehow more (or less) than human. Monsters in Amtgard can represent the smallest, friendliest sprite, the largest most fearsome dragon, or anything else in between.

Examples: Centaurs, Dragons, Dwarves, Werewolves, Vampires, Deadly Slime.

Monster is a special class, playable only in games where the game designer and local monarch have given their permission for the class to be used. A player's level in the Monster class determines which Monsters they may portray. For more information and rules regarding the Monster class please refer to the Dor Un Avathar.

Peasant

Players without class sashes or minimum garb must play Peasant. The only equipment available for peasants to use is either a single short weapon or a single dagger. They may not wear armor or use shields and do not have any class abilities.



Credits and Levels

If you wish to fight or participate in a battlegame, you must conform to one class for each game. A person may advance in level in a class after having the requisite credits and passing a class test administered by your class Guildmaster. Only one attendance credit may be given on a single day, although Kingdoms may award bonus credits according to their corpora. You must play the class you wish to gain credit in. If no class is played but fighting takes place, you may take a Warrior credit. Players who reeve may take a Reeve Credit, and players who otherwise participate may take a Color Credit. Kingdoms are allowed to award a maximum of 12 total bonus credits (credits above and beyond attendance credits) to any player in a single month and no more than 3 bonus credits may be issued per 1 attendance credit. All classes gain new abilities and levels at the following rate:

All classes gain new levels at the following rate:	
1st	Less than 5 credits in that class
2nd	At least 5 and less than 12 credits in that class
3rd	At least 12 and less than 21 credits in that class
4th	At least 21 and less than 34 credits in that class
5th	At least 34 and less than 53 credits in that class
6th	53 or more credits in that class

Archer

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

Examples: William Tell, Odysseus, Paris of Troy, Minamoto Tametomo

Garb: Orange sash and medieval/sword and sorcery looking garb

Look The Part: Pick One Ability: Destruction Arrow, Poison Arrow, Pinning Arrow; Unlimited (ex)

Armor: 2pts

Shields: None

Weapons: Dagger, Short, Bow

Archer Abilities By Level	
1st	Reload 1/Refresh then Charge x3 (ex) Pick two: Destruction Arrow - 1 Arrow / Unlimited (ex), Pinning Arrow - 1 Arrow / Unlimited (ex), Poison Arrow - 1 Arrow / Unlimited (ex)
2nd	Mend 1/life (ex)
3rd	Pick two: Destruction Arrow - 1 Arrow / Unlimited (ex), Pinning Arrow - 1 Arrow / Unlimited (ex), Poison Arrow - 1 Arrow / Unlimited (ex)
4th	Suppression Arrow - 1 Arrow / Unlimited (ex)
5th	Pick two: Destruction Arrow - 1 Arrow / Unlimited (ex), Pinning Arrow - 1 Arrow / Unlimited (ex), Poison Arrow - 1 Arrow / Unlimited (ex)
6th	Phase Arrow - 1 Arrow / Unlimited (ex) Optional: Sniper (ex)

Class Abilities

Destruction Arrow

T: Specialty Arrow **S:** Sorcery
M: Arrow with red head cover labeled 'Destruction'.
I: *"Destruction Arrow"*
E: This arrow is Armor Destroying and Shield Destroying. Armor Destroying and Shield Destroying are applied after the normal effect of being hit with an arrow is applied.

Pinning Arrow

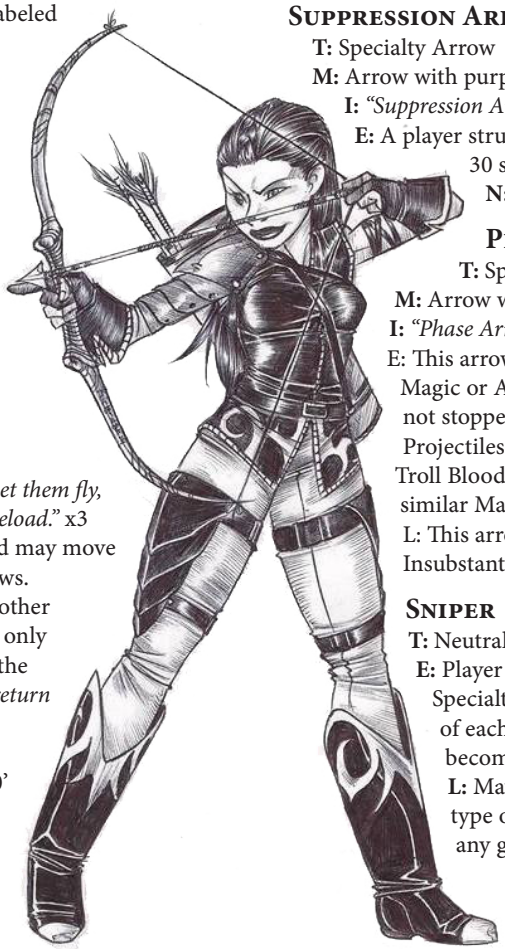
T: Specialty Arrow **S:** Sorcery
M: Arrow with yellow head cover labeled 'Pinning'.
I: *"Pinning Arrow"*
E: A player struck by this arrow is Stopped for 30 seconds.
N: Engulfing.

Poison Arrow

T: Specialty Arrow **S:** Death
M: Arrow with green head cover labeled 'Poison'.
I: *"Poison Arrow"*
E: This arrow is Wounds Kill.

Reload

T: Verbal **S:** Sorcery
R: Self
I: *"I nocked my arrows to my bow, I let them fly, my quiver is low. Now I pause to go reload."* x3
E: Player becomes Out of Game and may move about the field retrieving their arrows.
L: Must stay at least 10' away from other players at all times. The player may only remove their Out of Game state in the location they started by stating, *"I return with a full quiver" x3*.
N: May ask reeve for assistance in retrieving arrows that are within 10' of other players.



Mend

T: Verbal **S:** Sorcery **R:** Touch
I: *"I make this item whole again"* x5
E: Destroyed item is repaired. One point of armor in one location is repaired.

Suppression Arrow

T: Specialty Arrow **S:** Sorcery
M: Arrow with purple head cover labeled 'Suppression'.
I: *"Suppression Arrow"*
E: A player struck by this arrow is Suppressed for 30 seconds.
N: Engulfing.

Phase Arrow

T: Specialty Arrow **S:** Sorcery
M: Arrow with grey cover labeled 'Phase'.
I: *"Phase Arrow"*
E: This arrow does not interact with ongoing Magic or Abilities. Example: This arrow is not stopped by Stoneskin, Protection from Projectiles, and does not trigger the effects of Troll Blood, Undead Minion, Missile Block, or similar Magic or Abilities.
L: This arrow does not supercede the Frozen, Insubstantial, or Out of Game States.

Sniper

T: Neutral **S:** Sorcery
E: Player may physically carry any number of Specialty Arrows of each type. The frequency of each type of Specialty Arrow Ability becomes 1/Life Charge x3.
L: May not fire normal arrows. Only one type of Specialty Arrow may be charged at any given time.

Assassin

From the Japanese concept of ninja to the classic French highwayman and everything in between. The Assassin represents a wide range of characters relying on speed, agility, and creativity rather than brute force to accomplish their goals.

Examples: The ninja, Ebu Tahir, ronin, Hassan-I-Sabah, Altaïr ibn-La'Ahad, Naruto Uzumaki
Garb: Black sash and medieval/sword and sorcery looking garb
Look The Part: Poison (self-only) 1/Life (ex)
Armor: 2pts
Shields: None
Weapons: Dagger, Short, Long, Light Throwing, Heavy Throwing, Bow

Class Abilities

Shadow Step

T: Verbal **S:** Sorcery **R:** Self
I: *"I Step into the Shadows"* x1
E: Player becomes Insubstantial.

Assassinate

T: Verbal **S:** Death **R:** 20'
I: Say the word *"Assassinate"* immediately upon killing a person.
E: The victim is Cursed.

Poison

T: Enchantment **S:** Death **R:** Self
M: Red strip
I: *"I coat these weapons with a deadly poison"* x2
E: The next Wound dealt by the bearer in melee is Wounds Kill.

Blink

T: Verbal **S:** Sorcery **R:** Self
I: *"I vanish from sight"*
E: Player becomes Insubstantial and can move to any location within 50' from their starting point.
L: Caster may not end State within 10' of a living enemy.

Assassin Abilities By Level	
1st	Shadow Step 2/life (ex) (Ambulant) Assassinate Unlimited (ex) (Ambulant)
2nd	Poison (self-only) 1/Life Charge x3 (ex)
3rd	Blink 2/life (ex) (Ambulant)
4th	Hold Person 1/Life (m)
5th	Teleport (self-only) 2/Life (ex)
6th	Coup de Grace 1/Life (m)

Hold Person

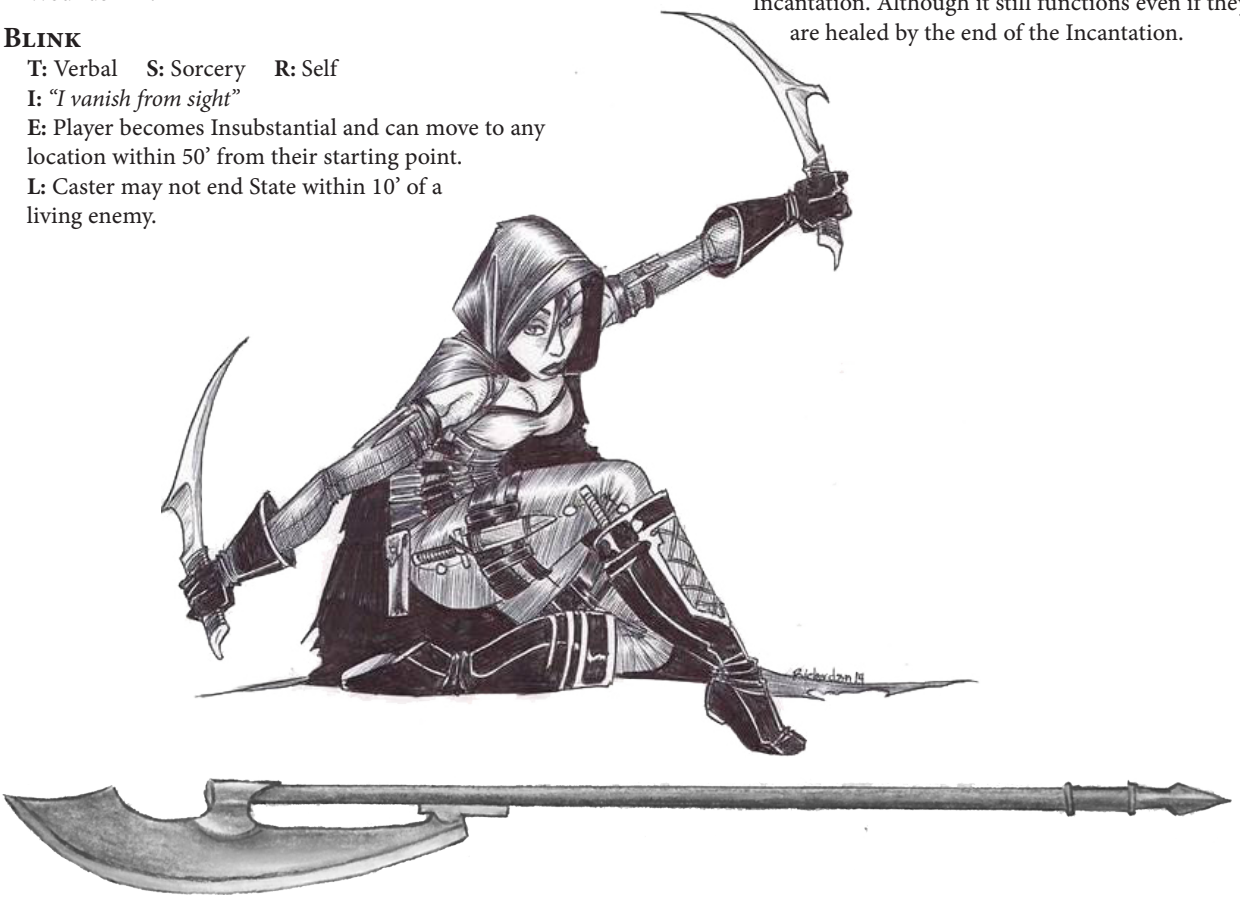
T: Verbal **S:** Command
R: 20ft
I: *"I command thee to stop"* x3
E: Target player becomes Stopped for 30 seconds.

Teleport

T: Verbal **S:** Sorcery **R:** Self
I: *"I travel through the aether"* x5
E: Player becomes Insubstantial and moves directly to a location chosen at the time of casting by the caster. Upon arrival, they must immediately end the effect as per Insubstantial.
N: If the player's Insubstantial state is removed before they have reached their destination, the effects of Teleport end.

Coup de Grace

T: Verbal **S:** Death **R:** 20'
I: *"Death shall come for thee"* x3
E: Target player dies.
L: Target must be Wounded when the caster begins the Incantation. Although it still functions even if they are healed by the end of the Incantation.



Barbarian

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

Examples: Conan, Yellowbeard, Leif Eriksson, Attila the Hun, Alaric the Vandal, the Voivode
Garb: White sash and medieval/sword and sorcery looking garb
Look The Part: Blood and Thunder 1/Refresh (ex)
Armor: 3pts
Shields: Medium
Weapons: All Melee, Javelins, Rocks
Limitations: May not receive Enchantments from other classes.

Class Abilities

Berserk

T: Granted as Trait **S:** Sorcery **R:** Self
E: All weapons wielded in melee are Armor Breaking.

Fight After Death

T: Verbal **S:** Sorcery **R:** Self
I: *"Fight after death"* immediately after dying
E: Player continues to fight for seven seconds after being killed. Players must Chant this time out loud. As per Chanting, failure to count immediately ends the effect. Players do not receive further Wounds during Fight After Death. Player's melee weapons are Shield Crushing.
L: Players may not activate Abilities or Magic during Fight After Death. Players may not activate Fight After Death if they died while Suppressed, Stunned, Insubstantial, or Frozen. States on the player (Such as Stopped) persist until Fight After Death has ended and are then removed as per the rules for player death. Players may not achieve game objectives nor carry game items while affected by Fight After Death, though they may still kill other players even if that player is a game objective.
N: Reeves are encouraged to remove this ability from those who use it in an unsafe manner.

Adrenaline

T: Verbal **S:** Spirit **R:** Self
I: *"Adrenaline"*
E: Player heals a wound.
L: Kill Trigger.

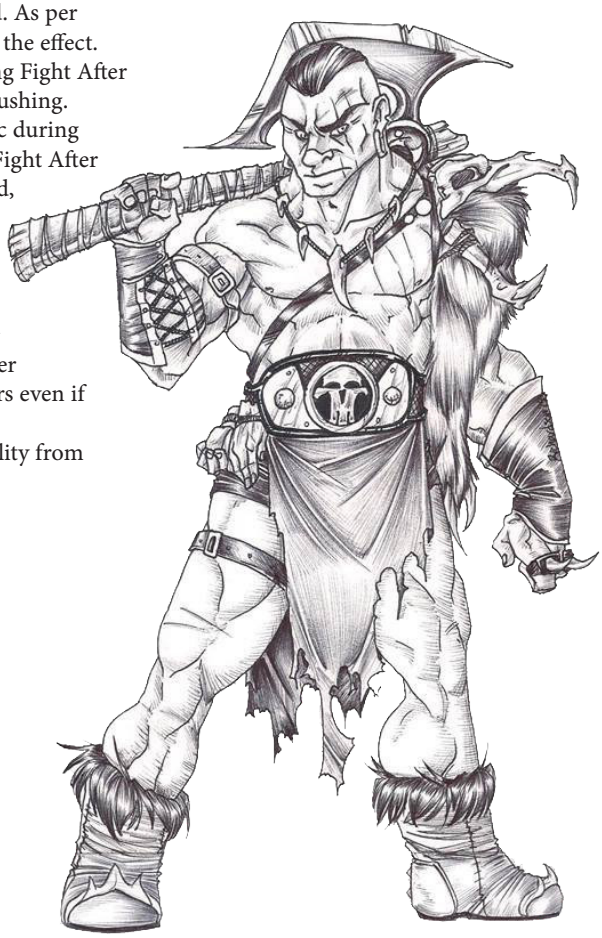
Barbarian Abilities By Level	
1st	Immune to Subdual (T) Immune to Command (T) Berserk (T)
2nd	Fight After Death 1/Refresh (ex) (Ambulant)
3rd	Adrenaline Unlimited (ex)
4th	Fight After Death becomes 2/Refresh (ex) (Ambulant)
5th	Brutal Strike 1/Life (ex) (Ambulant)
6th	Blood and Thunder 2/Refresh (ex)

Brutal Strike

T: Verbal **S:** Death **R:** Unlimited
I: *"And stay down!"*
E: Victim is Cursed. Victim is also Suppressed for 30 seconds.
L: Wound Trigger.

Blood and Thunder

T: Verbal **S:** Spirit **R:** Self
I: *"Blood and Thunder!"*
E: Player gains Blessing Against Wounds.
L: Kill Trigger.
N: Player must still wear a white strip to denote Blessing Against Wounds.



Monk

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

Examples: Bruce Lee, Qui Chang Kane, Dread Pirate Roberts, the Bloodguard, Benkei, Pachomius, the Sohe
Garb: Grey sash and medieval/sword and sorcery looking garb
Look The Part: Heal (self-only) 1/Life(ex)
Armor: None
Shields: None
Weapons: All Melee

Monk Abilities By Level	
1st	Enlightened Soul (T) Missile Block (T)
2nd	May use Heavy Thrown (T)
3rd	Sanctuary 1/Life Charge x5 (ex) (Ambulant)
4th	Heal (self-only) 1/Life Charge x3 (ex)
5th	Resurrect 1/Refresh Charge x10 (m)
6th	Magic Ball Block (T)

Class Abilities

Enlightened Soul

T: Granted as Trait **S:** Protection **R:** Self
E: Player is unaffected by Verbal magic used at a Range greater than Touch.
L: Affects beneficial magic as well as harmful magic. Does not affect (ex) abilities.

Missile Block

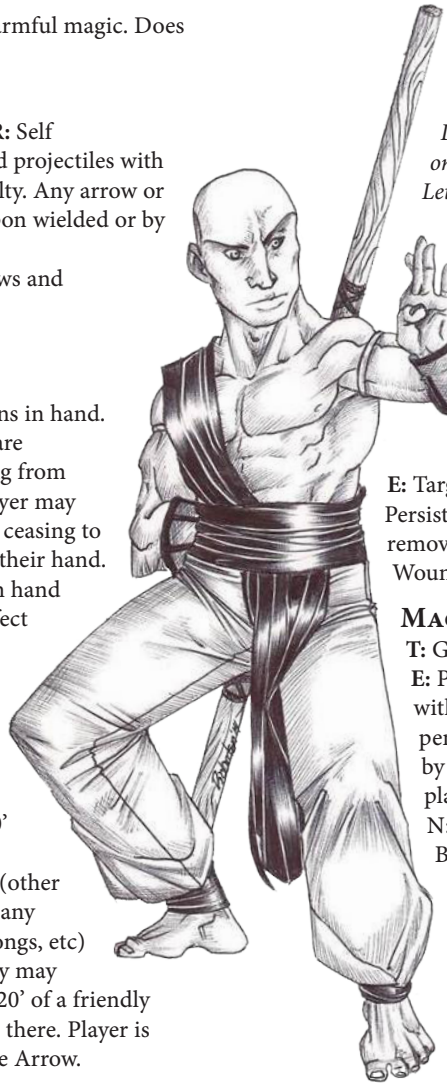
T: Granted as Trait **S:** Protection **R:** Self
E: Player is allowed to block arrows and projectiles with their weapons and hands without penalty. Any arrow or projectile in motion touched by a weapon wielded or by the hand of the player is nullified.
N: Engulfing effects from blocked arrows and projectiles do not activate.

