

Nograd's & Naes's

Exadrows

AMTGARD

KINGDOM OF THE BURNING LANDS

Handbook on the Rules of Play

Anyone may join our society. To become a member all you have to do is:

- 1) Obtain a Handbook and read it
- 2) Develop a persona and personal history
- 3) Make a costume for yourself that is fitting to your persona
- 4) Fill out a membership form and turn it in to the Prime Minister

Dues are \$6 for every 6 months. All those who have paid their dues are considered active members, all others are members. Active members are entitled to receive awards, titles and play at master levels in their classes if they have earned those honors.

PERSONA GUIDELINES:

Real History: A persona should be based on an Earth type human who could have truly lived before 1650 A.D. The name, weapons, clothing, etc. should be historically correct.

PLEASE: Do not impersonate a famous historical figure.

Fantasy: The persona should be based on a book, movie, religion, myth, television show, etc. You may play as another race; elf, orc, troll, dwarf, etc. Stay with just that material as your reference: Do not combine two or more sources together.

PLEASE: Do not impersonate a person from the media you choose.

REMEMBER: Everyone must be sword and sorcery related.

HERALDRY

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

COMPANIES

People who are friends and/or are of the same persona types may wish to band together as a fighting group. This group is called a company. The company must choose a name, captain, sergeant and a device.

HOUSEHOLDS

People who wish to form a non-fighting group within the club can create a Household. The Household must choose a name, a Lord and Lady of the House and a device.

BATTLEGAMES

There are many types of battlegames we hold and participate in. These are some general categories:

- 1) Tournaments: Competitions between groups or individuals for awards, honors or challenges.
- 2) Wars: Involves two or more armies attacking each other for various reasons.
- 3) Special Scenarios: Quests, feasts, hunts, etc...

FIGHTING CLASSES

If you wish to fight or participate in a battlegame you must conform to one class for each game. The following are the basic levels of all the

all

fighting classes (For more information see the Class Sheets at back):

ARCHER:

Weapons: Any bow (Long, short, cross), any weapon under 3 ft total length.

Armour: Maximum of 3 point armour.

ASSASSIN:

Garb: Mask. Masters must wear a red headband.

Weapons: Any throwing weapon, any weapon under 3 ft total length.

Armour: None.

BARBARIAN:

GARB: Fur leggings, fur girdle. Optional: fur cloak; fur vest.

Weapons: Any red weapons, mace, axe and one throwing weapon per life.

Armour: None. Helm is optional.

Magic: Barbarians cannot use magic or enchanted weapons or relics except for "Odin's Hammer".

Immunities: Barbarians cannot be subdued or held magically. They are immune to most bardic powers.

Healing: They may heal themselves once per battlegame if special herbs (lettuce, spinach, etc.) are eaten.

Berserk: Barbarians will go berserk on their last life (A red arm band is worn to indicate the fact). The effects of being berserk are:

- 1) They will have little consideration for their own safety or well being, however, they are not suicidally stupid.
- 2) They are considered to be wearing 2 point body armour.
- 3) The barbarian's weapons are considered to be affected by a Bladesharp spell.

Lives: 1-12 weeks = 3 lives (Apprentice)

13-24 weeks = 4 lives (Master)

25-36 weeks = 5 lives (Clan Master)

37+ weeks = 6 lives (Tribal Master)

BARD:

Garb: Brightly colored tunic. White, yellow or orange is preferred. A musical instrument must be carried to receive credit.

Weapons: Single handed swords, pike, and a dagger.

Armour: No armour. May use a shield.

Spells: The Bards have spell-like abilities (See the Bard sheet)

CHEVALIER:

Prerequisite: Must have been a Knight for at least 12 weeks of play.

Garb: A black Phoenix patch must be displayed on the front or back of the tunic. A white belt must also be worn.

Weapons: Any weapons except hand thrown or projectile weapons.

Armour: Any armour and shield.

Spells: Wounding (1/life), Healing (upon self only 1/life), Touch of Death (1/battlegame)

Immunities: Immune to any offensive magic except for elemental magic.

Iceballs will do normal damage.

HEALER:

Garb: A red tunic or a visible red sash. Holy symbols and devices are encouraged.

Weapons: Any "non-blood drawing" weapon.

Armour: No armour may be worn but a shield may be used.

Spells: They may use spells to heal and may use some offensive spells if they do not use any weapons

MAGIC USER:

Garb: A yellow belt or sash must be worn. Long robe, hoods and magical devices are encouraged.

Weapons: May use approved weapons if they give up some spell ability.

Armour: None.

Spells: They have a wide variety of spells

MONK:

Garb: Grey sash or belt. Masters must wear a black sash or belt.

Weapons: A quarterstaff, polearm, short sword, and a dagger.

Armour: None.

Special: May block arrows with weapons without penalty.

Healing: May heal themselves once per life.

Immunities: Immune to the spell of Wounding and the Touch of Death.

PALADIN:

This class is the same as the Chevalier class except as follows:

Garb: White Phoenix patch with white belt.

Spells: Healing (1/life), Healing (upon self only 1/life), Resurrect (1/battlegame).

SCOUT:

Garb: Green tunic or visible green sash.

Weapons: May use either a short bow or a long sword. They may use any short weapon (under 3 ft total length), a spear or javelin.

Armour: Maximum of 3 point armour may be worn. A shield may be used.

Healing: May heal one person per life, may heal themselves once in a battlegame.

WARRIOR:

Weapons: May use any melee weapons but may not use a bow or any projectile weapons (i.e. "hand thrown").

Armour: A warrior may use any armour and shield.

Special: Will normally be given an extra life above the other classes.

Master: Will be given two extra lives

NOTES:

- 1) Any person who wishes to fight must be at least 14 years of age.
- 2) A person may become a Master in a class after having fought at least 12 battlegames as an apprentice of that class and having met the qualifications demanded of them by their guild master. To advance you must petition your guild master, he will review your performance with the Monarch and the Minister. In cases of indecision it will be brought to the attention of an Allthing.
- 3) People must actually participate in a class to receive credit.

NON-FIGHTING TYPES

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

REEVE:

Garb: A gold tunic, headband or sash.

The reeve is a referee for the battlegame. He/she should be impartial and fair. The reeve has the last say in any decision in a battlegame. The reeves do not fight and should not be hit or touched in an offensive manner. Biased, unfair, or incompetent reeves shall be dealt with by the Guild Master of Reeves.

PAGE:

Garb: Master's device is optional.
A page is a non-fighting servant.

