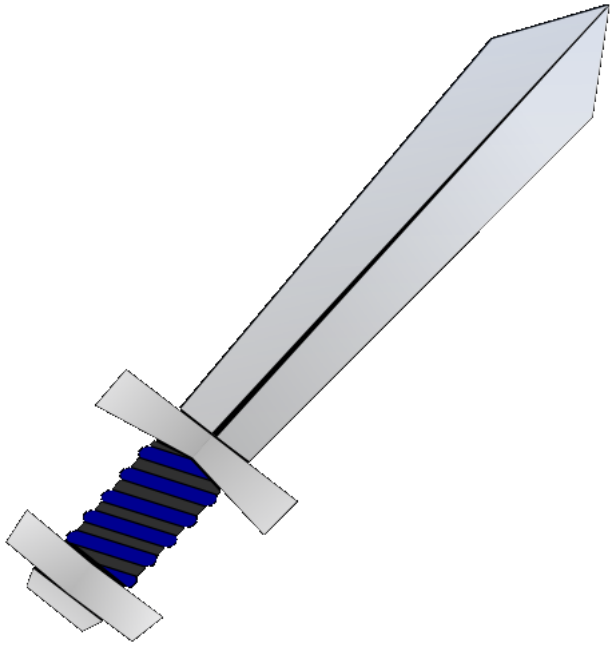


Amtgard Games

Entered by various users of the Amtgard Community



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Caesar's Circus

Origin: Matthulhu - esam Entered by Azus

Created on

2010-01-17 22:29:05

Modified

2010-05-15 16:29:39

Class

Militia

Lives

See rules

Count

see rules

Reeves

At least one reeve is needed to act as Caesar.

Materials

Permitted equipment: any shield, any melee weapon, javelins, rocks, throwing weapons. Fighters are permitted to keep only a single short weapon with them at all times; any other equipment must be picked up from the Armory (see below).

Setup

The participants begin the game in a large circle. (The circle should be large enough to allow for at least 10 feet between adjacent fighters or have a diameter of 50 feet, whichever is larger.) Inside this circle is the Arena, where all fighting takes place. The outside of the Arena is Nirvana, where the dead wait to be called back to combat.

In the center of the Arena is the Armory, a smaller roped-off area containing an assortment of weapons and shields. There need not be enough equipment to supply every participant with a second weapon or a shield, but there should be at least one of every type of weapon from the rulebook (except bows, ordinarily). No melee fighting can take place inside the Armory, but fighters are free to grab any equipment from the Armory to supplement or replace their single short weapon. Slain fighters must immediately drop any equipment taken from the Armory, on the spot where they were killed (they can keep their single short). Equipment dropped by dead fighters can also be picked up and used by an Active fighter.

At the beginning of the game, Caesar shall number off all the fighters incrementally. It does not matter which fighter is designated as #1. While the game is in progress, any newcomers are assigned the next number available. It doesn't really matter if the fighters get out of order as they enter and leave combat.

Rules

Caesar runs the game and calls for combatants to join in the Arena. Caesar also keeps one or more healers on the field (also reeves). While fighting is in progress, the healers may move about the field returning dropped equipment to the Armory, healing wounded and unconscious fighters, and generally keeping the mob entertained by keeping combat from devolving into "gimp fights". The healers may not be attacked.

Caesar may call out any fighter's number. He may call multiple numbers in any sequence he wishes, at any time, at his discretion.

Any fighter whose number is called are declared Active and must step into the Arena. Active fighters remain in the Arena as long as they remain alive, keeping any wounds or damage to armor until death.

Caesar may also call "Caesar's Circus!", which signifies that all Inactive fighters are declared Active and must join in the Arena. (Dead fighters returning equipment or on their way back to the outside are not affected.)

Active fighters who stray too close to the edge may be attacked by anyone standing outside the Arena (though the inactive fighters may not step inside in order to attack them). However, an inactive fighter who takes out an Active fighter in this way must immediately join in the Arena--keeping any wounds taken!

Victory

The closest thing to a victory condition in this game is being able to hold the field against all comers. Most fighters will immediately recognize the value in guarding the Armory, keeping newcomers from retrieving any gear to improve on their single short weapon. While this is a legal tactic, this also encourages Caesar to counter this by calling in multiple fighters at once to overwhelm the dirty camper.

Misc

Variations

Bows

Due to the nature of this scenario and its close-quarters combat, the inclusion of bows is not recommended. However, if you want to include the use of bows anyway, it would be best to cap bow strength at (say) 20 lb at a 28-inch draw, and to limit the number of arrows available on the field since they're likely to be trampled on if not quickly collected up (especially if Caesar calls for a "Caesar's Circus").

Teams

Instead of assigning each participant a unique number, Caesar may number off (for example) sixteen fighters from 1 through 8, or from 1 through 4. In this variant, fighters with the same number are always considered allied together. The number of 'teams' created in this way do not have to be equal in number. If Caesar calls out a team number with some members still Active and some dead, the dead teammates are made Active as soon as they have returned to the outside of the Arena.

Finite Lives

Each fighter begins the game with ten lives. Caesar is not honor-bound to ensure that no fighter is forced into the Arena more often than any other fighter, but all participants should be mindful that some fighters' lives do last longer than others'.

Coups-De-Grace

Fighters who takes a mortal blow to the torso or a second limb are not immediately slain, only mortally wounded. A mortally-wounded fighter falls unconscious but is still alive, at least until an opponent delivers a coup-de-grace shot on them. To deliver a coup-de-grace, a fighter simply need call out "coup de grace" (pronounced /koo-duh-grahss/ or /koo-day-grah/), "mercy kill", or some similar wording, followed by a courtesy tap to the upper torso. This finishes off the victim.

Unconscious fighters must remain on the field until they've received a coup-de-grace shot from another fighter. Note that "simo" kills do not permit either fighter to deliver a coup-de-grace on the other.

If the Finite Lives Rule is being used, a fighter does not lose a life until a coup-de-grace has been delivered on them.

If the team rules are being used, teammates are permitted to "drag" unconscious fighters around the field in order to bring them to a healer or to keep them away from enemies.

Recycler

Origin: Matthulhu - esam *Entered by* Azus

Created on

2010-02-06 20:06:23

Modified

2010-05-05 10:53:08

Class

no class

Lives

cycle lives, cycle per game each life cycle

Count

10 second

Reeves

Materials

Two or more 10-ft diameter circles of rope are needed.

Setup

Rules

Each team has one or more Recyclers, a 5-foot-wide circle located in their base. These are the only locations on the field where you are allowed to return to life. When you die, you may immediately return to your base and call alive again once you've got at least one foot inside your team's Recycler circle. (There is no death count.) However: only one player is allowed to inside a given Recycler at any one time, so can end up with a line of dead teammates waiting to return to life.

Additionally, living players can also occupy an enemy Recycler. Because only one player at a time is allowed inside a Recycler, players can prevent opponents from returning to life in this way.

A team scores 1 point if they can eliminate all enemy players and occupy their Recycler(s) so they can't return to life.

It's suggested that each team have one Recycler for every 3 to 5 players on that side. Larger teams will have an easier time having enough players to occupy the enemy team's Recyclers, so there should be multiple Recyclers in such cases.

Victory

Victory conditions are the same as in jugging: score at least 3 points and be ahead of the other team by 2 points or more.

Misc

This scenario is partially inspired by an ancient 16-bit computer war game called "Modem Wars". Part of the game included "recyclers" which were pre-selected hidden locations on the game map where previously-destroyed units were allowed to respawn as reinforcements. Only one unit could respawn at a time, and only if the recycler was unoccupied. Consequently, if you were able to occupy the enemy's recycler with one of your own units, they could not receive reinforcements.

Variations

Caravan Crossing

Origin: Entered by Azus

Created on

2010-04-14 14:59:08

Modified

2010-07-20 22:02:13

Class

Class or Militia

Lives

standard per class

Count

Normal count

Reeves

Materials

Setup

Divide the populace into two teams. One to represent the Bandits and the other the Guards. One player should be designated a Political Figure (like a non-combatant, who walks slowly) and serve as the object of the battlegame. This game works best if there is a substantial playing area, particularly one with wooded areas.

Rules

For whatever reason, the Political Figure wants to get from point A to point B in a hurry. The Figure has commissioned/recruited a team of Guards to escort him/her across the territory. Unfortunately, the way is plagued with Bandits and (possibly) other dangers. The Guards must safely transport the Figure from Point A to Point B, without losing the Figure to the Bandits, who are trying to capture the Figure for ransom. To make matters worse, the Figure may never move faster than a walk.

Victory

The game is over when a) the Guards make it to Point B with the Figure or b) the Bandits capture the Figure and hold him for a 300 count.

Misc

Variations

* Give the Bandits one or more Monster allies, to aid their cause.

* The Guards must never leave more than 100 feet from the Figure.

* Place mundane hazards (quicksand, water, etc.,) in the path of the Guards or Bandits.

* Make the teams unbalanced in favor of the Bandits, like two-to-one odds or worse. Make the Bandits all low-level non-magic classes and the Guards higher-level with spellcasters.

* Place Neutral encounters (like Healers or Unicorns) throughout the path.

Deathball

Origin: Matthulhu - e-sam *Entered by* Azus

Created on

2010-01-17 22:05:51

Modified

2014-08-23 15:07:22

Class

no class

Lives

See rules

Count

see rules

Reeves

Materials

Every player is allowed to wield a single short weapon.

You also need a number of 'deathballs': you should have at least three, up to one per participant if possible.

Deathballs should be represented by 'dodgeballs'/pl

Setup

This is a free-for-all battle.

Rules

Players arrange themselves in a circle with the Deathballs in the center.

After lay-on is called, players may not engage to their immediate left or right until two non-adjacent combatants have touched weapons.

Every player starts with three lives. If you are slain with a sword, your death count is 10 (last 5 seconds counted aloud) but you do not lose a life. But if you are slain with a deathball, your death count is 20 (last 5 seconds counted aloud) and you DO lose a life.

Deathballs are extremely dangerous. They can ONLY be blocked with swords (and by mid-air collisions with other deathballs). Otherwise, deathballs count hits like a Fireball, including foot on ground and on a bounce. It is a common and legal tactic to halt a deathball's motion with your sword so you can pick it up without blowing yourself up.

Any physical contact with a deathball in motion is a death (other than contact with your sword or another deathball). It doesn't matter if you try to stop it with your hand or foot while it's in motion on the ground or if you juggle it in your hands or if you manage to catch it, it's still a death.

A deathball can be kicked (provided it's not in motion), but be careful how hard you kick at close range.

While held, deathballs are considered garb. (We didn't have this happen today but it's bound to happen eventually. I'm guessing if it did come up we would have to treat them like they were spellballs or throwing weapons held in hand--consider them garb while held in hand.)

Victory

Be the last player alive in the game.

Misc

Variations

* 'Taking a death' to restore a lost limb will still cost you a life. **This one's more errata than variant rule, I guess. There's been times I really felt like I needed to get my mobility back, and wanted to take a death so I could negate the leg wound I had. Given that this game has two kinds of deaths, some players may think that it's legal to cancel out a wound by taking a 'lesser death'.**

* Define a field-centered Nirvana where players can return to life, instead of on-the-spot where they were killed. The initial fighters' circle forms up around Nirvana. **Thrown deathballs are prone to 'wandering off' and the playing field expands accordingly. A central Nirvana would act as an anchor for the game and its participants, especially if the following sub-variants are used.**

* Fighters are allowed a single short and small shield (considered Hardened). Deathballs break weapons but not shields. Broken weapons will return only after losing a life. **Naturally the tactic will shift to blocking and halting deathballs in motion with your shield instead of your sword. Blocking with your sword will still work in a pinch, and it will become a viable tactic to disarm a player by targeting their weapon.**

This variant was written with Shadowkin in mind; if you playtest this, let me know how it works out.

* Players can heal wounds by standing still with no sword, shield, or deathball in hand and reciting loudly "Healing 1, Healing 2, Healing 3..." through to "Healing 9", followed by "Healed!"

* Players can replace broken weapons by standing still with no sword, shield, or deathball in hand and reciting loudly "Mending 1, Mending 2, Mending 3..." through to "Mending 9", followed by "Mended"

King of the Hill

Origin: Entered by Azus

Created on

2010-02-07 13:48:49

Modified

2010-02-07 13:48:49

Class

no class

Lives

1 life

Count

No count

Reeves

Materials

Setup

Rules

Form a line. The first two players in the line step out and spar. The winner stays and spars the next person in line, wounds healed, and the loser moves to the back of the line. In the case of a simo, both fighters move to the back of the line, and the next two in line move up to fight.

Victory

Misc

Variations

Three Man

Origin: Entered by Azus

Created on

2010-02-07 13:50:47

Modified

2010-02-07 13:50:47

Class

no class

Lives

1 life

Count

No count

Reeves

Materials

Setup

Rules

Three Players set them selves in a triangle with their chests about a weapon's length apart. Then they plant their forward foot.

This is usually the left foot for right handed players. This foot may never be moved. Leg shots don't count (maybe it is an EH Game).

Other limb and kill shots count as normal. Player play until only one remains then they begin again. Score may be kept if desired.

Victory

Misc

Variations

Amoeba Tag

Origin: Alona Two-Trees, e-sam Entered by Azus

Created on

2010-02-07 14:19:01

Modified

2010-02-07 14:19:01

Class

Militia

Lives

See rules

Count

No count

Reeves

Materials

Setup

Rules

Divide everybody into 2-man teams. Teammates must remain in contact the entire time! Teams run around trying to beat the other teams. Every time a team defeats another team, the defeated team joins the victorious team. If this is done as a class battle, the class abilities are only usable by the person playing that class and level. Abilities do not become shared. The game ends when everyone is on the same team!

Victory

Misc

Variations

Island Battle

Origin: Matthulhu - esam Entered by Azus

Created on

2010-03-29 01:49:56

Modified

2010-07-20 22:36:11

Class

Militia

Lives

See rules

Count

Normal count

Reeves

Materials

Multiple strips of green cloth, each no longer than 10 feet. Any projectiles allowed (including bows). There should be at least twice as many strips on the field as there are players. There should also be a few players armed with melee weapons (and

Setup

The ribbons of cloth are made into circles ('islands') and scattered all around the field. No two circles should be separated by less than

twenty feet.

Rules

This is a free-for-all match with all the 'islanders' fighting one another while attempting to avoid the 'sea monsters' (the melee attackers). The circles are islands, and all the area surrounding them is water. This water differs from standard water terrain in that you can't drown and you can run freely through the water, but while both your feet are off dry land you may not engage in missile combat.

Islanders: The 'islanders' are limited to melee daggers and projectiles (and can wield javelins as a melee weapon). An islander cannot be attacked by any 'sea monsters' as long as islander has at least one foot completely on dry land. Islanders are free to move anywhere on the field, to collect arrows and other ammunition that have fallen in the water. Islanders have five lives.

Sea Monsters: There need not be very many players on the Sea Monster team; just enough to discourage 'playing around in the ocean'. Sea monsters have infinite lives and 1 point of Invulnerability. They attack any islander who lingers too long in the water -- islanders can remain in the water for no more than 5 or 10 seconds before being 'swarmed' by any sea monsters nearby. Sea monsters don't fight each other and may not step on dry land.

Victory

There are two winners at the end of the game: The last islander left alive, and the sea monster who scores the most kills.

Misc

Variations

Hobble the Sea Monsters with the Slow trait, but allow them to come up on dry land to munch on the islanders.

Mark two islands on opposite sides of the field as Hallowed Ground areas (as the fixed enchantment), usable only by Islanders. Split the Islanders into two teams, and run the game as a Capture the Flag scenario.

Oddball

Origin: Entered by Azus

Created on

2010-04-02 13:54:41

Modified

2010-04-02 13:56:54

Class

melee - non class

Lives

1 life

Count

No count

Reeves

Materials

Foam football or Juggling "dogskull"

Setup

Using ribbon, lay out a field as shown in the image. Divide the populace into two equal teams. All players should have only a single sword. Place the ball or dogskull in the center of the field.

Rules

Hold the ball in your own End Zone for 10 seconds to score a point. Winner is the first team to seven points. Players have unlimited lives, but must return to the End Zone to come alive. Lives regenerate instantly. The ball or dogskull may be used to block attacks.

Victory

Misc

Variations

Spell Ball Game

Origin: Entered by Azus

Created on

2010-04-02 14:17:25

Modified

2010-04-02 14:17:25

Class

Full Class

Lives

1 life

Count

see rules

Reeves

Materials

Setup

Rules

Each fighter begins the game with a single short sword and a single spell ball. It doesn't matter what the ball is as they will all have the same effect for this game. Each player picks a spot on the field to start and calls alive. When alive, the game proceeds like Chaos Res, with a few tweaks. Each spell ball is a fireball, so it kills on any hit or bounce. Each player may block freely with their shortsword (it can't be destroyed), and the spell balls don't need to be charged (you can just pick it up and throw it). A fighter may never have more than one spell ball in their possession at one time.

[Victory](#)

[Misc](#)

[Variations](#)

Three-team Variant Ditch

Origin: Matthias Entered by Azus

Created on

2010-04-02 17:04:32

Modified

2010-04-02 17:12:32

Class

Militia

Lives

1 life

Count

No count

Reeves

Materials

Setup

Two teams are lined up facing each other, as with a regular ditch battle. The third team assembles in a large circle surrounding both battle lines (minimum of 20 feet from any of the two center teams). If the number of participants does not evenly divide by three, the third team should be short.

Rules

When lay on is called, it's ditch battle rules as normal, except that the first-dead rule operates as if the third team did not exist (first dead of winning team in the center goes to the other side). The third team never loses a first dead, even if they win the pass.

After three passes, whichever's the smaller team in the center switches roles with the third team, and takes over the outside circle, with the outside team going into the center. (If the center teams happen to be even on that pass, then whichever team loses a player next will go to the outside).

New players who join the three-way ditch after it's started always start on the outside team.

Any backstabbing that goes on (especially on the part of the outside team) is meant as a teaching tool to encourage battlefield awareness.

[Victory](#)

[Misc](#)

[Variations](#)

Two or Three Man Eternals

Origin: Entered by Azus

Created on

2010-04-02 17:46:24

Modified

2010-04-21 13:14:01

Class

Militia

Lives

Unlimited

Count

see rules

Reeves

Materials

Setup

Rules

Rules: In this variation all players form into groups of two or three. Teams separate and begin fighting. As soon as a player dies he/she goes to Nirvana. As soon as there are enough players in Nirvana they form a new team and return to the fray. This continues infinitely. Obviously, this is one of those games that has no winner. Play till all are well exercised and tired of this game.

[Victory](#)

[Misc](#)

[Variations](#)

Power Flags

Origin: Michael - FL Entered by Michael

Created on

2010-04-21 13:42:57

Modified

2010-04-21 13:42:57

Class

Full Class

Lives

cycles lives, per game remain per game

Count

10 second

Reeves

Materials

Two durable fightable flags which fit on one hand but dont leave too much extra space. These should be somewhat rigid. Small daggers, dog-skulls, or even empty bottles work well. Tape to mark off the field.

Setup

This game uses a small rectangular field. 50X100 or so. This field should be marked and the center line must also be marked. A scoring circle should be marked in the diagonally opposite corners.

Rules

Play commences with each team starting out of bounds near their own scoring circle. At layon the battle commences. This is a full class game in a very small area. Teams score by getting both flags into their own scoring zone at the same time. The interesting feature of the game is that the flags convey power. Flags may be carried in any empty hand and provide the person so carrying the flag with two points of invulnerability armor, as long as its his team's flag. The catch is that the flag can never be intentionally carried out of its home half of the field by its owners. Further if a flag is carried off its home half of the field by the opponents, and then recaptured, it provides no benefit to its owners until they get it back on its home half. Neither flag ever provides a power up to the enemies of its owners. The further complication is that the person carrying the flag can can grant the power by touch to another player. This benefit also only works as long as the two players and the flag are in their home half. Thile the flag carrier does have to have a free hand, the person touched does not. The flag has to remain in contact with the player for the protection to be granted though. Also each player needs to remmber how much of his invulnerabilily has been taken off at any time. For example, Joe is playing an archer and he starts trying to pick off his enemies while Suzy, a healer holds the flag to his back. He gets hit by a fire ball to the chest and a throwing dagger to the right arm. Suzy runs off to heal a team mate and the enemies choose that time to rush. Joe no longer has any protection from the flag and he loses his left leg but his team beats down the attack. Suzy is dead and Joe rushes to get the flag. One he picks it up, he has 2 points of invulnerability minus the points he lost on his torso and right arm. Joe can not use his bow any more though because being the flag bearer requires a free hand. Joe puts the flag in his left hand and take his sword in his right, planning to hold on for the rest of the 90 seconds.

Victory

First team to 3 poitns wins. Or make them win by two.

Misc

Since the Defensive has a pretty good sized advantage with the invulnerability, it might be worrisome that this game will stagnate. The quick counts have been enough to contract this in my experience.

Variations

Tag

Origin: Entered by Azus

Created on

2010-04-02 17:00:08

Modified

2010-04-02 17:00:08

Class

Militia

Lives

1 life

Count

No count

Reeves

Materials

Setup

One player is chosen to be IT, who stands still for a 100 count while the remainder of the populace attempts to put distance between themselves and IT.

Rules

One of the oldest games known to man, Tag and all it's variants (Hide-and-Seek, Statues, etc.) adapts well to Amtgard battlegames. Its purpose is to capture, subdue, slay, or otherwise render immobile as many of the populace as possible. The populace, in turn, must elude IT for as long as possible. The last person caught during any round is IT for the next game. If the players elude IT for an entire game, then IT may choose a replacement. Play continues until (select one or more goals):

1.A set number of populace has been caught.

2.The populace eludes IT for a 1000 count (about 15 minutes).