Sanctuary

T: Verbal **S:** Protection **R:** Self
I: State *"Sanctuary"* without any weapons in hand.
E: Player and their carried equipment are unaffected by hostile actions originating from within 20'. Must Chant *"sanctuary"*. Player may normally end Sanctuary at any time by ceasing to chant, or by picking up a weapon with their hand.
L: Player may not carry any weapons in hand during Sanctuary. Cannot carry nor affect game items or game objectives while in Sanctuary. Players in Sanctuary may not impede the play of other people in any manner, and must immediately remove themselves from any such situations they find themselves in. May not come within 20' of a non-friendly base.
N: If the player is voluntarily touching (other than blocking) or carrying weapons in any fashion (tucked under arms, tied to thongs, etc) at any point during Sanctuary then they may only voluntarily end Sanctuary within 20' of a friendly base, and must continue chanting until there. Player is still susceptible to Phase Bolt and Phase Arrow.

Heal

T: Verbal **S:** Spirit **R:** Self
I: *"Sword Cut, spear stab, mace smash, arrow jab,*
Let the white light of healing descend on thee.
Let the white light of healing stop thy spilling blood.
Let the white light of healing mend thy bones.
Let the white light of healing close thy wounds.
Let the white light of healing restore thy vigor.
The white light of healing hath healed thee."
E: Heal a Wound



Resurrect

T: Verbal **S:** Spirit **R:** Touch
I: *"Sword Cut, spear stab, mace smash, arrow jab,*
Let the white light of healing descend on thee.
Let the white light of healing stop thy spilling blood.
Let the white light of healing mend thy bones.
Let the white light of healing close thy wounds.
Let the white light of healing restore thy vigor.
The white light of healing hath resurrected thee."
E: Target Dead player is returned to life. Non-Persistent Enchantments on the player are removed before the player returns to life. Any Wounds on the player are healed.

Magic Ball Block

T: Granted as Trait **S:** Protection **R:** Self
E: Player is allowed to block Magic Balls with their weapons and hands without penalty. Any Magic Ball in motion touched by a weapon wielded or by the hand of the player is nullified.
N: Engulfing effects from blocked Magic Balls do not activate.

Scout

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

Examples: Strider, Hiawatha, George Washington, Little John, Baden Powel, Robin Hood, Paul Bunyan
Garb: Green sash and medieval/sword and sorcery looking garb
Look The Part: Heal 1/Life (ex)
Armor: 3pts
Shields: Small
Weapons: Dagger, Short, Long, Heavy Thrown

Class Abilities

Tracking

T: Verbal **S:** Sorcery **R:** 20ft
I: *"Tracking"* x3
E: Target Insubstantial player immediately has their Insubstantial effect ended.

Heal

T: Verbal **S:** Spirit **R:** Touch
I: *"Sword Cut, spear stab, mace smash, arrow jab,*
Let the white light of healing descend on thee.
Let the white light of healing stop thy spilling blood.
Let the white light of healing mend thy bones.
Let the white light of healing close thy wounds.
Let the white light of healing restore thy vigor.
The white light of healing hath healed thee."
E: Heal a Wound.

Release

T: Verbal **S:** Sorcery **R:** Touch
I: *"From thy bindings thou art released"* x5
E: A single ongoing effect or State is removed from the target. Casters choice.
L: Cannot remove Cursed.

Shadow Step

T: Verbal **S:** Sorcery **R:** Self
I: *"I Step Into the Shadows"* x1
E: Player becomes Insubstantial.

Dispel Magic

T: Verbal **S:** Sorcery **R:** 20'
I: *"By my power I dispel that magic"* x3
E: All Enchantments on target are removed.
N: Will work through Protection from Magic, Enlightened Soul, Sanctuary, and similar magics and abilities. Will work on players that are Frozen or Insubstantial.

Scout Abilities By Level	
1st	Tracking 2/Life Charge x3 (ex) (Ambulant) May use a bow so long as a shield is not carried
2nd	Heal 1/Life (ex) Release 1/Life Charge x3 (ex)
3rd	Shadow Step 1/Life (ex) Dispel Magic 1/Refresh (ex)
4th	Evolution (T)
5th	Hold Person 1/Life (m)
6th	Adaptive Blessing (self-only) 1/Life (ex)

Evolution

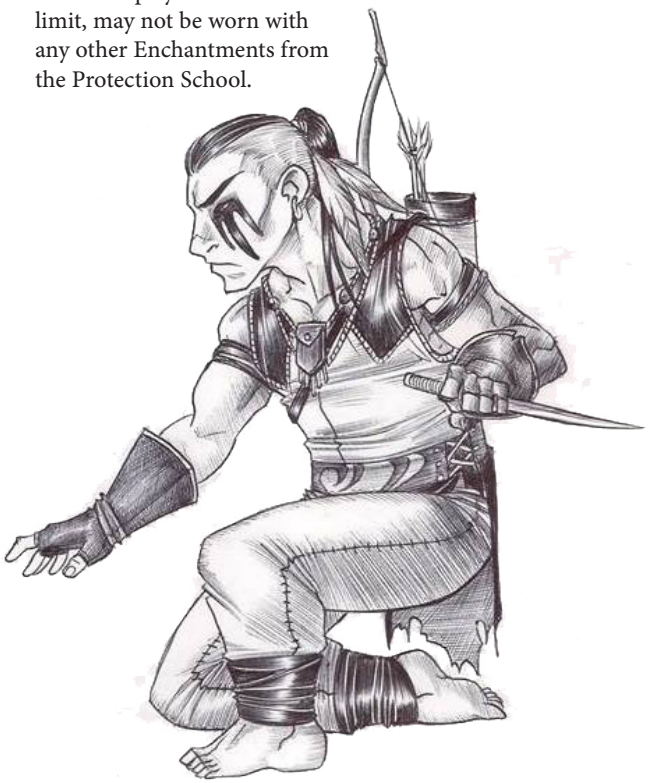
T: Granted as Trait **S:** Sorcery **R:** Self
E: May wear an additional Enchantment. Evolution does not count towards the bearer's Enchantment limit.
N: This ability does work in conjunction with Attuned or Essence Graft so long as the other limitations of those Enchantments are followed.

Hold Person

T: Verbal **S:** Command **R:** 20'
I: *"I command thee to stop"* x3
E: Target player becomes Stopped for 30 seconds.

Adaptive Blessing

T: Enchantment **S:** Protection **R:** Self
I: *"I enchant thee with this blessing"* x3
M: White strip
E: Bearer becomes Resistant to one of the following Schools: Death, Flame, Subdual, Command, Sorcery. School is chosen at the time of casting. Does not count towards a players Enchantment limit, may not be worn with any other Enchantments from the Protection School.



Warrior

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

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

Garb: Purple sash and medieval/sword and sorcery looking garb

Look The Part: Insult 1/Life (m) (Ambulant)

Armor: 6pts

Shields: Large

Weapons: All Melee, Javelins

Class Abilities

Scavenge

T: Verbal **S:** Sorcery **R:** Self

I: *"Scavenge"*

E: Repair one point of armor in one location, a shield, or a weapon.

L: Kill Trigger.

Harden

T: Enchantment **S:** Protection **R:** Self

I: *"I enchant thee with Harden"* x3

M: White strip

E: Bearers weapons or shield may only be destroyed by Magic Balls/Verbals which destroy objects, e.g. Fireball or Pyrotechnics.

L: Will only affect either the weapons or the shield of the bearer, not both.

True Grit

T: Verbal **S:** Spirit **R:** Self

I: *"The wicked flee when I pursue"* immediately after dying

E: Player returns to life with their Wounds healed and is immediately Frozen for 30 seconds. Non-Persistent Enchantments on the player are removed before the player returns to life.

Insult

T: Verbal **S:** Command **R:** 20'

I: *"I command thy attention sirrah"* x3

E: Victim is unable to attack or cast magic at anyone other than the caster for 30 seconds. If the victim of insult is attacked or has magic cast on them by someone other than the caster, the victim of Insult becomes able to choose to attack the offending party as well.

Warrior Abilities By Level	
1st	Scavenge Unlimited (ex)
2nd	Harden (self-only) 1/Life (ex)
3rd	True Grit (ex) 2/Refresh
4th	Insult 1/Life (m) (Ambulant)
5th	Shake It Off 1/Refresh Charge x3 (ex)
6th	Ancestral Armor (self-only) 3/Refresh (ex) (Swift)

Shake It Off

T: Verbal **S:** Spirit **R:** Self

I: *"I shall overcome"*

E: Shake It Off may be activated at any time the player is alive, even while the player would otherwise be prevented from activating abilities by Stunned, Suppressed, or similar. 10 seconds after activating Shake It Off the player may remove from themselves one State or effect of their choice which was present at the time they activated the ability.

Ancestral Armor

T: Enchantment **S:** Protection **R:** Self

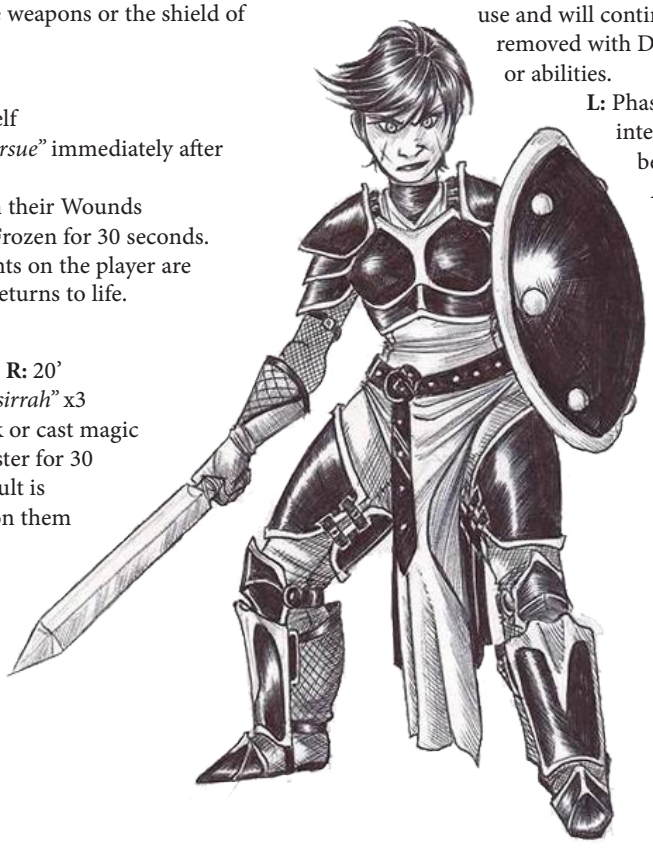
I: *"May this armor protect you from all forms of harm."*

M: White strip

E: The effects of a Magic Ball, projectile, or weapon which just struck armor worn by the player are ignored, even if the object would not otherwise affect the armor. The armor loses one point of value in the location struck. This effect will not trigger if the armor has no points left in the location struck. Ancestral Armor is not expended after use and will continue to provide protection until removed with Dispel Magic or similar magic or abilities.

L: Phase Arrow and Phase Bolt interact with armor worn by the bearer as though Ancestral Armor was not present.

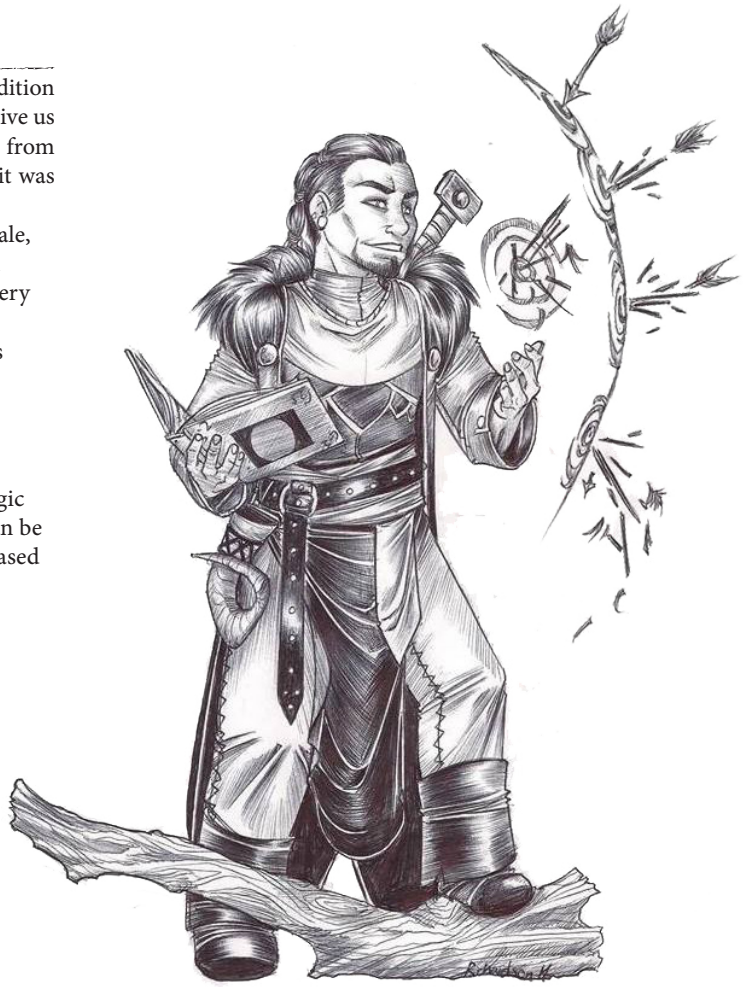
N: Abilities that ignore armor do not trigger Ancestral Armor.



Bard

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

Examples: Sarafin, William Shakespeare, Alan O'Dale, Homer, Scheherazade, Circe, Bragi, Snorri Sturluson
Garb: Light blue sash and medieval/sword and sorcery looking garb
Look The Part: 1 extra point of magic at the Bard's highest level.
Armor: None
Shields: None
Weapons: Dagger
Magic-user: Bards may purchase five points of magic from each level. Unused points from higher levels can be rolled down to lower levels. A list of all magic purchased must be carried at all times.



Name	Cost	Max	Frequency	Type	School	Range
1st Level						
Cancel	0	1	Unlimited	Neutral	Neutral	Touch
Confidence	1	-	1/Refresh Charge x5	Verbal	Sorcery	Touch
Equipment: Weapon, Short	2	2	-	Neutral	Neutral	-
Experienced	2	2	-	Neutral	Neutral	-
Insult	1	-	1/Life	Verbal	Command	20'
Release	1	-	1/Life	Verbal	Sorcery	Touch
Shove	1	-	1/Life	Verbal	Sorcery	20'
Song of Determination	1	1	Unlimited	Enchantment	Protection	Self
2nd Level						
Empower	1	-	2/Refresh	Verbal	Sorcery	Touch
Equipment: Armor, 1 Point	4	1	-	Neutral	Neutral	-
Greater Release	1	-	1/Refresh	Verbal	Sorcery	20'
Innate	1	4	1/Refresh	Meta-Magic	Neutral	-
Mend	1	-	1/Life	Verbal	Sorcery	Touch
Song of Battle	1	1	Unlimited	Enchantment	Protection	Self
Song of Visit	1	1	Unlimited	Enchantment	Protection	Self

Name	Cost	Max	Frequency	Type	School	Range
3rd Level						
Awe	1	-	1/Life	Verbal	Command	20’
Battlefield Triage	1	1	1/Refresh	Enchantment	Spirit	Self/Touch: Others
Break Concentration	1	-	1/Refresh	Verbal	Command	20’
Extension	1	2	1/Life	Meta-Magic	Neutral	-
Equipment: Shield, Small	2	1	-	Neutral	Neutral	-
Song of Freedom	1	1	Unlimited	Enchantment	Protection	Self
4th Level						
Amplification	1	-	1/Refresh	Verbal	Sorcery	Touch
Equipment: Weapon, Long	3	1	-	Neutral	Neutral	-
Restoration	1	-	1/Refresh	Verbal	Sorcery	Touch
Sleight of Mind	1	-	1/Refresh	Enchantment	Sorcery	Touch: Others
Song of Deflection	1	1	Unlimited	Enchantment	Protection	Self
Song of Power	1	1	Unlimited	Enchantment	Protection	Self
Suppress Aura	1	-	1/Refresh	Verbal	Command	50’
Swift	1	2	1/Life	Meta-Magic	Neutral	-
Terror	1	-	1/Refresh	Verbal	Death	20’
5th Level						
Agoraphobia	1	-	1/Refresh	Verbal	Command	20’
Ambulant	1	2	1/Life	Meta-Magic	Neutral	-
Discordia	1	1	1/Refresh	Enchantment	Command	Self
Equipment: Shield, Medium	3	1	-	Neutral	Neutral	-
Heart of the Swarm	1	-	1/Refresh	Enchantment	Spirit	Self
Lost	1	-	1/Life	Verbal	Command	20’
Song of Survival	1	1	Unlimited	Enchantment	Protection	Self
6th Level						
Combat Caster	2	1	-	Neutral	Neutral	-
Dervish	2	1	-	Neutral	Neutral	-
Equipment: Armor, 1 Point	2	1	-	Neutral	Neutral	-
Legend	1	1	-	Neutral	Neutral	Self
Silver Tongue	1	-	1/Refresh	Enchantment	Sorcery	Self/Touch: Others
Song of Interference	1	1	1/Refresh Charge x5	Enchantment	Protection	Self
Stun	1	-	1/Refresh	Verbal	Sorcery	20’

E.P. 13, 81st of Sowing

“Look around you,” the old man said, leaning on his staff. “History is important. All you see is a thriving Duchy at the end of the rainbow bridge, but this place was built on the ashes of Barad Duin, brought low by their hubris and the anger of the Lands that Burn. Learn your history, so you don’t share the Black Tower’s fate.”

- Lazarus, scholar of Bifost

Druid

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

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

Garb: Brown sash and medieval/sword and sorcery looking garb

Look The Part: 1 extra point of magic at the Druid's highest level.

Armor: None

Shields: None

Weapons: Dagger

Magic-user: Druids may purchase five points of magic from each level. Unused points from higher levels can be rolled down to lower levels. A list of all magic purchased must be carried at all times.



Name	Cost	Max	Frequency	Type	School	Range
1st Level						
Barkskin	1	2	1/Refresh	Enchantment	Protection	Touch: Others
Cancel	0	1	Unlimited	Neutral	Neutral	Touch
Corrosive Mist	1	1	1/Refresh	Enchantment	Death	Self/Touch: Others
Entangle	1	2	2 Balls / Unlimited	Magic Ball	Subdual	Ball
Equipment: Weapon, Short	2	2	-	Neutral	Neutral	-
Experienced	2	2	-	Neutral	Neutral	-
Heat Weapon	1	-	1/Life Charge x3	Verbal	Flame	20'
Imbue Armor	1	-	1/Refresh	Enchantment	Protection	Touch: Others
Mend	1	-	1/Life	Verbal	Sorcery	Touch
2nd Level						
Equipment: Shield, Small	4	1	-	Neutral	Neutral	-
Gift of Earth	1	2	1/Refresh	Enchantment	Protection	Touch: Others
Heal	1	-	1/Life	Verbal	Spirit	Touch
Iceball	1	2	2 Balls / Unlimited	Magic Ball	Subdual	Ball
Innate	1	4	1/Refresh	Meta-Magic	Neutral	-
Poison	1	-	1/Life	Enchantment	Death	Touch: Others
Release	1	-	1/Life	Verbal	Sorcery	Touch
Stoneform	1	-	1/Refresh Charge x3	Verbal	Protection	Self

Name	Cost	Max	Frequency	Type	School	Range
3rd Level						
Attuned	1	2	1/Refresh	Enchantment	Sorcery	Touch: Others
Bear Strength	1	-	1/Refresh	Enchantment	Sorcery	Touch: Others
Dispel Magic	1	-	1/Refresh	Verbal	Sorcery	20’
Extension	1	2	1/Life	Meta-Magic	Neutral	-
Gift of Fire	1	2	1/Refresh	Enchantment	Flame	Touch: Others
Greater Mend	1	-	1/Refresh	Verbal	Sorcery	Touch
Icy Blast	1	2	1/Life	Verbal	Sorcery	20’
Regeneration	1	-	1/Refresh	Enchantment	Spirit	Touch: Others
Stoneskin	1	2	1/Refresh	Enchantment	Protection	Touch: Others
4th Level						
Equipment: Weapon, Long	4	1	-	Neutral	Neutral	-
Flame Blade	2	2	1/Refresh	Enchantment	Flame	Touch: Others
Force Bolt	1	2	2 Balls / Unlimited	Magic Ball	Sorcery	Ball
Gift of Water	1	2	1/Refresh	Enchantment	Sorcery	Touch: Others
Golem	1	-	1/Refresh	Enchantment	Sorcery	Touch: Others
Lycanthropy	1	2	1/Refresh	Enchantment	Death	Touch: Others
Swift	1	2	1/Life	Meta-Magic	Neutral	-
Teleport	1	2	1/Life	Verbal	Sorcery	Touch
5th Level						
Ambulant	1	2	1/Life	Meta-Magic	Neutral	-
Equipment: Weapon, Great	5	1	-	Neutral	Neutral	-
Essence Graft	1	-	1/Refresh	Enchantment	Sorcery	Touch: Others
Gift of Air	1	2	1/Refresh	Enchantment	Protection	Touch: Others
Heart of the Swarm	1	2	1/Refresh	Enchantment	Spirit	Self
Ironskin	1	2	1/Refresh	Enchantment	Protection	Touch: Others
Poison Glands	1	2	1/Refresh	Enchantment	Death	Touch: Others
Resurrect	2	-	1/Refresh	Verbal	Spirit	Touch
Troll Blood	1	2	1/Refresh	Enchantment	Protection	Touch: Others
6th Level						
Avatar of Nature	1	1	-	Neutral	Neutral	-
Call Lightning	1	-	1/Refresh	Verbal	Flame	20’
Grasping Tentacles	1	1	1/Refresh	Enchantment	Command	Self
Imbue Weapon	1	-	1/Refresh	Enchantment	Death	Touch: Others
Naturalize Magic	1	2	1/Refresh	Enchantment	Sorcery	Self
Ranger	2	1	-	Neutral	Neutral	-
Summoner	2	1	-	Neutral	Neutral	-
Word of Mending	1	-	1/Refresh	Verbal	Sorcery	Touch

Healer

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

Examples: Hippocrates, Chiron, Elrond, Rath, Galenus, and the Hospitaller

Garb: Red sash and medieval/sword and sorcery looking garb

Look The Part: 1 extra point of magic at the Healer's highest level.