DAMAGE AND WOUNDS TO YOU

NO ARMOUR:

Head: Out of bounds. Will not count as a hit and is discouraged.

Arm: A hit to the arm will result in the loss of that limb. Anything held by that arm must be dropped before it can be used again. A lost arm could be kept behind your back. A second hit to the arm will result in death (We are going on the theory that the arm is no longer there). Hand shots will count as a hit to the arm unless you are holding a weapon in that hand (Most weapons normally had hand protectors on them).

Leg: A hit to a leg results in the loss of that leg. Drop to one knee. Any following hits to that leg have no effect. Crawling, dragging one's self, being carried, etc. are the only ways to move about while missing a leg. You may make a short spring onto an opponent.

Feet: Do not count as a hit.

Torso: Instant death.

Note: Any 2 limbs hit will result in death.

ARMOUR:

Armour is rated on its ability to stop or deflect blows. The rating ranges from 1 to 7 points of protection. The same damage rules apply to armour, the big trick is to "hack" or "slash" through the armour to do the damage. All armour must look authentic and should be worn over your garb so your opponent may clearly see what it is. Armour only protects the area it covers. The damage applies only to the area that is hit (Leg, arm, etc.).

WEAPON TYPES

Besides a few magical weapons, Amtgard only allows weapons that might have been in existence before 1650 A.D. (No explosive or chemical ones however). All our weapons are padded replicas of the real thing. Colored tape on each weapon tells how it should be used. The meanings of the colors are:

Blue: Smashing or hacking weapons. Swords, axes, maces, clubs, etc... are blue weapons.

Green: Thrusting or stabbing. Daggers, arrows, spears, etc...

Red: This weapon may be used with one or two hands. To gain the damage bonus it must be used with both hands. It can destroy a shield with 3 solid blows. It does double damage to armour, one hit would destroy 2 point armour completely.

Yellow: Magic or enchanted weapon.

Black: Throwing weapon. Knives, shuriken, axes, etc...

White: Weapons that kill with one hit. This category includes siege weapons and poison.

SPECIAL WEAPONS

Some weapons have special rules that apply only to them:

Fire Arrows: Must have a red cloth tied onto the shaft. This arrow will destroy a shield if the shield is hit and the shield is not tapped upon the ground within 5 seconds of the hit. Two consecutive hits to a seige weapon will destroy it. The archer may only have one fire arrow lit at any time. The arrow will stay lit for two minutes before it must be relit.

Armour Piercing Arrow: This arrow is designated to penetrate armour with any bow. It has a blue cloth tied to the shaft.

Seige Weapons: A hit from a seige weapon will kill a person regardless of armour or a shield. A seige weapon will destroy another with one hit. Ten hits from a blue or a red weapon will destroy a seige weapon. It requires 3 people to operate.

Poison: Poison will kill the victim from any hit that occurs and would have normally just caused damage. It will not go through armour until the armour has been destroyed. May only be used on 1 weapon per person.

ARCHERY

The limit for a bow's pull is 35 pounds. No compound bows, broken or mended arrows are to be used, they can hurt someone. All wooden arrows must be taped. Arrows must be shot and can never be used as a hand weapon. An arrow destroys a limb as a sword would. An arrow to the torso is death. Bows shall only be half drawn at close range. Short bows will do 2 points of cumulative damage to armour. Long bows (Any bow that is 5 1/2 feet or more in height) and crossbows will do 4 points of damage to armour. People are not allowed to block arrows with their weapons unless they are monks. A weapon that is hit by an arrow is considered destroyed unless a reeve states otherwise. If a bow is hit by another weapon the bow is destroyed.

THROWING WEAPONS

A throwing weapon is treated like an arrow. A hit by any part of a throwing weapon counts as a hit, so all parts of the throwing weapon need to be padded. You may deflect throwing weapons with another weapon without that weapon being destroyed.

DESTROYED WEAPONS

Weapons that have been destroyed can be rejuvenated by the following: A Mend spell; visiting Nirvana; going to your flag or headquarters; or when you return to life after having died.

DESTROYED OR DAMAGED ARMOUR

Armour that has been destroyed or damaged can be fixed only by a Mend spell or after you have died and then returned to life.

SUBDUING AND PRISONERS

To capture a prisoner, the victim must first surrender or be rendered "unconscious". Prisoners may be knocked out by a killing blow (Torso or second limb hit) preceded by the word "subdue". The person will then be unconscious for 60 seconds and may not fight. The prisoner may be subdued up to 5 times, any more hits will result in the victim's death. Armour negates a subduing blow. Arrows and other stabbing weapons can never subdue, only kill or wound. If a subduing blow hits a limb but does not render the person unconscious the limb is considered useless for 5 minutes or to a count of 300. A prisoner's weapons must be kept within 10 ft of them and cannot be destroyed. A prisoner who consents to being tied may try to escape, one who refuses is honor bound not to try. Wizards who refuse a gag may not use magic to escape. A ransom demand may be given and if not paid the prisoner may be executed or held for the duration of the battlegame (or until freed or rescued).

SO NOW I'M DEAD

The instant you die, fall down and scream. Make it dramatic. Reeves will give you bonuses for a good death. If you witness a good death report it to Nirvana. Once you are down hold still until the battle stops or moves away. Then hold your weapons above your head and go to Nirvana. The dead are not allowed to talk to the living. When you arrive in Nirvana go to the reeve in charge and give the reeve your name. The reeve will record the time you came in and for 5 minutes you must stay there unless the reeve tells you differently. A bonus will take off 2 minutes of your time there, a penalty will add 2 onto it. You are normally allowed four lives, on the fourth death you must stay in Nirvana for the rest of the game. When returning to life, you are considered dead until you reach your fortress or headquarters.

HOLDS

Holds are used in the games to give reeves time to figure out and solve disagreements in the battles. When a hold is called the dead are allowed to leave but the living and wounded must stay where they are. NO COLLECTING OF WEAPONS, NO TACTICAL MANUEVERING, AND REMAIN QUIET SO DIRECTIONS MAY BE GIVEN AND HEARD.

If you really do get hurt (Bloody lip or stunned) yell "hold". People should not keep hitting you. If you get hurt consider yourself dead and remove yourself from the field. We have had a few people who were momentarily injured fall to the ground. Everyone thought they were dead and then they got up and started fighting again. Deliberate faking of a game death or accident is not allowed.

The only time a hold should be called by the battlegame participants is when there is a potentially dangerous situation at hand or when someone gets hurt. If there is a disagreement go find a reeve or get out of the game until you do solve the problem.