3.A "base" may be declared before the game. Base is usually the location where IT began the game. If all the populace can return to Base without being caught, then the game ends.

Victory

Misc

Variations

To help speed along play, and make the odds a little more fair, IT may point at any player within 20' and say "(Target's name or class) Stand and fight" x2. The target must then stop and do battle with IT, though Honor Duels are forbidden in this game.

Ambush Style Battlegame

Origin: Matthulhu - esam *Entered by* Azus

Created on

2010-04-02 17:59:41

Modified

2010-05-15 16:27:09

Class

Full Class

Lives

1 life

Count

see rules

Reeves

Materials

A flag or other marker.

Setup

Rules

In an ambush-style battlegame, a single flag or marker is posted in the center of the field. Players of Team A (the one being ambushed) come alive at this position. Team A must also begin the initial pass with their eyes shut or covered or with their faces down toward the ground. They don't have to be tightly packed together like sardines, but the size of the fighting area should determine how much they can spread out before the words "in the center" lose all meaning.

Individual players on Team B can position themselves anywhere else on the field: in the open at least 20 feet from an enemy player, or behind any tree or other large obstacle on the field (regardless of distance from the enemy). Team B players can come alive from behind any tree or other large obstacle at least 50 feet from the central flag.

Once the ambushers are satisfied with their positions, the team captain gives the signal and the reeves can call Lay-On, at which point the ambushed team are allowed to look around and respond to the ambushers.

All hostile-effect counts are divided by 10, and death counts are 50. There's no capture-the-flag, no ring-the-bell... it's still a mutual-annihilation game. You *could* still play it as a Capture the Flag-style game, but the flag is there mainly to indicate a 'spawning point'.

Victory

Misc

Variations

Battle Chess

Origin: Celestial Codex *Entered by* Azus

Created on

2010-02-07 14:29:49

Modified

2010-02-07 14:29:49

Class

Militia

Lives

1 life

Count

see rules

Reeves

Materials

2 crowns, sashes (2 year):yellow, grey, red

Setup

The "board" or playing field is a square 80 feet on a side (for smaller teams a square of 40 feet on a side may be used). The two teams begin each round with the "pawns" in front in a straight line, and everyone else behind them in the appropriate order: Rook, Knight, Bishop, royalty, Bishop, Knight, Rook. The "white" or "light" Queen stands to the "light" King's left, and the "black" or "dark" Queen stands to the "dark" King's right.

Rules

Battle Chess is a timed game, with 5 rounds of 60 count each. "Checkmating" the opposing king (see below) scores one point and ends the current round (there is no scoring of multiple points per round as in juggling). After a checkmate, a new round begins and the two teams change directions. Best of 5 rounds wins, unless the score is tied at the end by means of one or more stalemates; in such cases, a "sudden death" round is played where the first team to simply kill the enemy king once, wins the game.

Each player has one life per round, except for the kings which have an infinite number. When anyone (except a king) is killed, they are removed from the board. Healing a wound is done the same way as in juggling. When a king is killed, he is not removed from the board. Instead, he remains where he died and returns to life after 5 stones. Any enemy player may "check" a king by pinning him (as in juggling, all pinning rules apply) to prevent him from returning to life. To "checkmate" a king, at least two enemy players** must "check" the king simultaneously for a total of 7 stones. If only pawns are putting the king in "check", there must be 3 of them pinning him. If, at any time, there are not enough players on either side to deliver checkmate, the round is considered a stalemate, and the side with the most number of players (including the kings) scores 1/2 point. If the two sides have an equal number of players, then no points are scored. There aren't enough players on a team to deliver checkmate whenever both sides have less than 2 pawns, and have no other pieces besides the kings. (Two pawns can always get promoted, and change into knights, bishops, rooks, or queens, of which only two are needed to checkmate.)

[Victory](#)

[Misc](#)

[Variations](#)

Tavern Brawl

Origin: Entered by Azus

[Created on](#)

2010-04-02 17:02:22

[Modified](#)

2010-04-02 17:02:22

[Class](#)

Militia

[Lives](#)

5 lives (militia)

[Count](#)

Normal count

[Reeves](#)

[Materials](#)

Table legs (legal sword under 30" with brown cover); steak knives (melee); pots and pans (foam constructs only); plates, bottles, cups and mugs (safe foam throwing weapons); meat cleavers (flat blade melee daggers); rolling pins (legal sword u

[Setup](#)

Mark off the area to serve as the tavern with ribbon. Allow plenty of room for moving and fighting. Normal weaponry is not permitted inside the Tavern. All items carried into the Tavern Brawl must look like Tavern Items. No weapons permitted longer than 36" unless approved by the reeve. Armor and shields are not permitted. Throwing weapons are permitted, so long as they meet the above criteria. Bows and siege weapons are not allowed (well, maybe a huge Keg thrown by three people!)

[Rules](#)

[Victory](#)

[Misc](#)

To have fun using non-traditional Amtgard weapons. This is also a wonderful creative outlet. Just tell the populace to come up with non-weapons and give them a couple of weeks. You will be amazed at the interesting items they invent.

[Variations](#)

Use full class rules, but limit all players to first level. Same restrictions apply for weapons, though armor may be allowed.

Warcraft (Orcs Vs Humans)

Origin: Entered by Azus

[Created on](#)

2010-04-02 17:50:49

[Modified](#)

2010-07-20 23:14:32

[Class](#)

Militia

[Lives](#)

5 lives (militia)

[Count](#)

Normal count

[Reeves](#)

one per nirvana,ane one per gold mine

Materials

Red headbands for the humans, green headbands for the Orcs, several boxes to serve as Gold Mines, piles of treasure markers or fake gold coins. You will also need one reeve for Nirvana for each base and one for each Gold Mine in play.

Setup

Divide the populace into two equal teams: Orcs and Humans. Send the reeves into the forest (or spread across the battlefield) with the stocked Gold Mines. Each team should be given a roll of ribbon to mark out their base (which also serves as their Nirvana). Use the rules for simple Castle construction for more information.

Rules

The eternal struggle between Orcs and Humans continues unabated on Amtgardia! All players begin with 3 lives. To start the scenario, all players are armed with a single melee weapon and up to 2 points of armor. As the teams spread out, they will discover the Gold Mines. Each player may only carry one gold piece at a time and it takes a 30 count to remove each piece. Only one player at a time may "dig" for gold. Players take their gold to their respective Nirvana reeve for a credit point. Once mined, Gold may be taken from a slain player, keeping in mind the limitations for how much Gold each player can carry. Once in Nirvana, Gold may not be taken from the base.

Points may be saved or spent as follows:

3 Gold One extra life for any player

6 Gold One player may use a short bow or a medium shield

8 Gold One player may wear up to four points of armor

10 Gold One player may go Berserk (as Barbarian) on next life

20 Gold All players on the team gain one additional life

Victory

You have a couple options for victory:

1. Play as a shatter battle

2. Play as a timed game, whichever team has the most gold in 30 minutes wins. You may want to cycle lives for this.

Misc

Variations

1. The team with the most Gold at the end of the game wins.

a. May play as a timed game, with cycle lives.

2. Play until one team is shattered.

3. New levels of complexity may be added by allowing Gold to buy other things. Examples include buying Monsters, Siege Weapons, Armor or Weaponry for ALL teammates, a Relic, a Healer, etc.

Armory

Origin: Shotgun_Holiday *Entered by* Azus

Created on

2010-04-02 18:02:06

Modified

2010-04-02 18:02:06

Class

Militia

Lives

1 life

Count

No count

Reeves

Materials

Setup

Rules

Every weapon you can find is put into a pile and an arena is marked off. Then each combatant chooses a weapon and everyone fights. Then the loser(s) give(s) the winner their weapon(s), and he makes his own pile of loot. Then the losers choose a new weapon from either their personal pile or the main pile. You lose the game when there is no weapons left for you to use, in your personal pile or the main one.

Victory

Misc

Variations

Assassination

Origin: Sir Guy Kasama *Entered by* Azus

Created on

2010-04-02 18:08:47

Modified

2010-07-20 21:59:56

Class

Full Class

Lives

standard per class

Count

Normal count

Reeves

Materials

Setup

Rules

Form up into two teams in the usually way. Each team should have a reeve. The reeve for each team chooses one player on his own team to be a 'spy'. The reeve then whispers to each member of the team whether he or she is the spy or not. To the one person who is the spy he also whispers a code word. After the lay on is called the reeves yell out random words regularly until they see a time for their spy to wreck some havoc. When a reeve calls out the code word his 'spy' switches teams for the rest of one life and tries to do as much damage to the team that picked him as possible. After a 'spy' has been killed the reeve again goes up to each player and whispers if they are the new 'spy' and a new code word if they are. Obviously, since both teams are

occasionally turning on them selves this can be a chaotic variation.

Victory

Misc

Variations

Battle for Elfland

Origin: Sir Michael Hammer of God Entered by Azus

Created on

2010-04-02 18:26:04

Modified

2010-04-21 12:15:25

Class

Full Class

Lives

standard per class

Count

Normal count

Reeves

Materials

rope

Setup

Mark out 6-8 fortresses by making a 10-20 foot diameter circle with rope, preferable around a tree (hopefully you have a field with scattered trees). Place markers for the teams (3) on different sides of the field.

Rules

This battle-game revolves around capturing Territory with a slight elfish theme. This is a full class battle and players should be divided into three teams. Each team will represent one of the factions in the Elven civil war. Each team starts off the game at a different edge of the field. The game is played in three periods each approximately ten minutes in length. All three teams being to battle each other as they see fit and after a predetermined time between nine and eleven minutes (known only to the reeves) a hold should be called. During the hold the reeves will check who controls the fortresses. A team considered to control a fortress if they have at least one living team member within the rope circle and if no other team has a living player within the fortress. Each team will get one point per fortress then the hold should be lifted the fighting continue. There will be another period and then another hold. The same count will be made with the points being cumulative. Then we will play one final period and count the forts a third time. The team with the most total points will be the winner. The game also has the following special rules. All players will get one point of natural armor as long as they are within the ten foot circle of a fortress. If members of opposing teams are both within the same fortress, both players get the bonus. Finally, all bases for returning from Nirvana will be at the starting point for your team. All other functions of a base including healing,mending, and the prohibition of spells and abilities within a certain radius apply to any fortress.

Victory

Misc

Variations

Calvinball

Origin: Alona, e-sam Entered by Azus

Created on

2010-04-14 14:46:33

Modified

2010-04-14 14:46:33

Class

Full Class

Lives

Unlimited

Count

see rules

Reeves

Materials

Setup

Rules

Calvinball is simple, two sides, infinite lives. All per game abilities happen once every four lives. Barbarians FAD every 4th life. You have two sides, and you fight. Deaths do not come back immediately until one side "wins". Usually killing the other side, or otherwise establishing they win the exchange (i.e., don't waste half an hour hunting down some speedy guy hiding in the woods). Once one side wins, the side that lost gets to make a new rule. Pretty much any rule they want, with one caveat. You cannot name a player by name in a rule (e.g., "Grubilex is immune to green weapons"), or use a physical description (e.g. "all redheaded warrriors over 6' tall inflict double damage with their weapons"). You can make a rule which just happens to affect one person (all javelins are 'wounds kill' when only one person has a javelin).

Some examples (all ones we have used)

- * Everyone must fight lefthanded. (the team who made this rule had two lefthanded people and the rest was mostly florentine)
- * All spellballs remain active.
- * All weapons are red.
- * Archers can only carry 3 arrows.
- * People struck by an arrow keep it.
- * Ditch battle sides - teams who lose also get first death of the other team.
- * Barbarians must berserk and attack anyone who asks them a question.
- * Everyone fights after death.
- * Barbarian FAD count resets to 0 every time they kill someone during FAD.
- * Spells must be cast with the left foot.
- * Anyone placing both hands over their ears is immune to verbal magics.
- * Stuff like that.
- * If a team does not like a rule, they can always lose and undo it. This continues until one team concedes the other team is "too silly".

Victory

Misc

Variations

Conquer Engoku

Origin: Book of Engoku Entered by Azus

Created on

2010-04-14 15:16:02

Modified

2010-07-20 22:07:29

Class

Full Class

Lives

standard per class

Count

Normal count

Reeves

Materials

Garb the five kings. Strips to mark out the landscape. Tabards for each team would be nice.

Setup

Divide the field into the five realms. Be as detailed as you like: draw countries on the ground, or just make a huge circle and divide it into five sections. Add appropriate terrain effects in the appropriate places (steppe & deserts in Tartarus, for instance). Pick five experienced players to be the kings. Divide the players evenly between them.

Rules

The object is simple: conquer the realms of Engoku. Whenever a king dies, it and the inhabitants of that realm become part of their conqueror's army. Everyone's nirvana remain unchanged, regardless of who commands them. If there is no clear conqueror (the king went down by the efforts of several realms), it's up to the dead king to decide which gets his lands and people.

Victory

Misc

Variations

Class Hunt

Origin: Entered by Azus

Created on

2010-04-14 15:14:32

Modified

2010-04-14 15:14:32

Class

Full Class

Lives

standard per class

Count

Normal count

Reeves

Materials

None, or perhaps a "stolen" artifact.

Setup

Divide the populace into two teams, one team comprised wholly of members of one specific fighting class (Assassins, Barbarians, Scouts, etc.), the other made up of the remaining populace. If the ratio is greater than 3 to 1, consider asking other players to play one of the Hunted at 1st level (or higher, if someone has credits in that class)

Rules

For whatever reason, the local Lord has declared the members of a certain class are evil and must be destroyed. The Hunted Class flees into the woods, pursued by the Populace. The Populace must catch and/or shatter the Hunted. The Hunted must elude the Populace for a specified amount of time. Theme is important to this battlegame, for without a story, this turns into little more than a "destroy the bad guys" blood bath.

Victory

Misc

Variations

Try and even things up for the Hunted by using one or more of these options

* Band two similar classes together for larger groups. For example: a band of Barbarians and Scouts are robbing the local merchants and must be stopped, or a renegade sect of evil Assassins and Monks terrorize the farmers of the Shire and must be tracked down.

* Put some Monsters, or a high-level spellcaster, on the side of the Hunted.

* Give the Hunted two or three times the normal number of lives, and have them come alive in a 50 count.

* Make the Hunted Class able to use Bows and forbid the use of Bows by the Hunters. This will go a long way in evening things up, especially if the Hunted don't have magic.

* Give the Hunted another goal, such as assassinating a specific member of the populace or carrying an object from one point to another. If the Hunted does this before they are all killed or captured, then they win. Or perhaps they receive some beneficial aid or magical relic.

Darklord

Origin: Entered by Azus

Created on

2010-04-14 15:22:50

Modified

2010-04-14 15:22:50

Class

Class or Militia

Lives

standard per class

Count

Normal count

Reeves

Materials

Black headbands for the Darklord and his minions.

Setup

Send the Darklord into the woods, with or without any Minions. The rest of the populace makes up the other team.

Rules

A lesson in futility. The Darklord (see Dor Un Avathar, 7th Ed.) has unlimited lives, and anyone who is slain by the Darklord (or his minions, read the description of the Monster) becomes a minion of the Darklord for the remainder of their lives. Eventually the Darklord's team will win, the fun comes from seeing who survives the longest.

Victory

Misc

Variations

* Last one alive becomes the new Darklord.

* Make this scenario part of a larger battlegame or Quest and provide some means for the Darklord's ultimate destruction.

Easter Egg Battle

Origin: Sir Michael Hammer of God Entered by Azus

Created on

2010-04-15 01:02:10

Modified

2010-04-21 12:17:48

Class

Full Class

Lives

standard per class

Count

Normal count

Reeves

Materials

Plastic eggs, paper and pen

Setup

Several different versions of Easter Egg Hunt games exist. In this one the person running the prepares by filling 30 or so Easter Eggs with beneficial scrolls. (Examples provided below). Before the game these eggs should be hidden in the play area.

* The Bearer of this Scroll may cast Fireball as per the third level wizard spell for the rest of the game.

* The bearer of this scroll is immune to all magic for the remainder of the battle-game. (Note this is not an enchantment although it does ruin any enchantments active on the bearer. Magic, including enchantments on equipment work normally)

* Any weapon wielded by the bearer of this scroll does one extra point of damage, on top of any abilities or enchantments for the duration of the game.

* The bearer of this scroll may at anytime choose to add two-points of invulnerable natural armor to him or herself. This works just like Stoneskin only it is non-dispelable. These points may be added one at a time or both together but once used they are gone for good. Like Stoneskin a Mend spell will repair one point in one location.

- * The bearer of this scroll has two points of natural armor on each life for the rest of the game.
- * The bearer of this scroll may resurrect three other players during this game merely by touching the egg that this scroll was in to a dead player. After three players have been so raised, the scroll provides no further benefit.
- * The bearer of this scroll may choose to go berserk twice more during this game than he or she would otherwise be allowed. For high level barbarians this includes the ability to fight after death. For all others it should be treated exactly as the first level barbarian ability.
- * The bearer of this scroll may cast the heal spell as a first level healer. If the bearer is already a healer with unlimited access to the spell, the scroll allows him or her to cast the spell by using only the first stanza to cast the spell.
- * The bearer of this scroll may make either a shield or weapon belonging to and used by him or herself completely indestructible. This piece of equipment will also bounce Iceball/Entangle as per the wizard spell enchant shield. Once used this effect lasts until the end of the game.
- * The bearer of this scroll gains Paladin/Anti-Paladin immunities for the remainder of the game. That is he or she is immune to all wizard spells except Iceball, Lightning Bolt, Magic Bolt, and Sphere of Annihilation. Other classes spells work as normal.
- * One weapon used by the bearer of this scroll becomes a flaming blade like the Druid enchantment. This weapon is immune to flame and Iceball/Entangle and may also be used to free others from Iceball/Entangle effects. It provides no protection against any of these things to the bearer if they strike the body or equipment, they must be batted away by the weapon. This weapon is also treated as a two-point blade. This lasts till game end.
- * One weapon used by the bearer becomes a Enchanted Blade, as per the wizard enchantment, Enchanted Blade. This weapon will kill on any wound through armor. The effect lasts until the game ends.
- * The bearer of this scroll gains the ability to use throwing weapons of any kind. If the bearer already possesses the ability to use throwing weapons then he or she does one extra point of damage any time he or she uses a throwing weapon that is normally allowable. (This has no effect on bow usage.)
- * The bearer of this scroll may mimic the first level abilities of any class as the Bard spell with the following restrictions. This does not allow spell casting from the class being mimicked. Spell casters using mimic must still pay spell points for any equipment that they choose to use. Any piece of equipment that is not normally allowable to a class, such as shields for wizards, gained by mimic, cost five spell points per level. This ability may be used on one life and then expires.
- * The Bearer of this Scroll may cast Iceball as per the first level wizard spell for the rest of the game.
- * The Bearer of this Scroll may cast Petrify as per the fourth level wizard spell for the Rest of the Game.
- * The Bearer of this Scroll may cast Lightning Bolt as per the second level wizard spell for the rest of the game.
- * The Bearer of this Scroll may cast Circle of Protection as per the third level wizard spell for the rest of the game.
- * One weapon owned and used by the bearer of this scroll, becomes a Weapon of Wounding for the remainder of this life. Any arm or leg wound caused by this weapon will not be healable by magical means. Scout binding will work as normal and death will, of course, solve the problem.
- * The bearer of this scroll gains one extra class ability or spell that duplicates something that has already been taken. For example a warrior could take another life, a barbarian an extra berserk life, or a druid and extra Stoneskin spell. Spell maximums and armor maximums may be violated using this ability.
- * The bearer of this scroll plays for the rest of this game at one level higher than his or her actual level. If a sixth level Character becomes the bearer of this scroll, he or she may choose one duplicate ability from his or her class and gain that.
- * The bearer of this scroll gains the ability to fly twice during the course of this game. The Incantation is "I rise and take flight" X 5. Spells and missile weapons may be used normally while flying but no melee combat is possible, using this ability. Each application of this scroll lasts until death, voluntary landing, entering melee combat or the successful application of Dispel Magic.

- * The bearer of this scroll may Teleport as per the Assassin ability, 5 times during this battle game.
- * The bearer of this scroll may carry as many enchantments as he or she can get for the remainder of this game.
- * The Bearer of this Scroll may cast Finger of Death as per the sixth level druid spell twice during the rest of the game. Incantation "I call for your Death" X 5.
- * The Bearer of this Scroll may cast Hold Person as per the second level wizard spell four times during the rest of the game. Incantation "I command thee to stop" X 3. This spell may be used while moving.
- * The Bearer of this Scroll may cast Wounding as per the second level wizard spell four 24 times during the rest of the game. Incantation "By my heart, I strike off your (fill in appropriate limb)" X 3. This spell may be used while moving.
- * The bearer of this scroll may force an Honor Duel upon any non-Barbarian player within 20 feet twice during this game. Incantation "Honor Duel" X 5
- * The bearer of this scroll is surrounded by an Aura of Flame. This ability provides both protection from flame, as the wizard enchantment, and immunity to Iceball/Entangle. This lasts throughout the remainder of this game.
- * This scroll provides no benefit but the egg it came in counts as two unopened eggs at the end of the game. This egg, once open can not be taken from the bearer by a player who kills them.
- * The bearer of this scroll gains the ability to steal a life as per the Anti-Paladin ability once during this game.
- * The Bearer of this scroll gains Barbarian Immunities, that is immunity to all holding type spells except stun, for the rest of the game.
- * One weapon, owned and used by the bearer of this scroll, gains the ability to break weapons twice during this game. To use it call out "Weapon Breaker" X 3 and the first weapon that you hit within 10 seconds is considered destroyed.
- * One weapon owned and used by the bearer of this scroll becomes poisoned for the rest of this game. Treat this as per the Assassin ability.