Armor: None

Shields: None

Weapons: Dagger

Magic-user: Healers may purchase five points of magic from each level. Unused points from higher levels can be rolled down to lower levels. A list of all magic purchased must be carried at all times.



Name	Cost	Max	Frequency	Type	School	Range
1st Level						
Banish	1	-	1/Life	Verbal	Spirit	20'
Blessing Against Wounds	1	-	1/Life	Enchantment	Protection	Touch: Others
Cancel	0	1	Unlimited	Neutral	Neutral	Touch
Equipment: Shield, Small	2	1	-	Neutral	Neutral	-
Equipment: Weapon, Short	3	2	-	Neutral	Neutral	-
Experienced	2	2	-	Neutral	Neutral	-
Harden	1	-	1/Refresh	Enchantment	Protection	Touch: Others
Heal	1	1	Unlimited	Verbal	Spirit	Touch
Release	1	-	2/life Charge x3	Verbal	Sorcery	Touch
2nd Level						
Adaptive Blessing	1	2	1/Life	Enchantment	Protection	Touch: Others
Entangle	1	4	2 balls / Unlimited	Magic Ball	Subdual	Ball
Equipment: Weapon, Hinged	3	1	-	Neutral	Neutral	-
Greater Release	1	-	1/Refresh	Verbal	Sorcery	20'
Hold Person	1	-	1/Life Charge x3	Verbal	Command	20'
Innate	2	2	1/Life	Meta-Magic	Neutral	-
Sever Spirit	1	-	1/Life Charge x3	Verbal	Spirit	20'
Shove	1	-	1/Life	Verbal	Sorcery	20'
Summon Dead	1	-	1/Life Charge x3	Verbal	Spirit	50'

Name	Cost	Max	Frequency	Type	School	Range
3rd Level						
Adaptive Protection	1	-	1/Refresh	Enchantment	Protection	Touch: Others
Astral Intervention	1	-	1/Life Charge x3	Verbal	Command	20’
Equipment: Shield, Medium	2	1	-	Neutral	Neutral	-
Extension	1	2	1/Life	Meta-Magic	Neutral	-
Greater Harden	2	-	1/Refresh	Enchantment	Protection	Touch: Others
Iceball	1	2	2 Balls / Unlimited	Magic Ball	Subdual	Ball
Mend	1	-	1/Life	Verbal	Sorcery	Touch
Resurrect	1	-	1/Refresh Charge x5	Verbal	Spirit	Touch
Undead Minion	1	-	1/Refresh	Enchantment	Death	Touch: Others
4th Level						
Blessing Against Harm	1	-	1/Refresh	Enchantment	Protection	Touch: Others
Circle of Protection	1	1	1/Refresh Charge x10	Enchantment	Protection	Self
Greater Heal	1	-	1/Life	Verbal	Spirit	Touch
Imbue Shield	1	-	1/Refresh	Enchantment	Protection	Touch: Others
Protection from Projectiles	1	-	1/Refresh	Enchantment	Protection	Touch: Others
Swift	1	2	1/Life	Meta-Magic	Neutral	-
Teleport	1	2	1/Life	Verbal	Sorcery	Touch
5th Level						
Abeyance	1	2	1 Ball / Unlimited	Magic Ball	Subdual	Ball
Ambulant	1	-	1/Refresh	Meta-Magic	Neutral	-
Blessed Aura	1	-	1/Refresh	Enchantment	Protection	Touch: Others
Dispel Magic	1	-	1/Refresh	Verbal	Sorcery	20’
Enlightened Soul	1	-	1/Refresh	Enchantment	Protection	Touch: Others
Greater Resurrect	1	-	1/Refresh	Verbal	Spirit	Touch
Greater Undead Minion	2	-	1/Refresh	Enchantment	Death	Touch: Others
Steal Life Essence	1	2	1/Life	Verbal	Death	Touch
6th Level						
Ancestral Armor	2	-	1/Refresh	Enchantment	Protection	Touch: Others
Mass Healing	1	1	1/Refresh	Enchantment	Spirit	Self
Necromancer	1	1	-	Neutral	Neutral	-
Persistent	1	-	1/Life	Meta-Magic	Neutral	-
Phoenix Tears	1	-	1/Refresh	Enchantment	Spirit	Touch: Others
Priest	1	1	-	Neutral	Neutral	-
Protection from Magic	1	-	1/Refresh	Enchantment	Protection	Touch: Others
Stun	1	4	1/Refresh	Verbal	Sorcery	20’
Warder	2	1	-	Neutral	Neutral	-

Wizard

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

Examples: Alannon, Gandalf, Morgana le Fey, Merlin, Edward and Alphonse Elric

Garb: Yellow sash and medieval/sword and sorcery looking garb

Look The Part: 1 extra point of magic at the Wizard's highest level.

Armor: None

Shields: None

Weapons: Dagger

Magic-user: Wizards may purchase five points of magic from each level. Unused points from higher levels can be rolled down to lower levels. A list of all magic purchased must be carried at all times.



Name	Cost	Max	Frequency	Type	School	Range
1st Level						
Banish	1	-	1/Life	Verbal	Spirit	20'
Cancel	0	1	Unlimited	Neutral	Neutral	Touch
Equipment: Weapon, Short	2	1	-	Neutral	Neutral	-
Experienced	2	2	-	Neutral	Neutral	-
Force Barrier	1	-	1/Refresh	Verbal	Sorcery	Self
Force Bolt	1	4	3 Balls / Unlimited	Magic Ball	Sorcery	Ball
Heat Weapon	1	-	1/Life	Verbal	Flame	20'
Mend	1	-	1/Life	Verbal	Sorcery	Touch
Shove	1	-	1/Life Charge x3	Verbal	Sorcery	20'
2nd Level						
Astral Intervention	1	-	1/Life	Verbal	Command	20'
Break Concentration	1	-	1/Life	Verbal	Command	20'
Entangle	1	3	2 Balls / Unlimited	Magic Ball	Subdual	Ball
Innate	1	-	1/Refresh	Meta-Magic	Neutral	-
Planar Grounding	1	-	1/Refresh	Verbal	Sorcery	20'
Release	1	-	1/Life	Verbal	Sorcery	Touch
Suppression Bolt	1	3	1 Ball / Unlimited	Magic Ball	Subdual	Ball
Teleport	1	2	1/Life	Verbal	Sorcery	Touch

Name	Cost	Max	Frequency	Type	School	Range
3rd Level						
Dispel Magic	1	-	1/Refresh Charge x3	Verbal	Sorcery	20’
Dragged Below	1	-	1/Refresh	Verbal	Death	20’
Extension	1	2	1/Life	Meta-Magic	Neutral	-
Greater Mend	1	-	1/Refresh	Verbal	Sorcery	Touch
Hold Person	1	-	1/Life	Verbal	Command	20’
Iceball	1	3	2 Balls / Unlimited	Magic Ball	Subdual	Ball
Lightning Bolt	1	4	1 Ball / Unlimited	Magic Ball	Flame	Ball
Ravage	1	-	2/life	Verbal	Death	20’
Shatter Weapon	1	-	1/Refresh	Verbal	Sorcery	20’
Throw	1	-	1/Refresh	Verbal	Sorcery	20’
4th Level						
Destroy Armor	1	-	2/Refresh	Verbal	Death	20’
Dimensional Rift	1	-	1/Refresh	Verbal	Sorcery	20’
Fireball	1	4	1 Ball / Unlimited	Magic-Ball	Flame	Ball
Icy Blast	1	-	1/Refresh	Verbal	Sorcery	20’
Shatter	1	-	1/Refresh	Verbal	Sorcery	20’
Suppress Aura	1	-	1/Refresh	Verbal	Command	50’
Swift	1	2	1/Life	Meta-Magic	Neutral	-
Vampirism	1	-	1/Refresh	Enchantment	Death	Touch: Others
Wounding	1	-	1/Refresh Charge x3	Verbal	Death	20’
5th Level						
Ambulant	1	2	1/Life	Meta-Magic	Neutral	-
Contagion	1	-	1/Refresh	Enchantment	Death	Touch: Others
Equipment: Weapon, Long	4	1	-	Neutral	Neutral	-
Phase Bolt	1	4	1 Ball / Unlimited	Magic-Ball	Sorcery	Ball
Pyrotechnics	1	2	1/Refresh	Verbal	Flame	50’
Steal Life Essence	1	2	1/Life	Verbal	Death	Touch
Void Touched	1	2	1/Refresh	Enchantment	Sorcery	Touch: Others
Ward Self	1	2	1/Refresh	Enchantment	Protection	Self
6th Level						
Battlemage	2	1	-	Neutral	Neutral	-
Elemental Barrage	1	2	1/Refresh	Verbal	Sorcery	Self
Evoker	2	1	-	Neutral	Neutral	-
Finger of Death	1	-	1/Refresh	Verbal	Death	20’
Persistent	2	-	1/Refresh	Meta-Magic	Neutral	-
Protection from Magic	1	-	1/Refresh	Enchantment	Protection	Touch: Others
Sphere of Annihilation	2	1	1 Ball / Unlimited	Magic Ball	Sorcery	Ball
Warlock	2	1	-	Neutral	Neutral	-
Word of Mending	1	-	1/Refresh	Verbal	Sorcery	Touch

Anti-Paladin

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

Examples: The Kurgan, Mordred, the Black Knight, the Nazgul, Sir Francis Dashwood
Garb: White belt and an openly displayed black phoenix on clothing or armor and medieval/sword and sorcery looking garb
Requirements: Must be a knight.
Look The Part: Awe 1/life (m)
Armor: 4pts
Shields: Large
Weapons: All Melee, javelins

Class Abilities

Poison

T: Enchantment **S:** Death **R:** Self
M: Red strip
I: *"I coat these weapons with a deadly poison"* x2
E: The next Wound dealt by the bearer in melee is Wounds Kill.

Steal Life Essence

T: Verbal **S:** Death **R:** Touch
I: *"Steal life"*
E: Caster may heal a wound or instantly Charge an ability.
L: May only be used on a dead player. That player is Cursed. Does not work on Cursed players. The caster still gains the effect even if the dead player is unaffected.
N: In order to charge an ability, the name of the ability being charged must still be stated immediately after the incantation.

Brutal Strike

T: Verbal **S:** Death **R:** Unlimited
I: *"And stay down!"*
E: Victim is Cursed. Victim is also Suppressed for 30 seconds.
L: Wound Trigger.

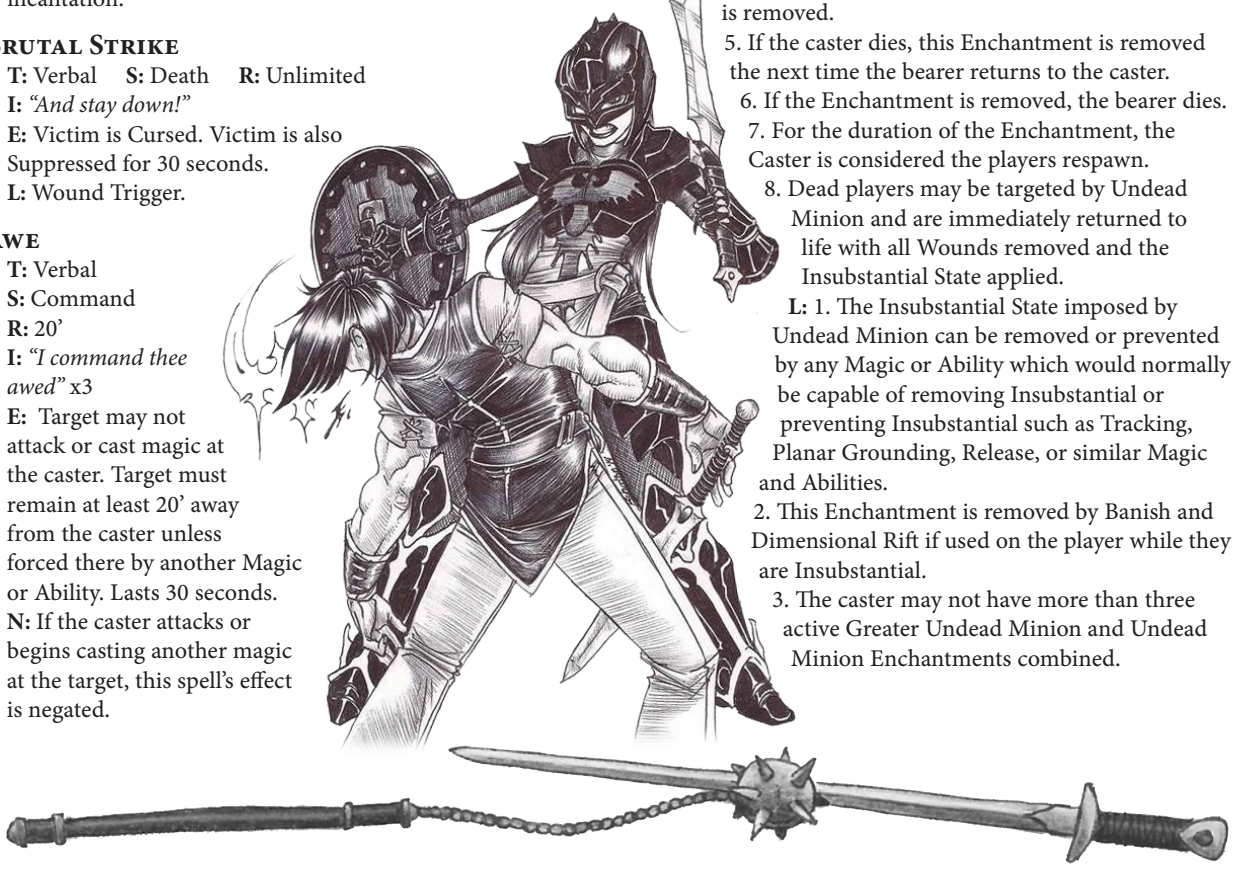
Awe

T: Verbal
S: Command
R: 20'
I: *"I command thee awed"* x3
E: Target may not attack or cast magic at the caster. Target must remain at least 20' away from the caster unless forced there by another Magic or Ability. Lasts 30 seconds.
N: If the caster attacks or begins casting another magic at the target, this spell's effect is negated.

Anti-Paladin Abilities By Level	
1st	Immune to Command (T) Immune to Flame (T)
2nd	Poison (self-only) 1/Refresh then Charge x3 (ex)
3rd	Steal Life Essence 1/life (m)
4th	Brutal Strike 1/Life (ex) (Ambulant)
5th	Awe 1/life (m)
6th	Undead Minion 2/Refresh (m)

Undead Minion

T: Enchantment **S:** Death **R:** Touch: Others
I: *"Flesh rots, bones break, skulls sigh, spirits take*
let the power of my will descend on thee
let the power of my will restore thy spirit
let the power of my will knit thy corpse
let the power of my will give thee direction
let the power of my will cheat thy death
by the power of my will, arise my minion!"
M: Yellow strip
E: 1. Bearer does not die or respawn as normal.
2. Bearer is Cursed, Fragile, and Suppressed.
3. When the bearer would normally die, they instead become Insubstantial, remove all Wounds, and must return to the caster as soon as possible. Insubstantial players may not move more than 10' from the caster and may not speak. The caster may touch the player and then Incant "Rise and fight again" x10 to end this Insubstantial State so long as no living enemies are within 10' of the bearer.
4. If this Enchantment's Insubstantial is removed from the Bearer in any other manner than outlined in item 3 (or prevented entirely) this Enchantment is removed.
5. If the caster dies, this Enchantment is removed the next time the bearer returns to the caster.
6. If the Enchantment is removed, the bearer dies.
7. For the duration of the Enchantment, the Caster is considered the players respawn.
8. Dead players may be targeted by Undead Minion and are immediately returned to life with all Wounds removed and the Insubstantial State applied.
L: 1. The Insubstantial State imposed by Undead Minion can be removed or prevented by any Magic or Ability which would normally be capable of removing Insubstantial or preventing Insubstantial such as Tracking, Planar Grounding, Release, or similar Magic and Abilities.
2. This Enchantment is removed by Banish and Dimensional Rift if used on the player while they are Insubstantial.
3. The caster may not have more than three active Greater Undead Minion and Undead Minion Enchantments combined.



Paladin

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

Examples: Joan of Arc, Galahad, King Arthur, Roland, Percival, Don Quixote, Arcite, Phocion, Dietrich von Bern

Garb: White belt and an openly displayed white phoenix on clothing or armor and medieval/sword and sorcery looking garb

Requirements: Must be a knight.

Look The Part: Awe 1/Life (m)

Armor: 4pts

Shields: Large

Weapons: All Melee, Javelins

Class Abilities

Heal

T: Verbal **S:** Spirit **R:** Touch

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

E: Heal a Wound.

Extend Immunities

T: Enchantment **S:** Protection **R:** Touch: Others

I: Tie strip on target: *"May the blessing of my god protect thee"* x3

M: White strip

E: The target player gains either Resistant to Command or Resistant to Death.

L: Type of Ability must be chosen at the time of casting and may not be changed. The caster may only have one instance of Extend Immunities active at a time.

Resurrect

T: Verbal **S:** Spirit **R:** Touch

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

E: Target Dead player is returned to life. Non-Persistent Enchantments on the player are removed before the player returns to life. Any Wounds on the player are healed.

Paladin Abilities By Level	
1st	Immune to Command (T) Immune to Death (T)
2nd	Heal 1/Refresh then Charge x3 (m)
3rd	Extend Immunities 1/Refresh Charge x5 (ex)
4th	Resurrect 2/Refresh (m)
5th	Awe 1/Life (m)
6th	Protection from Magic (self/touch: others) 2/Refresh (m)

Awe

T: Verbal **S:** Command **R:** 20'

I: *"I command thee awed"* x3

E: Target may not attack or cast magic at the caster. Target must remain at least 20' away from the caster unless forced there by another Magic or Ability. Lasts 30 seconds.

N: If the caster attacks or begins casting another magic at the target, this spell's effect is negated.

Protection from Magic

T: Enchantment **S:** Protection **R:** Self or Touch: Others

I: *"I enchant thee with protection from magic"* x5

M: White strip

E: Bearer is unaffected by magic from any school. Upon death the player is Cursed.