MAGIC RELICS AND ENCHANTMENTS

There are many types of magic relics and enchantments used in the games. Most relics or enchantments that apply only to the user will be worn around their neck on a yellow band. This yellow band signifies that a spell is effect for that person. If you see someone wearing a band ask what the spell is before you attack. Anyone using an enchantment must tell you what kind of spell it is if you ask.

Some relics are permanent in nature and are passed on from the current user to a new person every few months. The current user will sponsor a quest for the relic so that a new owner may be found.

<u>Relic:</u>	<u>Effect of relic:</u>	<u>Period held:</u>
Ring of Power:	First hit from every opponent negated	6 months
Sword of Flame:	Enchant Weapon, Protection from Flame	6 months
Horn of Resurrection:	All dead teammates within 30ft alive	6 months
Dagger of Infinite Penetration:	Enchant Weapon	6 months
Shield of Reflection:	Enchant Shield spell	6 months
Guantlets of the Ogre Mage:	Stop any hit as a shield	6 months
Tome of the Ancient Mage:	Contains spells	6 months

NOTE: For complete descriptions see the MAGIC RELIC DESCRIPTIONS sheet.

BATTLEGAME RULES

- 1) Switching classes during a battlegame is not allowed.
- 2) Weapons may not be used or stolen by anyone unless the owner has given permission to do so.
- 3) Switching sides is not allowed unless it is within the game scenario.
- 4) There should be no more than 1 monk per 7 people on an army.
- 5) There should only be one Master monk per army. If there is more than one master for a team the monks must duel. The winner will be the master, the loser the apprentice.
- 6) There should only be 1 bow to every 5 people on an army.
- 7) There should only be 1 magic user to every 10 people on an army.

WEAPONS CONSTRUCTION

What is a safe weapon? A safe weapon is one that will not leave bruises, break bones, or knock out teeth when an unarmoured person is hit with a baseball type swing. If your weapon hurts when you are hit, it is not safe. Your weapons will be thoroughly tested upon you. Markland and S.C.A. weapons will never pass our inspection.

The entire surface of a weapon must be padded except where it is held. If your weapon has a crossguard it too must be padded.

The best thing to use as the core of a weapon is PVC tubing. This is a plastic tubing that is used by plumbers. Other things that may be used but are not as good are bamboo and wooden dowels. The longer your weapon is the greater the chance it has of breaking.

Use a good, firm foam rubber to pad your weapon. Ensolite, a closed cell, waterproof foam is a good foam to use to pad the core. Foam is best cut with a razor or sharp scissors. To stick the foam together use an adhesive glue or tape.

The outer covering should be made of a durable cloth, it lasts much longer than tape and it is easier to remove if you need to repair the weapon. A cover will help protect your weapon and make it last much longer.

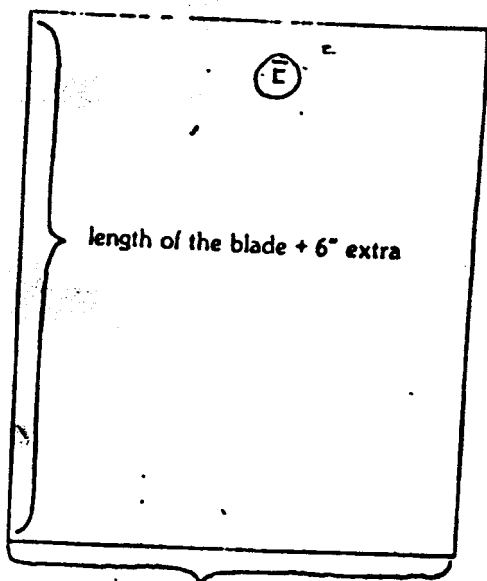
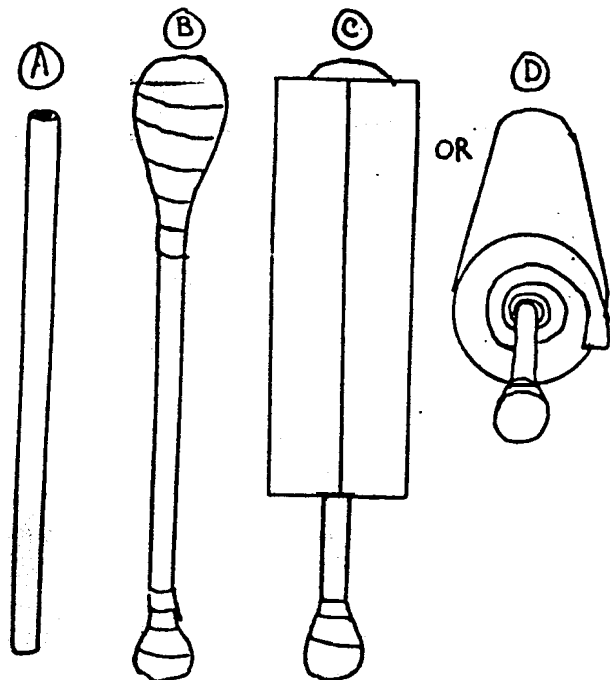
The chain of a morningstar or flail type weapon must be wrapped in foam with less than 1/2 inch of the rope exposed at any point.

All blue and red weapons must weigh a minimum of one ounce for every inch the weapon is long. Weights do not apply to green, black, yellow, or white weapons. There is no minimum for morningstars.