Rules

During the game players can find the eggs and choose whether to open them or not. If an egg is opened the player opening it gains whatever abilities are listed on the scroll inside. Unopened eggs count toward the teams eventual score. Once an egg is opened it may not be put back together and the player has the ability provided on the scroll until he or she opens another egg or until the end of the game. Unopened eggs may be freely traded, given or stolen but scrolls from opened eggs may not. Also, upon killing a member of the opposing team a player may demand one unopened egg from that person if he or she carries one. The abilities found in eggs are not enchantments and anyone can use them.

Victory

Gain the most points in unopened eggs in the allotted time period (ex 30 minutes)

Misc

Variations

Finders - Keepers

Origin: DasArcaneStars - esam *Entered by* Azus

Created on

2010-04-15 01:03:24

Modified

2010-07-20 22:28:17

Class

Militia

Lives

1 life

Count

see rules

Reeves

Materials

Setup

Rules

We took all the weapons, scattered them around on the ground, had everyone get at least 15' away from the weapons, and then on the signal of 'go', you could run and pick them up. If you happened to pick up a spellbag with spellballs or enchants in it, you could use any of those spellballs or enchants as a class of that level... but if you didn't know the incantations... you were fucked....

Victory

Misc

Variations

Genie In a Bottle

Origin: Entered by Azus

Created on

2010-04-15 01:10:05

Modified

2010-07-20 22:31:10

Class

Class or Militia

Lives

standard per class

Count

Normal count

Reeves

Materials

An object to serve as the "lamp"

Setup

Pick a genie and an item to use as a lamp. Throw the lamp on the field. Divide the Populace into equal teams.

Rules

This self-contained game features a near-omnipotent Monster bound by some very concise rules. Be certain the player portraying the Genie is willing to play in character, a truly impartial Being of Cosmic Power doling out favors to all teams equally. Description below. Winner must keep lamp for designated period of time. Use the Genie of the Lamp, presented below, or give the Genie 6th level Magic use in one or more classes. The side who gains the lamp gets three wishes from the Genie. To summon genie, you must rub the lamp and say "I call upon the power of the lamp" x3. The Genie may perform one task before having to be summoned again. Genie has unlimited lives and can only be killed while carrying out a request. If the Genie is killed, your wishes are used up. Limit of three wishes per team per possession. If team loses lamp then all enchantments/magic are lost. The other team now gets three wishes. Continues until time runs out.

Genie of the Lamp

(SW: Star)

Q/M: QUEST

Armor: 8 points Invulnerable

Attacks: Spells only

Abilities:

1. Intangibility (unlimited) As creatures of pure magical energy, Genies are naturally vaporous and intangible. They are immune to all physical game effects (i.e.: most spellballs, walls of thorns, fire, or force, all normal melee and throwing weapons, etc.) Their Invulnerability is only effected by the following powers, items, and spells: Curse, Finger of Death, Touch of Death, Vibrating Palm, Odin's Hammer, Enchanted weapons, the Dagger of Infinite Penetration, and Mutual Destruction. They may be attacked with normal physical attacks only if in the process of casting a spell or fulfilling a wish.

2. Wish Fulfillment (3/owner) The Genie's master can command them to fulfill a variety of wishes, within certain guidelines and limitations. First, they may cast ANY spell or use ANY ability of ANY class or Monster to fulfill a wish, including Resurrect. May grant the abilities of a Relic on a non-Relic item for one of the master's lives per wish. Enchantments and other wish effects have to be wished for again when the master dies and returns from Nirvana (i.e.: no wishing for "the Sword of Flame for the entire battlegame!", that would be one wish for every life the master has). No wishing for more wishes. No "freebies", "substitutions, exchanges, or refunds!" Lastly, and perhaps most importantly, Genies can BREAK THE RULES. With Reeve permission, the Genie can cause wild acts of mass destruction, Teleport entire teams, Resurrect everyone on the battlefield, cast the Wind spell with a single word, or do effectively anything the master's heart desires. A Reeve should be on hand for all non-standard or mass requests ("I wish everyone on my team has an Enchanted Weapon!"), to rule whether the request is feasible.

3. Teleport (unlimited) Must say "Teleport" x3 to activate and "Poof!" x1 to reappear. Else treat as Wizard Teleport.

4. Heal Self (unlimited) May be cast while Intangible. Must say: "Sword cut, spear stab, mace smash, arrow jab / The white light of Healing hath healed me!" x2. This spell heals the Genie and restores all lost armor points in any one location.

Vulnerabilities:

1."Phenomenal cosmic powers! Itty-bitty living space!" The Genie is bound to serve the possessor of his/her Magic Lamp, an extra-dimensional prison which contains the Genie's soul. The Genie is subject to the whim of his/her Master. Each Genie is bound to serve a single owner for the extent of three wishes (see above), after which time both Genie and Lamp vanish to find a new owner. If the Lamp is lost to an owner before he/she uses the three wishes, should he/she ever regain the same Lamp, they get the remainder of their wishes. Once having been a Genie's an individual may never again have the servitude of any other Genie. (Three wishes to a customer!)

2.Genies may not exist within an area of Anti-Magic, and will be Teleported to the nearest boundary of the spell if caught within one. Genies may NOT Dispel an Anti-Magic area, nor do any of their abilities or gifts function in such an area. 26

3.Additionally, the Genie may never use Wish Fulfillment on himself/herself without a Master's wishing this so. All other powers may be used normally.

Garb: For women, a belly-dancers costume. For men, a turban with Arabic robes.

Description: Genies can appear in any form they desire, though usually to achieve some response in humans (love, terror, respect) or to fulfill a wish for their Master. Generally speaking, the females appear as incredibly beautiful human females in Arabic-style clothing, the males vary widely from truly frightening to almost comedic. Each Genie has a distinct personality, much like humans, and can be of any temperament or ethos. Some Genie's are quite evil and will twist their master's wishes to the letter of the wish, potential master's beware!

Lives: 1

Levels: As mastodons of magical power, Genies are as powerful as they will ever be.

Victory

One team must hold onto the lamp for a designated period of time.

Misc Variations

*

Free for all, or 2 person teams. There is no point to the game than silly requests.

Good vs. Evil

Origin: Jabberwock Pentacles *Entered by* Azus

Created on

2010-04-15 02:00:49

Modified

2010-04-21 12:18:18

Class

Full Class

Lives

standard per class

Count

Normal count

Reeves

2 (1 per team)

Materials

Setup

Rules

This game is based on a certain amount of role-playing and teams are likely to be unbalanced. Teams should be chosen by allowing people to split up depending on whether his/her persona is "good", "evil" or "neutral". Neutral characters should be assigned to the good or evil team based to attempt to balance the game. Each team should have its own reeve. Basically, the idea is that the two reeves represent the Powers of Goodness and Evil. Each will give benefits to his/her team if they perform acts of exemplary goodness or evil. Each will also give curses to those who defy their team's alignment. This will call for judgment on the part of the reeves. Minor good acts may include dropping a shield to be more fair to a wounded opponent, or not taking an opportunity to backstab. A major act of goodness may include jumping in front of an arrow. A minor act of evil might be back-stabbing or tricking an opponent. A major act might be convincing the good team that he/she is on their side, then back-stabbing them all. Once a benefit has been used, it should be given back to the reeve to be given out again. Below are the benefits and below those are the curses. Evil curses are given to the good team and vice versa. Benefits:

For a Great Act of Goodness, we have decided to grant thee:

The Power of Conversion

The next person you kill will be converted to the power of Light and Goodness. For one life they must fight with you and your kind against the powers of Evil. They may, instead, if they wish, take a 2nd death.

For an Act of Goodness, we have decided to grant thee:

The Armor of Faith

You are armored with 2 points of armor. This is invisible, magical armor which need not be worn and can be repaired. It will last only until the end of this life.

The Aura of Protection

You cannot be affected by the foul magics of Evil. Good can still affect thee normally, but against Evil, you are a bastion of hope. This will last until the end of this life.

The Gift of Life-Giving

You can, by touch, resurrect one character as per the 3rd level Healer spell.

The Armor of Hope

You are armored with 1 point of armor. This is invisible, magical armor which need not be worn and can be repaired by a mend spell. It will last only until the end of this life.

The Gift of Healing

You can heal others by touching them. You must touch the person to be healed and call "Gods of Good, heal this person!" and it will heal them just like the 1st level Healer spell. You may do 5 points of healing in this manner.

For a Minor Act of Goodness, we have decided to grant thee:

The Gift of Life

You may live one extra life. It will be your next life and will be the same as the first life you lived (i.e. no berserks, kazikame, etc.)

The Gift of Freedom

You are now immune to Iceball, Entangle, Petrify, Flesh to Stone and Hold Person. This will last until the end of this life.

For your Great Act of Evil for the Dark Powers, you have been granted

The Power of Corruption

The next person you kill will be corrupted to Evil. For one life they must fight with you and your kind against the vile powers of Goodness. They may, instead, if they wish, take a 2nd death.

For your Act of Evil for the Dark Powers, you have been granted

The Power of Hellfire

Until the end of this life, you may cast Fireball. You may only have one Fireball on your person at a time and you must cast it normally.

The Power of Rage

Until the end of this life, you can do 1 extra point of damage and break shields with your melee weapons.

For your Minor Act of Evil for the Dark Powers, you have been granted

The Power of Life-Theft

The next person you kill will be Spirit Severed and cannot be resurrected. In addition, you add one life to your own count.

Curses:

For your act of Evil, you have been punished!

Take a wound! **This wound cannot be healed and will last until you are slain. Resurrection will bring the wound back as well. You may choose where the wound is taken. (Note to reeve: this curse should not be given out to a wounded character.)**

Your strength is taken from you! **You may not wield a great weapon or wield more than more than one weapon. In addition, you may not use both sword and shield, but must choose one or another. You may not gain any benefit from armor.**

You are made weak! **Wounds kill you.**

You are damned! **You cannot be resurrected.**

For your act of Goodness, you have been punished!

Take a wound! **This wound cannot be healed and will last until you are slain. Resurrection will bring the wound back as well. You may choose where the wound is taken. (Note to reeve: this curse should not be given out to a wounded character.)**

You are commanded to work with the worms of goodness! **You must now go over to the side of good and fight with them. Wounds will kill you. After you have died, you may return to the side of evil.**

You are made hated in the side of all evil! **You may not accept enchantments from your team, nor can you be healed by your team.**

You are turned into a toad! **You must hop around for 30 seconds. You cannot use weapons and must ribbit. You may wear no armor and have no enchantments. Do not disobey the powers of evil again!**

Victory

Misc

Variations

Juggling

Origin: Entered by Azus

Created on

2010-04-16 02:42:59

Modified

2010-09-24 12:47:37

Class

Militia

Lives

5 lives (militia)

Count

see rules

Reeves

as many as you can get

Materials

Setup

The juggling field is a rectangle 100 feet by 50 feet, the lines being 1" wide. Two goals are placed along the long middle axis of the field, five feet from the edges. The goals should be 1 foot in diameter, and 8" to 10" in height, and be Amtgard safe. In the center of the field is a circular area 10 feet in diameter, defined by a line 1" wide, which is considered part of the circle. The dog skull is placed in the center of the circle at the beginning of play.

Rules

When play begins, only the Quicks may step inside this circle until the dog skull is fully outside its perimeter. If any other player steps in the circle, or onto the line, before the skull is removed, they die immediately, and take position outside the circle where the player crossed the circle. Once the skull is removed, the circle does not affect the game until the skull is reset by the Reeve.

There are five positions in juggling. The Quick is armed with only a dagger under 18" in length, and is the only person on the team who can touch the dog skull. If a player other than the Quick picks up the dog skull, or intentionally moves it by touching it (including weapons or equipment), they immediately die. The Shield is armed with a short sword and small shield. The Slash is armed with two short swords, the Chain carries one or two (Amtgard-legal) flails, or a flail and short sword, and the Heavy has a single non-chain weapon at least 4 feet in length (if the weapon is a legal great weapon, as defined by the current edition Amtgard rules, it may break shields, otherwise it may not).

The Quicks line up on opposite sides, outside of the center circle, each facing their own goal. The Heavy starts just in front of the enemy's goal. The Shield lines up midway between the Quick and the Heavy, and is flanked by the Slash and the Chain, Slash to the right of the Shield, and Chain to the left side of the Shield, five feet from the sidelines. All players must remain in their starting positions until play begins. In the case of a false start, play is halted, teams are reset to starting positions, and the stone count is started again.

The game begins when the timekeeper casts the first "stone." This is done by throwing a rock at another object to make a loud noise, by hitting an object with a stick, or some other way of producing a sound that all players can hear. The timekeeper proceeds to cast additional stones, once every two seconds, and calls their number after each one. The actual count is the sound of the stone, not the number being called out. This is done until a goal is scored by a Quick or the timekeeper reaches 100 stones. When a goal is scored, the timekeeper stops counting stones, the Reeve resets the dog skull, and all players who are not shattered return to their starting positions, alive and healed, for a new round of play. When all are ready (within 30 seconds), the timekeeper commences the stone count from where it was stopped, and play resumes. If a count of 100 stones is reached, play is halted, all players regain their full complement of lives, and the game resumes at a count of 1 stone after a short rest break.

Substitutions may be made at the following times:

- after a score
- at the end of a 100 stone count
- in the case of an injury.

If a time-out or substitution is called for an injury, the injured player is required to leave the field until the next substitution opportunity. 100 stone breaks are for 60 seconds; injury breaks last for 30 seconds after the injured player is removed from the field. Play continues as outlined above until one team wins.

Normal rules of combat in Amtgard apply to juggling (head shots are illegal, torso shots kill, limb shots wound, two limb shots will kill, etc). However, there is no such thing as a subdual blow. If a limb is wounded, it is useless for a count of 7 stones. If a player is killed, the player must remain in place, "dead" for 15 stones. If they have lives remaining, they must yell "Alive!", get up, and continue fighting. "Alive!" must be yelled before resuming play.

Each player begins the game with 5 lives. If they are killed 5 times, they are considered "shattered," and are out of the game. Shattered players must remove themselves from play at the earliest possible moment without affecting the game play. Shattered players may only rejoin if the stone count reaches 100 (in which case all players are restored to 5 lives). If the Quicks on both teams are shattered, play halts and the stone count advances to the next 100 count.

If, during the course of play, a player steps on or past the game boundaries, they are stunned for 5 stones. Stunned players are not able to affect game play, but being stunned does not count as a death. Stunned players may not be killed or wounded while stunned, but they may be pinned. Stunned players must remain on the field nearest the spot they were stunned, and must yell "Unstunned!" before resuming play.

Dead or stunned players may be either standing, sitting or crouched (but not laying down), as long as they have either a weapon or hand resting on top of their head. Dead or stunned players may not affect game play in any way (including verbally). After the count is finished for being either dead or stunned, a player must yell "Alive!" or "Unstunned!" immediately and resume playing. A yell of "Alive!" or "Unstunned!" should be able to be heard for 50 feet.

Dead players may be pinned. To pin someone, a living player must hold a weapon against the body of the dead player. The pinning weapon must be placed on the torso (including top of shoulders, but not the groin) of the player being pinned. Excessive force may never be used in pinning, or any other time during play. If the weapon is removed, the pin is lost, and may not be re-established. Once a player is unpinned, that player may not be re-pinned until stunned or killed again. A pinned player may not come back to life even if they have counted their required 15 stones. If a player becomes unpinned, they may not come alive for one full stone after the pin is broken and then only if they have been dead for 15 stones. The Slash may pin two people simultaneously; all other players may only pin one player at a time.

Fighting one player while pinning another is possible only if one weapon remains in constant contact with the pinned player. A pinning weapon may not be used in combat whatsoever, although breaking a pin to block or attack is permissible. If a pinned player has reached the end of their death count, and the weapon that is pinning them is removed (even for an instant) the pin is broken, and the player may come alive after the next stone is struck.

In order to score, the dog skull must be placed in the goal by the Quick. Dead Quicks cannot score, and if the skull falls out of the goal, it does not count as a goal. Stunned Quicks cannot score, either; if a quick has a hand on the skull in the goal and is also out of bounds, a goal cannot be scored. He is stunned and the skull must be placed nearest the spot where the Quick went out of bounds. Quicks only may move the dog skull towards the goal while they have possession of it either in hand or under arm or tucked in belt. It may not be kicked or thrown or transported by any other means, and there may not be any forward independent movement of the dog skull. The Quick may use the dog skull to block shots, but it may never be used as a weapon. Anytime a Quick must surrender the dog skull (dead or stunned), it must be placed on the ground, at the appropriate spot, immediately.

Victory

Misc Variations

- * The quick is allowed to use the dogskull as a throwing weapon.
- * A non-quick is allowed to push a dogskull with his her weapon, as long as they do not touch it directly, but still may not score with it.
- * The game consists of three periods of 150 stones each rather than 100. The scoring method of "ahead by 2 and at least 3 points total" does not apply; instead, the full game time is observed and the team with the most points at the end of it is the winner.
- * I've seen where no players could move until the skull was removed from the circle by one of the two quicks, I've also seen where ALL players could move at 1 Stone, however only the quicks could enter the center circle while the dogskull was still there.
- * Locally, I've seen it played where none of the non-quick players could move until the skull was removed from the circle or ten stones had passed.

Lifeball

Origin: Matthulhu - e-sam *Entered by* Azus

Created on

2010-01-17 22:11:37

Modified

2015-05-21 03:48:18

Class

no class

Lives

See rules

Count

see rules

Reeves

Materials

Ditch-battle equipment

One or more Amt-legal Rocks/dodgeballs to represent Lifeballs. There should not be more than 1 Lifeball per 10 players. Each Lifeball should have a unique color or cloth cover so fighters can tell them apart

Setup

Fighters begin the game as a large circle with Nirvana in the center, and the Lifeballs in formation just outside Nirvana.

Rules

This game is played the same as Kill My Killer except as follows:

Dead players must go to Nirvana. They may return to life after a verbal 5-count once their killer is slain in turn.

If you slay another player while a Lifeball is in your possession, they do not return to life if you are slain as part of a "simo" with another player. This does not apply to the player you simo with.

If you are wounded and carrying a Lifeball, you can instantly heal any wound by returning to Nirvana and making a verbal 5-count.

If you are slain while carrying a Lifeball, you are allowed to return to life immediately (accompanied by the usual verbal 5-count) and your killer does not get 'credit' for your death. However, you must drop any Lifeballs in your possession and may not use it/them again until you've slain another fighter (simos included). You may, however, pick up and use any other unattended Lifeball.

Lifeballs may also be thrown as normal 1-point projectiles

Victory

Misc

Variations

Battlegame Ditch

Origin: Emerald Hills *Entered by* Reanna

Created on

2010-04-29 17:12:29

Modified

2012-05-09 10:56:26

Class

Class or Militia

Lives

standard per class

Count

see rules

Reeves

However many deemed appropriate

Materials

Setup

Two teams line up as in ditch.

Rules

The two teams fight as in any other battlegame, except when someone dies, they return to where they started and sit down. When everyone from one team is dead or immobile (ie, Entangled or Charmed), that round is over.

The first dead from the winning team switches sides, then play begins again. Once you are out of lives, you are out. Play continues until everyone is shattered.

No magic, such as healing, resurrecting, mending, barkskin, etc. between rounds; however you can do it during the ditch itself. All counts (Entangle, death, etc) finish at the end of each round.

Victory

Team with the last person standing.

Misc

Variations

In The Barre

Origin: Matthulhu - E-sam *Entered by* Azus

Created on

2011-04-17 16:09:46

Modified

2011-04-17 16:09:46

Class

Class or Militia

Lives

1 life

Count

10 second

Reeves

Materials

Ditch battle equipment and a 20-ft radius circle designated by markers or lines, which is "The Barrel"

Setup

Everyone begins the game ringing the outside of the circle, with one player starting out "In the Barrel". It will be good to have a reeve on hand to keep on eye on the action and to keep track of which round the current victim is on.

The initial player must be the highest ranking participant present, going by the following order of precedence:

Current park Champion;
Current Captain of the Guard;
Current Weaponmaster;
Sword knight;
Warlord;
Most Orders of the Warrior;
Most credits in Warrior;
Most credits in any other nonmagic class;
Most time spent in game.

Any ties are broken by chronological age/birth date. For example: the current Champion and Weaponmaster are absent, there is no captain of the guard, and the park has no sword knight or warlord, but there are two players with 7 OOTWs participating (and no locals or visitors with more than 7), so the older player between them starts off In The Barrel.

Rules

The player In The Barrel is stuck there until he/she can earn their way out by performing the following tasks, in order:

(round 1) Call out a single player to fight you one-on-one, and defeat them without being killed.
(round 2) Call out two other players to fight you as a two-man team, and defeat them both (you can be slain but it must be a simo)
(round 3) Call out a fourth player to fight you one-on-one, and defeat them without taking even a limb wound.

If the player In the Barrel fails to meet the requirements at a given round, he doesn't have to start over, but he does have to repeat that round, choosing a different opponent/s until they defeat them and survive (if necessary, he can alternate between players previously unfought). The player In the Barrel does not keep wounds between rounds, but cannot change his equipment during his turn (other than replacing broken items).

After the player In The Barrel completes his tasks, he then gets choose someone else to take his place. If possible, he must choose a player whom he did not fight that turn. It's now that player's turn In The Barrel.

In cases where the player In The Barrel "gets stuck" and cannot progress even after multiple tries (perhaps because of inadequate skill or poor choice of equipment), the reeve on hand can declare mercy and give him/her a free pass to the next round.

Victory

Misc

This is a fighting-practice scenario that is geared to giving more fighting opportunities to the less experienced players, since players may be expected to choose opponents they have a good chance of defeating.

Popular reference: <http://www.urbandictionary.com/define.php?term=the+barrel>

Variations

Goblin Daggerball

Origin: Entered by Azus

Created on

2010-01-24 15:16:00

Modified

2010-01-24 15:28:19

Class

Militia

Lives

1 life

Count

No count

Reeves

Materials

Rope and 1 throwing dagger per person

Setup

Mark out a good sized rectangle. The Goblins divide into two equal teams, one team on each side of the center line. Each Goblin is then given one throwing weapon (only!) with which to play.