N: This effect does not interact with other Enchantments worn by the bearer.



Magic, Abilities, States and Special Effects

One of the key concepts of Amtgard is the magic and abilities that classes have access to in battlagames.These concepts are broken into three basic categories that are further defined individually in this section.

Magic and Abilities are typically actions that are performed by a player using an incantation. It might range from hiding in the shadows to picking a lock to throwing a fireball. Each Magic and Ability is individually defined later on in this section.

States are normally the result of a Magic or Ability used by a player. A State is a result that stays on a player until it is removed by the duration ending, respawning, or another Magic or Ability. See the States section for more information.

Special Effects are typically triggered events that have a specific result. Special Effects are often tied to hits from weapons, Magic Balls, or Verbals. A Special Effect differs from a State in that it has an instantaneous result. The result may continue, but the Special Effect is done once it has triggered. For instance if armor is destroyed by the Armor Destroying Special Effect from a Fireball then the only way to get the armor back is to repair it using Mend (or a similar Magic or Ability).

Magic, Abilities, States, and Special Effects Made Easy

The number and variety of Magic, Abilities, States, and Special Effects can seem overwhelming, but it doesn't have to be. Here are a few quick steps to help you learn what you need to know to play on the field with magic and abilities.

Only three things can adversely affect you: Weapons, Magic Balls, and Verbals.

Weapons and Magic Balls have to physically hit you or your equipment to have an effect. No hit, no effect, no problem.

Engulfing Magic Balls (Iceball, etc) and weapons (Pinning Arrow, etc) can affect you by hitting your equipment or garb. Everything else has to hit your body. Engulfing isn't terribly common.

Verbal Magic and Abilities all follow the same format: They state your name, point at you, and say an incantation of three repetitions of a phrase that activates the Verbal.

All offensive Verbals have very descriptive incantations. The incantation typically contains the School and the State of the Magic or Ability being used. Example: The incantation for Hold Person is "I command thee to stop" three times; The School is 'Command' and the State it inflicts is 'Stopped'.

No Verbal has a range greater than 50'. If you can get further away from the caster than that you won't be affected.

There are lots of Magic and Abilities, but only a few results. If you read through and understand the States Defined and Special Effects Defined sections below you will understand the result of any Magic or Ability used against you in combat on the field. All offensive combat abilities (with very few exceptions) result in one of those States or Special Effects. If you don't know what a magic or ability does by its incantation don't worry; ask the caster to explain and they can communicate to you in just a couple of words exactly what happened using States and Special Effects.

Immunities are also very simple: If the Magic or Ability targeting you is of a given School (which is always part of the incantation) and you have Immunity to that School, then the magic or ability has no effect on you. The only exceptions are if they affect your equipment or your Enchantments instead of you yourself, but there are only a few Magics and Abilities that do that. If you are unaffected by a Magic or Ability, you must announce it when the Magic or Ability is complete. You can also let them know before hand if you're feeling generous.



Magic and Ability Mechanics Defined

This section defines the different parts of Magics and Abilities and the terminology used to explain how they work.

Ability: Powers or skills that must be activated to be used.

1. Ability Enchantments denoted as Magical (m) in the class description count towards the bearers limit for carried Enchantments. May be removed by Magic that removes Enchantments, such as Dispel.
2. Ability Enchantments denoted as Extraordinary (ex) in the class description do not count towards enchantment limits or count for the purposes of Attuned, Essence Graft, or similar magic and abilities. May be removed by Magic that removes Enchantments, such as Dispel.
3. Unless otherwise specified, Ability enhanced equipment cannot be used except by the player who enhanced the equipment. For instance: an Archer cannot loan their Poison Arrow to another player, even another Archer.
4. Abilities that are denoted as Ambulant in the class description do not require the statement of 'Ambulant' before their incantation.
5. Ability Incantations follow all the rules of magical Incantations unless otherwise noted. Incantations for Abilities listed as Extraordinary (ex) do not require a free hand.
6. Abilities granted via an Enchantment retain the original School of the Ability, not the School of the Enchantment.

Chant: An audible component required by some magics and abilities that sustains their continuing function. Under normal circumstances a player may voluntarily end an ability with an ongoing chant at any time. The audible components of a Chant must be spaced no further than five seconds apart and audible to 50'. Unless otherwise noted failure to Chant ends the effect. May be spoken while moving. Only one Chant can be maintained at a time.

Charge: Some Magic and Abilities may continue to be used after their per-life or per-refresh uses are consumed. These Magic and Abilities are denoted with the word "Charge" and a number after them. In order to gain an additional per-life or per-refresh use of a Charge Magic or Ability the Charge Incantation must be repeated in full the number of times indicated by number after Charge. For instance an Ability labeled 'Charge x3' requires three full repetitions of the Charge Incantation in order to be usable.

Unless otherwise noted:

1. Once an ability has been Charged, it may then be held for later use in the same game. Once it is used you may then Charge it again for another use.
2. Any Incantation to activate a Charged ability is separate from the Charge Incantation.
3. Charges for per-refresh Magic and Abilities carry between lives; a per-refresh Ability Charged on a previous life and not used can be used on the next life.
4. Charged Magic and Abilities that are per life or per Refresh lose their Charge when they are replenished. Example: A Charged Ability which is '1/Life Charge x3' loses its Charge when a player begins a new life, but may be Charged normally once the standard per-life uses have been consumed.
5. The ability being Charged must be designated at the beginning of the Charge.
6. You may only have one instance of a given Magic or Ability Charged at a time. Example: An Ability listed as 2/life Charge x3 may only be Charged once both per-life uses have been expended, and may only have a single instance of the Ability Charged thereafter.
7. Only Magic and Abilities which may be Charged can benefit from Innate, Steal Life Essence, etc.

Charge Incantation: The Incantation (see Incantation for general rules about Incantations) that is used to Charge an ability. A single 'Charge Incantation' is repeating the following phrase:

"Out of battle I pause to rest,
I take some time to catch my breath.
Return to me my fleeting power
To aid me in my darkest hour."

The Charge Incantation requires an empty hand and must be audible out to 20'.

Enchantments: Enchantments are ongoing magics and abilities that remain until they are used up or removed.

1. Enchantments must be denoted by an appropriately colored strip attached to the enchanted person.
   a. Offensive enchantments are denoted by a red strip
   b. Defensive enchantments are denoted by a white strip
   c. Miscellaneous enchantments are denoted by a yellow strip
2. Enchantments may only be carried one at a time by a player, unless otherwise noted.
3. Enchantments may only be cast on willing players.
4. Enchantments are always placed on players. Some Enchantments carried by players affect the equipment they carry or use as noted in the Enchantments description.
5. If a person bearing an Enchantment is killed the Enchantment remains but becomes inactive. Respawning removes any Enchantments from a player and their equipment unless the Enchantments are Persistent. If the person is returned to the same life, as opposed to respawning, then Enchantments are preserved and will function again, unless otherwise noted.
   a. If a player voluntarily moves after having died then the Enchantments they carried are removed. Does not apply to Persistent Enchantments.
   b. If a player voluntarily takes a death, all Enchantments carried are removed.
6. Players may not cast Enchantments on themselves with the exception of Enchantments with a range of 'Self'.

7. Enchantments may be removed by Dispel Magic, but not by Release or similar magics and abilities.
8. Enchantments that have a definite number of uses, such as Blessing Against Harm or Grasping Tentacles, are removed when their last use is expended (even if ineffective against their target. i.e. discharging Poison against a target Immune to the Death School still expends that use of Poison). These Enchantments are still removed by Dispel Magic, Resurrect, or other Enchantment removing mechanics.
9. States, Abilities, and Special Effects imparted by Enchantments to their bearer cannot be removed in any way while the Enchantment is active and are removed when the Enchantment is removed, unless otherwise noted. Example One: A player bearing Corrosive Mist is Stopped. When they die the Enchantment becomes inactive and the Stopped State is removed since all States, except Cursed, are removed by death. If the player is returned to life in a manner that preserves their Enchantments then they will again become Stopped as Corrosive Mist becomes active again and re-applies the State Example Two: A player bearing Protection From Magic is killed and becomes Cursed by Protection From Magic. Protection From Magic becomes inactive after they die but the Cursed State persists as Cursed is not removed by player death. Since Protection From Magic is no longer active the Cursed State would be removable by Greater Release or similar means.
10. Special Effects granted to equipment via Enchantments are considered magical and have a School corresponding to the School of the Enchantment.
11. Enchantments worn (or a summary of their effects) must be announced at the beginning of an engagement if possible. Enchantments worn must always be announced when requested.

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

Incantation: The verbal component required by some magics and abilities that initiates their function.

Magic and Abilities used at a Range greater than Touch require that the target be indicated by name. Example: *"Timmy, I command thee to stop, I command thee to stop, I command thee to stop."* If the name of the target is not known, or if the casting player prefers, they may instead point at the target with a free hand and name their class and a descriptor. Example: <Point with a free hand> "*Warrior in blue, I command thee to stop, I command thee to stop, I command thee to stop.*" When targeting a piece of equipment the caster must explicitly define the equipment in addition to the player most recently using it. Example: *"Timmy, blue sword on hip, I call upon flame to heat that sword, I call upon flame to heat that sword, I call upon flame to heat that sword."*

Unless otherwise noted all Incantations:

1. Must be said loudly and clearly enough to be heard within 50' or by the recipient, whichever is closer. Incantations for Magic or Abilities which target self must be audible to within 20'. In the event of a disagreement over audible range, consult a reeve.
2. Unless otherwise noted in the Magic/Ability description a player may not move their feet when incanting. If a player moves their feet the incant is interrupted.
3. Improper wording, mispronunciation, a gap of more than two seconds between words, or omitting words will all result in an interrupted Incantation.
4. An interrupted incantation does not result in a magic or ability being consumed. Interrupted Incantations must be restarted from the beginning.
5. Require the caster to have an empty hand with the exception of holding Material Components or the target of a Touch Range magic.
6. Starting an Incantation renders the player's active Magic Balls inactive and interrupts any other Incantation or Chant the player has in progress.
7. Meta-magic used must be stated immediately prior to beginning the incantation for the modified magic. Abilities marked as Ambulant in the class description ignore this requirement.
8. Require the target to be at least partially visible at the end of the Incantation to be effective. If the target is not at least partially visible the Ability or Magic is still used up.

Completing an Incantation results in an Ability or Magic being used up, regardless of if the target was valid or affected.

Kill Trigger: Some magics and abilities have special circumstances that must be met before they can be activated. Magics and abilities with the Kill Trigger Limitation can only be used within 30 seconds after the caster strikes the final blow to kill an enemy in melee combat (or causes the activation of any effects which allow the player struck to avoid death such as Undead Minion, Song of Survival, or other similar magic and abilities). The caster must be outside of 10' of a living enemy, and may only use the ability once per eligible killing blow.

Magic Armor: Magic Armor is provided by some Enchantments. The specific enchantment will denote a number of points of Magic Armor that are granted to each hit location.

1. Magic Armor never stacks with other Magic Armor and may not be worn with normal armor. If Magic Armor is granted from two different sources only the highest value present is used and all others are ignored. Example: A player is wearing both Gift of Earth (2 points of Magic Armor) and Barkskin (1 point of Magic Armor). Since Gift of Earth is the highest value the Magic Armor from Barkskin is ignored. If Gift of Earth is removed the player will have a new Magic Armor maximum of 1 point. All locations greater than 1 point will be lowered to 1 point while all locations at 1 point or lower will remain unchanged.

2. Magic Armor may be the target of magic or effects that affect armor such as Armor Breaking, Fireball, etc.
3. Magic Armor may be repaired like any other armor.
4. Magic Armor covers all locations on a player without any gaps in coverage.
5. Unless otherwise noted in the description of the Enchantment, Magic Armor can never benefit from armor enhancement abilities or magics such as Ancestral Armor or Imbue Armor. Example: Stoneskin is naturally considered Ancestral Armor, but Barkskin can not benefit from Ancestral Armor in any way.
6. Players may wear more Magic Armor than their class maximum allows. A class which cannot wear any armor can still wear Magic Armor.
7. Unless otherwise noted Magic Armor behaves identically to normal armor.
8. The presence of Magic Armor must be announced to any opponents at the beginning of an engagement if possible; Magic Armor should not result in a 'surprise survival'.

Magic Balls: Magic Balls which are thrown and strike a player or object can have various effects.

Unless otherwise noted:

1. A magic-user may physically carry only the number of Magic Balls purchased. Pages and other players may not carry extra Magic Balls for magic-users.
2. Once a Magic Ball's Incantation has been said, it is considered active until thrown or interrupted.
3. A player may only have one Magic Ball active at a time.
4. Magic Balls of the Subdual School have no effect on equipment that is not being carried. Example: You may not Iceball a player's shield if it is not being wielded or carried by them.
5. Magic Balls discharge after the first Player, Wielded Equipment, or Terrain they hit.
6. Magic Balls affect only the player or object struck; Magic Balls are not engulfing unless noted.
7. Barring any Enchantments or magical effects, garb strikes count as hitting the player if the Magic Ball would have continued on to hit the player. Example: You may not block Lightning Bolts with your cloak.
8. Magic Balls do not damage armor unless otherwise noted.
9. Magic Balls are not stopped by Protection from Projectiles, Missile Block, and other similar magic and abilities.

Meta-Magic: A type of magic which alters the typical behavior of other magics.

1. Unless otherwise noted, Meta-Magic follows all the standard rules for Incantations.
2. Meta-Magics must be used immediately prior to the magic being altered.
3. Meta-Magics do not affect other Meta-Magics, but may be combined in any number so long as all restrictions are observed. Example: A player may cast a spell using Extension and Ambulant, however Extension must be stated without moving the feet as it is unaffected by Ambulant.
4. Meta-Magics are considered expended as soon as their incantation is finished regardless of whether or not the altered magic was completed.
5. May not be used to modify the behavior of Magic Items or magics and abilities granted by Enchantments such as Heat Weapon from Gift of Flame.

Range: Targets of Magics and Abilities out of range at the completion of an Incantation are not valid targets. For Magics and Abilities used at a range of Touch, any physical contact between caster and target is sufficient. Magic or Abilities used at a range of Touch may only be used on players that are willing, Dead, Frozen, Stunned, or otherwise unable to move and unable to engage in combat.

Resistant: The player is unaffected by the next effect of a given type. Unless otherwise noted, Resistant does not extend beyond the player that has it. Players must announce *"resistant"* upon triggering.

Melee: Not affected by the next strike from a melee weapon. No effect on projectiles.

Wounds: Does not receive the next Wound that would otherwise be inflicted.

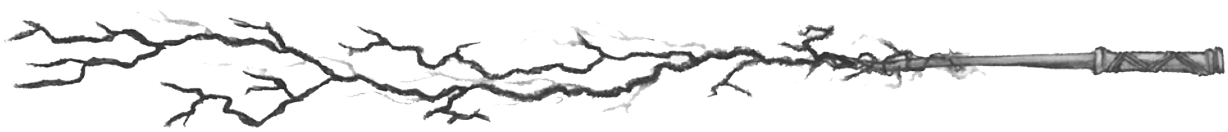
School: Immune to the next Magic or Ability from the given School.

School: Magic and Abilities are divided into Schools, referred to commonly as the Schools of Magic. Each School specializes in a certain genre of magic and typically the effects of the different Magic and Abilities within a School are similar.

Command: Typically makes players stop moving or change their actions in some manner. Frequently makes use of the Stopped, Frozen, and Insubstantial States. All offensive magic and abilities from the Command School are Verbals. All offensive magic and abilities from the Command School have the word *"command"* in the incantation.

Death: Typically causes injury or death. Frequently makes use of the Cursed and Fragile States. All offensive magic and abilities from the Death School are Verbals. Offensive magic and abilities from the Death School tend to be very explicit about the result as part of the incantation such as *"I call for your death."*

Flame: Typically destroys equipment or wounds/kills players. Offensive magic and abilities from the Flame School can be either a Verbal or a Magic Ball. Magic Balls from the Flame School typically destroy equipment and wound or kill players, while Verbals from the Flame School typically target equipment and destroy it, rather than targeting players themselves. All offensive Verbals from the Flame School have the word *"flame"* in the incantation.



Neutral: Has effects that alter game play for the user in some manner and does not directly affect other players.

Protection: Typically enchantments that provide magical armor, Immunity to a School, or Resistance to a School or State. There are no offensive magic or abilities in the Protection School.

Sorcery: Typically effects that deal with raw magical force, manipulating magic itself, or controlling the aether. Offensive magic amd abilities from the Sorcery School tend to be very explicit about the result as part of the incantation and frequently includes the word *"power"*. Offensive magic and abilities from the Sorcery School are generally Verbals.

Spirit: Typically Verbals that offer healing, resurrection, or the removal of harmful States with a few Enchantments sprinkled in.

Subdual: Typically makes a player stop moving or limits their actions. Makes use of the Stopped, Frozen, Stunned, and Suppressed States. All offensive magic and abilities in the Subdual School are Magic Balls.

Specialty Arrows: Specialty Arrows which strike a player or object can have various effects.

Unless otherwise noted:

1. A player may only physically carry one Specialty Arrow per instance of Ability. Pages and other players may not carry extra Specialty Arrows for players.
2. Specialty Arrows must be fired alone.
3. Incantations for Specialty Arrows must be said immediately prior to firing, and said loudly and clearly enough to be heard within 50'.
4. Properly activated Specialty Arrows count as a normal hit from an arrow to the location struck in addition to their listed effects.
5. If a player has Specialty Arrows with a frequency that includes Charge, they may have only one Specialty Arrow of any type Charged at a time.

Traits: Class Abilities that function all of the time without activation being required. Includes such things as Immunity and the ability to use extra equipment. Traits are denoted with a (T) and are always non-magical in nature. Traits may not be removed by any means and persist after respawn. Immunities granted by Traits persist after death. Traits are not enchantments, and do not count towards enchantment limits or count for the purposes of Attuned, Essence Graft, or similar magic and abilities. Note: Some Traits mimic other Magic or Abilities, but these Traits are still always on and ignore any Incantation or Materials requirement listed.

Verbal: Magics and Abilities that require an incantation to be activated. Verbals can have an immediate effect or impart a State or an Ongoing Effect. Ongoing Effects may have a duration, after which it expires. If a player would gain an Ongoing Effect they are already affected by, the Ongoing Effect's duration will simply be adjusted to the new duration if it is longer than the current duration. An Ongoing Effect without a duration continues until it is removed by some outside force or until a condition is met. Unless otherwise noted, all Ongoing Effects are removed when a player dies and cannot apply to dead players.

Wound Trigger: Some Magics and Abilities have special circumstances that must be met before they can be activated. Magics and abilities with the Wound Trigger Limitation can only be used immediately after the caster causes a wound to an enemy in melee combat (even if that wound kills the enemy).

States Defined

All abilities and magics (with a few exceptions) make use of a small set of common terms to explain the result they have on the player. These results are referred to as a 'State' or 'States'. A player can have any number of different States simultaneously. A State may have a duration, after which it expires. If a player would gain a State they are already affected by, the State's duration will simply be adjusted to the new duration if it is longer than the current duration. A State without a duration continues until it is removed by some outside force or until a condition is met. Unless otherwise noted, all States are removed when a player dies and cannot apply to dead players. A State conferred by a class Trait, such as Immunity to Subdual, is always on and may not be removed by respawn, death, or any other means. States imparted at the same time as a killing blow are considered to have taken effect prior to death. If a State which prevented a player from moving expires due to its duration ending, the player it affected must declare, *"No longer [State that ended]"*. This must be audible out to 20 feet.

Cursed: Player becomes Immune to Spirit. Cursed persists after death but is removed at Respawn. Has no effect on magic or abilities already cast or ongoing.

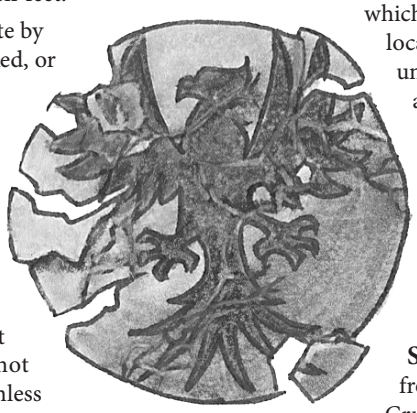
Fragile: Player dies on the next Wound.