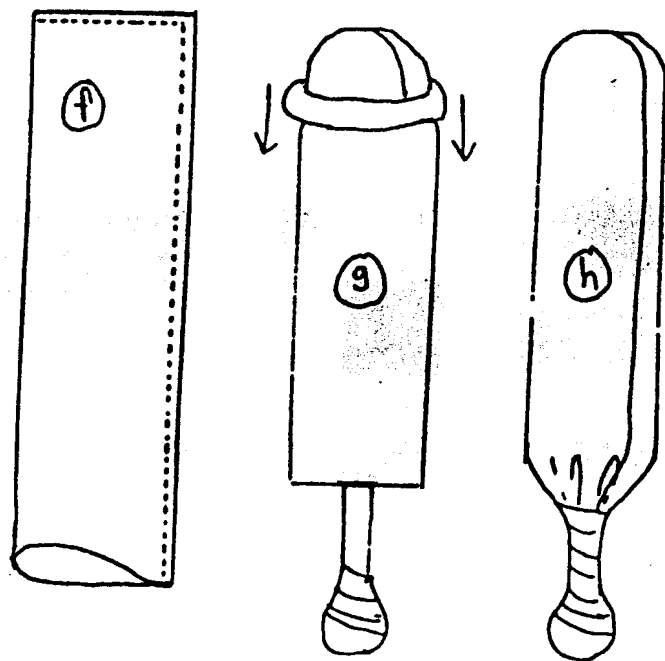
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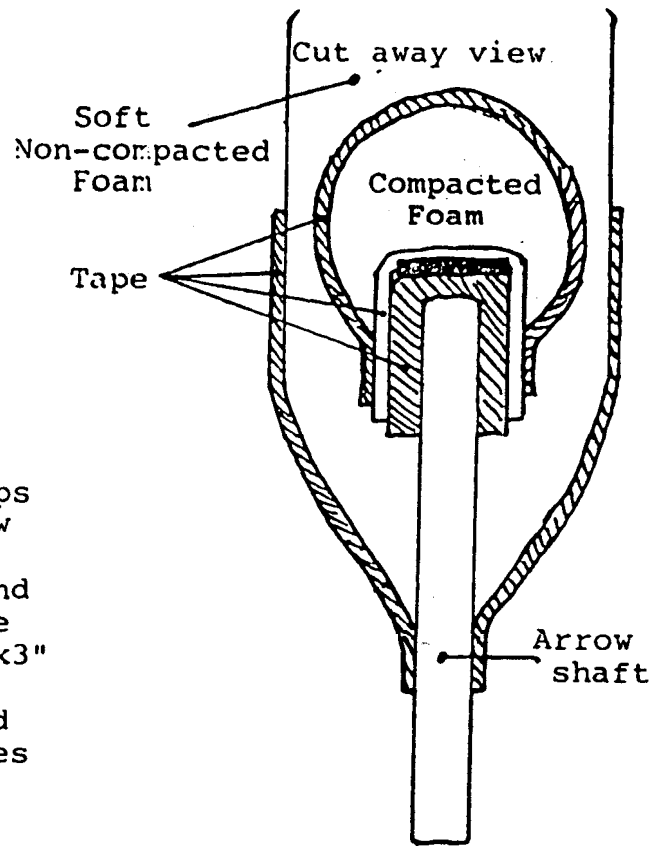
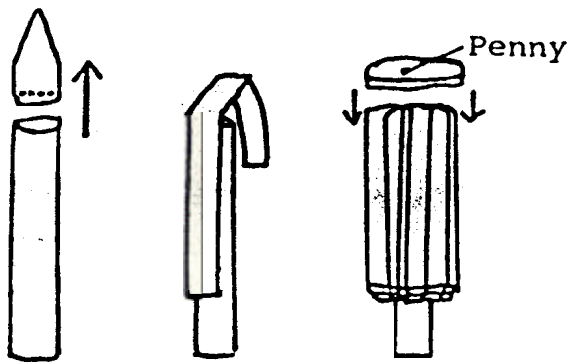
- A. A PVC tube.
- B. Foam placed on the tip and pommel secured with tape.
- C. Sandwich the tube between two pieces of foam.
- D. Or roll it up in a sheet of foam.
- E. Choose a light durable fabric in a neutral color. Cut it to the length shown.
- F. Fold the fabric across and sew it up the sides and on the top.
- G. Roll up the fabric like a stocking and then roll it down over the sword.
- H. Secure the fabric to the hilt with tape.

Weapons must be colored to look like the real thing. Purple, red and multicolor prints will be rejected for bad taste. Use paint, duct tape or a cloth cover.



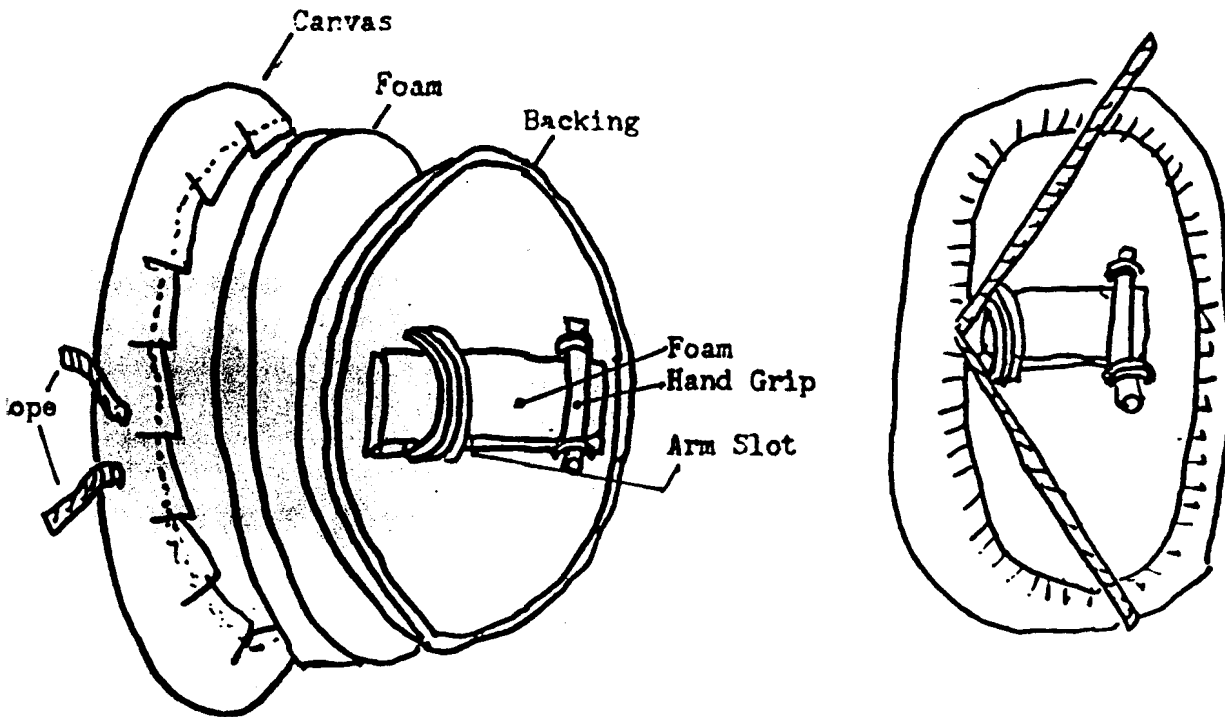
the circumference of the blade





Pull off the metal tip. Fold strips of duct tape over the tip of the arrow shaft until it reaches the size of a penny. Place a penny atop the shaft and tape it down until it reaches the size of a nickel. Put a piece of foam, 3x3x3" on the top, compact this with tape. Finally place a piece of foam and fold it loosely over the top. Tape the sides down but not over the top. The top of the arrow must have a diameter of at least 2 1/2".