Rules

The teams throw their weapons back and forth across the centerline at members of the opposing team, in no particular order or fashion. A Goblin is "out" when one of two things happen: a) the Goblin is wounded in any way by any weapon thrown through the air or b) if a Goblin on the other team catches a weapon that has been thrown, the thrower is ejected. Goblins may catch weapons without injury, so long as the catch is clean and the weapon does not hit the ground. Sides refresh after all the Goblins on one side are dead.

Victory

One team has 1+live goblins!

Misc

Variations

Goblin Feetsball

Origin: Entered by Azus

Created on

2010-01-24 15:23:28

Modified

2010-07-16 21:16:28

Class

Militia

Lives

See rules

Count

see rules

Reeves

Materials

rope!

Setup

Mark out a good sized rectangle. You can use any number of people; just split them evenly. This battle is best held in an open field (i.e.: no trees or other obstacles). Mark out a rectangular field as large as you have room for, or as appropriate for the number of players participating.

Rules

As in many informal football games, it is recommended that the defense waits 3-5 seconds before charging the line, and that the number of rushers be limited.

Mark the boundaries as clearly as possible, including the outer edges of the end zones. Once a person steps out of bounds, they cannot re-enter that play. (There is no such thing as being "forced out", since you have a weapon to take care of anyone who approaches, and there is no physical bumping...)

All participants are members of two goblin clans, which are at war over a most treasured object. (A tub of candy or something similar works well, and the team is welcome to do as it pleases with this treasure after the game.) To avoid injury to innocent family members and needless property damage to the villages, the leaders of the goblin tribes have agreed to settle their disputes on the football field.

Armbands, headbands, or war paint will mark membership in the clans (teams). For a football: if you have a foam or stuffed football that would work great. Otherwise, make an elongated spellball, or use a normal spellball or throwing dagger or anything that can be thrown and caught easily and safely.

To score a point, a team member must have possession of the football beyond the opponent's goal line, without having stepped out of the marked boundaries. A "safety" is counted the same number of points (i.e.: one) as a touchdown. There are no ways to score by kicking. More or less regular football rules apply (including things like "offside" and "pass interference"), except that instead of tackling or blocking each other, each player has a single, one-handed, less than 4 foot weapon (hinged or non-hinged), with no armor, shields, magic, or projectiles. Any wound kills. Dead players are asked to signal their death clearly and quickly, and to do their best to avoid interfering with those who are still alive. Deaths last until the beginning of the next down. (See below.)

After gaining possession of the football, a team has four plays to score. (If the field is large enough, there may be a certain distance they need to go to gain a "first down"). On the fourth down, they may choose to forfeit the ball by throwing or kicking it to the other team (this must be announced in advance). (Initial or post-scoring kickoffs are also conducted this way: the ball can be kicked or thrown.)

Both leaders have huge numbers of goblins at their call. As players die, they are "replaced" on the next play by another family member who looks a lot like them. (In other words, the same Amtgardian, who is now representing a relative of the goblin who just died.) All participants have one life per play, for as long as the game lasts.

The game may continue as long as the reeve or the two captains are willing to let it, but a general guideline of one hour is recommended.

At the reeve or captains' discretion, teams may change ends of the field halfway through. (Half-time shows are optional.)

Victory

Misc

Variations

Goblin Ball

Origin: Entered by Azus

Created on

2010-01-24 15:36:05

Modified

2010-03-26 02:25:28

Class

Militia

Lives

cycle lives, cycle per game each life cycle

Count

10 second

Reeves

optional for larger games

Materials

Rope, 1 dagger per person, something for goals (spare shields work, roped off area), and a "ball". The ball can be a large throwing weapon, a flag, a sword, a water bottle, whatever is handy.

Setup

Mark off a rectangle, with a line halfway across. Set up goals at either end (shields, or a roped off area shield sized. Set the ball in the center of the midline.

Rules

Everyone is goblin, armed with a single dagger only.

There are two teams, starting spread out on either side of the mid-line. In the center is the ball. At lay on, each team tries to get the ball past the other team into the goal. The ball needs to be in the goal, as opposed to touching it, to score a point.

If a goblin is killed, s/he will count out 10 seconds, at which point the player will come alive again at the spot they died. Going out of bounds counts as a death.

Victory

Best out of 3! Or higher, if there's a goblin smart enough to count that high.

Misc

Variations

- * The ball is heavy, and can be carried at a walk
- * The ball is two handed, and the goblin must drop their weapon to carry it.
- * The ball is a weapon (sword, throwing dagger), and can be used to fight with.

Work off the Warriors

Origin: Tiger Clan Entered by Azus

Created on

2010-02-07 13:57:26

Modified

2010-04-21 12:57:01

Class

no class

Lives

1 life

Count

No count

Reeves

Materials

Setup

Rules

Victory

This practice game is used to allow competitive practice among fighters of widely different abilities. For those who like competition even in practice it is pretty fun.

The game is basically a normal hold the field ditch battle style where fighters go after each or one on one until one of them wins and then the looser leaves the field while the next player in line fights the winner. (with two players obviously they just keep fighting each other. Scoring for this variant works as follows. Each player has a starting score equal to the number of Orders of the Warrior that he or she has earned. Players with Zero Orders of the Warrior start with one point. Optionally all players with ten or more Orders may start with only 10 points. Each time a player wins a duel he or she looses a point. The first player to get to zero wins the round. All players go back to their starting number of lives and begin a new round if desired. It is recommended that if you plan to play multiple rounds, each time a player wins a round that he or she adds one point to his or her starting score each round for the rest of the play session. This helps deal with the problem of fighters who have on yet received Warriors commensurate with their abilities.

Misc

Variations

Axe Game

Origin: Turrus Lunae - CK Entered by Azus

Created on

2010-02-07 14:23:42

Modified

2010-04-21 13:08:52

Class

Ditch Style

Lives

1 life

Count

No count

Reeves

Materials

Setup

Rules

Form all players up into teams of two. One person alone is acceptable if you are playing with odd numbers. Each player should be armed with a single handed weapon (no shields). There is also one legal throwing ax total in play. The teams start out in a big circle. The odd man out or just anyone, if playing with an even number, throws the ax into the middle of the Circle. Once the ax hits the ground the game starts and it is a legal throwing weapon for any team to pick up and use. Fight as a free for all until only one team survives. They are the winners. Then go ahead and reform teams for the next round. People should try to fight with different partners each round to learn teamwork. The most unwounded player on the winning team starts as the odd man out (unless you have even numbers) and throws the ax in to start the next round. Play until people get sick of it.

Victory

Misc

Variations

Arena Battle

Origin: Matthulhu - esam Entered by Azus

Created on

2010-02-07 23:40:06

Modified

2010-03-16 00:58:13

Class

no class

Lives

See rules

Count

10 second

Reeves

Materials

Setup

Use the safety cones to fence in a large square or rectangular 'arena', leaving about 10 feet between adjacent cones. Lay down the lengths of rope in a random pattern within the arena to form walls. Don't completely enclose any areas, but it's okay if you arrange these rope-walls to form T-shapes, X-shapes, right angles, alleyways, and three-sided bunkers. Walls need not be perfectly straight; leaving a gentle curve is fine (and the walls won't stay straight forever!) It is not necessary to put down walls along the boundaries.

Each safety cone represents a base. Every player starts the game at one of these bases.

Rules

This is a free-for-all scenario. Everyone has 5 lives.

The ropes on the ground represent Forcewalls and block all movement and attacks. Projectile attacks that cross a Forcewall at any point along their path are cancelled out. Walls may not be moved during the game, except to fix one that has been kicked or dragged out of position.

Combat is not limited to inside the arena, but players must drop to their knees while outside the arena (such as for retrieving projectiles or evading projectile attack).

Players who are killed must go to any base of their choice and loudly count down from 10, then may return to life.

Broken items may be replaced at any corner base for a 10 count.

Victory

The last player standing wins.

Misc

Variations

Healing Circle

* Place a 3-ft circle of white or red rope in the center of the arena. This is a healing circle.

* Attacks may not occur across this circle but it's okay to move through it yourself.

* To heal a wound, a player must repeat "Heal 1, Heal 2, Heal 3..." through "Heal 10" while sitting or kneeling inside the healing circle with both hands empty.

* Broken items can be mended at the healing circle.

Sniper

* One or more reeve's pages are assigned to the area outside the arena. They are allowed to 'return' any projectiles that fall outside the arena. Players struck by these 'returning' projectiles take damage as normal, but being killed by a sniper does not count as a life lost. Snipers may not be attacked.

Team Arena

* The members of a multi-player team fight as a unit. They begin the game at a single base. No player can return to life until every member of their team is also killed. They then return to life at the same time at a single base.

Goblin Daggerball

Origin: Entered by Azus

Created on

2010-03-24 01:41:59

Modified

2010-03-24 01:41:59

Class

no class

Lives

1 life

Count

No count

Reeves

Materials

Rope

Setup

Mark out a good sized rectangle. The Goblins divide into two equal teams, one team on each side of the center line. Each Goblin is then given one throwing weapon (only!) with which to play.

Rules

The teams throw their weapons back and forth across the centerline at members of the opposing team, in no particular order or fashion. A Goblin is "out" when one of two things happen: a) the Goblin is wounded in any way by any weapon thrown through the air or b) if a Goblin on the other team catches a weapon that has been thrown, the thrower is ejected. Goblins may catch weapons without injury, so long as the catch is clean and the weapon does not hit the ground. Sides refresh after all the Goblins on one side are dead.

Victory

Misc

Variations

Meat Grinder

Origin: Entered by Azus

Created on

2010-04-02 13:47:48

Modified

2010-04-02 13:49:05

Class

melee - non class

Lives

1 life

Count

No count

Reeves

Materials

Setup

Everyone stands in a fairly large circle. The leader of the game numbers everyone off.

Rules

The leader or reeve calls out two numbers, those two people go in and fight. This continues for as long as you want. If the leader/reeve calls "Meatgrinder", everyone runs in and fights. The leader/reeve can also call out garb colors, weapon styles, or anything. Also, people that form the circle can poke fighters with their weapon if they get close enough (They must stand in their spot however).

Victory

Misc

Variations

Dog Tag / Inuoumono

Origin: Book of Engoku Entered by Azus

Created on

2010-03-23 23:50:57

Modified

2010-07-20 22:09:17

Class

Full Class

Lives

See rules

Count

No count

Reeves

Materials

material to mark out circles. Garb for the dogs helps. Notepads and pencils to keep track of

Setup

In a large field, two concentric circles are set up. The inner circle is about 20' in diameter, the outer circle, about 35' in diameter. All the players are divided in half. One half becomes the dogs, and is unceremoniously released into the outer circle, where they must stay. The other half is divided into two teams. The two teams line up on opposite sides of the inner circle.

Rules

The first person in line for each team enters the outer circle with a bow and three arrows and unlimited uses of the ability Gallop, and with 'lay on', begins to fire into the dogs. They may move about the outer ring however they like. Hits are scored by location (leg: 1pt, arm: 2pts, torso: 2pts, any killing shot: +1pt). Reeves must keep track of points for each team, but it's the responsibility of the dogs to call hits and locations. When the player is killed or out of arrows, he returns to his team, to the back of the line, and the next teammate in line takes their turn with the bow, three arrows, and Gallup (unlimited). The dogs may do whatever they wish, so long as their feet do not go outside of the outer ring. Dogs are armed with two daggers, and have four lives. Play continues until all the dogs are dead.

Victory

Misc

This game will have people shooting each other at close range. Make sure the arrows are in good shape, your archers only half draw, and your bows aren't too strong (a 35# bow half drawn at 20 feet still hurts!)

Also known as Inuoumono, it is a sport practiced by nobles and the wealthy. Despite the fact that PETA would have a heart attack if they knew we were glorifying this nasty sport, it had to be included in this work, since it is the first time in history a game was developed using boffer-arrows. Our version here harkens back to the origins of the sport, though, before the PC police made the nobles stop killing dogs for fun, and instead use padded arrows.

Variations

1. Use throwies instead of bows.

2. Sure, shooting at helpless dogs is fun, but to REALLY kick things up a notch, use beasts that can bite back-creatures with a range attack, or reach weapons. Armor is good, too.

3. For a tournament game, score by individual instead of by team.

Fox in the River (Sharks and Minnows)

Origin: Entered by Azus

Created on

2010-03-23 23:55:32

Modified

2010-07-20 22:28:48

Class

Militia

Lives

1 life

Count

No count

Reeves

Materials

Items (Rope or spare weapons) to mark boundaries

Setup

Make a large rectangle (the river)

Rules

One player (The fox) stands in the 'river'. The rest of the players stand on one side of the river. When the fox says, everyone runs across. Runners retain wounds fox only keeps them for the round. If people kill the fox, it's safe passage. If the fox kills a person, he joins the fox. If someone steps out of bounds, he also becomes a fox. Last person alive is the beginning fox for the next game.

Victory

Misc

Variations

Cavalry Vs Infantry

Origin: Entered by Azus

Created on

2010-03-18 02:59:28

Modified

2010-03-22 00:40:50

Class

Militia

Lives

See rules

Count

see rules

Reeves

Materials

Setup

Divide the populace in two teams, the team Captain and every third "pick" is a Cavalryman.

Object: This is the next step of the Dwarf Battle. Instead of all players fighting from their knees, only two-thirds of the players on each team must kneel. These represent Infantry. Those who remain standing are considered Cavalry, and are considered to be riding a "horse". Cavalry take twice the normal leg wounds (not armor value!) before dropping to their knees (considered thrown from their steed). In other words, a Cavalry must be hit twice on one unprotected leg in order to be damaged. There are two ways of dealing with the horses and Cavalry, which needs to be decided before the game begins:

Options:

1. Horses may not die: The person who slays a Cavalry may claim the horse and their own and may stand up. If one cavalry slays another, the victor may chose who to give the horse to. This keeps the action moving, but can get confusing with lots of players.
2. Horses may die: When a Cavalry suffers a leg wound, the horse is considered slain and the Cavalry then fights as an Infantry. This mean eventually all players will be fighting from their knees. When this happens, all kneeling players may stand and the fight may continue until one side is victorious.

Rules

Victory

Misc

Variations

Dodgeball

Origin: Mattias FW Entered by Azus

Created on

2010-03-19 21:16:07

Modified

2010-07-20 22:08:20

Class

Militia

Lives

1 life

Count

No count

Reeves

Materials

Setup

Split everyone into two teams and throw in an even number of javelins. Mark out a big 20'x100' rectangular field to fight in, and put boundary lines 20 feet from each end line like this:

Rules

As in dodgeball, the objective is to take people out by hitting them with javelins (optional rule: wounds kill). Javelins may not be used in melee, but if you catch a javelin thrown by an opponent, the one who threw it is out.

Neither team can go within 20 feet of the other team's end line. No one can step out of bounds except to retrieve a javelin that landed outside, and they must call "Retrieving" while doing this. The first time one steps out of bounds they get a warning; the second time they do this they lose an arm (or they are out if wounds kill).

A good time limit for one match is 15 minutes. If a game goes longer than this, the reeve can call "no boundaries" or "melee allowed" which means the 20-foot lines can be crossed by anyone and the game usually ends much quicker after that.

Victory

Misc

Variations

Checkers

Origin: Sir Egil Njalsson *Entered by* Azus

Created on

2010-03-18 03:01:11

Modified

2010-03-26 13:55:51

Class

Militia

Lives

See rules

Count

see rules

Reeves

Materials

Setup

The basic board consists of an 8x8 grid consisting of squares 4-5' per side. This can be marked out with lines consisting of lime, chalk, flour, food coloring, or other environment-friendly materials. Two or more pieces of twine with markings at every 4-5' (or whatever you decide to use) would help to keep the lines straight when marking, as would a piece of an appropriate length to help with triangulation, thus making sure your field has right angles at the corners. (The latter piece would need to be approximately 1.414 times the length of one of the side pieces of twine.)

Ground tape, often used in battlegames and quests to mark boundaries, would not work as line markers for the checkerboard: the playing pieces move around a lot during the game, and it doesn't take much to hook a toe underneath and snap the thin plastic tape we normally use. It would therefore take only a few moves to turn the battlefield into a mess of unconnected tape fragments. Rope or nylon tape, on the other hand, would not break, but would present a severe safety hazard, as either is very likely to trip the participants. Lines made of some kind of powder or liquid may be less readily visible, and may take longer to set up; but they are also less likely to be a hazard during play.

One alternative to this trade-off is to use cloth squares or circles to mark the center of the squares, ignoring the lines altogether: remember that all you need to do is set up relative positions for the pieces -- the exact borders of the squares are irrelevant to actual play. The cloth pieces need to be large enough to be spotted readily, but small enough that you don't have a lot of exposed edges for people to trip over. Squares 10-12" across should suffice. One advantage of using cloth is that you can easily alternate colors of the squares; another is that they are very re-usable (even for chess!); a third is that they are readily visible from a distance; and a fourth is that these should speed the setup process. Suitable pieces can be made by reinforcing the edges of cloth squares, and setting eyelets in them to hold roofing-type nails which will hold the pieces to the ground. The main disadvantage of using these cloth markers (as opposed to drawing the lines with powder or liquid) is that to the outsider it may look like you're playing some weird variant of Twister, rather than checkers (or chess); and there is a slight risk of tripping, depending on the size of gaps you leave between the nails.

Two opposing players will be the ones controlling the pieces, and 24 other players (12 per team) will represent the checkers. (If you wish to play with fewer pieces, just make sure both teams are equal, and that they are set up in the same pattern.) The playing pieces will be identified by color-coded sashes, arm bands, face paint, or other means. The two controlling players will be identified by color-coded hoods or tabards, or left unmarked.

Rules

As was mentioned in the Introduction (misc), all checkers have equal abilities: in this case, a single short sword. The pieces will begin in the standard position for a game of checkers (or a mutually agreed-upon arrangement if there are fewer pieces). The controlling players walk among the pieces, literally moving (or commanding) their pieces to the desired squares. No square can be off fight to get past. When a piece is ordered to capture another piece, both combatants stay where they are until "lay on" is called, then they enter into one-on-one combat.

Wounds and death occur as in a normal ditch battle, with no armor or special abilities. (Pieces not directly involved in the current move cannot attack or be attacked, and are asked to try to stay out of the way of the combatants.) If the attacking piece is defeated, the capture is unsuccessful -- the attack was "repelled" -- and both pieces stay where they were before combat began. If the attacking piece is victorious, the defeated piece is removed from the field, and the victorious piece moves to the empty space beyond the defeated piece. (Any piece which dies is asked to do so dramatically, especially if mundanes are watching. The overall atmosphere of the game would be enhanced if volunteers can be found to carry the dead "captured" pieces off the field.)

Multiple captures are possible: if, from the spot the victorious attacking piece moved to, there is another piece they can capture, they can proceed to fight (after "lay on" is called again) for the next one as well, if ordered to do so by the controlling player. Any wounds they may have received while fighting the first piece are still in effect. If successful again, the piece moves on; if unsuccessful, they remain where they are at this point. When the turn ends, either by an unsuccessful attack or by the controlling player deciding to end the move, all wounds to either party are considered healed. (Remember that an attacking piece can never be removed from the board: if killed by the defender, they simply stay where they were, and are restored to health for the next turn.)

A piece moved into the opponent's back row is considered "kinged," as signified by the placing of a paper crown, headband, or other appropriate marker on their head. Any future movement of a "kinged" piece can be either forward or backward, but otherwise uses the same movement rules as before. A "kinged" piece is considered to have one point of all-over natural body armor in future combats. Any damage to this armor, as with wounds on a normal piece, is carried over between successive combats in the same turn, but is healed (like wounds) when that turn ends.

Victory

Play continues until one controlling player has lost all their pieces.

Misc

At the recent Ren Fair in Las Cruces, the success of the chess games (in the eyes of both the participants and the general public) led many to ask, "Why don't we have rules for checkers?" With that prompting, and some thought, I have come up with the following rules, and the basic necessary equipment.

Unlike chess pieces, all checkers (except those which have been "kinged") have equal abilities, and these rules reflect that fact. This fact will make the game much easier to keep track of than chess, but also means you are relying more on basic fighting ability rather than class specializations. If Amtgard Chess can be compared to a specialized battlegame, then Amtgard Checkers can be compared to a specialized ditch battle.

Variations

Iron checkers: Normal pieces are considered to have one point of natural armor, while kings have two points.

Attrition variant: Wounds (and damage to natural armor) are never healed. If a wounded piece is kinged, the wound is still there but now has armor on top of it: that is, they can take one additional shot to the wounded limb with no further injury occurring.

Damned-if-you-do variant: Attacking pieces, if defeated, are removed from the board.

Open checkers: Instead of using a single sword, pieces may use their choice of melee weapons and/or shields, as in a ditch battle.

Goblin (speed) checkers: Any wound kills, on regular pieces. Kings either take damage as a normal human, or are considered to have one non-magical Protect each turn. (The controlling players mutually decide which option to use.)

Iron Triangle

Origin: Entered by Azus

Created on

2010-03-29 01:47:02

Modified

2010-04-02 17:12:21

Class

Militia

Lives

standard per class

Count

10 second

Reeves

Materials

The reeve will need a watch. Rope or tape to better define the triangle would be nice.

Setup

Divide the populace into three equal teams

Rules

There is a large triangle on a field, each leg at least 15 yards long. Three teams fight for possession of it. At the end of 15 minutes (reeve calls "time"), the team with the most players inside the triangle wins. Each team may only enter from one side of the triangle and no other. Teams may only fight each other within the triangle. Repeat until all are satisfied.