Frozen: Player may not move, speak, or take any action. Can only be affected by mechanics that work on States in general (such as Release) or Frozen in specific (such as Shatter). Otherwise player and their equipment is not affected by combat, magic, etc.

Immune: The bearing player or object is not affected by Magic or Abilities from a given School. Immunity granted as a Trait does not prevent players from making use of their own class Abilities. Unless otherwise noted, Immunities do not extend beyond the player or object that has them. Example: A player with Immunity to Flame can still have their armor destroyed by a Fireball. Unless otherwise noted, players with Immunities may still be targeted by Magic and Abilities of the given School. Example: A player with Immunity to Flame can still be the target of Pyrotechnics which would still destroy their equipment (as Immunities do not extend to equipment unless noted). Immunities do not interact with Enchantments worn by the player. Example One: An Anti-paladin may wear the Flameblade Enchantment. Example Two: A player with Protection From Magic still gains Stopped if Corrosive Mist is later cast on them. Example Three: A player may still benefit from the Heal from Regeneration, even if they are Cursed.

Insubstantial: This State has both offensive and defensive purposes and greatly limits a player's ability to interact with play. Insubstantial players:

1. May not move from their starting location unless otherwise noted.
2. Are incapable of physically interacting with game items, objectives, or other players in any way unless otherwise noted.
3. Can only be affected by mechanics that work on States in general (such as Release) or Insubstantial in specific (such as Dimensional Rift). Player and their equipment are otherwise unaffected by combat, magic, etc.
4. Are not affected or stopped by game terrain such as walls, lava pits, traps, etc unless otherwise indicated by the reeve or game designer.
5. May be seen and heard.
6. May see and hear.
7. May Charge abilities.
8. May use Magic and Abilities on themselves if the Magic and Abilities are able to affect Insubstantial players.
9. May remove this State from themselves at any time by Incanting *"I return to the physical world"* x2 provided they are the cause of the State and entered it voluntarily. Otherwise they must end the State as per the description of the responsible Magic or Ability.
10. Insubstantial triggered from enchantments worn is not considered voluntary.
11. The ending Incantation for Insubstantial is not interrupted by the player moving their feet.
12. Must indicate their Insubstantial State by saying *"Insubstantial"* if asked, attacked, or targeted by a Magic or Ability.
13. May not delay the game excessively. For instance, you may not use the Insubstantial State to avoid being killed if you are the last player alive in a Mutual Annihiliation battlegame. The reeves decision in these situations is final.



Out of Game: The player is not currently participating in play. Do not interact with an Out of Game player unless you are a reeve. A player may become Out of Game if they are injured, if they are being addressed by a reeve, or other similar situation. Rarely, a Magic or Ability may also cause you to become Out of Game. The Out of Game State may only be ended by a reeve, unless otherwise noted.

Stopped: Player may not move their feet. Unless otherwise noted Magic and Abilities such as Teleport, Blink, Lost, Banish, etc. which allow or require movement fail when targeting a Stopped player.

Stunned: Player is unable to act in any manner. May still be affected as per normal.

Suppressed: Player unable to cast magic or activate abilities. Has no effect on abilities already activated, magic already cast, Chants already in progress, or enchantments activating such as Phoenix Tears.

Special Effects Defined

Special Effects are a common language used to define battlefield events. Special Effects typically trigger when a player or object is hit by a weapon, Magic Ball, or targeted by a completed Verbal. A single event typically only has one relevant Special Effect. For instance a Destruction Arrow is both Armor Destroying and Shield Destroying, but there is no situation in which both of those matter simultaneously. Likewise a sword may be both Armor Breaking and Wounds Kill, but players are not affected by Armor Breaking and armor is not affected by Wounds Kill. When using a weapon or magic which causes an Special Effect you must announce it to your opponent at the beginning of an engagement and periodically during the engagement when reasonable. Example: a Barbarian moving to engage an unarmored Scout need not announce 'Armor Breaking'; however if an armored Paladin moves into the engagement the Barbarian should announce 'Armor Breaking' at their soonest reasonable opportunity. The game flows more smoothly and everybody has more fun when Special Effects are stated ahead of time rather than kept as surprises.

Armor Breaking: A hit to armor from a weapon, Magic Ball, etc. with the Armor Breaking ability will immediately remove all Armor Points from the location struck if the location struck currently has three or less Armor Points. If the armor currently has four or more Armor Points then the armor has one Armor Point removed as per normal. Example: Armor with 4 points is struck by a weapon with Armor Breaking. The armor loses an Armor Point at the location struck. The armor is struck again in the same location which now has 3 points. The Armor Points at that location are reduced to zero and the wearer is unharmed unless otherwise noted. Denoted by announcing *"Breaking"*.

Armor Destroying: A hit to armor from a weapon, Magic Ball, etc. with the Armor Destroying Special Effect reduces the armor to zero points in the location struck. The wearer is unharmed unless otherwise noted. Denoted by announcing *"Destroying"*.

Shield Crushing: Three hits to a shield from a weapon, Magic Ball, etc. with the Shield Crushing Special Effect destroys the shield. The wearer is unharmed unless otherwise noted. Hits do not all have to be from the same source; hits from different sources are cumulative. Denoted by announcing *"Shield Crushing"*.

Shield Destroying: A hit to a shield from a weapon, Magic Ball, etc. with the Shield Destroying Special Effect destroys the shield. The wearer is unharmed unless otherwise noted. Denoted by announcing "Shield Destroying".

Weapon Destroying: A weapon hit by an effect with the Weapon Destroying Special Effect is destroyed.

Wounds Kill: Players Wounded by objects with the Wounds Kill Special Effect are killed. Denoted by announcing *"Wounds Kill"*.

Magic and Abilities

Magic and Abilities form the basis for class differentiation. In this section is a listing of all the different Abilities and Magic you might use or encounter. Note: Traits are always on, and thus ignore any Incantation requirement listed in a Magic or Ability.

Abilities Format Key — Classes and Levels

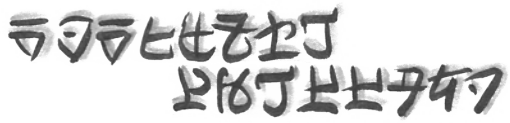
T: Type **S:** School **R:** Range (if any)
I: Incantation and gestures
M: Materials needed
E: Effect
L: Limitations or Restrictions
N: Note

Abeyance — He 5

T: Magic Ball **S:** Subdual **R:** Ball
I: *"The strength of aether is mine to evoke"* x3
M: Green Magic Ball
E: Target is Stunned for 60 seconds. Ignores armor.

Adaptive Blessing — He 2, Sc 6

T: Enchantment **S:** Protection **R:** Touch: Others
I: *"I enchant thee with this blessing"* x3
M: White strip
E: Bearer becomes Resistant to one of the following Schools: Death, Flame, Subdual, Command, Sorcery. School is chosen at the time of casting. Does not count towards a players Enchantment limit, may not be worn with any other Enchantments from the Protection School.



Adaptive Protection — He 3

T: Enchantment **S:** Protection **R:** Touch: Others
I: *"I enchant thee with this protection"* x3
M: White strip
E: Bearer becomes Immune to one of the following Schools: Death, Flame, Subdual, Command, Sorcery. School is chosen at the time of casting.

Adrenaline — Bn 3

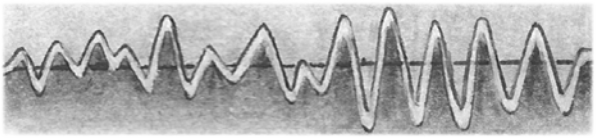
T: Verbal **S:** Spirit **R:** Self
I: *"Adrenaline"*
E: Player heals a wound.
L: Kill Trigger.

Agoraphobia — Bd 5

T: Verbal **S:** Command **R:** 20'
I: *"I command thee to be alone"* x3
E: Target must remain at least 20' away from all other players unless forced there by another Magic or Ability. Lasts 30 seconds.

Amplification — Bd 4

T: Verbal **S:** Sorcery **R:** Touch
I: *"My power amplifies thine"*
E: Target player's next Verbal magic is affected as per Extension.
L: May not be used on the caster.



Ambulant — Bd 5, Dr 5, He 5, Wi 5

T: Meta-Magic **S:** Neutral
I: *"Ambulant"*
E: An incantation may be said while moving. May be cast while moving.
L: May not be used on the Charge incantation.

Ancestral Armor — He 6, Wa 6

T: Enchantment **S:** Protection **R:** Touch: Others
I: *"May this armor protect you from all forms of harm.*
May the flames of the fire not burn you.
May the bolts from the heavens not strike you.
May the arrows of your enemies not pierce you.
May this armor protect you from all forms of harm."
M: White strip
E: The effects of a Magic Ball, projectile, or weapon which just struck armor worn by the player are ignored, even if the object would not otherwise affect the armor. The armor loses one point of value in the location struck. This effect will not trigger if the armor has no points left in the location struck. Ancestral Armor is not expended after use and will continue to provide protection until removed with Dispel Magic or similar magic or abilities.
L: Phase Arrow and Phase Bolt interact with armor worn by the bearer as though Ancestral Armor was not present.
N: Abilities that ignore armor do not trigger Ancestral Armor.

Assassinate — As 1

T: Verbal **S:** Death **R:** 20'
I: Say the word *"Assassinate"* immediately upon killing a person.
E: The victim is Cursed.

Astral Intervention — He 3, Wi 2

T: Verbal **S:** Command **R:** 20'
I: *"I command thee to retreat into the aether"* x3
E: Target player becomes Insubstantial for 30 seconds.

Attuned — Dr 3

T: Enchantment **S:** Sorcery **R:** Touch: Others
I: *"I enchant thee with attune"* x3
M: Yellow strip
E: May wear an additional Enchantment. Attuned does not count towards the bearer's Enchantment limit.
L: This ability may not be used in conjunction with any other similar ability or magic.

Avatar of Nature — Dr 6

T: Neutral **S:** Neutral
E: All the casters Enchantments of level 4 and below are now range Self instead of their previous range. Does not apply to Golem.

Awe — Ap 1, Bd 3, Pa 1

T: Verbal **S:** Command **R:** 20'
I: *"I command thee awed"* x3
E: Target may not attack or cast magic at the caster. Target must remain at least 20' away from the caster unless forced there by another Magic or Ability. Lasts 30 seconds.
N: If the caster attacks or begins casting another magic at the target, this spell's effect is negated.

Banish — He 1, Wi 1

T: Verbal **S:** Spirit **R:** 20'
I: *"The spirits banish thee from this place"* x3
E: Target Insubstantial player must return to their respawn location where their Insubstantial State immediately ends.
N: A player bearing Undead Minion or Greater Undead Minion who is currently Insubstantial has their Enchantment removed.

Barkskin — Dr 1

T: Enchantment **S:** Protection **R:** Touch: Others
I: *"I enchant thee with barkskin"* x3
M: White strip
E: Bearer gains one point of Magic Armor.

Battlefield Triage — Bd 3

T: Enchantment **S:** Spirit **R:** Self or Touch: Others
I: *"Be a bastion of healing"* x3
M: Four yellow strips
E: Bearer is Stopped. Bearer may cast Greater Heal by announcing *"<Player> thou art made whole"*. Bearer must remove an Enchantment strip after each use of Greater Heal.
N: Battlefield Triage is removed when the last strip is removed.

Battlemage — Wi 6

T: Neutral **S:** Neutral
E: Use of Ambulant becomes unlimited.
L: May not purchase Enchantments or Magic Balls.

Bear Strength — Dr 3

T: Enchantment **S:** Sorcery **R:** Touch: Others
I: *"I enchant thee with the strength of the bear"* x3
M: Red strip
E: Bearer's melee weapons are Shield Crushing.



Berserk — Bn 1

T: Enchantment **S:** Sorcery **R:** Self
M: Red strip
E: All weapons wielded in melee are Armor Breaking.

Blessed Aura — He 5

T: Enchantment **S:** Protection **R:** Touch: Others
I: *"I enchant thy person, arms, and armor"* x3
M: White strip
E: Resistant to all effects from the next source which would inflict a Wound, Death, State, or negatively affect them or their equipment. Does not trigger against effects cast by the player.

Blessing Against Harm — He 4

T: Enchantment **S:** Protection **R:** Touch: Others
I: *"I enchant thee against all harm"* x3
M: White strip
E: Resistant to all effects from the next source which would inflict a Wound, Death, State, or other negative effect. Does not trigger against effects cast by the player.

Blessing Against Wounds — He 1

T: Enchantment **S:** Protection **R:** Touch: Others
I: *"I enchant thee against wounds"* x3
M: White strip
E: Resistant to Wounds. Does not count towards a players Enchantment limit.
L: May not be worn with any other Enchantments from the Protection School.

Blink — As 3

T: Verbal **S:** Sorcery **R:** Self
I: *"I vanish from sight"*
E: Player becomes Insubstantial and can move to any location within 50' from their starting point.
L: Caster may not end State within 10' of a living enemy.

Blood and Thunder — Bn 1

T: Verbal **S:** Spirit **R:** Self
I: *"Blood and Thunder!"*
E: Player gains Blessing Against Wounds.
L: Kill Trigger.
N: Player must still wear a white strip to denote Blessing Against Wounds.

Break Concentration — Bd 3, Wi 2

T: Verbal **S:** Command **R:** 20'
I: *"I command thee suppressed"*
E: Target player is suppressed for 10 seconds.

Brutal Strike — Ap 4, Bn 5

T: Verbal **S:** Death **R:** Unlimited
I: *"And stay down!"*
E: Victim is Cursed. Victim is also Suppressed for 30 seconds.
L: Wound Trigger.

Call Lightning — Dr 6

T: Verbal **S:** Flame **R:** 20'
I: *"I call lightning's flame to strike thee"* x3
E: Target player dies.

Cancel — Bd 1, Dr 1, He 1, Wi 1

T: Neutral **S:** Neutral **R:** Touch
I: *"My work shall be undone"* x3
E: Remove an Enchantment cast by the caster.

Circle of Protection — He 4

T: Enchantment **S:** Protection **R:** Self
M: No strip required
I: *"Circle of Protection"* x3
E: The caster and up to five willing players in physical contact with the caster become Insubstantial. The caster may end Circle of Protection at any time by ending their Insubstantial State with the standard Incantation. If the caster stops being Insubstantial by any means, the Enchantment ends. Players under the effect of Circle of Protection may use magic and abilities on players under the effect of the same Circle of Protection as though they were not Insubstantial.
N: Effects which would normally remove the Insubstantial State (Tracking, Release, etc) will remove this Enchantment.

Combat Caster — Bd 6

T: Neutral **S:** Neutral
E: Does not require an empty hand to cast Magic.

Confidence — Bd 1

T: Verbal **S:** Sorcery **R:** Touch
I: *"My power grants thee confidence"*
E: Target player may instantly Charge a single Magic or Ability.
L: May not be used on self. May not be used within 20' of a living enemy.

Contagion — Wi 5

T: Enchantment **S:** Death **R:** Touch: Others
I: *"May thou bear this plague to all"* x3
M: Red strip
E: All melee weapons wielded by player are Wounds Kill. Bearer is Fragile.

Corrosive Mist — Dr 1

T: Enchantment **S:** Death **R:** Self or Touch: Others
I: *"The mists of corrosion surround thee"* x3
M: Five red strips
E: Bearer is Stopped. Bearer may cast Destroy Armor by announcing *"<Player> the mists of corrosion destroy your <armor location> armor"*. Bearer must remove a strip after each use of Destroy Armor.
N: Corrosive Mist is removed when the last strip is removed.

Coup de Grace — As 6

T: Verbal **S:** Death **R:** 20'
I: *"Death shall come for thee"* x3
E: Target player dies.
L: Target must be Wounded when the caster begins the Incantation. Although it still functions even if they are healed by the end of the Incantation.

Dervish — Bd 6

T: Neutral **S:** Neutral
E: Equipment costs are doubled. Each Verbal purchased gives double the uses. Example: 1/Life Charge x3 becomes 2/life Charge x3, 2/life becomes 4/life, 1/Refresh becomes 2/Refresh.

Destroy Armor — Wi 4

T: Verbal **S:** Death **R:** 20'
I: *"Death destroys thy [hit location] armor"* x3
E: Armor on target hit location is subjected to Armor Destroying.

Destruction Arrow — Ar 1

T: Specialty Arrow **S:** Sorcery
M: Arrow with red head cover labeled 'Destruction'.
I: *"Destruction Arrow"*
E: This arrow is Armor Destroying and Shield Destroying. Armor Destroying and Shield Destroying are applied after the normal effect of being hit with an arrow is applied.



Dimensional Rift — Wi 4

T: Verbal **S:** Sorcery **R:** 20'
I: *"The power of the aether consumes thee"* x3
E: Target Insubstantial player dies.



Discordia — Bd 5

T: Enchantment **S:** Command **R:** Self
M: Red strip
I: *"My discordant melodies shall stymie my foes"* x3
E: Tie on five enchantment strips. Bearer may cast Break Concentration by announcing *"<Player> thou art suppressed"* and removing an enchantment strip. Enchantment is removed when the last strip is removed.

Dispel Magic — Dr 3, He 5, Sc 3, Wi 3

T: Verbal **S:** Sorcery **R:** 20'
I: *"By my power I dispel that magic"* x3
E: All Enchantments on target are removed.
N: Will work through Protection from Magic, Enlightened Soul, Sanctuary, and similar magics and abilities. Will work on players that are Frozen or Insubstantial.



Dragged Below — Wi 3

T: Verbal **S:** Death **R:** 20'
I: *"Death comes for thee from below"* x3
E: Target Stopped player dies.

Elemental Barrage — Wi 6

T: Verbal **S:** Sorcery **R:** Self
I: *"I am filled with the power of magic"*
E: Caster may use Magic Balls they are currently carrying by stating the name of the Magic Ball immediately prior to throwing the ball in place of the incantation.
L: This magic ends if the caster picks up any additional Magic Balls or begins casting any new magic.
N: The effect is not an incantation, and so is not stopped by suppression, and may be used while moving, etc.

Empower — Bd 2

T: Verbal **S:** Sorcery **R:** Touch
I: *"I empower thee"*
E: Target player regains one use of any per-life Ability or Magic they have expended.
N: Does not allow a player to have more than their maximum uses of a Magic or Ability.
L: Does not function on Empower, Confidence, Restoration, or similar Magic and Abilities. May not be used on the caster.

Enlightened Soul — He 5, Mk 1

T: Enchantment **S:** Protection **R:** Touch: Others
I: *"A distant magic has no hold upon thy now enlightened soul"* x3
M: White strip
E: Player is unaffected by Verbal magic used at a Range greater than Touch.
L: Affects beneficial magic as well as harmful magic. Does not affect (ex) abilities.

Entangle — Dr 1, He 2, Wi 2

T: Magic Ball **S:** Subdual **R:** Ball
I: *"The strength of earth is mine to evoke"* x3
M: Brown Magic Ball
E: Target is Stopped for 60 seconds. Engulfing.

Equipment: Armor, 1 Point — Bd 2, Bd 6

T: Neutral
E: Your class maximum armor limit increases one additional point.

Equipment: Shield, Medium — Bd 5, He 3

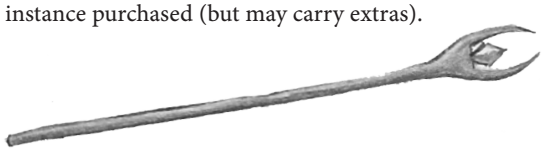
T: Neutral
E: May wield up to a medium shield.

Equipment: Shield, Small — Bd 3, Dr 2, He 1

T: Neutral
E: May wield a small shield.

Equipment: Weapon, Great — Dr 5

T: Neutral
E: May wield one Great weapon at a time for each instance purchased (but may carry extras).



Equipment: Weapon, Hinged — He 2

T: Neutral
E: May wield one hinged weapon at a time for each instance purchased (but may carry extras).

Equipment: Weapon, Long — Bd 4, Dr 4, Wi 5

T: Neutral
E: May wield one long weapon at a time for each instance purchased (but may carry extras).