Shield Construction



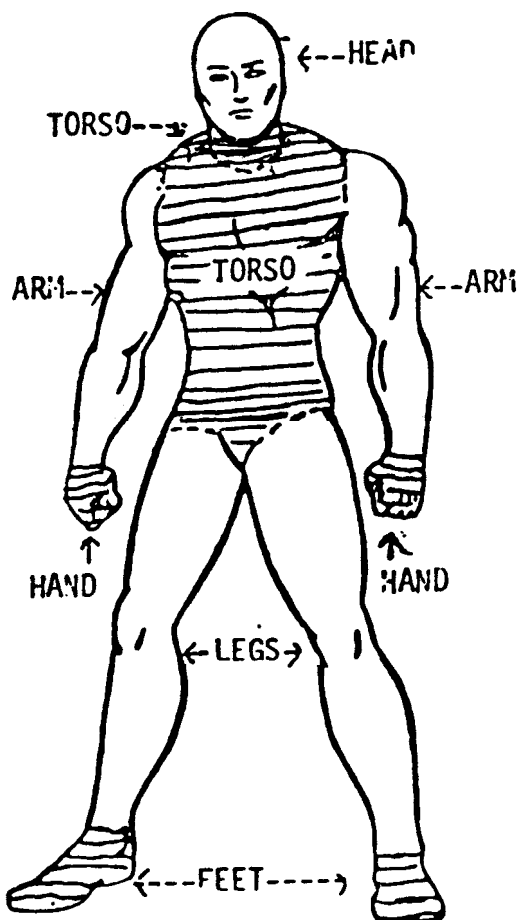
All shields must be covered with a layer of foam that is at least two inches thick. The heavier the shield is, the thicker the foam should be. Cover the foam with canvas or a durable material. The height of your shield should not exceed the distance from your ankles to your shoulders. All shields must either have foam folded over the edges, or have the shield recessed into the foam.

ARMOUR CONSTRUCTION

In armour nothing is free, it must look and weigh the proper amount in order to receive full points. Armour is rated by the Monarch, Minister and the Smith guild members. Mixed armour will take the lowest rating of the armour's point value.

These are some general categories of armour ratings:

<u>Name:</u>	<u>Material</u>	<u>Point value</u>
Padded:	4 layers of cloth	1
Quilt:	2 layers cloth stuffed w/padding	1
Soft Leather:	1/16 inch thickness	1
Hard Leather:	1/8 inch thickness	2
Cuirboulli:	Boiled leather	+1
Studs/Rings:	Metal	+1
Scales:	Metal	+2
Chainmail, Barmail, Combined mail:		4
Doublemail, Augmented mail:		5
Brigandine, Lamented, Lamellar:		5
Ribbed Plates:		6



MAGIC

The Magic User class in Amtgard is one of the most distinct differences from all other medieval and fantasy societies. Being a magic user requires the participant to use a great deal of strategic thinking and in no sense is it easy to play.

There are 3 levels in the magic user guild; Apprentice, Magician, Master. Each is obtainable through attendance for 12 weeks at the lower level and good play. At each level the magic user gains ten usable spell points. These points will be spent to use spells and weapon skills. The maximum Usable Spells Points that can be obtained is 30, this includes weapon skills.

The rules of using Magic are:

- 1) Spells must be said loud enough to be heard within 50 ft.
- 2) Only one spell may be active at a time (Excluding enchantments).
- 3) A person may only carry one enchantment at a time.
- 4) When a person dies, the enchantment he/she carries is lost.
- 5) An enchantment will only cover one object (e.g. A person, a weapon, armour, etc...).
- 6) If a magic user is using an enchantment it is dispelled when another spell is begun.
- 7) Enchantments must be very visible, either worn around the benefactor's neck or prominently displayed on the protected object.
- 8) The magic user must stand still when a spell is cast else the spell is disrupted (except for Hold Person and Wounding).
- 9) A disrupted spell or an incomplete spell has no effect and does not count as if it were used.
- 10) A magic user must keep a Magic book with him/her at all times in which his/her spells are written down. Without the book he/she cannot cast spells (except for Hold Person and Wounding).

The magic user class is one of the most powerful when played properly and it is a great deal of fun to play. People who become a magic user are urged to look and act the part. There is a great deal of trust and honor involved for this system to work right, so please watch yourself closely. People who abuse the class will be dealt with. Enjoy and happy spell casting to you.

Weapons and Cost:

A magic user may use weapons provided they deduct an appropriate number of their usable spell points in order to learn that weapon skill. The point cost must be deducted from each magic user level (e.g. If a Master Magician used a short sword, it would cost him 6 points of usable spell points leaving him with 24 usable points).

These are the costs:

<u>WEAPON:</u>	<u>MAX SIZE:</u>	<u>COST:</u>
Short:	3 ft	2
Long:	4 ft	4
Spear:	none	3
Staff:	none	2
Daggers:	1 1/2 ft	0

The following tables list the spells available to magic users at their respective levels. The tables list the spell name, number of uses for each spell bought, the cost for one level of a spell, and the maximum number of spell levels that can be bought for an individual spell.

<u>Apprentice Spells</u>	<u>Uses</u>	<u>Cost</u>	<u>Limits</u>
Blade Sharp	1/battle	1	4
Bludgeon	1/battle	1	4
Heat Weapon	1/life	1	4
Honor Duel	Unlimited	0	None
Iceball	1 bolt/U	1	4
Light	Unlimited	0	None
Lightning Bolt	1 bolt/U	1	
Magic Dust	Unlimited	0	None
Stun Arrow	Unlimited	1	None
Talk to the Dead	1/battle	1	None
Wounding	1/life	2	2

<u>Magician Spells</u>	<u>Uses</u>	<u>Cost</u>	<u>Limits</u>
Circle of Protection	Unlimited	2	None
Enchant Shield	1/battle	1	4
Fireball	1 bolt/U	1	4
Force Wall	1/battle	1	4
Hold Person	1/life	1	4
Mend	1/life	1	None
Messenger	1/battle	1	None
Mutual Destruction	1/battle	2	4
Protection from Flame	1/battle	1	4
Touch of Death	1/battle	1	4
Yield	1/battle	1	4

<u>Wizard Spells</u>	<u>Uses</u>	<u>Cost</u>	<u>Limits</u>
Amnidexterity	Unlimited	2	None
Antimagic	1/battle	1	2
Curse by Name	1/battle	1	4
Dispel Magic	1/battle	1	None
Doomsday	1/battle	1	1
Enchant Weapon	1/battle	1	4
Extension	1/battle	2	4
Projectile Protection	1/battle	1	4
Protection	1/battle	1	4
Protection from Magic	1/battle	1	4
Pyrotechniques	1/battle	1	4
Teleport	1/battle	1	4
Zombie	1/battle	2	4