Victory

Misc

Variations

Greed is Good

Origin: Lord Squire Spyder Entered by Azus

Created on

2010-03-24 01:49:38

Modified

2010-04-21 12:13:23

Class

Militia

Lives

1 life

Count

No count

Reeves

Materials

coins

Setup

Of the several types of coin or ribbon games this is the simplest. Before the game starts each player gets one coin. Then the teams are divided as usual for ditch battles. The game is played as a normal ditch with the following special rules. When you are killed the player who killed you may take all the coins you are carrying. No one other than the player who killed you may ever take your coins. The player who killed you must survive long enough to physically take the coins even if you need to get them out of a pocket or something. Dead players should stay on the field until their killer is eliminated in case that person wants to return to collect later. If you are killed before you can collect any coins owed to you then their original owners retain them for the next round. Between rounds the winning team gives its first death to the losing team as is standard in ditch battles. If after this one team has no players with even one coin, the player with the most coins gives one to a player on the other team. The game continues until a single player has all the coins.

Rules

Victory

Misc

Variations

Hit the Shield

Origin: Mattias FW Entered by Azus

Created on

2010-03-24 01:51:51

Modified

2010-03-24 01:52:20

Class

no class

Lives

See rules

Count

No count

Reeves

Materials

Javelins!

Setup

Rules

Mark off an area of like 50 feet diameter circle. Throw a bunch of javelins around, and give everyone a small round shield. Each time you hit someone on their shield with a javelin you score a point. First one to 10 points wins. You can block javelins with javelins but you can't melee with them. You can't go out of the circle except to get a javelin that flew out, and hits don't count while you're outside. If you stand outside more than a 5 count you lose a point.

Victory

Misc

Variations

Alternatively you could mark off two 3-foot diameter circles some distance apart and have two players fight at a time with 1 or 3 points to win a match.

Militia Maneuvers

Origin: Entered by Azus

Created on

2010-04-02 13:50:46

Modified

2010-07-20 22:38:17

Class

melee - non class

Lives

5 lives (militia)

Count

Normal count

Reeves

Materials

Setup

Divide the populace into three or more equal teams.

Rules

Victory

Out-manuever and annihilate the opposition. The last team with living players is considered the winner. This game can be combined with Capture-the-Flag, King-of-the-Hill, Ring-the-Bell and many other normal Class Scenarios to bring a little taste of realism to the days battlegaming.

Misc

Variations

When a player is slain, he/she joins the team that killed him/her for the next life. Be certain to change colored headbands, because no one likes to be slain by someone who was their teammate only minutes before.

Please do not let Militia and Ditch Battles become the mainstay of your groups battles! The real draw of Amtgard is the Class and Magic systems. Militia Battles make a great addition to any groups regular game days, but should never be allowed to totally take the magic away from those players who desire to play Full Class.r).

One Axe to Rule Them All

Origin: Entered by Azus

Created on

2010-04-02 13:58:54

Modified

2010-04-02 13:58:54

Class

Militia

Lives

1 life

Count

No count

Reeves

Materials

Each player should be armed with a single, one handed weapon (no shields). There is also one legal throwing axe total in play.

Setup

Form all players up into teams of two. One person alone is acceptable if you are playing with odd numbers.

Rules

The teams start out in a big circle. The odd man out or just anyone, if playing with an even number, throws the axe into the middle of the Circle. Once the axe hits the ground the game starts and it is a legal throwing weapon for any team to pick up and use. Fight as a free-for-all until only one team survives. They are the winners. Then go ahead and reform teams for the next round. People should try to fight with different partners each round to learn teamwork. The most unwounded player on the winning team starts as the odd man out (unless you have even numbers) and throws the axe to start the next round.

Victory

Misc

Variations

Pirate Knife Fighting

Origin: Nautical Knights Entered by Azus

Created on

2010-04-02 14:08:00

Modified

2010-04-02 14:08:00

Class

melee - non class

Lives

1 life

Count

No count

Reeves

at least one

Materials

The reeve will need a watch. Two feet of rope

Setup

Rules

A favorite pastime amongst pirates, two men are lashed together and forced to duel with naught but daggers between themselves and a bloodthirsty foe. Rope off a circular area with ribbon, either in the open or amongst some trees. Wagering between spectators is encouraged, as is colorful banter between contestants..

- 1.Never actually tie people together. Instead use a two foot piece of knotted rope and have both contestants get a good grip. Letting go of the rope results in a Fault.
- 2.Intentionally yanking the rope from your opponent's grip is a Fault.
- 3.Limb wounds do not count in this duel. Only torso/ killing shots count. Intentionally striking out-of-bounds areas is a Fault.
- 4.No grappling, wrestling or excessive physical contact is permitted. Any such behavior results in an immediate expulsion from the game.
- 5.Should a player acquire a Fault, he is given a warning on the first one, and expelled from the game on the second.

Victory

Misc

Variations

Slaughterball

Origin: Geryon TD, e-sam Entered by Azus

Created on

2010-04-02 14:12:36

Modified

2010-04-02 14:12:36

Class

see rules

Lives

Unlimited

Count

10 second

Reeves

Materials

rope, 2 shields, 1 well weighted spellball

Setup

Mark off a field 30feet by 40 feet. Set the shields face down as goals.

Create 3 person teams

Rules

Any person at any time can touch the ball and pass it to their teammates or shoot for a goal. It's basically basketball, except there is lots of Slaughtering.

When you are killed or limbed, you regenerate in an OUT LOUD 5 second count.

Ball must stay inside of shield for point to count. Players may never touch their goal when defending. You get 1 second "in motion" time when going for a basket and being struck down on the way.

Victory

First team to 3 baskets wins.

Misc

Variations

Tlatchtli

Origin: Book of Engoku Entered by Azus

Created on

2010-04-02 14:19:48

Modified

2010-04-02 14:19:48

Class

Militia

Lives

Unlimited

Count

10 second

Reeves

Materials

Nerf-type football or other non-spherical padded ball

Two shields, hoops, or small rope circles for goals.

Rope

Setup

Mark out a rectangular field. Divide the players into two equal teams, but best if played with less than ten players per team. Teams start at their base, 10' behind their goal, and the ball in the middle. I set it up this way to avoid injuries that might occur if everyone starts near the

ball and too many people try to kick it at once.

Rules

Amtgard soccer! Put ball in the goal. If using hoops, you can insist that the ball stop in the goal for a point - going in and bouncing out doesn't count. Caveat: Cannot touch or carry ball with hands or arms, may strike with swords, kick, etc. Game goes for four points. When killed, move to the sideline behind your goal and come back in a 10 count. If a player is hit with the ball, it counts as a 1 point hit.

Victory

Misc

Variations

Class battle. In this variation, make all spells last 10 seconds, the same as the death count. Life count still doesn't matter.

Decide if per game spells/skills reset per point or never.

Three-way Boat Battles (T

Origin: Sir Rook - CK Entered by Azus

Created on

2010-04-02 17:06:22

Modified

2010-04-21 13:12:37

Class

Militia

Lives

1 life

Count

No count

Reeves

Materials

rope!

Setup

See diagram

Rules

This game works very much like boat battles except that there are three teams. Each team starts out inside one of the "boats" (see Diagram). The object is to be the last team alive. I recommend one spear and one throwing weapon per team. Throwing weapons that land on the s or on the boats may be reused, by whomever gets them. Once a throwing weapon goes into the water it is lost. This in a great cat and mouse game, as a team cannot press across one bridge after one enemy without opening themselves to attack by spear and throwing weapon from their other enemy. This variation is also better if the winning team gives their first dead to the first team eliminated after each round. Obviously, switching players should not take a teams spear or throwing weapon with them.

Victory

Misc

Variations

Trifecta Chaos Rez

Origin: Matthulhu - esam Entered by Azus

Created on

2010-04-02 17:44:38

Modified

2010-05-05 10:52:44

Class

Single Short Sword

Lives

1 life

Count

see rules

Reeves

Materials

Setup

Rules

A variant of Chaos Rez including the use of three powerful game items. The player who is able to capture all three artifacts achieves the Trifecta and is most favored to win the game by killing everyone else (skill notwithstanding, of course).

As with standard Chaos Rez, the objective remains the same: to conquer the field by slaying everyone else in a single life.

Players are limited to a single short weapon each. There are no class abilities.

Every player has unlimited lives.

When you die, remain where you were slain (except for impeding play) and you only return to life when the player who slew you is killed

in turn.

In cases of mutual destruction, both players may return to life, and all victims of both players may also return to life.

To return to life, loudly count down from 5 then call 'alive'.

The Artifacts

Each game item confers some special ability on the owner.

The Shield (represented by a small shield or buckler with a gold-colored ribbon or cover): Aside from its obvious defensive use, it grants its owner complete immunity to torso hits from normal weapons. Torso hits from the Orb and Scepter are still lethal.)

The Orb (represented by a spellball or rock with a gold cover): This artifact allows the owner to heal a limb wound by loudly declaring X10 "Healing (present count)" If thrown, the Orb deals damage as a throwing weapon but can kill on a bounce as though it were a Fireball.

The Scepter (represented by a shortsword with a gold ribbon): The Scepter can be used in combat. It grants the wielder's other sword the "wounds kill" ability and is itself considered an Imbued weapon. The Scepter may parry the Orb without penalty.

Victory

Misc

Variations

Looting

Ordinarily, living players can strip a dead player of all artifacts immediately after death. As an alternative, a living player might be allowed to take control of just one artifact at a time from a dead player. This is done by touching their shoulder and declaring loudly X5 "Thy (shield/orb/scepter) is mine!", as appropriate.

[It's a predictable trend for the artifacts to end up "sticking together": once a player acquires two or all three artifacts and is killed, their slayer will certainly take them all, and so on and so on. This optional rule should make the artifacts "stick together" less often, and keep the game going for longer.]

Boarding Parties

Origin: Entered by Azus

Created on

2010-04-02 18:31:16

Modified

2010-07-20 22:01:01

Class

Full Class

Lives

standard per class

Count

Normal count

Reeves

Materials

several rolls of surveyor's ribbon and small stakes, 4 milk crates or boxes, a plank

Setup

Using the ribbon and stakes, mark off two sections on flat ground (the ships). Connect the two with the plank (or use ribbon to simulate a plank) Multiple planks may be used, depending on the relative size of the ships. Both ships should be close to the same size, unless the Reeves decide otherwise (or you start running out of ribbon!) Place a crate at the center of each ship, near the fore and aft sections. The crates represent the helm and the main mast. Also, mark off a "Lifeboat" for each ship, tied to the back or either side.

Rules

Two teams, representing pirate crews, do battle for each others ship. Divide the populace into two teams, put one team in each ship. The plank(s) is (are) the only "safe" way to cross the distance. Anyone who steps or falls "overboard" is subjected to the Water Rules (q.v.) and must walk slowly back to the Lifeboat (or die trying). Once inside the lifeboat, the player must count "Climbing" x 10 and may then board the ship. Climbing players are subject only to missile fire and polearm attacks. Players may board on their opponent's lifeboat. The goal is annihilation of the opposition or capture of their vessel.

Victory

Capture of the other ship is accomplished by

- 1.subduing or killing the rival Captain
- 2.destroying both the helm and the main mast (i.e.: 10 chops with a blue or red weapon, Fireball, Lightning Bolt, etc.)

Misc

Variations

- 1.Place one or more Sharks (q.v.) or other Terrors of the Deep in the water to make things more interesting for players who fall overboard.
- 2.Place the ships close enough to jump between, though caution should be used to ensure safe landings.

Boat Battles

Origin: Entered by Azus

Created on

2010-04-02 18:34:54

Modified

2010-04-02 18:34:54

Class

Full Class

Lives

standard per class

Count

Normal count

Reeves

Materials

Lots of rope

Setup

Each boat should be 12' long by 8' wide or so. Feel free to vary this based on the number of players. The gangplanks between the boats should be one person wide or maybe one and a half.

Rules

Divide into two teams and each team will defend one boat. Players may only walk on the areas inside the boats. If anyone steps a whole foot off of the boat then that player takes a death. One throwing weapon per team might be appropriate and short spears (6') are also good. Full-length pole-arms kind of spoil the fun of limited opportunities. This should be played several times with the first dead from the winning team changing teams just like in a ditch battle.

Victory

Misc

Variations

* 1-3 gangplanks * shore vs boat

* place a cabin at the back of the boat that can't be shot into or out of

* People can drown in the water, or swim in it. One variation I did was that players with 0 points armor could swim quickly (walk), 1-2 points swim slowly (on their knees), and 3+ points armor drown.

* Each ship has a cargo (a large box or boxes, a number of gold pieces) which must be captured

Predator / Prey

Origin: Greydon, Malkav (e-sam) Entered by Azus

Created on

2010-04-10 17:11:11

Modified

2010-04-10 17:11:11

Class

Full Class

Lives

1 life

Count

No count

Reeves

Materials

Setup

Rules

One player begins the game as a monster. The remaining players will attempt to slay the monster. Include whatever terrain you wish.

There will be six fights for each round of this battle game. For the first fight the monster may choose to be any monster with a 1:1 ratio. The winner of each fight will choose the type of monster to be played for the next fight, but the Q/M ratio will increase by one.

After fighting six different monsters choose a new player to play the monsters. Repeat until each player has had a chance to play the monsters. The player who wins the most battles as a monster wins. I would suggest letting the monster's level be around the average level of the players.

Victory

Misc

Variations

Bounty Hunt

Origin: By Night They Dance, Dor Entered by Azus

Created on

2010-04-14 14:34:26

Modified

2010-07-20 22:01:42

Class

Full Class

Lives

standard per class

Count

Normal count

Reeves

Materials

Tokens

Setup

Split into three or more teams: 1 of monsters to be hunted, and two or more of players, The monsters get a supply of tokens.

Rules

Two (or more) small teams of Questors compete against one another to see who can slay the most Monsters. Each Monster has a number of Life Tokens which must be turned over to the team responsible for slaying it.

Victory

Team with the most token wins.

Misc

Variations

1. See Pack Attack (q.v.) for the lupine version.
2. Set up a complex "sewer system" using flagging tape. Skirit have infested it and need to be exterminated.
3. An "Undead Nexus" has opened in the woods, letting in all kinds of abominations. Slay the Monsters for a few points or destroy the Nexus for lots of points.
4. Vampires make great fodder for a Hunt, as do Assassins, Anti-Paladins and other icons of Evil.
5. Empty the Werewoods of Werereatures. Low-powered Wererats are worth fewer points than rabid Wererats or Werewolves, but maybe quantity counts for more than quality in this game.
6. Establish alternate goals that are worth points as well: recover an artifact for 10 points, bring a live Monster back for double the normal points, etc.
7. Use water and Aquatic Monsters to shake things up a little bit, or mark off an area as Lava and populate it with flame-dwelling creatures. This makes for a deadly variation for the unprepared!
8. Turn the tables on the Questors and assign a point value to them. Monsters then compete to accumulate points too.
9. Use the Hunt as a springboard for a series of Quests, with the results of each successive Hunt setting the stage for the next weeks game. Example: Week One is a simple Bear Hunt where the Questors collect fur "tails" for points. Week Two: a team of renegade Ursunids seek revenge against the populace for killing their pet Bears. Week Three: the Baron forms a Hunting party to enter the woods to root out the Ursunids and any other Monsters living therein (like a tribe of Lepus, or a pair of White Rabbits).

Bridge Battle

Origin: Entered by Azus

Created on

2010-04-14 14:37:58

Modified

2015-05-20 07:52:19

Class

Full Class

Lives

standard per class

Count

Normal count

Reeves

Materials

Something to denote the sides of a "bridge"; a trail, ribbon, rope, etc.

Setup

Rules

A team enters at either end of the bridge and must battle their way past the opposition to the other end. Players who die exit the bridge and re-enter after a 20 count from the end they started from. Players who step out of the boundaries are considered to have fallen from the bridge, and must similarly exit and re-enter after a 20 count. The team who reaches the opposite end first, wins. Sides refresh and begin again after each scoring

Victory

Misc

Variations

- 1.Capture the Flag over the bridge
- 2.Players stepping off the bridge fall into a chasm and die
- 3.Water effects - see the Dor terrain effects
- 4.Shove: either there is a railing on the bridge, and shove cause the player to move back to shore, or shove pushes them off the bridge where they either have the 20 second wait or die

Daikaiju Attack

Origin: Book of Engoku *Entered by* Azus

Created on

2010-04-14 15:20:42

Modified

2010-04-14 15:20:42

Class

Full Class

Lives

standard per class

Count

Normal count

Reeves

Materials

Monster garb, The Cosmos relic

Setup

Choose and garb the Monsters. You'll want two appropriately uber Monsters, with the Trait Large or Very Large. Dragons and Gargantuans are perfect. The remaining populace should be divided into three camps: cityfolk, tribesmen, and the militia. The latter two should be evenly balanced.

Cityfolk - Non-combative Peasants (give this job to the Color players). Their job is to run from the Daikaiju and get in the way of the militia. Running and pointing at the Daikaiju, talking in a badly dubbed way encouraged.

Tribesmen - Barbarians, Druids, Scouts, any 'indigenous' archetype. They are defenders of the relics. The 'Chief ' should get one half of The Cosmos, and some trusted member who can flee with it should get the other.

Militia - Any classes. These are defenders of the town. You'll also need someone to play 'The Alchemist' NCP

Rules

Several truly terrible creatures (Daikaiju) have marched upon the town, and are threatening to crush, burn, and destroy everything in sight (sound familiar?). So terrible is the threat that no simple counter attack will defeat it or drive it away. No, an item of great power must be employed to even up the playing ground.

The militia must defend the town from the attack of both Daikaiju. Naturally, a frontal assault is all but hopeless, but they'll probably try anyway. Interrupt them after they've been thinned down a bit (enough to make an even match against the Tribesmen) with the intrusion of 'The Alchemist', who explains that there's only one way to stop a Daikaiju attack: with the Cosmos relic, which is being held by the local Tribesmen. He then explains the Militia needs to retrieve the relic from the Tribesmen, who've been using it to cause the attack. He tells them all they need do is touch the relic to the beast to control it. 'The Alchemist' does not know the artifact has two halves. Naturally, they'll run off to the Tribesmen's' home to fetch it. It's assumed then that the Daikaiju are too far away for the Tribesmen to summon to defend the relic. The Cosmos goes to the Militia as soon as the Chief takes a death. At that point, the Tribesmen retreat from the battle, disappearing into the woods. If the setup is successful, the nature of the relic will allow one side to control one Monster, while the other side controls the other. The two teams should then line up to fight it out, each with a Daikaiju. The winning team gets both pieces of the artifact.

Victory

Misc

Relic - Cosmos

The Cosmos is a pair of statues, about three inches high. The statues are of twins, two lovely ladies clad in white, that sing when activated. Each statue conveys the ability to utterly control, for all of its lives, a single creature of Large or Very Large size (1/Game/ Statue). If the statues are separated (more than 20' from one another for longer than a 100 count), the effect is weakened: as above, but the control only extends to orders to keep the wielder safe. To use, the wielder must touch the target with one of the statues. The Cosmos ignores immunities to Control. Monsters regaining control somehow (including the weakening effects of splitting up the statues) tend to get mad.

Variations

This scenario works well within AmtRisk. Lay out the buildings as normal, and let the Monsters 'go to town' on them. Destroyed buildings should produce boulders. Clever use of Terrain is also suggested...a battle on Mountain Terrain, for instance, may be quite invigorating.

DragonEgg Free for All

Origin: *Entered by* Azus

Created on

2010-04-14 15:25:43

Modified

2010-07-20 22:09:44

Class

Class or Militia

Lives

standard per class

Count

No count

Reeves

Materials

One or more large watermelons.

Setup

First, the Reeve marks off a 5' x 5' square to serve as the Dragons Nest. Then place the watermelons in different places out in the woods.

Rules

This is the simplest version of the dragon egg games. There are no teams, everybody is on their own. When the Reeve calls "lay on" each person goes out into the woods and attempts to return the eggs to the nest. They may do this by finding the egg and returning it or killing someone else and stealing their egg.

Victory

Misc

Variations

Feed The Monsters

Origin: Dor un Avathar Entered by Azus

Created on

2010-04-15 00:54:05

Modified

2010-05-03 02:05:00

Class

Class or Militia

Lives

standard per class

Count

Normal count

Reeves

Materials

Foam bits to represent sandwiches (bread and filling)

Setup

Rules

Divide the populace into three teams and assign one player on each team to play a 1st level Goblin. Each team is given a foam sandwich component at their base. (Two are Bread, one is Filling) Each team is trying to feed its Goblins. When one team has all three parts assembled into a sandwich, they must guard their Goblin while it, unarmed, eats the sandwich by saying "Eating 1, Eating 2..." up to "Eating 20". That team then scores a point; the Reeve calls a hold; foam pieces are redistributed, and counts are advanced. If a team is ahead of all others by 2 points, another player becomes a Goblin, and both Goblins must eat the sandwich, counting in unison. If ahead by three points, a third player becomes a Goblin, and so on. If an eating Goblin dies or moves their feet before the count is finished, no point is scored and play continues.

Victory

A team feeds their goblins the most sandwiches.

Misc

Variations

Rock Muncher

Origin: Entered by Azus

Created on

2010-04-15 00:56:23

Modified

2010-04-15 00:56:23

Class

Class or Militia

Lives

standard per class

Count

Normal count

Reeves

Materials

Two or more large chunks of foam represent gold bars (see below)

Setup

Each team choose one player to portray their Rock Muncher

Rules

To score a point, a team must get one of the gold bars and feed it to their Rock Muncher (who holds it in both hands, with no weapons, and says "Eating" x10). The Reeve then tosses the gold bar back onto the field, or holds it until all gold bars have been eaten and then tosses them all out onto the field. Players other than the Rock Muncher may be regular classes, Monsters or Peasants, as the Reeve decides.

Victory

Feed their Rock Muncher the most gold.