Equipment: Weapon, Short — Bd 1, Dr 1, He 1, Wi 1

T: Neutral
E: May wield one short weapon at a time for each instance purchased (but may carry extras).

Essence Graft — Dr 5

T: Enchantment **S:** Sorcery **R:** Touch: Others
I: *"Open up and receive my power"* x3
M: Yellow strip
E: Bearer may wear up to three additional Enchantments. Essence Graft does not count towards the bearer's Enchantment limit.
L: Bearer may only wear Enchantments from the caster of Essence Graft. This ability may not be used in conjunction with any other similar ability or magic.

Evoker — Wi 6

T: Neutral **S:** Neutral
E: Verbals purchased may only be of range Touch or Self. Elemental Barrage becomes Charge x10.
N: Elemental Barrage must still be purchased.

Most Sagely Advice

Ka cha hewa, Aman k'hul, Wetlands!
Ora kama, t'che ma hankawaol!"

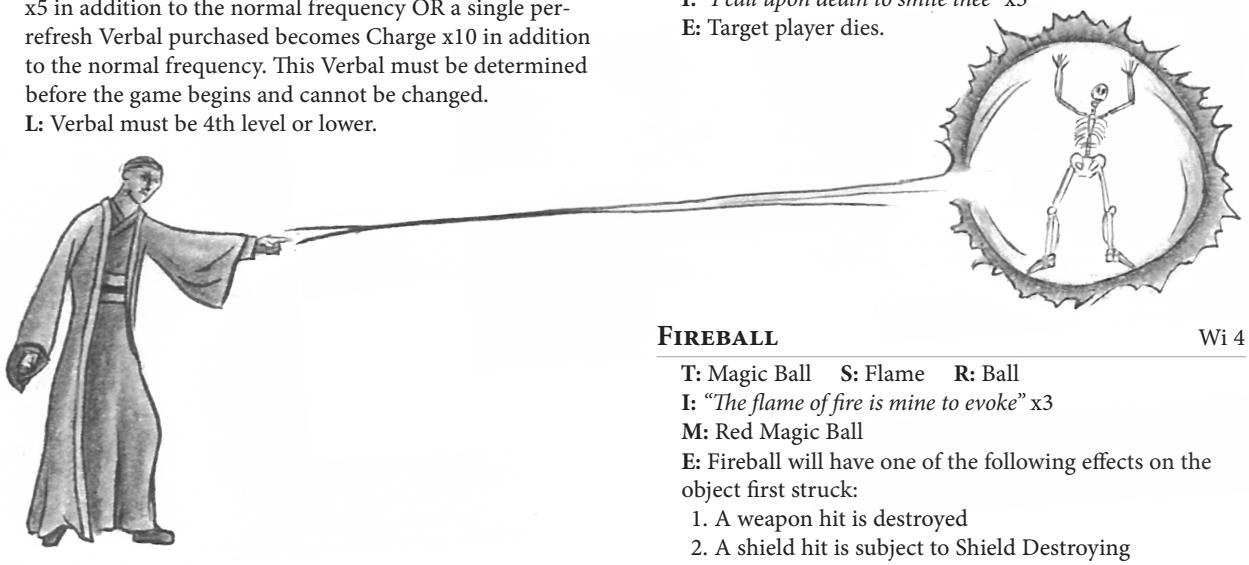
- His Resplendence, the Highlord,
Juju Hex Mojo, Jaguar King of the Wetlands.

Evolution — Sc 4

T: Enchantment **S:** Sorcery **R:** Self
E: May wear an additional Enchantment. Evolution does not count towards the bearer's Enchantment limit.
N: This ability does work in conjunction with Attuned or Essence Graft so long as the other limitations of those Enchantments are followed.

Experienced — Bd 1, Dr 1, He 1, Wi 1

T: Neutral **S:** Neutral
E: A single per-life Verbal purchased becomes Charge x5 in addition to the normal frequency OR a single per-refresh Verbal purchased becomes Charge x10 in addition to the normal frequency. This Verbal must be determined before the game begins and cannot be changed.
L: Verbal must be 4th level or lower.



Extend Immunities — Pa 3

T: Enchantment **S:** Protection **R:** Touch: Others
I: Tie strip on target: *"May the blessing of my god protect thee"* x3
M: White strip
E: The target player gains either Resistant to Command or Resistant to Death.
L: Type of Ability must be chosen at the time of casting and may not be changed. The caster may only have one instance of Extend Immunities active at a time.

Extension — Bd 3, Dr 3, He 3, Wi 3

T: Meta-Magic **S:** Neutral
I: *"Extension"*
E: Verbal becomes 50'. Only works on Verbals with a range of 20'.

Fight After Death — Bn 2

T: Verbal **S:** Sorcery **R:** Self
I: *"Fight after death"* immediately after dying
E: Player continues to fight for seven seconds after being killed. Players must Chant this time out loud. As per Chanting, failure to count immediately ends the effect. Players do not receive further Wounds during Fight After Death. Players melee weapons are Shield Crushing.
L: Players may not activate Abilities or Magic during Fight After Death. Players may not activate Fight After Death if they died while Suppressed, Stunned, Insubstantial, or Frozen. States on the player (Such as Stopped) persist until Fight After Death has ended and are then removed as per the rules for player death. Players may not achieve game objectives nor carry game items while affected by Fight After Death, though they may still kill other players even if that player is a game objective.
N: Reeves are encouraged to remove this ability from those who use it in an unsafe manner.

Finger of Death — Wi 6

T: Verbal **S:** Death **R:** 20'
I: *"I call upon death to smite thee"* x3
E: Target player dies.

Fireball — Wi 4

T: Magic Ball **S:** Flame **R:** Ball
I: *"The flame of fire is mine to evoke"* x3
M: Red Magic Ball
E: Fireball will have one of the following effects on the object first struck:
1. A weapon hit is destroyed
2. A shield hit is subject to Shield Destroying
3. Armor hit with Armor Points remaining is subject to Armor Destroying.
4. A player hit receives a Wounds Kill Wound to that hit location.

Flame Blade — Dr 4

T: Enchantment **S:** Flame **R:** Touch: Others
I: *"The element of fire shall infuse your weapons"* x3
M: Red strip and white strip
E: Bearer's melee weapons are Armor Breaking and Shield Crushing. Bearer and their weapons are Immune to Flame.

Force Barrier — Wi 1

T: Verbal **S:** Sorcery **R:** Self
I: *"I shall not be harmed"*
E: Player is Frozen for 30 seconds.

Force Bolt — Dr 4, Wi 1

T: Magic Ball **S:** Sorcery **R:** Ball
I: *"Forcebolt"* x3
M: Blue Magic Ball
E: Force Bolt will have one of the following effects on the object first struck:
1. A weapon hit is destroyed
2. Armor hit with Armor Points remaining is subject to Armor Breaking.
3. A player hit receives a Wound to that hit location.

Gift of Air — Dr 5

T: Enchantment **S:** Protection **R:** Touch: Others
I: *"I grant thee a gift of the air"* x3
M: White strip
E: The effects of a melee weapon or projectile which just struck the bearer are ignored, instead the bearer announces *"Gift of Air"* and becomes Insubstantial. If the bearer is wearing armor it is affected as normal in addition to triggering Gift of Air. Bearer may choose to return directly to their respawn location immediately after Gift of Air activates. Melee weapons with the Armor Breaking, Armor Destroying, Shield Crushing, or Shield Destroying Special Effects will affect the bearer as normal and do not trigger Gift of Air.
L: Bearer may not wield weapons or shields.
N: Bearer may end the Insubstantial state caused by Gift of Air at any time with the standard Incantation.

Gift of Earth — Dr 2

T: Enchantment **S:** Protection **R:** Touch: Others
I: *"I grant thee a gift of the earth"* x3
M: White strip
E: Bearer gains two points of magic armor and is affected as per Greater Harden. Bearer is Suppressed.

Gift of Fire — Dr 3

T: Enchantment **S:** Flame **R:** Touch: Others
I: *"I grant thee a gift of the fire"* x3
M: Red strip and white strip
E: Bearer is Immune to Flame and gains Heat Weapon 1/Refresh Charge x3.

Gift of Water — Dr 4

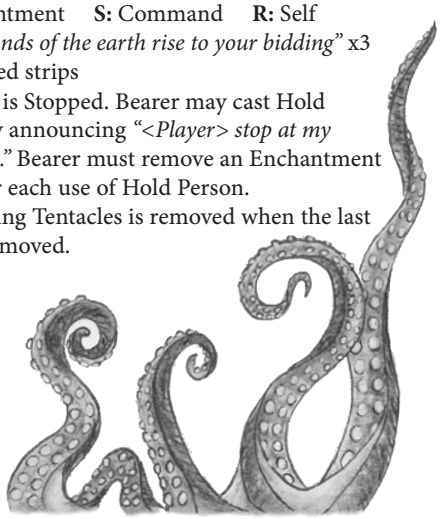
T: Enchantment **S:** Sorcery **R:** Touch: Others
I: *"I grant thee a gift of the water"* x3
M: White strip and yellow strip
E: Bearer gains one point of magic armor and Heal (self-only) unlimited.

Golem — Dr 4

T: Enchantment **S:** Sorcery **R:** Touch: Others
I: *"From earth and clay I form thee"* x3
M: White strip and red strip
E: Bearer is Immune to Death. Bearer is Cursed. Bearer can remove a Wound via Mend. Bearer may use the caster as an alternate respawn point while the caster is alive. Non-magical armor worn affected as per Imbue Armor. All Enchantments worn by the Bearer, including Golem, are Persistent while Golem is worn.
L: A caster may only have a single Golem Enchantment active at a time.
N: Greater Mend and Word of Mending will not remove a wound.

Grasping Tentacles — Dr 6

T: Enchantment **S:** Command **R:** Self
I: *"The hands of the earth rise to your bidding"* x3
M: Five red strips
E: Bearer is Stopped. Bearer may cast Hold Person by announcing *"<Player> stop at my command."* Bearer must remove an Enchantment strip after each use of Hold Person.
N: Grasping Tentacles is removed when the last strip is removed.



Greater Harden — He 3

T: Enchantment **S:** Protection **R:** Touch: Others
I: *"I enchant thee with Greater Harden"* x3
M: White strip
E: Shields and weapons wielded by the player are affected as per Harden. May only be cast on a player.

Greater Heal — He 4

T: Verbal **S:** Spirit **R:** Touch
I: *"By the grace of the divine thou art healed"* x5
E: All wounds are healed. Ignores the Cursed State.

Greater Mend — Dr 3, Wi 3

T: Verbal **S:** Sorcery **R:** Touch
I: *"Return this <object name> to its former glory"* x5
E: Will repair a destroyed item or restore all armor points in one location.

Greater Release — Bd 2, He 2

T: Verbal **S:** Sorcery **R:** 20ft
I: *"From all thine afflictions thou art released"* x2
E: All ongoing effects and States are removed from the target. The caster may choose to leave some States or effects in place.
N: Greater Release may target Dead players. When used to end a State or Ongoing Effect imposed by a magic or ability with multiple effects, all other States and Ongoing Effects from the same source are also ended.

Greater Resurrect — He 5

T: Verbal **S:** Spirit **R:** Touch
I: *"By the grace of the divine thou art resurrected"* x5
E: Target Dead player is returned to life. Enchantments on the player are retained. Any wounds on the player are healed. Works regardless of any States on the target.

Greater Undead Minion — He 5

T: Enchantment **S:** Death **R:** Touch: Others
I: *"Flesh rots, bones break, skulls sigh, spirits take*
let the power of my will descend on thee
let the power of my will restore thy spirit
let the power of my will knit thy corpse
let the power of my will give thee direction
let the power of my will cheat thy death
by the power of my will, arise my greater minion!"
M: Yellow strip
E:

1. Bearer does not die or respawn as normal.
2. Bearer is Cursed and Suppressed.
3. When the bearer would normally die, they instead become Insubstantial, remove all Wounds, and must return to the caster as soon as possible. Insubstantial players may not move more than 10' from the caster and may not speak. The caster may touch the player and then Incant *"Rise and fight again"* x5 to end this Insubstantial State so long as no living enemies are within 10' of the bearer.
4. If this Enchantment's Insubstantial is removed from the Bearer in any other manner than outlined in item 3 (or prevented entirely) this Enchantment is removed.
5. If the caster dies, this Enchantment is removed the next time the bearer returns to the caster.
6. If the Enchantment is removed, the bearer dies.
7. For the duration of the Enchantment, the Caster is considered the players respawn.
8. Dead players may be targeted by Greater Undead Minion and are immediately returned to life with all Wounds removed and the Insubstantial State applied.

L:

1. The Insubstantial State imposed by Greater Undead Minion can be removed or prevented by any Magic or Ability which would normally be capable of removing Insubstantial or preventing Insubstantial such as Tracking, Planar Grounding, Release, or similar Magic and Abilities.
2. This Enchantment is removed by Banish and Dimensional Rift if used on the player while they are Insubstantial.
3. The caster may not have more than three active Greater Undead Minion and Undead Minion Enchantments combined.

Harden — He 1, Wa 2

T: Enchantment **S:** Protection **R:** Touch: Others
I: *"I enchant thee with Harden"* x3
M: White strip
E: Bearers weapons or shield may only be destroyed by Magic Balls/Verbals which destroy objects e.g. Fireball or Pyrotechnics.
L: Will only affect either the weapons or the shield of the bearer, not both.

Heal — Dr 2, He 1, Mk 1, Pa 2, Sc 1

T: Verbal **S:** Spirit **R:** Touch
I: *"Sword Cut, spear stab, mace smash, arrow jab,*
Let the white light of healing descend on thee.
Let the white light of healing stop thy spilling blood.
Let the white light of healing mend thy bones.
Let the white light of healing close thy wounds.
Let the white light of healing restore thy vigor.
The white light of healing hath healed thee."
E: Target player heals a Wound.

Heart of the Swarm — Bd 5, Dr 5

T: Enchantment **S:** Spirit **R:** Self
I: *"Let all those who oppose the hive feel the wrath of the swarm"* x3
M: Yellow strip
E: Bearer is Stopped. Any player on the bearer's team may use the bearer as their respawn point as per the normal game rules. Players respawning at the caster do so by announcing *"My life for the swarm."*
L: Players can not respawn at the bearer if there are living enemy players or a game objective within 20' of the bearer.

Heat Weapon — Dr 1, Wi 1

T: Verbal **S:** Flame **R:** 20'
I: *"I call upon flame to heat that [type of weapon]"* x3
E: Target weapon may not be wielded for 30 seconds. Players who are Immune to Flame may continue to wield the weapon.

Hold Person — As 4, He 2, Sc 5, Wi 3

T: Verbal **S:** Command **R:** 20'
I: *"I command thee to stop"* x3
E: Target player becomes Stopped for 30 seconds.

E.P. 31, 90th of Marching

A sharp sword and a strong arm? What need do I have of these things? I command the very power of the planes. With a word I can summon fire and storms, kill you, or send your body to the Aether. I have no need of steel for I can take your immortal soul.

- Lotus Brighthawk, Archmage

Iceball — Dr 2, He 3, Wi 3

T: Magic Ball **S:** Subdual **R:** Ball
I: *"The strength of ice is mine to evoke"* x3
M: White Magic Ball
E: Target player becomes Frozen for 60 seconds. Engulfing.

Icy Blast — Dr 3, Wi 4

T: Verbal **S:** Sorcery **R:** 20'
I: *"My power makes thee frozen"* x3
E: Target player becomes Frozen for 30 seconds.

Imbue Armor — Dr 1

T: Enchantment **S:** Protection **R:** Touch: Others
I: *"I enchant thee with Imbued Armor"* x3
M: White strip
E: All armor worn by the bearer gains a +1 modifier. This modifier may allow the armor to exceed the maximum value for its type, up to the bearer's class maximum.
N: Does not apply to magic armor. A player may only benefit from one instance of Imbue Armor, or similar magic and abilities that increase Armor Points, at a time.

Imbue Shield — He 4

T: Enchantment **S:** Protection **R:** Touch: Others
I: *"This shield shall neither break or bend"* x3
M: White strip
E: Shield wielded by the player cannot be destroyed. Engulfing effects hitting the shield are ignored.

Imbue Weapon — Dr 6

T: Enchantment **S:** Death **R:** Touch: Others
I: *"I enchant thee to slay all foes"* x3
M: Red strip
E: Melee weapons wielded by the bearer are Wounds Kill.

Innate — Bd 2, Dr 2, He 2, Wi 2

T: Meta-Magic **S:** Neutral
I: *"Innate"*
E: May be used to instantly Charge a single magic by stating the name of the magic.



Insult — Bd 1, Wa 1

T: Verbal **S:** Command **R:** 20'
I: *"I command thy attention sirrah"* x3
E: Victim is unable to attack or cast magic at anyone other than the caster for 30 seconds. If the victim of insult is attacked or has magic cast on them by someone other than the caster, the victim of Insult becomes able to choose to attack the offending party as well.

Ironskin — Dr 5

T: Enchantment **S:** Protection **R:** Touch: Others
I: *"I enchant thee with Ironskin"* x3
M: White strip
E: Bearer is Immune to Flame and gains two points Magic Armor affected as per Ancestral Armor.

Legend — Bd 6

T: Neutral **S:** Neutral
E: Each Extension purchased gives double the uses. Example: 1/life becomes 2/life. Swift may not be purchased or used.

Lightning Bolt — Wi 3

T: Magic Ball **S:** Flame **R:** Ball
I: *"The flame of storms is mine to evoke"* x3
M: Yellow Magic Ball
E: A player struck is subject to an Engulfing Stopped effect for 60 seconds. In addition Lightning Bolt will have one of the following effects on the object first struck:

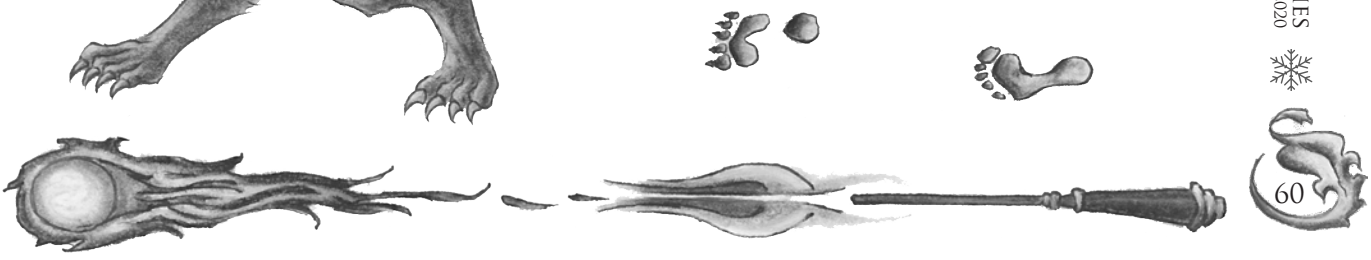
1. A weapon hit is destroyed
2. Armor hit with Armor Points remaining is subject to Armor Breaking.
3. A player hit receives a Wound in that hit location.

Lost — Bd 5

T: Verbal **S:** Command **R:** 20'
I: *"I command thee to be lost"* x3
E: Player becomes Insubstantial and must move directly to their base. Player must end their Insubstantial State as per normal once they reach their base.
N: If the Insubstantial State is ended before reaching the base, the rest of the effect is ended as well.

Lycanthropy — Dr 4

T: Enchantment **S:** Death **R:** Touch: Others
I: *"Stalked in the forest, too close to hide, I'll be upon thee by the moonlight side"* x3
M: White strip and red strip
E: Bearer gains two points of magic armor. Bearer's melee weapons are Shield Crushing. Bearer is Immune to Command.



Magic Ball Block — Mk 6

T: Enchantment **S:** Protection **R:** Self
E: Player is allowed to block Magic Balls with their weapons and hands without penalty. Any Magic Ball in motion touched by a weapon wielded or by the hand of the player is nullified.
N: Engulfing effects from blocked Magic Balls do not activate.