NOTE: In the following spell descriptions the abbreviations mean:

M: Materials needed to cast spell

A: How to activate the spell, what conditions are necessary

R: The range of the spell

E: The effect the spell will have when completed properly

L: Limits to the spell if any

APPRENTICE SPELLS

Blade Sharp:

- M: Yellow cloth inscribed with "Blade Sharp"
Bladed weapon
- A: Hold weapon in left hand
Repeat 10 times "Sharpen this blade"
Tie cloth onto the weapon
- E: If the weapon is normally a blue weapon then it is treated as a red. If the weapon is a red then it does double its normal damage (4 points off armour and 2 hits destroys a shield and arm).
- L: The weapon must be blue or red to begin with

Bludgeon:

- M: Yellow cloth inscribed with "Bludgeon"
Blunt weapon
- A: Hold weapon in left hand
Repeat 10 times "Harden this weapon"
Tie cloth onto the weapon
- E: Same as a Bladesharp spell.

Heat Weapon:

- A: Repeat 2 times "By the fires of the Phoenix I heat that weapon"
- R: Weapon to be affected must be within 20 ft
- E: The weapon is considered useless for 5 minutes or a count of 300
- L: The weapon must be made of "metal"

Honor Duel:

- M: 2 or more yellow bands inscribed with "Honor Duel"
2 or more contestants
- A: Hold the ties in left hand
Repeat 3 times "Remain this duel pure"
Tie one ribbon on each person
- E: Each contestant is protected from all outside forces. The victor is allowed safe passage to a safe territory, ignoring wounds until arrival

Iceball:

- M: Padded white "Iceball"
- A: Hold ball in left hand
Repeat 5 times "Iceball"
- E: A direct hit to a person will freeze them in place for a count of 300. They may not fight but cannot be hurt by any weapon.
- Note: A fireball will dispel this, 2 fireballs will kill

Light:

- M: Flashlight
- A: Hold flashlight in left hand
Repeat 5 times "Let there be light"
Turn on light

Lightning Bolt:

- M: Padded yellow "lightning bolt"
- A: Hold bolt in left hand
Repeat 5 times "Lightning Bolt"
- E: A direct hit to a person will kill them. A hit to an object, sword, catapult, shield, etc... will destroy it.

Magic Dust:

- M: Dust
- A: Repeat 5 times "Magic dust"
- E: For use with some spells

Stun Weapon:

- M: Yellow cloth inscribed with "Stun Arrow"
A weapon
- A: Hold weapon in left hand
Repeat 5 times "May this weapon stun its victim"
Tie cloth onto arrow shaft
- E: If the weapon hits a person, the person is stunned for a count of 300. He/she may not fight or do any other action.

Talk to the Dead:

- M: A dead person
- A: Touch the dead person's forehead with left hand
Repeat 10 times "Speak to me"
- E: Person must answer one question truthfully

Wounding:

- M: Unwounded target
- A: Repeat twice "From my heart I strike off your (Right or left, leg or arm)"
- R: Must be within 20 feet
- E: Victim's limb is destroyed or wounded

MAGICIAN SPELLS

Circle of Protection:

- M: Yellow cloth at least 10 feet long
- A: Repeat 5 times "Circle of Protection"
- E: Nothing will affect the magician while he/she remains within the circle and make no other actions
- L: You may not hold valuable game items in it.

Enchant Shield:

- M: Shield
Yellow cloth inscribed with "Enchant shield"
Magic Dust
- A: Touch the shield with left hand
Repeat 10 times "Enchant this shield"
Tie cloth onto shield
Sprinkle dust
- E: The shield cannot be destroyed

Fireball:

- M: Red padded "Fireballs"
- A: Hold ball in left hand
Repeat 5 times "Fireball"
- E: A hit destroys anything on contact including people. Bounces do count and the balls continue to burn after thrown. The fireballs will remain active for 2 minutes.
- L: If a group of fireballs is enchanted they must all be thrown together, not individually.

Force Wall:

- M: 10 foot yellow cloth
Wand
Magic Dust
- A: Hold wand in left hand
Repeat 20 times "Force Wall"
Lay cloth in a straight line
Sprinkle dust
- E: Creates an impassable wall 10 ft x 10 ft
- L: The magic user must be within 100 ft of the wall at all times to maintain it.

Hold Person:

- M: A person
- A: Repeat 3 times "I command you to stop"
- R: Victim must be within 50 ft
- E: Person must stop and remain in place for a count of 100. He/she may fight or do any other actions besides moving from place.

Mend:

- M: Magic Dust
Destroyed item
- A: Touch object with left hand
Repeat 10 times "May this be whole again"
Sprinkle dust
- E: Item is considered usable again

Messenger:

- M: Yellow cloth inscribed with "Messenger"
A person to be the messenger
- A: Touch the messenger with left hand
Repeat 10 times "Safe passage unto you"
Tie cloth onto person
- E: The person may take any message to anyone in the game. He/she cannot be harmed or stopped. Likewise he/she cannot harm anyone else. He/she must return to the place the person had the spell cast upon him/her before the spell is lifted.

Mutual Destruction:

- R: Victim must be within 50 ft
- A: Repeat twice "(Person's name), I call for our deaths"
- E: Victim and magic user die instantly

Protection from Flame:

- M: Yellow cloth inscribed "Protection from Flame"
Item or person to be protected
- A: Touch item with left hand
Repeat 10 times "Protection from the element of Fire"
Tie cloth onto object
- E: Gives protection from all forms of flame including lightning

Touch of Death:

- M: Victim
- A: Stand with arms outstretched
Repeat 20 times "Touch of Death"
Touch victim
- E: Victim dies
- L: The spell will remain active for 10 minutes before it must be recharged. The spell will not penetrate armour or a shield.