Misc

The Rock Muncher

Type: Standard Beast

Q/M Ratio: 1/1

Armor: None

Weapons: A single short melee weapon (Natural)

Immunities: None

Natural Lives: 3

Abilities & Traits:

· Amorphous (2 points of Invulnerability)

Levels: None

Variations

Generals

Origin: Geryon , e-sam Entered by Azus

Created on

2010-04-15 01:05:33

Modified

2010-04-15 01:05:33

Class

Full Class

Lives

standard per class

Count

see rules

Reeves

Materials

Setup

Rules

This is a alt-class or special class that I came up with for a certain battlegame last week.

General 5 Lives

2 points stoneskin per life

Single Long or Short sword that cannot be destroyed in anyway

Serves as a HomeStone, which means players come alive at the General

Cannot carry enchantments.

Abilities:

'Rally Heal': Unlimited uses. General chants "Rally Heal 1" through "Rally Heal 20." Cannot move while casting. At the end of Rally Heal 20, all friendly players within 20 feet of General are healed.

'Rally Resurrect': 2 uses per game. General chants "Rally Res 1" through "Rally Res 20." Cannot move while casting. At the end of Rally Res 20, all friendly players within 20 feet of General are instantly resurrected as per the resurrect spell.

'Inspire': Can be used every 100 seconds. General chants "Inspire 1" through "Inspire 20." At the end of Inspire 20, all friendly players within 20 feet of the General become "Inspired" and now have 1 point of Barkskin on all locations. This works even on Barbarians. Players that already have armor can only gain the Inspiration BarkSkin point on locations that are not already covered by armor. Cannot stack in any way.

Generals abilities do NOT work on himself.

The game I built was that each team had one of these guys, and the rest of the players on the team have standard lives.

We play 30 second deaths and half count effect spells at our park(arcade style)

Whenever one of the Generals men are shattered, they wait a full 300 seconds and then come back with full lives and abilities again.

The generals must go to their beginning base to come back alive after dying.

This game plays best with at least 8 ppl to a team.

Victory

The object of the game is to shatter the enemy general, but other games could be played that include the use of the General.

Misc

The game turned out pretty interesting. I played one general and one of the other teams top fighters played their General. The fighting was very centralized and focused. Everyone wants to be around the General so that he can heal and Inspire ppl, because armor is fun to have. It ended up being a lot more Unit-style than the spread out and conquer that our games turn out to be a lot of the time.

Variations

Goblin Treasure

Origin: Saew - esam Entered by Azus

Created on

2010-04-15 01:11:18

Modified

2010-07-20 22:33:07

Class

Class or Militia

Lives

Unlimited

Count

10 second

Reeves

Materials

Setup

Rules

I took a small wooden trunk and locked it using three key rings after putting some candy in it. then told everyone that we were all pop goblins trying to open the treasure, game ends when someone opens the treasure and eats it.

Victory

Misc

Variations

Great Goblin Massacre

Origin: Squire Jabberwock Entered by Azus

Created on

2010-04-15 02:03:21

Modified

2015-05-20 07:40:43

Class

Full Class

Lives

standard per class

Count

Normal count

Reeves

Materials

Setup

Rules

This game is designed around the idea that it's always fun to just hack through a whole bunch of bad guys. The game is fairly simple: two teams will take turns being the Goblin Hordes while the other team tries to mow them down. For 15 minutes, one team will be Human, allowing normal classes and armor while the other team is Goblins, which are allowed no armor at all. Goblins are the normal kind: they die when hit and come back from Nirvana in 50 seconds. These Goblins have the added benefit that they have unlimited lives. Much like resurrection games, the name of the game is deaths, not "winning". Each time a Goblin dies, he should check in with the Score Keeper at his Nirvana, who will record his death as a point for the Human team. After 15 minutes, the Humans will play the Goblins and the Goblins will become the Humans and try to score more points.

Victory

Misc

Variations

* There are two added complexities to The Great Goblin Massacre. These are the Human Captain and the Orcs. The Human team must choose one among their number to be their Captain. That Captain is worth 20 points if killed by the Goblin team. The Captain may not be removed from game by any means, including fleeing the field and Circle Pro. He is someone who will be targeted and often get mulched, so choose wisely. The Orcs are just that, Orcs. The Goblins may choose as many of their number as they wish to be Orcs. Orcs will always be first level and can wear armor and use class abilities normally. They come back from Nirvana in a 300 count and are worth 4 Goblin deaths each time they die. Powerful Orc warriors can be a valuable asset to a team, but their deaths will cost dearly

* Make it harder for the humans! Split into 3 teams. One will play the humans, who are defending. The other two are goblins, who are working together. After 15 minutes, rotate which team is human.

Hold the Treasure

Origin: e-sam? *Entered by* Azus

Created on

2010-04-15 02:04:39

Modified

2010-07-20 22:34:43

Class

Militia

Lives

5 lives (militia)

Count

10 second

Reeves

Materials

Setup

Rules

No teams, incredibly short death counts, one object that needs to be held at the end of the game to win. Possibly a difficult to fight with object like a basketball or treasure chest..

Victory

Misc

Variations

Hunting

Origin: Glenalth - e-sam *Entered by* Azus

Created on

2010-04-15 02:05:28

Modified

2010-07-20 22:35:09

Class

Class or Militia

Lives

standard per class

Count

10 second

Reeves

Materials

Setup

Rules

Take one person and send them out to hide with a 150 count head start. The remaining players are sent out 1-2 at a time. Options: give the first player a monster class or invulnerabilities.

Victory

Misc

Variations

Ichabod's Bridge

Origin: By Night They Dance *Entered by* Azus

Created on

2010-04-16 00:09:59

Modified

2010-05-03 02:06:02

Class

Full Class

Lives

1 life

Count

Normal count

Reeves

Materials

Rope

Setup

One end of the field is Town, the other end is the Haunted Woods, and a Bridge connects the two.

Rules

In the forest and bridge, hunting for grisly trophies, roams the Headless Horseman and his ferocious mount (a War Horse or Dark Steed, at the Reeve's discretion). All the Questors start out on the farthest end of the Haunted Woods and are sent forth, one at a time, toward Town. Anyone making the trek is safe once they cross the Bridge, otherwise they're fair game!

Victory

Misc

Variations

1. Questors may not run through the Haunted Woods.
2. Questors may wait at the Bridge to help other Questors combat the Horseman.
3. Questors must move on their knees, while the Horseman may move normally. This simulates the far superior speed of the Horseman.
4. Give the Questors some tokens to move from the Woods into Town. The Questors win once they move a set number of tokens, the Horseman wins if he collects more tokens than the Questors

Insurrection

Origin: Entered by Azus

Created on

2010-04-16 00:12:34

Modified

2010-04-16 00:12:34

Class

Full Class

Lives

See rules

Count

see rules

Reeves

Materials

Setup

Divide the nobles out from the rest of the populace and send them into the park.

Rules

The theme to this game is that the peasants have decided to throw off the yoke of the nobles in a very final way. Nobles have their full class abilities. The rest of the group represents the peasantry. Peasants are treated as 2nd level goblins for the purpose of this game. The people playing the peasants should try to get into the spirit of the game by yelling slogans such as "down with the aristocracy" or "death to the nobles". Peasants receive 10 lives. (Represents large numbers), a fifty count for death and lies where killed until alive again. However, peasants are killed by any limb shot.

Victory

Misc

Variations

Invasion

Origin: by Night They Dance Entered by Azus

Created on

2010-04-16 01:18:16

Modified

2010-05-03 02:06:14

Class

Full Class

Lives

standard per class

Count

Normal count

Reeves

Materials

monster garb

Setup

Rules

For whatever reason, a force of Monsters has set their sights on taking over the Village. One team is made up of Villagers, the other team is the Invading Horde. This is a Mutual Annihilation Battle with a theme.

Possible Monsters include:

1.A host of Zombies, led by an evil Necromancer. They want to move out of the graveyard and into town. The Wizard has also summoned an Undead Elemental to assist in his endeavor.

2.The Night Elves have grown tired of the Villagers' wasteful ways and decide to eradicate the threat to their ancestral trees.

3.A Skeletal Champion, Nosferatu or high-level Necromancer, riding a Night Dragon, decides to set himself up as Tyrant. The Tyrant's team is made up of Zombies, Vampires or Skeletons, a fits the scenario.

4.A mysterious caped warrior, clad in black armor, arrives in the night. He demands to be made Baron (or Duke, whatever) and when refused he calls forth an endless swarm of bats to plague the land!

Victory

Misc

Variations

Juggernaut

Origin: Glen Entered by Azus

Created on

2010-04-16 02:37:53

Modified

2010-04-16 02:37:53

Class

see rules

Lives

1 life

Count

30 second

Reeves

Materials

Setup

Rules

You have one juggernaut, who has five points of protect. Everyone else is against him. Every person he kills earns him a point. As soon as someone else kills the Juggernaut, they become the new Juggernaut, recovering all wounds and getting five points of protect. Dead players have a 30 second death count. We found that if you have more than about six people attacking the juggernaut you need more than one juggernaut, so settled on about a 1:5 ratio of Juggernauts to attackers.

Victory

Misc

Variations

Tree of Forbidden Power

Origin: Zombiac - e-sam Entered by Azus

Created on

2010-06-28 00:40:48

Modified

2010-06-28 00:40:48

Class

Class or Militia

Lives

standard per class

Count

Normal count

Reeves

Materials

Red headbands, and a fruit.

Setup

Lay out the headbands near a tree. Select one person to play the Serpent (described below), and select 2 teams.

Rules

There is a tree of power. On it are a great number of berserk headbands. In the tree is a serpent.

There are two teams, one trying to protect the tree, and one trying to raid it and steal the berserk bands (the forbidden fruit).

The Serpent-- the Serpent is immortal and immune to all forms of attack. The Serpent has two poisoned daggers representing fangs (natural weapons). The Serpent has the ability to tempt. The serpent can tempt anyone within 20 feet of the tree, including the team defending the tree. "tempting (3x)". Once tempted a player must approach the serpent seeking the forbidden fruit, and may only fight to defend themselves. The Serpent can choose to kill them, give them the fruit, or simply toy with them. Effects of the forbidden fruit:

The player must put on a berserk band. You have berserk and fight after death. You are also confused, as per the confusion spell. All of these effects and conditions endure until you are killed.

Victory

Last player not shattered is awarded the fruit of knowledge and may play in one battlegame with infinite lives. The fruit is an actual fruit and must be eaten by the player who wins or someone they give it to.

Misc

Variations

Devil's Sword

Origin: Zombiac Entered by Zombiac

Created on

2010-08-05 03:13:04

Modified

2010-08-05 03:13:04

Class

Full Class

Lives

standard per class

Count

Normal count

Reeves

1, posted by the effigy.

Materials

Some sort of effigy to represent the devil

Setup

Rules

The Devil has designs on possessing a fabled sword that will allow him to enter this world and overthrow the forces of good for all time.

1. In a remote location, such as high on a cliff, place an effigy, who will be the devil. This location will be the base for the "evil" team. The evil team shall consist of a mynoch, summoned by the devil to retrieve his sword, and one or more skeletons.

The purpose to which the Mynoch has been summoned is to retrieve the sword and place it upon the effigy.

The Mynoch is a special monster class, which reads as follows:

Mynoch

The Mynoch is a creature conjured by powerful magic to accomplish a single goal. They are relentless and imbued with magical powers.

The magic used to conjure them is part of an arcane body of study that is dark and corrupt. They are therefore always evil in intent.

Type: animation

Garb: panty hose on the head like a bank robber or Ed McMahon in "Daughter of Horror," white robe or all white garb.

Q/M ratio (not fixed at present time, needs more test playing)

Armor: none

weapons: reach or longsword.

shields: no

Immunities: subdual, control, death, poison, disease

Natural lives: infinite (see below)

inante abilities/traits: mimic (as the bard spell), changeling once per life

vulnerabilities: dispell magic, anti-magic field (see "animation," DUA) dies on completion of goal, or if thwarted while attempting to complete goal.

levels:

2- gains mirror image once per life, one mirror

3- mirror image is now two mirrors

4- gains blend, unlimited, when in shadows. mirror image is now three mirrors

5- mirror image is now four mirrors, and is now unlimited.

6- changeling now unlimited. mirror image is now five mirrors.

1. The Mynoch has infinite lives but only one purpose, designed in the battlegame. Once that purpose is fulfilled or if they are thwarted in any way while attempting to execute that purpose, they cease to exist.

The goal can be to retrieve a game item, assassinate a key player, or anything else the game calls for.

2. changeling. Mynoch states "changeling" while touching a player or hitting them with their weapon. Mynoch will whisper to that player, "I am thee" or "I am me."

In the brief instance it takes the mynoch to do this, neither they nor their victim may be attacked or interacted with.

The effected player must now do everything the Mynoch does, say everything the Mynoch says, and go everywhere the Mynoch goes. The Mynoch and their victim may not use other abilities while this is in effect, nor engage in any combat or magic. "changeling" must be ended before the Mynoch can achieve their goal.

The effect of changeling depends on whether the Mynoch has said "I am thee" or "I am me" to the victim. Only the Mynoch and their victim know which condition is in effect. If the Mynoch has said "I am me" there is no effect, attacks on the victim harm the victim.

Attacks on the Mynoch harm the Mynoch.

But if the Mynoch has said "I am thee" attacks on the Mynoch effect the victim, and attacks on the victim will harm the Mynoch.

In either case both the Mynoch and their victim will behave as though they are the one being attacked, although death effectively ends the spell.

This simulates no one being able to tell the Mynoch and its victim apart.

The Mynoch's natural immunities extend to the victim, but not its vulnerabilities.

This is considered control magic.

This can not be used on monsters, and can not be used on Paladins, or anti-paladins unless the player who is playing a Mynoch is also a

knight.

3. **Mirror image.** The Mynoch will carry a note pad and a pen. They may write a number on this pad prior to game play and between lives. If use of mirror image is unlimited, they must write down a new number without being attacked, perhaps doing so while blended. The number will be any number between 1 and "x". x= monster level. This represents the Mynoch and how many mirror images they are allowed to project.

Mynoch must remain still and repeat "mirror image" a number of times equal to the number of mirrors.

Mirror image is in effect as long as the Mynoch does not move its feet or attempt to use any class abilities. The Mynoch may fight as long as they do not move their feet. Any time any spell is cast against a Mynoch, or any spell ball hits it, or anyone otherwise attacks a Mynoch, even with a spell they are otherwise immune to or which is not harmful in nature (such as truth), the player who has interacted must guess a number between one and the Mynoch's level. If the number is not the one written down the attack has no effect and one mirror image will vanish. If the number is correct, it will dispell all mirrors and effect the Mynoch normally.

The number will be written when the game starts and between lives for verification purposes. Otherwise an unscrupulous monster could slough the numbers.

2. Place a sword at the far side of the field. This is the devil's sword. It shall be considered out of play until the Mynoch is able to place their hands on it.

3. The skeletons can not be killed or harmed directly. In order to defeat them the "good" team must strike the effigy. The Reeve will then perform a coin toss. The player who strikes the effigy calls heads or tails. If they call the coin toss correctly, they may then select a skeleton to destroy. If they fail, they must return to their base before attempting to strike the effigy again.

Victory

Good team: the good team wins by stopping the Mynoch before it can place the sword in the effigy's hands.

Evil team: the evil team wins if they can retrieve the devil's sword and place it in the hands of the effigy.

Misc

Variations

Surveyor of the forest

Origin: Zombiac Entered by Zombiac

Created on

2010-08-01 21:35:23

Modified

2010-08-01 21:35:23

Class

see rules

Lives

See rules

Count

Half Count

Reeves

Materials

Setup

A quick battlegame that can be played with as few as five players.

You need a path and three forested areas. We had a path that went of in a loop with exactly three well defined forest areas.

Rules

A monk has been sent into the wilderness to survey a forest so that his church can set up a mission and small town. There are three forests, one belonging to a barbarian, one belonging to a druid, and the last belonging to a scout.

The forest dwellers have heard that civilization is coming and are not going to take it.

1. The scout, the Barbarian, and the Druid have only one life. The Barbarian may be berzerk. Each woodland class must stay in their own forest. They will not tread on the road. All three may cross the road or venture from their forest to recover arrows, projectiles and spell balls. The barbarian may also leave his forest if they are dead and have fight after death.

2. There is a gypsy in the forest who will either be the alternate class gypsy, or an NPC. In either case The monk may not pass the gypsy without permission, and the gypsy may relocate anywhere along the road and hinder the monk's progress. The gypsy may fight the monk, or require the monk to recover something from the forest for her. The gypsy also has unlimited resurrection by touch and may choose to resurrect any of the players with one life only or the monk.

3. 1-4 extra players may play mercenaries as archers, assassins, barbarians, scouts, or warriors hired by either the woodland classes or the monk.

4. Any more extra players will be barbarians, druids, monks, or scouts and will align themselves appropriately all have only one life, except the monks.

Victory

The Monk must complete the entire pathway without being shattered to win.

The other classes must shatter the monk.

Misc

Variations

Siege fortifications

Origin: Matthulhu - e-sam Entered by Azus

Created on

2011-01-13 00:04:06

Modified

2011-03-15 01:33:07

Class

see rules

Lives

See rules

Count

10 second

Reeves

Materials

Setup

Rules

General Rules

- * Fortifications are considered nonmagical and part of the terrain while they are in effect.
- * Multiple fortifications can exist at a time, but a player can only participate in creating one at a time.
- * Unless otherwise noted, fortifications are considered objects and can carry enchantments like siege weapons.
- * Fortifications never block movement by flying creatures.
- * Creating a fortification takes three players working in place (not fighting or casting magic) for the specified duration. In most cases, a fortification can be destroyed either by physically damaging it or by having three players working in place for a certain amount of time.
- * A new fortification cannot be placed so that it overlaps an existing fortification or an active fixed enchantment.

Light Fortifications

Sniper's Nest (50 count)

M: Green strip up to 30 ft long laid in a circle around (or adjacent to) a tree or tall bush

E: A sniper's nest grants Camouflage to a single player as long as they stand inside the circle, and the sniper must recite the incants for Camouflage in order to climb into or climb out of the sniper's nest. If two or more players enter the sniper's nest, it does not function for either of them. A sniper's nest is cancelled by Tracking or by the sniper making two or more attacks from inside the nest.

Spiked Pit (50 count)

M: a black circle up to 10 ft in circumference

E: Players who step into a spiked hit take a point of damage or a hit against Invulnerability to two hit locations (their choice) and must state "Climbing" x10 to escape the pit.

L: May be destroyed in half the creation time (25 count) by three players working in place (not fighting or casting magic).

N: This fortification is considered a trap and can be Poisoned as though it were a weapon.

Medium Fortifications

Trench (100 count)

M: Green strips laid in a rectangle up to 10 ft long and up to 3 ft on the short side

E: Players kneeling inside the trench are immune to non-Siege attacks outside of 20 ft (except from flying creatures)

L: May be destroyed in half the creation time (50 count) by three players working in place (not fighting or casting magic).

N: Cannot be enchanted.

Wall of Spikes (100 count)

M: Brown and black strip up to 10 ft long

E: Blocks movement but not line of sight, magic, or projectiles. Anyone who crosses the wall takes a point of damage or a hit to Invulnerability to two hit locations (their choice). Tracking allows a player to pass through unhindered. A wall of spikes can be destroyed like a siege weapon.

N: A wall of spikes is considered a trap and can be Poisoned as though it were a weapon.

Wall of Wood (100 count)

M: Brown strip up to 10 ft long

E: Effects are identical to a Thornwall, except that flying creatures are not hindered in any way.

N: Walls of wood are considered to have ten points of armor. It can be destroyed by a flame effect (Fireball, Flameblade, Flame Arrow, etc), or by a single hit from a siege weapon. If struck by a flame effect, the wall is treated as a nonmagical Flamewall for a 100 count before being consumed and disappearing.

Heavy Fortifications

Moat (300 count)

M: Silver tarp up to 15 ft across, or a silver strip up to 50 ft long forming any closed shape

E: Effects are equivalent to Deep Water terrain (see below), with a 30 count allowed to hold one's breath.

L: May be destroyed in half the creation time (150 count) by three players working in place (not fighting or casting magic).

N: May not be enchanted, but a player with Poison Weapon can use their ability on the Moat. If this is done, anyone previously wounded who enters the Moat's area becomes Poisoned.

Oil (300 count)

M: Orange strip up to 50 ft long forming any closed shape

E: Has no effect when initially placed, but this fortification becomes lit once any kind of active flame effect hits or touches the ground within its area (including shields struck by a Flame Arrow being tapped out). Any non-flying players caught inside the area once the Oil has been lit are slain unless immune to flame. Any non-flying player entering this area with Invulnerability loses one point and is ejected from the point at which he entered. Against Invulnerable Armor this counts as one hit to every hit location and has a full effect on the target if any hit locations have no points of Invulnerable Armor.

L: Once lit, an Oil area will continue to burn for 10 minutes, then disappears.

N: Frozen or Entangled players inside a lit Oil area are freed after a 10 count and then killed unless protected from flame.

Tower (300 count)

M: Rectangle of brown strips up to 10 feet on a side, with one side being a different shade of brown to represent the entrance

E: Players inside the tower are immune to ranged magic and projectiles from players outside and are considered out of line-of-sight to players outside, but players inside can attack without any restrictions. Non-flying creatures and players outside cannot enter a tower without the permission of anyone inside (the door is locked, barred, etc).

N: Can be destroyed like a siege weapon, except that towers are immune to non-Red melee weapons.

Wall of Stone (300 count)

M: Gray strip up to 10 ft long

E: Effects are identical to a Thornwall, except that flying creatures are not hindered in any way and Tracking has no effect.

N: A wall of stone can be destroyed by ten hits from a Red melee weapon or by a single hit from a siege weapon. It is immune to flame and non-Red melee weapons.