Mass Healing — He 6

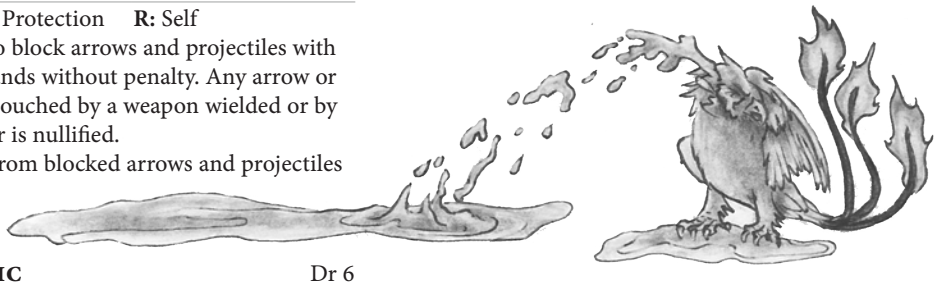
T: Enchantment **S:** Spirit **R:** Self
I: *"Let the powers of healing flow through me"* x3
M: Five yellow strips
E: Caster may Heal a player by touching them, stating *"I grant thee healing"*. Bearer must remove an Enchantment strip after each use of Heal.
N: Mass Healing is removed when the last strip is removed. The effect is not an incantation, and so is not stopped by suppression, and may be used while moving, etc.

Mend — Ar 2, Bd 2, Dr 1, He 3, Wi 1

T: Verbal **S:** Sorcery **R:** Touch
I: *"I make this item whole again"* x5
E: Destroyed item is repaired, or one point of armor in one location is repaired.

Missile Block — Mk 1

T: Enchantment **S:** Protection **R:** Self
E: Player is allowed to block arrows and projectiles with their weapons and hands without penalty. Any arrow or projectile in motion touched by a weapon wielded or by the hand of the player is nullified.
N: Engulfing effects from blocked arrows and projectiles do not activate.



Naturalize Magic — Dr 6

T: Enchantment **S:** Sorcery **R:** Self
I: *"I shall restore the balance"* x3
M: Five red strips
E: Bearer may cast Dispel Magic by announcing *"<Player> thou art dispelled."* Bearer must remove an Enchantment strip after each use of Dispel Magic and the Enchantment is removed when the last strip is removed.

Necromancer — He 6

T: Neutral **S:** Neutral
E: All magic purchased in the Death School becomes Charge x3. You may have a combined total of five active Greater Undead Minion and Undead Minion Enchantments.
L: You may not purchase any Enchantments from the Protection School.

Persistent — He 6, Wi 6

T: Meta-Magic **S:** Neutral
I: *"Persistent"*
E: Enchantment returns with the user after respawning until it has been otherwise removed.

Phase Arrow — Ar 6

T: Specialty Arrow **S:** Sorcery
M: Arrow with grey cover labeled 'Phase'.
I: *"Phase Arrow"*
E: This arrow does not interact with ongoing Magic or Abilities. Example: This arrow is not stopped by Stoneskin, Protection from Projectiles, and does not trigger the effects of Troll Blood, Undead Minion, Missile Block, or similar Magic or Abilities.
N: This arrow does not supercede the Frozen, Insubstantial, or Out of Game States.

Phase Bolt — Wi 5

T: Magic Ball **S:** Sorcery **R:** Ball
M: Grey Magic Ball
I: *"The power of sorcery is mine to evoke"* x3
E: This Magic Ball does not interact with other ongoing Magic or Abilities. Example: This Magic Ball is not stopped by Stoneskin, Protection from Projectiles, and does not trigger the effects of Troll Blood, Undead Minion, Magic Ball Block, or similar Magic or Abilities. Will have one of the following effects:
1. A weapon hit is destroyed
2. Armor hit with Armor Points remaining is subject to Armor Breaking.
3. A player hit receives a Wound in that hit location.

N: Does not supercede the Frozen, Insubstantial, or Out of Game States.

Phoenix Tears — He 6

T: Enchantment **S:** Spirit **R:** Touch: Others
I: *"May the tears of the phoenix wash over thee"* x3
M: Two white strips
E: Enchanted player does not die as normal. When the player would otherwise die they instead remove a strip and become Frozen for 30 seconds. When the Frozen State is ended the bearer has:
1. All Wounds removed
2. All States removed that are removed by Death or Respawning.
3. All ongoing effects with a timer are expired
4. All of their equipment is fully repaired
5. All other enchantments, except those which are Persistent, are removed.

Additionally Phoenix Tears allows you to wear an extra Enchantment from the Protection School. This extra enchantment is considered Persistent as long as Phoenix Tears is present. The additional Enchantment is not removed once Phoenix Tears is removed.
N: Phoenix Tears is removed when the last strip is removed.

Pinning Arrow — Ar 1

T: Specialty Arrow **S:** Sorcery
M: Arrow with yellow head cover labeled 'Pinning'.
I: *"Pinning Arrow"*
E: A player struck by this arrow is Stopped for 30 seconds.
N: Engulfing.

Planar Grounding — Wi 2

T: Verbal **S:** Sorcery **R:** 20'
I: *"My power closes the aether to you"* x3
E: Target player has their Insubstantial State removed and may not become Insubstantial for 30 seconds. May be cast on players who are not currently Insubstantial.
N: Planar Grounding causes Enchantments that automatically render their bearer Insubstantial, such as Undead Minion, to fail and be removed if they activate while Planar Grounding is in effect.

Poison — Ap 2, As 1, Dr 2

T: Enchantment **S:** Death **R:** Touch: Others
M: Red strip
I: *"I coat these weapons with a deadly poison"* x 2
E: The next Wound dealt by the bearer in melee is Wounds Kill.

Poison Arrow — Ar 1

T: Specialty Arrow **S:** Death
M: Arrow with green head cover labeled 'Poison'.
I: *"Poison Arrow"*
E: This arrow is Wounds Kill.

Poison Glands — Dr 5

T: Enchantment **S:** Death **R:** Touch: Others
I: *"Thou shalt secrete poison from thy venemous glands"* x3
M: Red strip
E: Bearer gains self-only Poison (ex) 1/Refresh Charge x3.



Priest — He 6

T: Neutral **S:** Neutral
E: Meta-magic may only be used on Spirit magics. All Meta-Magics purchased become 1/Life Charge x3. Heal costs zero points.

Protection from Magic — He 6, Wi 6

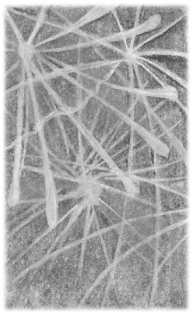
T: Enchantment **S:** Protection **R:** Touch: Others
I: *"I enchant thee with protection from magic"* x3
M: White strip
E: Bearer is unaffected by magic from any school. Upon death the player is Cursed.
N: This effect does not interact with other Enchantments worn by the bearer.

Protection from Projectiles — He 4

T: Enchantment **S:** Protection **R:** Touch: Others
I: *"I enchant thee with Protection from Projectiles"* x3
M: White strip
E: Bearer is unaffected by ammunition, thrown javelins, rocks, and throwing weapons. Engulfing effects from those objects, such as Pinning Arrow, do not affect the player.

Pyrotechnics — Wi 5

T: Verbal **S:** Flame **R:** 50ft
I: *"I call upon the element of flame to destroy thy belongings"* x3
E: All shields and weapons carried or worn by the target player are destroyed.
L: Only affects shields and weapons carried or worn when the Verbal is completed.



Ranger — Dr 6

T: Neutral **S:** Neutral
E: The cost of all available Equipment is reduced to zero points. May use bows so long as a shield is not carried. The cost of all Enchantments is doubled.

Ravage — Wi 3

T: Verbal **S:** Death **R:** 20'
I: *"Death shall ravage thy flesh and make thee fragile"* x3
E: Target player is Fragile.

Regeneration — Dr 3

T: Enchantment **S:** Spirit **R:** Touch: Others
I: *"I grant thee the power of regeneration"* x3
M: Yellow strip
E: Bearer gains unlimited use of Swift Heal (self-only).
L: The Heal granted by Regeneration may not be used within 10' of a living enemy.

Release — Bd 1, Dr 2, He 1, Sc 2, Wi 2

T: Verbal **S:** Sorcery **R:** Touch
I: *"From thy bindings thou art released"* x5
E: A single ongoing effect or State is removed from the target. Casters choice.
L: Cannot remove Cursed. When used to end a State or Ongoing Effect imposed by a magic or ability with multiple effects, all other States and Ongoing Effects from the same source are also ended.

Reload — Ar 1

T: Verbal **S:** Sorcery **R:** Self
I: *"I nocked my arrows to my bow, I let them fly, my quiver is low. Now I pause to go reload."* x3
E: Player becomes Out of Game and may move about the field retrieving their arrows.
L: Must stay at least 10' away from other players at all times. The player may only remove their Out of Game state in the location they started by stating, *"I return with a full quiver" x3*.
N: May ask reeve for assistance in retrieving arrows that are within 10' of other players.

Restoration — Bd 4

T: Verbal **S:** Sorcery **R:** Touch
I: *"I restore thee to thy full potency"*
E: Player has all uses of their per-life Magic and Abilities restored.
L: Does not function on Empower, Confidence, Restoration, or similar Magic and Abilities. May not be used on the caster.

Resurrect — Dr 5, He 3, Mk 5, Pa 4

T: Verbal **S:** Spirit **R:** Touch
I: *"Sword Cut, spear stab, mace smash, arrow jab,*
Let the white light of healing descend on thee.
Let the white light of healing stop thy spilling blood.
Let the white light of healing mend thy bones.
Let the white light of healing close thy wounds.
Let the white light of healing restore thy vigor.
The white light of healing hath resurrected thee."
E: Target Dead player is returned to life. Non-Persistent Enchantments on the player are removed before the player returns to life. Any Wounds on the player are healed.

Sanctuary — Mk 3

T: Verbal **S:** Protection **R:** Self
I: State *"Sanctuary"* without any weapons in hand
E: Player and their carried equipment are unaffected by hostile actions originating from within 20'. Must Chant *"sanctuary"*. Player may normally end Sanctuary at any time by ceasing to chant, or by picking up a weapon with their hand.
L: Player may not carry any weapons in hand during Sanctuary. Cannot carry nor affect game items or game objectives while in Sanctuary. Players in Sanctuary may not impede the play of other people in any manner, and must immediately remove themselves from any such situations they find themselves in. May not come within 20' of a non-friendly base.
N: If the player is voluntarily touching (other than blocking) or carrying weapons in any fashion (tucked under arms, tied to thongs, etc) at any point during Sanctuary then they may only voluntarily end Sanctuary within 20' of a friendly base, and must continue chanting until there. Player is still susceptible to Phase Bolt and Phase Arrow.

Scavenge — Wa 1

T: Verbal **S:** Sorcery **R:** Self
I: *"Scavenge"*
E: Repair one point of armor in one location, a shield, or a weapon.
L: Kill Trigger.

Sever Spirit — He 2

T: Verbal **S:** Spirit **R:** 20'
I: *"The spirits lay a curse on thee."* x3
E: May only target dead players. Player is Cursed. Any Enchantments on the player are removed.

Shadow Step — As 1, Sc 3

T: Verbal **S:** Sorcery **R:** Self
I: *"I Step Into the Shadows"*
E: Player becomes Insubstantial.

Shake It Off — Wa 5

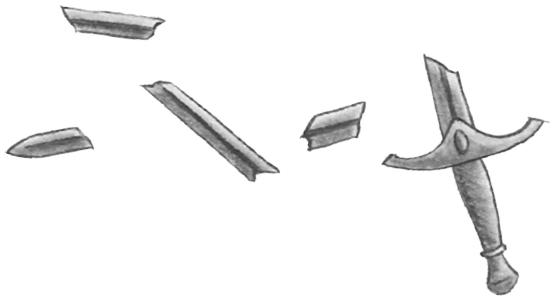
T: Verbal **S:** Spirit **R:** Self
I: *"I shall overcome"*
E: Shake It Off may be activated at any time the player is alive, even while the player would otherwise be prevented from activating abilities by Stunned, Suppressed, or similar. 10 seconds after activating Shake It Off the player may remove from themselves one State or effect of their choice which was present at the time they activated the ability.

Shatter — Wi 4

T: Verbal **S:** Sorcery **R:** 20'
I: *"My power shatters thy body"* x3
E: Target Frozen player dies.

Shatter Weapon — Wi 3

T: Verbal **S:** Sorcery **R:** 20'
I: *"My power destroys thy [type of weapon]"* x3
E: Target weapon is destroyed.



Shove — Bd 1, He 2, Wi 1

T: Verbal **S:** Sorcery **R:** 20'
I: *"My power shoves thee"* x3
E: Target player is moved back 20' in a straight line away from the caster. Works on Stopped players.

Silver Tongue — Bd 6

T: Enchantment **S:** Sorcery **R:** Self or Touch: Others
I: *"The seething sea ceaseth and thus the seething sea sufficeth us"* x2
M: Yellow strip
E: Bearer gains Swift 1/refresh Charge x3. Other sources of Swift may not be utilized while Silver Tongue is worn.
N: Does not use up any purchased instances of Swift.

Sleight of Mind — Bd 4

T: Enchantment **S:** Sorcery **R:** Touch: Others
I: *"May thy power remain"* x3
M: Yellow strip
E: Enchantments worn by the bearer, other than Sleight of Mind, are not removed by Dispel Magic or similar Magic and Abilities. Does not count towards the bearer's Enchantment Limit.

Sniper — Ar 6

T: Neutral **S:** Sorcery
E: Player may physically carry any number of Specialty Arrows of each type. The frequency of each type of Specialty Arrow Ability becomes 1/Life Charge x3.
L: May not fire normal arrows. Only one type of Specialty Arrow may be charged at any given time.

Song of Battle — Bd 2

T: Enchantment **S:** Protection **R:** Self
I: *"I sing of my legendary prowess"*
M: No strip required
E: Bearer's weapons are Armor Breaking. Bearer must Chant *"Song of Battle"* or sing a song regarding their martial prowess. Singing in place of the normal Chant is still a Chant and must follow all Chant rules.



Song of Deflection — Bd 4

T: Enchantment **S:** Protection **R:** Self
I: *"I sing of my nimble acrobatics"*
M: No strip required
E: Bearer does not receive Wounds from ammunition, thrown javelins, rocks, and throwing weapons. Bearer must Chant *"Song of Deflection"* or sing a song regarding their acrobatic prowess. Singing in place of the normal Chant is still a Chant and must follow all Chant rules.

Song of Determination — Bd 1

T: Enchantment **S:** Protection **R:** Self
I: *"I sing of my unwavering determination"*
M: No strip required
E: Bearer is Immune to Command. Bearer must Chant *"Song of Determination"* or sing a song regarding their determination. Singing in place of the normal Chant is still a Chant and must follow all Chant rules.

Song of Freedom — Bd 3

T: Enchantment **S:** Protection **R:** Self
I: *"I sing of my unquenchable wanderlust"*
M: No strip required
E: Bearer can not receive the States Stopped, Frozen, or Insubstantial unless caused by the bearer or other enchantments they carry. Bearer must Chant *"Song of Freedom"* or sing a song of roving or rambling. Singing in place of the normal Chant is still a Chant and must follow all Chant rules.

Song of Interference — Bd 6

T: Enchantment **S:** Protection **R:** Self
I: *"I sing a song of dark magic thwarted"*
M: No strip required
E: As per Enlightened Soul. Bearer must Chant *"Song of Interference"* or sing a song about defeating/resisting the forces of magic. Singing in place of the normal Chant is still a Chant and must follow all Chant rules.

Song of Power — Bd 4

T: Enchantment **S:** Protection **R:** Self
I: *"I sing to inspire my brothers-in-arms"*
M: No strip required
E: Friendly players within 20' of the bearer have their Charging Incantation repetitions divided by 2, rounded down. Bearer is Stopped. Bearer must Chant *"Song of Power"* or sing an inspiring song. Singing in place of the normal Chant is still a Chant and must follow all Chant rules.

Song of Survival — Bd 5

T: Enchantment **S:** Protection **R:** Self
I: *"I sing of my numerous close calls"*
M: No strip required
E: When the bearer would otherwise die, they instead announce *"Song of Survival"* and become Insubstantial. The caster treats the triggering event as though it had no effect on them other than triggering Song of Survival. Bearer may choose to return directly to their respawn location immediately after Song of Survival activates. Bearer must Chant *"Song of Survival"* or sing a song regarding their many escapes from certain doom.
L: Once Song of Survival has activated to protect the bearer it may not be cast again on the same life. Singing in place of the normal Chant is still a Chant and must follow all Chant rules.
N: Bearer may end the Insubstantial state caused by Song of Survival at any time with the standard Incantation.

Song of Visit — Bd 2

T: Enchantment **S:** Protection **R:** Self
I: *"I sing to entertain friend and foe"* x3
M: No strip required
E: Bearer cannot be Wounded and is Immune to all schools. Bearer is Stopped. Bearer must Chant *"Song of Visit"* or sing a song regarding their general good nature and friendly disposition. Singing in place of the normal Chant is still a Chant and must follow all Chant rules. When Song of Visit is removed player becomes Insubstantial and must immediately move directly to their base. Upon arrival, they must immediately end the effect as per Insubstantial.
L: Bearer may not wield weapons, interact with game objects, impede play, gain further Enchantments, or target any player.
N: This Enchantment can be removed by Dispel Magic and similar Magic and Abilities.

Sphere of Annihilation — Wi 6

T: Magic Ball **S:** Sorcery **R:** Ball
I: *"The power of void is mine to evoke"* x3
M: Black Magic Ball
E: Sphere of Annihilation will have one of the following effects on the object first struck:
1. A weapon hit is destroyed
2. A shield hit is subject to Shield Destroying
3. A player hit dies and is Cursed.
N: Ignores armor. Enchantments which affect equipment, such as Imbue Shield or Harden, do not function against Sphere of Annihilation.

Steal Life Essence — Ap 3, He 5, Wi 5

T: Verbal **S:** Death **R:** Touch
I: *"Steal life"*
E: Caster may heal a Wound or instantly Charge an ability.
L: May only be used on a dead player. That player is Cursed. Does not work on Cursed players. The caster still gains the effect even if the dead player is unaffected.
N: In order to charge an ability, the name of the ability being charged must still be stated immediately after the incantation.

Stoneform — Dr 2

T: Verbal **S:** Protection **R:** Self
I: *"I take the form of stone"*
E: Caster is Frozen. May end this State at any time by saying *"the earth release me."*



Stoneskin — Dr 3

T: Enchantment **S:** Protection **R:** Touch: Others
I: *"May nature protect thee from all forms of attack"* x3
M: White strip
E: Bearer gains 2 points of Magic Armor affected as per Ancestral Armor.

Stun — Bd 6, He 6

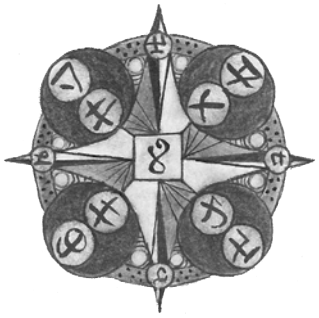
T: Verbal **S:** Sorcery **R:** 20'
I: *"By the power of white light I stun thee"* x3
E: Target player is Stunned for 30 seconds.

Summon Dead — He 2

T: Verbal **S:** Spirit **R:** 50'
I: *"I summon thy corpse"* x5
E: Target dead player may choose to go to the caster and then counts as though they had not moved from where they died. May be used on a dead player who has not moved from where they died or who is at their respawn location.

Summoner — Dr 6

T: Neutral **S:** Neutral
E: Each Enchantment purchased gives double the uses. Example: 1/Life Charge x3 becomes 2/life Charge x3, 2/life becomes 4/life.
L: May not purchase Verbals with a range other than Touch or Self. May not purchase equipment beyond 2nd level.



Suppress Aura — Bd 4, Wi 4

T: Verbal **S:** Command **R:** 50ft
I: *"I command thee powerless"* x3
E: Target is Suppressed for 30 seconds.

Suppression Arrow — Ar 4

T: Specialty Arrow **S:** Sorcery
M: Arrow with purple head cover labeled 'Suppression'.
I: *"Suppression Arrow"*
E: A player struck by this arrow is Suppressed for 30 seconds.
N: Engulfing.

Suppression Bolt — Wi 2

T: Magic Ball **S:** Subdual **R:** Ball
I: *"The strength of suppression is mine to evoke"* x3
M: Purple Magic Ball
E: Target is Suppressed for 60 seconds. Engulfing.