Yield:

- M: Doll or figurine
Magic Dust
- A: Hold doll in left hand
Repeat 3 times "(Person's name), yield thy arms and resist no longer, come unto my arms and be mine captive"
- R: Victim must be within 50 ft
- E: Person must surrender to the magic user and may not fight until rescued

WIZARD SPELLS

Amnidexterity:

- A: Automatic
- E: Wizard may use either hand in casting spells

Antimaqic:

- M: Staff with 50 ft string
Magic Dust
- A: Hold staff in left hand
Repeat 30 times "May the magic leeve this place"
- E: No magic or enchanted items will work within 50 ft

Curse by Name:

- M: Doll
- A: Hold doll in left hand
Repeat 20 times "(Person's name), I curse thee"
- R: Within 50 ft
- E: Victim dies

Dispel Magic:

- M: Wand
- A: Hold wand in left hand
Repeat 10 times "Dispel this magic"
- E: Will dispel enchantments on people or objects. Also included are Force Wall, Light, and Iceball

Doomsday:

- A: Repeat 400 times "Doomsday (Present count)"
- E: All enemies within sight are dead

Enchant Weapon:

- M: Weapon
Magic Dust
Yellow cloth inscribed "Enchanted Weapon"
- A: Hold weapon in left hand
Repeat 5 times "Enchant this weapon"
Tie cloth onto weapon
Sprinkle dust
- E: A hit to a person will kill him/her as poison would

Extension:

- A: Automatic
- E: The range of one spell may be doubled. Usable on different spells.

Projectile Protection:

- M: Yellow cloth inscribed with "Projectile Protection"
Thing to be protected
- A: Hold cloth in left hand
Repeat 5 times "May this charm protect from all manner of flying weapons"
- E: Thing is protected from all arrows and weapons that are thrown

Protection:

- M: Yellow cloth inscribed "Protection from (Spell level) hits"
Person to be protected
- A: Touch person with left hand
Repeat 5 times "May the magic protect you"
Tie ribbon to person
- E: Depending on the power of the spell it would protect the person from the first one to four hits from any non-magical weapons.

Protection from Magic:

- M: Yellow cloth inscribed "Protection from Magic"
Object to be protected
- A: Touch object with left hand
Repeat 30 times "Protection from all forms of Magic"
Tie cloth onto object
- E: Protects from all forms of Magic

Pyrotechniques:

- M: Wand
- A: Hold wand in left hand
Repeat 20 times "I call upon the element of fire to burn the (object)"
- E: Object will be destroyed unless magically protected
Must be an object but cannot be armour

Teleport:

- M: A person to be teleported
Yellow cloth inscribed "Teleport"
- A: Touch the person with left hand
Repeat 5 times "Teleport"
Tie cloth onto person
- E: The person may go to any one location. They cannot be harmed by anyone and cannot harm or engage with anyone until they announce (loudly) that they have arrived.
- L: The spell will only teleport the person and his/her equipment.

Zombie:

- M: One dead person
Yellow cloth inscribed "Zombie"
- A: Touch dead person with left hand
Repeat 10 times "Rise and fight again"
Tie cloth to person
- E: Person is considered alive again
- L: This spell will not affect people who are Holy or Magical in nature (Healers, Paladins, Monks, etc). Warning, a Dispel Magic spell will kill a zombie

BARD CLASS:

Garb: Brightly colored tunic (White, yellow or orange preferred).
musical instrument must be carried at all times.
Weapons: Any single handed weapon and a pike.
Armour: No armour, but a shield may be used.

BARDIC SPELLS:

The following tables list what abilities are available to the bard at the respective levels:

<u>Apprentice</u>	<u># Victims</u>	<u>#Uses</u>	<u>Time Limits</u>
Visit		Unlimited	
Legend	1 victim	1/Life	none
Charm	1	1/Battle	
Truth	1	1/Life	

<u>Journeyman</u>	<u># Victims</u>	<u># Uses</u>	<u>Time Limits</u>
Legend	4	2/Battle	30 minutes
Charm	1	2/Battle	

<u>Master</u>	<u># Victims</u>	<u># Uses</u>	<u>Time Limits</u>
Legend	7	2/Battle	15 minutes
Charm	1	1/Life	

ABILITY EXPLANATIONS

Visit: A bard may enter and sit within an enemy's fort for as long as he likes, talking with and entertaining the enemy. Neither the bard nor the enemy may make any harmful move toward one another at this time, and the bard may leave when they wish to. He must declare he is coming for a visit.

Legend: Range is 20 ft. A short poem must be spoken (15 to 20 words long). The bard and victim then move to a place of the bard's choosing (within 200 yds), where the bard will perform for them. The bard and the victim may only be killed from a 20 ft. radius, as anyone directly approaching them will be caught as well. The victim may not defend themselves, but the bard may do so at the cost of losing the victim's attention. Legend may not be used while visiting.

Charm: Range is 20 ft. A short poem must be said and the bard may make a single reasonable request of the victim. The bard may not force his victim into danger, and the victim may defend himself. Having completed the task, the victim is free to go.

Truth: Range is 20 ft. A short poem must be said and the bard may ask the victim a single question which he must answer truthfully. The victim cannot be harmed while answering the question.

NOTES

1. Bardic abilities are not magical in nature.
2. Barbarians are immune to all bardic abilities except Visit.
3. Bards must always carry a musical instrument for the spells to work

HEALER SPELLS

Healers are a supportive force in battlegames. They help strengthen and maintain the fighting forces. The rules of using Healer Spells are the same as those for Magic.

The following tables list the spells available to the healers at their respective levels. The tables list the spell name, number of uses for each spell bought and the cost for one level of a spell.

<u>Weeks Played</u>	<u>Level</u>	<u>Usable Spell Points</u>
1-11 weeks	Apprentice	10 points total
12-23 weeks	Master	20 points total
24-35 weeks	Chirurgeon	30 points total

<u>Apprentice Spells</u>	<u>Uses</u>	<u>Cost</u>	<u>Limits</u>
Cure Poison	1/life	1	4
Heal	Unlimited	0	None
Lost	1/battle	2	4
Mend	1/life	1	None
Mute	1/life	2	4
Talk to the Dead	1/battle	1	None

<u>Master Healer Spells</u>	<u>Uses</u>	<u>Cost</u>	<u>Limits</u>
Banish	1/life	1	4
Bless	1/battle	2	4
Curse Weapon	1/battle	1	4
Entangle	1/bolt/U	2	4
Protect From Disease	1/life	2	4
Sleep	1/life	2	4
Heal Extend	1/life	1	None

<u>Chirurgeon Spells</u>	<u>Uses</u>	<u>Cost</u>	<u>Limits</u>
Mass Sleep	1/game	2	1
Protect	1/game	1	4
Ressurrect	1/game	2	4
Stun Weapon	1/life	1	None
Wounding	1/life	1	2
Yield	1/game	2	4

WEAPONS & COSTS:

The cost must be deducted from each healer level (Same as Magic-users)

<u>Weapon</u>	<u>Max Length</u>	<u>Cost</u>
Short, edged weapon	3 ft	4
Short, non-edged weapon	3 ft	3
Long, edged weapon	4 ft	5
Long, non-edged weapon	4 ft	4
Staff	None	3
Shield	Small	3

APPRENTICE SPELLS

Cure Poison:

M: Strip of cloth

A: Touch person

Repeat 10 times "Cure Poison"

E: Makes person immune to the first poison successfully used against him/her.