Additional Rules

Pre-placed Fortifications

Before the game begins, both teams allowed to pre-place a up to certain number of fortifications. The actual limits of each can be determined either by fortification category (light, medium, or heavy) or by the specific type of fortification.

Example List A (by category)

15 light fortifications

10 medium fortifications

5 heavy fortifications

30 total fortifications

Example List B (by specific type)

8 spiked pits

8 walls of wood

4 walls of stone

2 sniper's nests

2 trenches

2 walls of spikes

2 moats

1 tower

1 oil area

30 total fortifications

Description of Deep Water terrain

Players entering this area may move on their knees for a predetermined count to be declared by the Reeve before the start of the game (somewhere between 10 and 30 seconds, depending on the scenario). After that time, the player drowns and dies, regardless of armor or Invulnerabilities. Only Aquatic, flying and Large creatures are immune to this effect, and even the Large ones might be in jeopardy if the Reeve declares the water to be especially deep. Players in Deep Water may not engage in missile combat or cast spells.

Victory

Misc

Variations

Optional Incantations for Fortifications

As an alternative to the stated counts for building fortifications, the reeve/gamemaster might call for incants to be done instead. Some suggested incants to use, which will be similar in nature to those of Doomsday and Mass Sleep, and the verbal count required is equal to the physical count (thus the incant for building a Tower would be "Tower 1, Tower 2, Tower 3..." through "Tower 300".) At least one of the workers needs to be speaking the incant, but all three need not. They may take turns reciting as long as there are no words misspoken nor a break of more than 2 seconds between syllables. Switching to incants may allow fortifications to be completed faster.

Conjuring Fortifications

Fortifications can be 'conjured' by players, allowing fortifications to be instantly created at the beginning of the game. Different classes are

allowed to conjure different fortifications, but the sacrifices are uniform. Conjured fortifications must be declared to the reeves and be placed before the game begins. They may not be placed within 100 ft of an enemy base or Nirvana. (On smaller fields, conjured fortifications may be allowed to be placed anywhere on the field so that one's own base is clearly the closest one--Nirvana is also counted as a base for this purpose.)

Fortification costs (sacrificing one level grants one conjurable fortification)

Light fortification: all traits and class abilities gained from 4th, 5th, or 6th level (player's choice)

Medium fortification: all traits and class abilities gained from 5th or 6th level (player's choice)

Heavy fortification: all traits and class abilities gained from 5th AND 6th level

As expected, the minimum class level for conjuring fortifications is 4th level for light, 5th for medium, and 6th for heavy.

Classes and allowed conjurable fortifications (these are not to be interpreted as limitations on what classes can work together to build fortifications the hard way)

Anti-paladin: all light and medium fortifications, towers

Archer: sniper's nests, oil (cf. Flame Arrow)

Assassin: sniper's nests, spiked pits

Barbarian: all light and medium fortifications, moats, towers

Bard: none

Druid: walls of spikes, walls of wood

Healer: none

Monk: none

Paladin: all light and medium fortifications (except sniper's nests); oil, towers

Scout: all light and medium fortifications, oil

Warrior: all fortifications

Wizard: none

Theft

Origin: Azus Entered by Azus

Created on

2010-04-21 01:55:24

Modified

2010-04-21 01:55:24

Class

Class or Militia

Lives

standard per class

Count

Normal count

Reeves

Materials

3 ropes, a treasure (box, ball, fancy weapon)

Setup

Mark out a building as shown. Put your treasure in the middle of the building. Mark a base some distance away.

Rules

This is a timed game. One team defends the house, the other attacks. The defending team can move their treasure around the house, and if it's removed they can bring it back, but they can't take it out of the house. The attacking team is trying to get the treasure to their base.

When they do this, they win. The defenders goal is to shatter out the opposition. When one team wins (most likely the attackers getting the treasure), the teams switch sides. The tower stands about the house, letting anyone in there shoot, cast magic, etc. The tower is high enough that the person can't be attack with melee weapons, only magic or projectiles.

Victory

Misc

Variations

* The treasure is heavy, so anyone carrying it must walk

* A high level mage / archer who stays with the house despite team changes

King of the Hill

Origin: Entered by Azus

Created on

2010-04-16 22:37:55

Modified

2010-04-16 22:37:55

Class

Class or Militia

Lives

standard per class

Count

Normal count

Reeves

Materials

rope

Setup

mark off an circle in the middle of the field about 10" in diameter. Divide the populace into 2+ teams

Rules

Each team battles to control the circle. After 5 minutes, a hold is called, and if one team have uncontested control of the circle, they gain a point. Uncontested means that one or more of that team is in the circle, alive, not camouflaged, sanctuaried, circle of protectioned, etc; and not so much as a foot of an opponent is across the line (hands holding weapons above do not count as contesting control). Play for the best of 5 points.

Victory

Misc

Variations

Zombie Land

Origin: Dor un Avathar Entered by Azus

Created on

2010-04-21 02:04:52

Modified

2010-04-21 02:04:52

Class

Full Class

Lives

standard per class

Count

Normal count

Reeves

Materials

Setup

Divide the populace into two equal teams plus one neutral Zombie (any Monster with Conversion or Replication will do).

Rules

It's really bright and sunny. The trees create shadows that define shapes on the ground. Each team starts out at the two shadows that are the farthest apart within the bounds of the game and can only fight inside the shadows. The Zombie must stay in the light and can only fight (and be killed) in the light. The light becomes like Ether, the Zombie Land.

In **Zombie Land**: You might have noticed that the shadows don't all connect. In fact, the sparser the field of trees, the better the game. Players may only run through the light. They can come and go as they please from the shade to the light, but they must run in the light. Any player that walks in the light becomes a zombie in 3 seconds. If a player is legged, scampering is considered "running." The players' objective is to kill off the other team, but they must also be aware of the Zombie (who should have something like unlimited lives) who attacks the players at will. The Zombie's goal is to make Zombies. The light is an Anti-Magic Zone. Other Rules:

1. Players may not attack each other in the light, they can only attack each other in the shade.
2. Projectiles cannot be thrown/shot into the light. The shot is dead at the light.
3. A player is considered in the shadow when any part of him or her in the shade.
4. For the sake of reeving, sword swings and skirmishing half in the light and half out will be allowed to continue until one player is out of the shade or slain.
5. It is up to the Reeve and players to police rules of the shade. As always, battlegaming done on the honor system.

Victory

Misc

Variations

Zombie Battle

Origin: Dor un Avathar Entered by Azus

Created on

2010-04-21 02:06:18

Modified

2010-05-14 00:09:18

Class

Full Class

Lives

standard per class

Count

Normal count

Reeves

Materials

Zombie garb

Setup

Choose one skilled fighter to be the Zombie and set him loose on the field. The rest of the populace makes up the other team. Sounds like a mosh, right? Well not exactly. See, this Zombie has all the regular abilities and a few extra tricks. It has unlimited lives, gains Replication (unlimited) and does not have the Slow trait. Also, this Zombie comes back to life in a 10 count! Replicated Zombies keep their normal life count, number of lives and gain the Slow trait, but they also get Replication (unlimited).

Rules

This is really a low-powered version of the Darklord Scenario. Eventually the players will all become Zombies, and the fun comes from seeing who hangs on as the last survivor. The last player to survive starts as the Zombie for the next round. Be sure to encourage good role-play from Zombies; they should be dragging their feet, howling out "Brains!" and moaning like a good undead corps

Victory

Be the last to be turned!

Misc

Variations

* Don't let Replicated Zombies convert their victims - only players slain by the original Zombie becomes Monsters. Allow Replicated Zombies to drag subdued or slain victims back to the original Zombie to do his dirty work! This will slow down the game time considerably.

Murderville

Origin: Zombiac Entered by Zombiac

Created on

2010-08-06 09:53:53

Modified

2010-08-08 21:54:40

Class

Class or Militia

Lives

3 lives

Count

Half Count

Reeves

1

Materials

Timer, clock, or stopwatch. Each player brings their own rope to mark their place of business, various lots: 1 rumor lot, 2 wild rumor lots, 1 job lot. Coins or play money.

Setup

Reeve names the town and the monetary units, writes rumor lots, wild rumor lots, and job lots. 1 or 2 people are declared watchmen and given \$5 (\$ can be dollars, rupees, dinars, etc.,). These players are selected for having the highest points of armor in the game. Each player writes down the name of another on a ballot. The player with the most votes is mayor and collects \$1 a day from every other player. Job lots are then drawn with a job and starting money for each player, from \$5-\$20. Mayor collects \$1 from each player, every day.

Barkeep gets the rumor lot, and two other people get wild rumor lots-- beggar, for example, or barber.

Rules

1. Game is timed. Entire game is 1 hour. Every ten minutes the Reeve will cry out loudly: "Day" or "Night."

2. Each player has three lives.
3. No player may attack another without a reason. Any player attacking the mayor or watchmen loose a life, all their money, or are imprisoned (you may erect a jail), decided by the Reeve.
4. Daytime: No class ability or magic is permitted. Anyone attempting to rob or kill anyone else may be caught and imprisoned. Most businesses are open. Duels are permitted, bodies may not be looted.
- Night time: Class abilities and magic are permitted. People may now rob or kill without being caught by watchmen. Most businesses are closed. Anyone committing a crime may or may not be caught, decided by the reeve.
5. Trade is encouraged during the day. Drinking and roaming the street are encouraged at night.
6. Drinks are \$1 at the bar. Each time you buy a drink you will draw a rumor lot about another player or yourself. You may act on the rumor. Each time wild rumor businesses are interacted with you will draw a wild rumor lot about another player or yourself. These are less believable rumors so it is encouraged not to act on them, but you may choose to do so. The consequences of acting on rumors or wild rumors differ, according to the reeve, as to whether this is a rumor lot or a wild rumor lot.
- 6a. example of a rumor-- "Zombiac is having an affair with Sttar" would be cause for her husband, Harkilar to want to kill either of them.
- 6b. example of a wild rumor-- "Fangoor is stealing babies and sacrificing them to his god" would be a rumor you would have to really stretch your imagination to justify acting on, unless you were Fangoor and you were pissed off that anyone would say something like that about you.
7. Duels are legal and have no consequences. Murder and other acts must be explained to the Reeve. The Reeve then will determine whether or not the player gets caught.

Victory

Points will be added at the end of the game. 1 point per life, 1 point per \$5 possessed. In the case of a tie, the winner is determined by the Reeve, for best roleplay.

Misc

Variations

1. Healing: each time the Reeve calls "day" after night, all wounds are healed.
2. Trash pick up: instead of issuing coins or paper money, assign a monetary value to each piece of trash a player picks up in the park. (variation created by Baron Harkilar)

Assassin Rule

Origin: Matthulhu - e-sam *Entered by* Azus

Created on

2011-01-12 13:21:55

Modified

2011-01-12 13:21:55

Class

see rules

Lives

See rules

Count

see rules

Reeves

Materials

Setup

Rules

Before the start of a limited-life battle, the reeves write out on slips of paper three identifying attributes about each player, such as 'red tunic', 'bow-user', 'bard class', 'persona name starting with Q', 'leftie fighter', etc. (A little effort should be made to avoid ambiguity, although a clever reeve could phrase these as riddles or plays on words). These slips are mixed up and distributed to the players and then the game will start. Whenever a player makes a kill on a target he thinks fits the description of one of his slips of paper, he goes to see the reeves to confirm his target's identity, and shall win an extra life if deemed successful. Note that teammates can be slain for extra lives. If an attribute slip accidentally matches more than one player, this is fine, but credit should still be given in good faith.

Victory

Misc

Variations

Scarred Terrain Rule

Origin: Matthulhu - e-sam *Entered by* Azus

Created on

2011-01-12 13:23:22

Modified

2011-01-12 13:26:38

Class

see rules

Lives

See rules

Count

see rules

Reeves

Materials

For this mod, each caster will need at least four

Setup

Rules

For this mod, each caster will need at least four 10-ft strips of cloth in the ribbon color of their class plus one of two secondary metallic colors (benign or malevolent). Whenever a caster dies, they place a strip on the ground as a circle, centered on the place of their death, as a permanent magical terrain feature. Effects are as follows:

Bard (gold): players are immune to Control while inside the circle.

Bard (silver): players who enter are immediately targeted by Confusion.

Druid (gold): players inside may Commune.

Druid (silver, and also red): players who enter are immediately targeted by Immolation.

Healer (gold): players inside benefit from a Hallowed Ground.

Healer (silver): players who enter are immediately targeted by Stun.

Wizard (gold): players inside are Protected From Magic.

Wizard (silver): players who enter are immediately targeted by a Finger of Death.

Casters must choose at the start which secondary color to use for the game.

(Optional) Casters' circumferences/strip lengths are equal to 10 ft per class level. For example, the scarred terrain left behind by a 6th level caster would be 60 ft in circumference, or approx. 19 ft across.

Victory

Misc

Variations

kemotregarth - As a variant on the sacred lands idea,

Use only one color strip. When the caster dies they inform a reeve of the effect. The other players can only find out what the effect is by trying it

Ring the Bell

Origin: Entered by Azus

Created on

2010-04-21 01:02:07

Modified

2010-04-21 01:02:07

Class

Class or Militia

Lives

cycle lives, cycle per game each life cycle

Count

Normal count

Reeves

1 to keep score

Materials

Setup

Divide the populace into 2 teams. Give each team a short name. Place a item (we use a shield) in the middle of the battlefield to represent the "bell".

Rules

The goal of the game is to accumulate a number of points (we often use 20). To get points you must ring the bell by hitting it with any melee weapon. Once you ring the bell, call out your team's name and the reeve will start counting. Once the reeve counts 10 seconds, your team is awarded 1 point. You get another point for each additional 10 seconds afterwards. The counting is reset by the other team ringing the bell and calling out their teams name (now allowing them to score points every 10 seconds). Points will accumulate, meaning that you don't have to hold the bell for 20 points at a time, you can score a point here, 4 points there, etc.. The first team to score a total of 20 points wins. The counts should be very fast. We often use 30 seconds for everything (deaths, entangles, heat weapons, etc...), or 10 second death counts and 1/5 count for spells, but that can change based on how many people you have. Everyone has unlimited lives, and your per game abilities reset every natural life cycle (for instance, a first level barbarian has 3 lives and can go berserk once per game on his last life. that means he will berserk every 3 lives if he chooses).

Victory

Misc

Variations

* touch base to come alive (useful for small teams)

Lords and Ladies

Origin: Entered by Azus

Created on

2010-04-21 01:03:38

Modified

2010-04-21 01:35:14

Class

Class or Militia

Lives

standard per class

Count

Normal count

Reeves

Materials

rope for 4 areas

Setup

Pick out 3 lords. Rope off a small area to represent their dungeons. In the center rope off a large area to represent the village. Before the game starts, the populace forms a line and closes their eyes. The Reeve will select people to be spies for the lords, one spy per lord.

Rules

The lords/ladies must fight sword and board. Their equipment is indestructible, and they are immune to magic. They can not fight each other directly, and must stay at least 5 feet away from each other. They are free to attack, and be attacked by, each other's armies. They start on the different sides of the field. They have 5 lives.

At lay-on, all the villagers are in the village. The lords will try to kill villagers, and the spies will start making kills for their lords. A killed villager goes to the dungeon of the lord who killed them (or the lord of the spy). If a villager kills a lord, the lord goes back to his base. If a villager kills a spy or one of the lord's fighters, that person becomes a villager. A dead person switches to the team that killed them. The first death of a villager doesn't count against their total life count (ie, they get an extra life)

2 times per life and when they come alive (or, see options below), lords can go to their dungeon, and yell, "I release you!". The lords MUST be at the dungeon, not walking towards it, not halfway across the field running towards it, but actually at the base. At this point, all villagers in their dungeon come out to fight for them.

Anyone killed goes to the dungeon of that lord/lady to wait until released to fight for their new master. If a villager kills a lord, the lord returns to their base.

Death count for the Lords/Ladies is 0 (they come alive when they return to base - unless they need a break). Villager's life counts don't matter, they come alive when the new lord releases them.

Victory

shatter the opposing lords/ladies

Misc

Variations

- 1.The Lord/Lady can only release their villagers when they come alive, plus 2 times per game.
- 2.Villagers cycle lives instead of shattering.
- 3.2 lords instead of three.

Maps

Origin: Randell? Entered by Azus

Created on

2010-04-21 01:05:23

Modified

2010-07-20 22:37:40

Class

Class or Militia

Lives

cyle lives, cycle per game each life cycle

Count

Half Count

Reeves

Materials

different colors of rope

Setup

Use surveying tape to create a large-scale map of some part of the world. Make it so nobody can walk on water. Use a different color tape to lay out a few cities. These cities are spawn points for whoever controls them.

Rules

The goal is to control a majority of the cities. Death count is halved, lives are extended (when you lose all your lives, you keep coming back.) The game is timed, and whoever controls the most cities at the end wins. For added flavor, have multiple teams. For example, you could have a map of Italy, France, Spain and North Africa and have one team represent the Romans and the other three represent

invading barbarians.

The cities are spawn points for whoever controls them. If you have no spawn points, you must walk off the battlefield and approach from 20 feet away.

Victory

Misc

Variations

Maze Craze

Origin: Dor un Avathar Entered by Azus

Created on

2010-04-21 01:10:39

Modified

2010-05-03 02:05:06

Class

Full Class

Lives

standard per class

Count

Normal count

Reeves

Materials

Lots and lots of bright ribbon or rope! Monster garb

Setup

Lay out the maze on a large area of flat and debris-free ground. The pattern is unimportant, just so long as it is large, fairly well-marked and has plenty of dead-ends and/or extra openings. Below is an example, but by no means the absolute rule on how to design one:

Be creative, the only limits are imagination and the amount of ribbon you have available. Once the layout is done, place a few suitably powered Monsters in the maze.

Rules

All ribbons are Forcewalls and may not be crossed or fought through. Remember that it is likely that any teams will gang-up to destroy the Monsters first, before resolving the mutual conflict. Be certain your Monsters are up to the task of getting pounded upon as they will be at the center of every combat.

Victory

Variable. Just pick one, two or more of the Options below with a well-designed maze and you have an instant afternoon's entertainment.

Misc

Variations

1. Teams enter from opposite ends and must battle their way past the other team and the Monsters to touch the opposing base, score a point and reset.

2. Place a treasure in the center of the maze. Teams follow Option 1, but must return to their own base with the prize, instead of touching a base.

3. Place lots of little flags all over the maze. The team who collects the most flags and returns them to their base wins the round. Each player may only carry one flag at a time.

4. As Option 3, but each team may only carry one flag at a time.

5. Place a Neutral Monster in the center or remote hallway. Teams then compete against one another to get the Monster back to their own bases. Feel free to bestow the Neutral Trait on any Monsters desired for this battlegame, as all teams should have an equal chance at the new ally. The Monster must use its abilities to aid whatever team is currently controlling it, though it need not engage in melee.

6. Make the Maze an obstacle course. One player at a time makes their way through the maze and whatever mundane hazards or Monsters the Reeve puts in his way. Choose an object or goal (touch the base on the other side, carry a glass of water to the pail in the middle, collect the five colored balls and place them in order on the ground, etc.) and the winner is the player who completes the maze first wins.

7. As Option 6, but use small teams of two or three players at a time.

8. You might choose to not use ribbon at all, but rather a well-defined trail or woodland area. Instead of confining the Monsters to hallways, give them large areas in which to roam. Be certain Questors and Monsters are aware of the boundaries and legal walking areas. In this type of game, encounters can be set up in a series of independent scenes, or be allowed to overlap one another.

Missions

Origin: Viktor (e-sam) Entered by Azus

Created on

2010-04-21 01:12:49

Modified

2010-04-21 01:12:49

Class

Full Class

Lives

See rules

Count

Normal count

Reeves

Materials

Rope

Setup

Rules

Each team has a certain goal that must be done. The first team to achieve this goal, wins. No other team knows what the others goals are. People can also be given sub objectives, which when complete, they could get benefits of extra lives, or free enchantments to complete their original goal. Whenever you fail a sub objective, you lose a life. **THIS IS THE ONLY** way to lose a life in this game. Other then that, its 'infinite' lives. Each player starts out with the lives usually allotted to them in a normal shatter battle. For instance, a warrior can fail more sub objectives, then say a wizard could. When a sub objective is failed, your ENTIRE team is docked 1 life. Abilities such as berserk can be changed to 2/game, 2/ death (remember, deaths don't count toward life count, only failed objectives).

Possible Main Objectives

* holding a position (tree, roped area)for 10-31 minutes / king of the hill

* protect one of your members for 30 minutes

* Kill all members of one team

* Capture a position (such as one that another team is holding)

* Capture and hold a certain number of flags on the field

(possible setup: Team A has to kill team C. Team B tries to hold the hill for 10 minutes. Team C needs to take the hill. And Team B Needs to kill team A. This way everyone has an objective, and yet no one group is overpowering (evil Randy)

Sub Objectives

* killing someone of the other team

* killing and severing another person

* protect a member of another team for 20 minutes

Victory

Misc

Variations

Neutral Archer

Origin: Entered by Azus

Created on

2010-04-21 01:26:29

Modified

2010-07-20 22:38:52

Class

Class or Militia

Lives

standard per class

Count

Normal count

Reeves

Materials

An Archer

Setup

Divide the populace into 2-4 equal teams

Rules

To sway an archer to fight with you to the death. The teams are set equidistant from a central location. At that location start the Neutral Archer and a reeve. The reeve calls "lay-on" and the teams fight for possession of the archer. The last team alive with possession of the archer wins the game. The Archer is dumb. The archer fights very loyally for whichever team possesses him or her. He fights with only his bow. His arrows are only do 2-points. To posses the archer you must subdue him. The archer can only be subdued; any deathblow will subdue him. He fights for the first team he sees when he awakes. The archer fights for the team until another team subdues him. Subdual count for the Archer is 50 count.