Swift — Bd 4, Dr 4, He 4, Wi 4

T: Meta-Magic **S:** Neutral
I: *"Swift"*
E: Magic and abilities require only a single iteration of the incantation. For multi-line Incantations use the last line.
L: May only be used on Magic and Abilities at a range of Ball, Touch, or Self. May not be used on the Charge incantation.

Teleport — As 5, Dr 4, He 4, Wi 2

T: Verbal **S:** Sorcery **R:** Touch
I: *"I travel through the aether"* x5
E: Player becomes Insubstantial and moves directly to a location chosen at the time of casting by the caster. Upon arrival, they must immediately end the effect as per Insubstantial.
N: If the player's Insubstantial state is removed before they have reached their destination, the effects of Teleport end.

Terror — Bd 4

T: Verbal **S:** Death **R:** 20'
I: *"Death makes thee terrified"* x3
E: Target may not attack or cast magic at the caster. Target must remain at least 50' away from the caster unless forced there by another Magic or Ability. Lasts 30 seconds.
N: If the caster attacks or begins casting another magic at the target, this spell's effect is negated.



Throw — Wi 3

T: Verbal **S:** Sorcery **R:** 20'
I: *"My power throws thee"* x3
E: Target player is moved 50' in a straight line away from the caster. Works on Stopped players.

Tracking — Sc 1

T: Verbal **S:** Sorcery **R:** 20'
I: *"Tracking"* x3
E: Target Insubstantial player immediately has their Insubstantial effect ended.

Troll Blood — Dr 5

T: Enchantment **S:** Protection **R:** Touch: Others
I: *"The blood of the trolls sustains thee"* x3
M: Three white strips
E: Enchanted player does not die as normal. When the player would otherwise die they instead ignore the triggering effect as though it had not occurred, remove a strip, and become Frozen for 30 seconds. The bearer is treated as though they have the effects of Regeneration in addition to the above.
N: Troll Blood is removed when the last strip is removed.

True Grit — Wa 3

T: Verbal **S:** Spirit **R:** Self
I: *"The wicked flee when I pursue"* immediately after dying
E: Player returns to life with their Wounds healed and is immediately Frozen for 30 seconds. Non-Persistent Enchantments on the player are removed before the player returns to life.

Undead Minion — Ap 6, He 3

T: Enchantment **S:** Death **R:** Touch: Others
I: *"Flesh rots, bones break, skulls sigh, spirits take*
let the power of my will descend on thee
let the power of my will restore thy spirit
let the power of my will knit thy corpse
let the power of my will give thee direction
let the power of my will cheat thy death
by the power of my will, arise my minion!"
M: Yellow strip
E:

1. Bearer does not die or respawn as normal.
2. Bearer is Cursed, Fragile, and Suppressed.
3. When the bearer would normally die, they instead become Insubstantial, remove all Wounds, and must return to the caster as soon as possible. Insubstantial players may not move more than 10' from the caster and may not speak. The caster may touch the player and then Incant *"Rise and fight again"* x10 to end this Insubstantial State so long as no living enemies are within 10' of the bearer.
4. If this Enchantment's Insubstantial is removed from the Bearer in any other manner than outlined in item 3 (or prevented entirely) this Enchantment is removed.
5. If the caster dies, this Enchantment is removed the next time the bearer returns to the caster.
6. If the Enchantment is removed, the bearer dies.
7. For the duration of the Enchantment, the Caster is considered the players respawn.
8. Dead players may be targeted by Undead Minion and are immediately returned to life with all Wounds removed and the Insubstantial State applied.

L:

1. The Insubstantial State imposed by Undead Minion can be removed or prevented by any Magic or Ability which would normally be capable of removing Insubstantial or preventing Insubstantial such as Tracking, Planar Grounding, Release, or similar Magic and Abilities.
2. This Enchantment is removed by Banish and Dimensional Rift if used on the player while they are Insubstantial.
3. The caster may not have more than three active Greater Undead Minion and Undead Minion Enchantments combined.



Vampirism — Wi 4

T: Enchantment **S:** Death **R:** Touch: Others
I: *"Thy hunger can never be sated"* x3
M: Yellow strip and white strip
E: Player gains Adrenaline unlimited (ex), is Immune to Death, and is Cursed. Bearer's Adrenaline ability will work through their Cursed State.

Did you Know?

Vampires have been illegal in the Kingdom of the Burning Lands ever since the infamous Edict of Ben's Living Room was passed over two decades ago.

The task of hunting down and destroying these undead creatures has been the responsibility of the Royal Amtgard Navy. Fortunately for the undead, the RAN is rather lax and easily bribed.

Void Touched — Wi 5

T: Enchantment **S:** Sorcery **R:** Touch: Others
I: *"Embrace the old ones and surrender thyself"* x3
M: Red strip and white strip
E: Melee weapons wielded by bearer are Armor Breaking. Bearer may use Shadow Step 1/Refresh Charge x30 (ex), Steal Life Essence unlimited (ex), and is unaffected by magic from the Sorcery, Spirit, and Death Schools. May still benefit from their own Steal Life Essence. Player is Cursed.
N: This effect does not interact with other Enchantments worn by the bearer.

Ward Self — Wi 5

T: Enchantment **S:** Protection **R:** Self
I: *"The power of magic defends me"* x3
M: White strip
E: Resistant to all effects from the next source which would inflict a Wound, Death, or State. Does not trigger against effects cast by the player.

Warder — He 6

T: Neutral **S:** Neutral
E: Each Enchantment purchased in the Protection School gives double the uses. Example: 1/Life Charge x3 becomes 2/life Charge x3, 2/life becomes 4/life.
L: Player may not purchase any magic from the Death, Command, or Subdual Schools.

Warlock — Wi 6

T: Neutral **S:** Neutral
E: Each Verbal purchased in the Death and Flame Schools gives double the uses. Example: 1/Life Charge x3 becomes 2/life Charge x3, 2/life becomes 4/life.
L: Player may not purchase Verbals from any School other than the Death and Flame Schools.

Word of Mending — Dr 6, Wi 6

T: Verbal **S:** Sorcery **R:** Touch
I: *"Spedoinkle"*
E: All equipment carried by target player is repaired. All armor worn by target player is restored to full value.
L: May not be cast within 20' of a living enemy.

Wounding — Wi 4

T: Verbal **S:** Death **R:** 20'
I: *"Death strikes off thy [left/right] [arm/leg]"* x3
E: Target hit location on target player is Wounded.
L: Has no effect on players already Wounded.



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Award Standards

I. Agreement

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

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

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

2. Changes to the definitions of Ladder Awards, Ladder Masterhoods and Knighthoods, once adopted, can only be made by ninety percent (90%) approval of the existing kingdoms of Amtgard.

II. Scope

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

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

III. Framework

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

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

2. **Crown:** A player may be eligible for Knight of the Crown after obtaining Masterhood in Crown.

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

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

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

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

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

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

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

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

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

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

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

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

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

1. **Rose:** Awarded for service to the club not necessarily related to an elected office. A first level Order of the Rose indicates a very minor service to the club such as picking up trash, while a tenth level Order of the Rose could be comparable to providing consistent, long-term service to the club.
2. **Smith:** Awarded for organizing and running battlegames, quests, workshops, demonstrations, and the like while not in office, or for running such events above and beyond the requirements of one's office. A first level Order of the Smith might be awarded for running a good battlegame at park level. A tenth level Order of the Smith might be awarded for running a series of fun, immersive, and well-scripted battlegames or quests providing direction for an entire reign.
3. **Lion:** Awarded for going above and beyond the call of duty in the execution of an office, or for leadership outside of office while performing a service to Amtgard. A first level Order of the Lion might be awarded for organizing Fighter practices on off-Amtgard days. A tenth Order of the Lion might be awarded for running a series of demonstrations that increase attendance and ingratiates the club with the local community.
4. **Owl:** Awarded for demonstrating ability in the construction sciences of Amtgard. Weapon construction, armor construction, furniture, shoes, belts, etc. A first level Order of the Owl could be awarded for constructing your first legal and functional sword. A tenth level Order of the Owl might be creating a full suit of decorated and articulated armor, or introducing critical new technologies and construction advancements that affect the group as a whole.
5. **Dragon:** Awarded for demonstrating ability in the arts of Amtgard. Performance, painting, sculpting, photography, cooking, banners, artistically focused garb, writing, acting, role-playing, etc. A first level Order of the Dragon might be awarded for doing a good reading of a non-original poetry piece. A tenth level Order of the Dragon might be awarded for writing and directing an excellent play for entertainment at a large event.
6. **Garber:** Awarded for the creation of garb: Tunics, tabards, pants, cloaks, gloves, sashes, pouches, handbags, etc. A first level Order of the Garber might be awarded for creating a simple, well-constructed pouch. A tenth level Order of the Garber might be awarded for making themed, elaborate and intricate court garb for a group of people.
7. **Warrior:** Awarded for fighting prowess. Orders of the Warrior follow a regimented pattern for distribution:

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

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

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

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

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

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

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

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

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

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

   Note: Major kingdom-level tournament is defined as Weaponmaster, Warmaster (Crown Quals tournament), Olympiad, and/or an inter-kingdom event tournament. The level of competition and number of entrants in all tournaments must be considered before handing out Orders of the Warrior above seven. The difficulty of the tournament must warrant the level of order awarded.
8. **Crown:** Awarded for serving with excellence in office from the local level to the kingdom level. A first level Order of the Crown might be for serving as a Shire Prime Minister and keeping all necessary records up to date. A tenth Order of the Crown might be awarded for serving as kingdom monarch and encourage your kingdom in such a way as to promote new player growth. This award may be stacked when given for a single term of office and groups are encouraged to do so.

Rules Revision Process

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

a. The rep will be the only person allowed to post to the Rules Revision forum on www.electricsamurai.com or present rule changes and clarification requests. The boards are open to the public for reading.

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

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

d. The rep answers directly to their Kingdom Monarch.

e. A rep must be a current member of the Kingdom in which they are to serve.

f. The main duties of the reps are as follows:

1. To bring requests for Rules Changes and Clarifications to the boards for discussion.

i. Rules Change Proposals are items that require a substantive adjustment to the Rules of Play.

ii. Clarifications are items that clarify the language regarding existing rules, but do not require a substantive adjustment to the Rules of Play. Clarifications should be clear-cut instances of ambiguity that are not balance or mechanical issues.

2. To discuss Rules Change Proposals and Clarification on the boards and suggest revisions as appropriate.

3. The reps have the discretionary right to discard proposals submitted by their Kingdom that are obviously inappropriate.

II. A Rules Rep Organizer (RRO) will be appointed every other year by the CoM by a majority vote. The responsibilities of the RRO are as follows:

1. To coordinate the rules process and ensure that appropriate timeframes are being maintained.

2. To compile the list of Rules Change Proposals for submission to the Executive Committee prior to the CoM meeting.

3. To ensure appropriate editing and publishing of the Rulebook with the changes as decided by the CoM.

4. To provide recommendations to the CoM regarding the advisability of approving Rules Changes.

5. To issue clarifications based on feedback and discussion by the rules reps. Any clarifications are binding unless and until vetoed by the CoM at the annual meeting.

i. Clarifications that require no adjustments to the Rules of Play shall be issued directly and are in force unless overturned by the CoM.

ii. Clarifications that require an adjustment to the wording of the rulebook, but that do not substantively change the Rules of Play, shall have a 30-day period for open commentary open to all Amtgardians. Once the commentary period has elapsed, the RRO shall receive approval from the Executive Committee on the clarification and shall make the appropriate updates to the Rules of Play.

6. The RRO has the discretionary right to discard proposals that are obviously inappropriate.

7. An RRO may be removed at any time by a simple majority vote of the CoM, at which time, the CoM may install a pro-tem RRO for the remainder of the term, also by a simple majority vote.

III. Rules Change Proposals that are submitted in the current year shall be voted on by the CoM in the subsequent year.

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

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

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

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

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

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

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

Kingdom Boundaries & Park Sponsorship

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

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

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

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

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

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

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

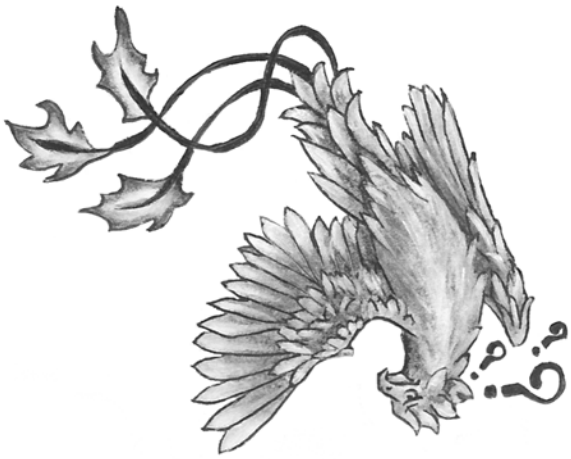
VII. Chapters sponsored by kingdoms at the time of this agreement retain their sponsorship, but are subject to the terms of this agreement should they seek to change sponsorship.

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



Common Misconceptions

1. For Verbals, unless otherwise stated, it doesn't matter if your target is in range/in line of sight/able to be affected by a Verbal at any point other than the end of the Incantation.
2. If you moved after having died, you must have Summon Dead cast on you from Respawn in order to return to play in any way other than respawning. You can't just run to the Healer and have them Summon Dead you in the middle of the field.
3. Ancestral Armor doesn't block engulfing hits to your equipment. It will block engulfing hits to your armor. The reason is because, for example, an Entangle ball to the weapon doesn't count as an entangle ball to the arm holding said weapon; engulfing magic balls just affect you if they hit your equipment, and ancestral armor only stops hits to the armor.
4. Light Thrown is generally more powerful than Heavy Thrown, and purposefully so. They both do the same amount of damage, but light thrown has smaller design requirements and you can therefore carry more. This is meant to be an advantage for Assassins.
5. Release and Greater Release don't just end States, they also end Ongoing effects. Fight After Death, Elemental Barrage, Awe, Heat Weapon, and Terror are all examples of effects that can be removed by Greater Release.
6. Phase Bolt/Arrow only ignores Enchantments and Ongoing Effects. It doesn't ignore anything else. For example, you can throw a Phase Bolt at a Monk in Sanctuary from 2' away and they are affected because it ignores Sanctuary and Missile Block. It does nothing to a shield, and it doesn't ignore regular armor. It will ignore pure magic armor (like Stoneskin) and treat Warrior Ancestral Armor like regular armor. It will not ignore the Insubstantial and Frozen effects; even if those effects are given by an Enchantment.
7. When casting a Verbal at 20' range or greater the caster must begin the incantation with the target's name. If the target's name is not known, then the caster must do three things: Point at the target with a free hand; state the target's class; and state a unique descriptor for the target. If the caster doesn't either state a name or do all three things, the Verbal is not properly cast.
8. Heat Weapon targets weapons. If the targeted weapon is dropped mid-incantation, it is still heated because the weapon, not the person, is targeted. This means that a weapon lying all by itself in a field can be affected by heat weapon.
9. Pyrotechnics targets a person but affects their equipment. The weapons themselves must be immune to flame in order to be protected from Pyrotechnics. Monks and Anti-Paladins are immune to Verbal Magics and Flame respectively, but their equipment is not. In general, when it comes to immunities what a spell targets doesn't matter; just what it affects.



10. Shield Crushing/Armor Breaking don't have to be announced on every swing. When you first engage with someone, let them know the special effects of your weapons, and you'll be fine. Same goes for any Enchantment/Special Effect.
11. It's commonly known that enchantments can only be cast on yourself if they have a range of Self; Touch: Others enchantments cannot be cast on yourself. A common misinterpretation is that this applies to Verbals too. This is not true. You can cast Touch range Verbals, such as Heal and Release, on yourself.
12. The range on all Verbals state their maximum range. This means that all ranged Verbals can be used at a range of touch. Because Enlightened Soul only makes someone immune to Verbal Magic used at a range greater than touch, it will not protect against a Verbal Magic used at a range of touch.
13. In order for an unwilling player to be affected by a Touch range Magic or Ability, they must be Frozen, Stunned, Dead, or unable to otherwise fight and move away. This, for example, means a Frozen Monk is not immune to Shatter used at a range of touch. A player who is just Stopped, but has no weapons, is still considered able to engage in combat, and so must be willing in order to be affected by touch range Magic or Abilities.
14. You can wield a shield and a weapon in the same hand. The restriction is that you can't wield two weapons in the same hand. Shields aren't weapons.
15. If you just thought of some obscure combination of abilities that are able to grant you a huge battlefield advantage that obviously wasn't intended, the answer is probably no.
16. Declaring Enchantments/game effects or explaining what abilities do to new or inexperienced players should not interrupt existing incantations or ongoing chants. The point of declaring enchantments is to keep

the game flowing smoothly for all involved. A player is not punished for pausing an incantation to aide in the flow of gameplay. If a Bard, for example, paused their Chant to explain to a new player what the Chant represents, they may resume the chant when they are finished. When in doubt, give leeway to players who go out of their way to teach the game to other players during a game.

17. Sniper made easy: Player may physically carry any number of Specialty Arrows of each type. Player may shoot one arrow of each specialty type per life; Then may charge x3 to shoot another arrow of that type. (Repeat for any number of further arrows of that type that life)
18. Armor stops Wounds by losing points in the location it is hit. This damage is tracked on a location, as long as there is any armor on that location. Adding another piece of armor does not affect the damage, although it might affect the maximum armor points of that location. You must remove all armor from a location for the damage to stop being tracked.
19. Teleport - you must move *directly* to a fixed location (One that won't move during transit, you can't pick "10 feet behind that warrior"). If you cast Teleport on yourself you may end the teleport as per normal for Insubstantial but there's no wandering around. Directly means directly, and reeves have final say as to what that means you can do in transit.
20. If a player under the effects of Circle of Protection is affected by Teleport, the duration of Insubstantial changes to the duration of Teleport, but the restriction that you cannot move lasts until COP ends.
21. For the purposes of having an empty hand for casting, opening the hand gripping a shield handle is all it takes to qualify. You do not have to completely remove your hand from touching the hand-hold in order to not grip a shield, as Gripping means to take a firm hold with your fingers.
22. Lorica segmentata is not Plate Armor. It is equivalent to Brigandine, base 4 points, max of 5. (Due to the design it cannot qualify for the higher max via Large Plates)
23. Neither slingshots nor atlatls appear as a weapon type in the Rulebook. The only things you could argue they could be are:
    a. Heavy Thrown/Light Thrown
    b. An alternative to bow/arrows.

    They aren't legal because:
    a. Thrown weapons must be thrown.
    b. A slingshot/atlatl isn't a bow.
24. Casting Persistent on an enchantment that provides a set number of uses only matters if you died with remaining uses left (through Phase Bolt/Arrow or some other method that bypassed Phoenix tears for instance).
25. Half Draw is half the distance between the brace height and 28 inches. If your bow has a brace height of 8in. That bow's Half Draw is 18 inches.
26. If you intentionally cause your own death, it has the same repercussions as taking a death.
27. Enchantments only check validity when they are first cast. For example: If someone has Attuned and two Persistent Enchantments and they die, Attuned is removed, but the two Persistent Enchantments stay.
28. Any armor worn under other armor can be treated as a Gambeson (on a per location basis). However, if that Gambeson extends past the area covered by the armor it is supporting, it can still only be treated as Cloth armor or Garb.
29. Cross Section refers to the width of a strike legal portion of a weapon (the distance from one edge to the other of the flat of a flat blade for instance). The thickness of the striking edge can be any amount that still results in a safe weapon.
30. The Amtgard rulebook uses the terms ban and suspension interchangeably, regardless of duration or other qualifiers, for purposes of the Code of Conduct.

E.P. 10, 63rd of Sowing

The screaming finally stopped a few hours after midnight. By the light of the moon, I could make out a lone survivor still hanging on to a semblance of life amid the indescribable horror of the scene. His last, gurgling utterance before drowning on his own fluids made my blood run cold: 'Nashomi'. In the distance, I heard a wolf howling. I couldn't save him. I couldn't save any of them. The nightmares still haunt me to this day, ten years later.

- Elross Blueraven