Healing:

M: A wounded person

A: Repeat once

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

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

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

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

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

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

E: Person's wound is healed.

Lost:

A: Say 5 times "I make thee lost"

E: Person must go back to their base or Nirvana before they can do
anymore actions. They may defend themselves if attacked.

R: 20 ft

L: Does not affect Scouts or Barbarians

Mend:

M: Broken or destroyed item

A: Touch item

Repeat 10 times "May this be whole again"

E: Item is considered usable again

Mute:

A: Say "(Person's name), I silence thee"

E: The victim cannot cast spells for a count of 100

R: 20 ft

Talk to the Dead:

M: Dead person

A: Touch the dead person

Repeat 10 times

E: Person must answer one question truthfully.

MASTER SPELLS

Banish:

M: Ghost or Zombie

A: Repeat 3 times "I banish thee monster"

R: 20 ft

E: Monster is destroyed for 500 count

Bless:

- M: Cloak or other item of apparel
- A: Touch cloak
Repeat 5 times "I bless thee"
- E: Affected person is immune to first hit received (excluding Magic).
- L: The person must be wearing the enchanted item.

Curse Weapon:

- M: Weapon
- A: Repeat 3 times "I curse that weapon"
- R: 20 ft
- E: The next hit to another person from that weapon will have no effect. It negates the first hit scored.

Entangle:

- M: Padded "Entangle" ball
- A: Hold ball
Repeat 5 times "Entangle"
- E: Person is entangled until freed by 4 hits from another person. If the entangled person touches another with body or weapon no hit is scored but the other is also entangled.
- L: Entangled people may not attack each other.

Protection from Disease:

- A: Repeat 3 times "I protect thee from disease"
Touch person
- E: Person can still be killed but cannot be turned into a Zombie or be adversely affected by any other monster disease (Mummies, Lycanthrope, etc.).

Sleep:

- A: Repeat 2 times "Listen and let the fighting cease, close your eyes and sleep in peace"
- R: 20 ft
- E: Person must lay down and sleep for 300 count

Heal Extend:

- A: Automatic for a "Heal" spell
- E: Gives a "Heal" spell a range of 10 ft

CHIRURGEON SPELLS

Mass Sleep:

- A: Repeat 400 times "Mass Sleep (Present count)"
- R: All people within sight
- E: All people on both teams are asleep for a count of 300.

Protect:

- A: Repeat 5 times "I protect"
Touch person to be Protected
- E: Person enchanted is immune to the first hit of any kind or the spell cast against him/her.

Ressurrect:

M: Dead person

A: Say "Sword cut, spear stab, mace smash, arrow jab, severed soul, hear the living call out to thee. Sword cut, spear stab, mace smash, arrow jab, beg the Dark Gods to set their newest prize free. Sword cut, spear stab, mace smash, arrow jab, now follow the white light of life to its source. Sword cut, spear stab, mace smash, arrow jab, now feel thy heartbeat, in thy veins the blood course. Sword cut, spear stab, mace smash, arrow jab, return now to thy friends who have summoned thee. Sword cut, spear stab, mace smash, arrow jab, the white light of healing has set thy soul free."

E: The dead person is alive again negating the last death.

Stun Weapon:

M: Weapon

Strip of cloth

A: Touch weapon

Repeat 10 times "Stun Weapon"

E: Weapon (any type) acts as a "stun only" weapon (as per the Subdual Rules) until the user ends the spell.

Wounding:

M: Unwounded victim

A: Repeat twice "From my heart I strike off your (right or left, arm or leg)"

R: 20 ft

Yield:

A: Repeat 3 times "(Person's name" yield thy arms and resist no longer, come unto my arms and be mine captive."

R: 20 ft

E: Victim must surrender and may not fight until rescued.

ARCHER:

Weapons: Any bow (Long, short, cross), any weapon under 3 ft total length.

Armour: Maximum of 3 point armour.

Master bonus: Either a flaming arrow (5 per life), or an armour piercing arrow (1 per life), or 2 throwing weapons (1/life)

ASSASSIN:

Garb: Mask. Masters must wear a red headband.

Weapons: Any throwing weapon, any weapon under 3 ft total length.

Armour: None.

Bonuses:

12 weeks (Master Assassin): May choose one specialty weapon: Bow, one poisoned weapon, or blow gun. May use one Touch of Death per life (See Magic user spells).

24 weeks (Ninja): Choose one of the following:

1) Two point armour

2) Small shield (2 ft diameter or less)

3) Ability to make traps; poisoned caltrops, pit (Circle of cloth), or entanglement devices (string noose leading to a tree).

36 weeks (Master Ninja): Choose one new specialty from above

MONK:

Garb: Grey sash or belt. Masters must wear a black sash or belt.

Weapons: A quarterstaff, polearm, short sword, and a dagger.

Armour: None.

Special: May block arrows with weapons without penalty.

Healing: May heal themselves once per life.

Immunities: Immune to the spell of Wounding.

Master Bonus: 1) Use throwing weapons.

2) Immune to Poison.

3) Transfer one of their lives to another (1/game).

SCOUT:

Garb: Green tunic or visible green sash.

Weapons: May use either a short bow or a long sword. They may use any short weapon (under 3 ft total length), a spear or javelin.

Armour: Maximum of 3 point armour may be worn.

Healing: May heal one person per life (may heal themselves once in a battlegame from one of those healings).

Master Bonus: May use 1 Talk to the Dead per battlegame and heal 2 people per life.

Master Bonus after 10 games (May choose one of the following options:

1. May use hinged weapons.

2. Cure poison within 100 count on themselves.

3. Obtain information from a subdued person.

4. Tracking: The scout may enter enemy lines unmolested and ask one person a question as to the whereabouts of another person, the person must answer to the best of his/her knowledge. Once the question is answered the scout is no longer immune to attack.

Master Bonus after 15 games (If 10 week option not taken): May use the scout version of Entangle (2/Battle): Range is 20 ft, scout must repeat 2 times "May mother nature bind thee", the victim must cut at each leg 10 times before he/she is free.

Master Bonus after 20 games (If 10 & 15 week options not taken): May choose one first level and one second level ability.