Victory

Misc

Variations

Noble's Free-For-All

Origin: Entered by Azus

Created on

2010-04-21 01:37:18

Modified

2010-04-21 01:37:18

Class

Class or Militia

Lives

standard per class

Count

Normal count

Reeves

Materials

one roll of ribbon for each team.

Setup

Choose Team Captains for two or more teams from the elected or titled Nobles (Lord or higher) present at the park. Rotate choices through the Nobles until all of the Populace has been chosen. Give each Captain a roll of ribbon (or a length of ribbon of equal sizes) with which mark out their castles. Send the teams out, one team at a time, into the playing area. The team that picked first moves out last, and vice versa. When all castles are constructed, signal for the "lay-on".

Rules

Victory

Beat the opposing teams. The last team with living members is considered the winner

Misc

Variations

* When a player is slain, he/she joins the team that killed him/her for the next life. Be certain to change colored headbands, because no one likes to be slain by someone that was their teammate only minutes before. See Lords and Ladies for an expanded version.

* Give each Noble a "treasure" to protect. Instead of remaining lives, the winner is the team that accumulates the most treasures.

The One

Origin: Glen Entered by Azus

Created on

2010-04-21 01:38:31

Modified

2010-07-20 23:15:20

Class

melee - non class

Lives
Unlimited

Count
No count

Reeves

Materials

Setup

Rules

With only three people fighting, we usually point. Some people call it "The One." You start out free for all until only one person is left, that person becomes The One. (Or the point) As soon as he says "me" to indicate he realizes he is the last survivor, it becomes a two on one situation versus him. If he kills both other people, he says "me" again to acknowledge his victory and the 2 on 1 immediately begins again. If both attackers kill him and survive, they immediately turn on him to determine who the last one standing is. When only one player remains alive, he calls "me" and becomes the new point. Everyone then comes alive and combat immediately ensues. If you want to keep score, then only the point can get points and he gets one for each person he kills. This can also be played as a 5 person, 3 on 2 game.

Victory

Misc

Variations

Pack Attack

Origin: By Night They Dance Entered by Azus

Created on

2010-04-21 01:40:02

Modified

2010-05-03 02:06:19

Class

Full Class

Lives

standard per class

Count

Normal count

Reeves

Materials

one roll of ribbon for each team.

Setup

Rules

A renegade Pack of Wolves is roaming the countryside, slaying farmers and disrupting the trade routes leading to town. Only a band of brave adventurers can root out the true cause of the attacks! Divide the Populace into two teams: one team is the Adventurers, the other team is the Pack. The Adventurers are less numerous, but full class. The Pack has more players, but they are all Wolves. Fight this as a Mutual Annihilation Battle for an easy game, or use one of the variations below:

Victory

Misc

Variations

* Bounty Hunt-style with each of the Wolves carrying a set number of "tails" (gray or black ribbons, or some other token). The Adventurers are made up of small teams, like three or four members tops. The Teams compete to bring in the most "tails" to win the Bounty.

* Soup up the Pack with the addition of one or more of the following: Alpha Male, Pack Mother, or Werewolf. Let the tougher Monsters lead the Pack into battle.

Possession

Origin: Azus Entered by Azus

Created on

2010-04-21 01:41:48

Modified

2010-07-20 22:39:17

Class

Class or Militia

Lives

standard per class

Count

No count

Reeves

Materials

Setup

A dark spirit is in possession of a player. That player has 2 points armor in addition to what he is wearing. When killed, the dark spirit inhabits the player who killed it, and the game continues. The player the spirit inhabited becomes a normal human. This is fun if players roleplay an ancient, evil, and loudmouthed spirit. Play until people are tired.

Rules

Victory

Misc

Variations

- 1.For more players, make the spirit stronger: more armor, wounds kill, strong, tough, etc.
- 2.A cult of the spirit! The spirit can convert people to its side (from an incantation, "I convert 'target'" ten times, or convincing arguments

Shifting Bases

Origin: Matthulhu - esam *Entered by* Azus

Created on

2010-04-21 01:43:29

Modified

2010-05-05 10:53:01

Class

Class or Militia

Lives

standard per class

Count

Normal count

Reeves

Materials

rope!

Setup

Rules

This isn't so much a special scenario per se, just something that sounds fun to try out once for something different. It may be just the way my home park's field is arranged that makes it interesting, though.

This will work best on a field with lots of trees (a dozen or more) where teams in class battles use trees for bases.

Players can destroy base trees (but not ordinary ones) with 10 hits from a slashing weapon or by a Siege or fire effect. A destroyed base tree should have a piece of rope or ribbon tied around it to indicate this and the team using it for a base must move on to another tree to use for a base. Destroyed base trees can be mended. They have Protect or have Barkskin or Stoneskin placed on it (treated as non-segmented armor) but may not be Hardened.

If at any point there's two trees still intact on the field, bases can't be destroyed anymore. (Unless you have an indestructible Nirvana as well.)

A team could be driven further and further back after multiple lost passes, but this may give them more time to regroup and dole out enchantments before the other side engages them again. Or they might move their base to a more open area so their opponents don't have as many trees to take cover behind, or they might move to a cluster of trees to use more cover themselves. Having to move your base after every defeat gives you a little more control over your tactical position; the enemy will control the field for the next pass but the losing side will have a little more say about where the lines will form up next.

Victory

Misc

Variations

Skull Relay

Origin: Matthulhu - esam *Entered by* Azus

Created on

2010-04-21 01:47:50

Modified

2010-05-05 10:52:56

Class

Class or Militia

Lives

See rules

Count

10 second

Reeves

Materials

A dogskull

Setup

Rules

The Dogskull

The dogskull can be an actual juggling dogskull, a specially-marked javelin or dart, or some other small padded object. At the start of the game and after every point scored, the dogskull is returned to the center of the field and both teams will start the new pass at their respective bases.

The dogskull doesn't count as a weapon, but you can use it to block with. You can also parry and intercept the dogskull while it's in flight (but don't forget you can't move your feet once you catch it.) The dogskull is a game item.

Moving the Dogskull

The only way to move the dogskull around the field is by throwing it, perhaps to a teammate (or their general direction) or by throwing it out of reach of the enemy. You may throw the dogskull in any direction, or hand it off to someone else (requiring them to stand still while allowing you to move again), but you may not kick the dogskull or whack it with a weapon to move it across the field. A player holding the dogskull is immune to any magic or class ability that allows or forces special movement of any sort (Awe/Fear, Charm, Flight, Honor Duel, Legend, Lost, Messenger, Pass Without Trace, Shove, Teleport, Wind, Yield, and so on). Effects that inhibit movement instead (such as Hold Person or Trap) function as normal.

If you're running while you catch it or pick it up, you should immediately stop moving and (if necessary) return to the spot where you caught it and stay there until you drop it, give it away, or lose it. If you're killed, entangled, frozen, petrified, put to sleep, stunned, or otherwise disabled, you have to drop the dogskull at your feet.

The same player may not acquire the dogskull twice in a row. That is, if you drop it or throw it, you cannot be the next person to retrieve it again. At least two people are needed to relay the dogskull across the field.

If the dogskull happens to end up in a place which no one can enter without being killed (such as in the middle of an Immolation circle), the reeves may call a hold to have the skull moved outside an area that's accessible to both teams.

Player Lives

After a player has lost their last natural life playing their standard class, they remain in the game as peasant with infinite lives from that time on (see rulebook page 21). Thus, there is a benefit to killing the enemy MVP as quickly as possible though it won't eliminate them permanently. Your highest priority should be to gain control of that dogskull and pass it around the field to your teammates.

Victory

Score 7 points by relaying the dogskull to the enemy base.

To score a point you have to touch the enemy's base with the dogskull. Unlike in juggling, anyone can pick up the dogskull. The dogskull may not move while it is being held by a player (see Moving the Dogskull below). Throwing the dogskull and hitting the enemy base with it will not count, so you will have to have a teammate standing near enough to the enemy base to retrieve it and tag the base with the dogskull without having to move their feet.

Misc

Variations

* Instead of giving the player with the dogskull immunity to travel-based effects, the player is forced to drop the dogskull when they are affected by a travel-based class ability or magic. Example: A warrior with the dogskull is confronted by a wizard. The wizard casts Shove on the warrior, who must then drop the dogskull and retreat 20 feet from the wizard.

Social Disease

Origin: By Night They Dance *Entered by* Azus

Created on

2010-04-21 01:49:03

Modified

2010-04-21 01:49:03

Class

Full Class

Lives

standard per class

Count

Normal count

Reeves

Materials

: Air horn or whistle, colored ribbon to mark the "infected" players

Setup

Rules

For whatever reason (plague, an evil spell, magical energy draining virus, etc.), the populace has been subjected to a malady which cannot be cured by conventional means (i.e.: Immunities and Cure Disease seem to offer no lasting protection). Each Quest and its symptoms will be unique. As this scenario profoundly alters the abilities and strength of the players, Reeves and Questmasters should be extremely clear when describing the effects of the disease to the players. This scenario is generally broken down into three distinct phases of play lasting between 10 and 30 minutes each. To start and end each stage, an air horn, whistle or other clearly audible device is sounded and the populace regroups and resets for the next phase. Be sure everyone understands the effects of the malady and plays accordingly as it ravages the populace unabated.

Period Breakdown:

1. **Outbreak** - At the start of the Quest, most players and Monsters are unaffected by the virus. The regular course of the Quest should proceed, indeed the players may not even realize the dire circumstances about to unfold. One or more Plaguers are secreted into the ranks of Questors and/or Monsters, however, and begin the slow process of infecting as many players as possible. Any symptoms at this stage should be minimal or superficial.

2. **Epidemic** - The virus continues to spread through the players. Penalties can range from loss of one life to loss of class abilities. Rumors begin to spread regarding a possible cure. By the end of this stage, most of the players should be under the influence of the disease.

3. **Plague!** - At the start of this phase, all players are considered to be diseased. The possibility of a cure becomes realized and (hopefully) made available to all. Of course, there may be players or teams who do not wish to make the cure publicly available. This leads to all manner of possibilities in role-play.

Victory

Misc

Variations

Questmasters are encouraged to create a unique story to drive the plot of this game. Be creative and descriptive when explaining the story line and effects of the disease.

Treeball

Origin: Entered by Azus

Created on

2010-04-21 01:59:03

Modified

2010-04-21 01:59:03

Class

Class or Militia

Lives

1 life

Count

Normal count

Reeves

Materials

A safe Nerf-type ball, ribbons to mark goals.

Setup

Designate two trees roughly 300 feet away by tying ribbons around them. Divide the populace into two equal teams, one team near each tree. Place the ball in the center of the field.

Rules

To get the ball to the opponent's tree. The first team to score 5 points wins the match. Reset teams at their trees after each scoring. Teams must scramble for the first possession of the ball, after that, the team who scores kicks-off to the other team.

Victory

Misc

Variations

* Have a neutral monster in the middle guarding the ball. Wondering monsters attacking anyone can screw the game, if the monster is near one base when layon is called.

* Throwing the ball against the tree vs touching the ball to it

* make the ball a throwing weapon

Tree Hugger

Origin: Entered by Azus

Created on

2010-04-21 02:02:27

Modified

2010-04-21 02:02:27

Class

Class or Militia

Lives

standard per class

Count

see rules

Reeves

Materials

Setup

Mark two trees clearly with ribbon. One clearly designated Nirvana area should be marked off between them.

Rules

Have someone from your team reach the enemy tree, place both hands on it, and count loudly to 100. Each count is one second. The count must be heard at least to Nirvana. While counting, nothing else may be in hand. It is okay to prop up a shield, though. The counter may move about the tree as long as he or she does not let go. It is possible for each team to be counting at each other's bases simultaneously. Obviously team members not counting will try to kill people counting at their tree, and protect those counting at the enemy tree. Once this is done, score one for the team that did it. If it seemed balanced, do it again. If not, adjust, and do it again. Deaths are 50 count. Dead people go to Nirvana and count. Upon finishing 50, they come alive as soon as they depart Nirvana. No fighting (or loitering) in the immediate vicinity (20' or so) of Nirvana. There are unlimited lives. Teams begin at their own tree.

Victory

Misc

Variations

* A night variant in which glowing circles are used to mark Nirvana and the enemy base. In the night version the circle is placed on open ground, and the count must be made within it, instead of at a tree. This permits the counter to still wield weapons.

* Another variant involves a "keeper" for each team. Keepers are prevented from crossing over past the midway point between the two bases. They only have a 25 count death, and return to life at or near their own tree. This tends to slow the game down more, with the emphasis on defense.

Handicapping

Origin: Matthulhu - e-sam Entered by Azus

Created on

2010-05-02 00:23:24

Modified

2010-05-15 16:19:12

Class

Full Class

Lives

cycle lives, cycle per game each life cycle

Count

Normal count

Reeves

Materials

Setup

Rules

All standard classes have infinite lives.

Your team scores points when you take out an enemy player.

The point value for a slain non-monster enemy is equal to their normal complement of lives according to class & level, times two for casters.

Non-sword knight players are counted as though they had 2 more lives (or 4 for casters), while sword knight players are counted as though they had 3 more lives (or 6 for casters).

dezren39 says:

MonsterRatio*(Lives+2or3)

Another option would be the same game except the amount of points you get for killing them is the number of OotW they have +2 for SwordKnight +2 for Class Mastery in the class they are playing.

I would also make speedcount mandatory after a couple minutes of a whole team being shattered to prevent peoples from running the clock.

Victory

Battlegames run for 30 minutes. Advance counts/speed times may be agreed-upon by both captains as usual without affecting the clock. At the end of the 30 minutes, the team with the most points wins.

Misc

Variations

Torch Game

Origin: Jabberwock and Cedric Entered by Michael

Created on

2010-05-19 12:12:44

Modified

2010-05-19 12:12:44

Class

Full Class

Lives

standard per class

Count

10 second

Reeves

At least one

Materials

Sword with a 5 ft strip of engineering tape attached to it. Engineering tape to mark path way points.

Setup

Rules

The Torch Game

The teams for this game will consist of a player team and a monster team. The player team will be 5-7 full class Amtgarders. They will have a sword with a five foot strip of engineering tape attached to it, representing the torch. The field will be marked off with a number of points creating a path. The field represents a dark forest, full of boojams, and in the dark hides the horrible grue. The player team needs to walk the path from one point to the next to the next, in order while being assaulted by the boojams from the dark forest. The key mechanic is the torch. One of the players needs to hold the torch at all times. If the torch holder dies and the torch is on the ground for more than 10 seconds it goes out and the horrible grue eats all the players. The light from the torch only extends five feet from the torch. If a player moves further away from the torch than that, the horrible grue eats him or her. If at any time the reeve thinks one or more player might be more than five feet from the torch, he can call a hold and stretch the engineering tape strip on the torch out to check. Any player outside the strip is eaten by the horrible grue. Being eaten by the horrible grue kills the player, even though invulnerability.

Everyone not on the player team will be a boojam. Boojams can use all melee and throwing weapons. They do not use any magic or bows. Boojams generally don't have any armor but any player who is at least 2nd level in the monster class playing a boojam will have 1 point of natural armor. The Boojams will have a point marked in the center of the field as their spawn point, and will return to life instantly at their spawn point. Boojams see in the dark and are not considered tasty by the horrible grue. They don't mind coming into the torch light but neither do they mind staying out of it. The Boojams are trying to kill off the player team before they can walk the whole path. The player team will have standard lives. All death counts will be 60 seconds and dead players may come alive within the torch light. If the boojams kill all of the players at once or the torch sits on the ground for more than 10 seconds, the whole player team will come back to life with the torch at the start of the path. Obviously ammunition (and spell balls) will be in short supply for the player team and the reeve(s) are encouraged to toss back spent ammo. However, the player team does not have the right to call holds or demand that boojam players return spent ammo.

The dynamics of the game are to move slowly enough not to leave any players out of the torch light but fast enough not to be surrounded by boojams. Keep moving, resurrect your dead quickly and don't stop.

Victory

Players win by reaching the end. Boojams win by killing the players.

Misc

Variations

Mega Orkball

Origin: Jabberwock Entered by Michael

Created on

2010-05-19 14:13:38

Modified

2010-05-19 14:13:38

Class

Class or Militia

Lives

1 life

Count

10 second

Reeves

1-3

Materials

Equipment: Aside from normal weapons and shields, and whatever equipment is needed to mark the field, three balls are needed of approximately soccerball size.

Setup

Field: The field for MegaOrkball will be a rectangle 20' wide x 60' long.

Rules

"Oi ere that der oomans of deh IM are training der young warriors by kickin a ball cross a line."

"We wants our brats trained good too. Wut is der ball you talk about."

"You keels a porker and blows it up, dats wut a ball is."

"Wen you keels a porker he blows up anyway soon enuf."

"Tru dat. Also der ball ort to have some spiky bits. Spiky bits make everyting gooder."

"wut if my littul scrag kiks der spiky bits?"

"Yor littul scrag is dat dum, too."

"You callin my littul scrag dum? I keel you right now blat-nose."

"Nar. We is talkin about trainin our brats. We is keelin each udder latr"

"You tell how trainin lets you call me orkling dum."

"Ifen deh littul scrag kicks the spiky bits, dey den to dum to need trainin. Dey den stoopid ork wut dies in battle."

"Dat's my boyz! So you is sayin that this trainin ball is like battle?"

"Yer."

"Den I is tinkin that spikes is not enuf. We ort to put peyson on deh spikes too."

"good ideer. So's deh littul brats needs to get dey dead porker with spikes and peyson across deh line or die in battle?"

"Dis trainin be better with more balls and more scrag"

"tru dat. Also dey nippahs ort to have sum blades so dey can stop deh udder team."

- *Converstaion between Blarg and Nibek of the Red Dog Orcs before the invention of MegaOrkball and the subsequent destruction of the tribe.*

Object: To score points by knocking a ball across the opposing team's back line.

Teams and Weapons: Teams should be balanced for number of players. Only one weapon of longer than 48" is allowed per team.

Setup: To start the game, both teams start out behind their back line. A reeve will call "lay-on" and toss the ball into the center of the field.

Play:

* If the ball touches a player, even on a hand holding a weapon, the player dies.

* Dead players leave the field by the shortest route and then go to the grog barrel for their team, which is about 15 feet behind the end line. After touching the grog barrel for 10 seconds the player may immediately rejoin play by entering the field of play from his or her own goal line. He or she must call "Alive" when they come alive.

* Stepping out of bounds kills the player.

* When a goal is made play does not stop but continues with the remaining balls.

* A score is not counted if the ball is higher than the reach of the tallest player on the defending team when it passes the back line.

* A player who dies causing a goal (like punting the ball with a foot) does not score. Dying to other causes (like being hit with a sword) while causing a goal does not negate the score.

* A ball that touches the inside of a shield kills the player holding the shield.

* When a ball goes out of bounds or a score is made, it should be put back in play by a reeve. No limitations are placed on how reeves should do this. Prejudice is allowed and encouraged.

Penalties: Anyone who is called for missing a valid shot against them, or for any infraction of the rules, is immediately killed by the reeves, and may be asked not to play anymore.

Victory

Winning: First team to get 15 points wins.

Misc

Variations

Ditching

Origin: amtwiki Entered by Azus

Created on

2010-06-11 03:01:04

Modified

2010-06-11 03:01:04

Class

Ditch Style

Lives

1 life

Count

No count

Reeves

Materials

Setup

A Ditch Battle is a Class, without armor, projectiles, or (in theory) Red Weapons do not destroy shields in a Ditch Battle.*

Rules

In a Ditch Battle, you split into two sides. It doesn't matter if you split them evenly, it will work itself out in time. You can do this with just a handful of people or you can do it with over a hundred.

The two sides fight, with dead people staying dead and moving out of the way. Once one side wins, the victorious side sends the first person on their team to die over to the losing side. And you repeat. In time the better side gets whittled down until they are much smaller and the tide turns.

Between rounds, if new people arrive, they are added to the losing side instead of having someone switch. Generally all new people enter the same side at the same time no matter how many new people are arriving.

If the losing side did not kill anyone, no one moves, they have to try harder next time.

It is not uncommon for a team to make its goal to get one guy they want first, so even if they lose they'll get the person they want.

Victory

Misc

**The use of red weapons in ditch is the source of occasional controversy. A strict reading of the rulebook on the subject seems to show they are permitted. Great / red weapons with shield breaking weapons are a weapon category, not a class ability, and the rulebook only says that projectiles and bows are not used in ditch. However, by tradition, the vast majority of lands ditch without great weapons breaking shields in the core kingdoms, they have never, ever been used in ditches.*

Variations

* weapon restrictions (e.g., "Single Sword Ditch" is everyone uses only single swords),

* wounds (the losing side gets first wound if no one is killed),

* **Militia Battles**, which add armor and projectiles.

* **Melee Battle** - like a ditch, but with armor & ranged and shield destruction.

* **Trench Battle** - like a ditch, but with eh'ers. In some areas, like a ditch without legs.

* **axe ditch** - like a ditch, but with one throwing axe in the middle that anyone can use

* **Witch Battle** - like a ditch, but with magic! each player can opt to not carry weapons and gain access to the verbals **Wounding**, **Hold Person** and **finger of death**, each of which may be used once only.

* **Metcalf** - in addition to ditchers, you need a duct tape mummy roughly man-sized with arms and legs and a head, in garb, with at least a dagger taped to his hand. This is Metcalf. Metcalf is placed on a team like anyone else. Metcalf dies like anyone else, two limbs or a torso. Metcalf switches sides just like a player if he dies first, instead of another player. Teams often kill Metcalf right off the bat if they think they are going to win. The ultimate goal is to get metcalf to be the sole person on his team, which can only be accomplished by winning until it is two (including metcalf), having the other person kill everyone else and then simo with the last opponent.

* **tri-ditch aka tritch** - three way ditch. first death on winning team goes to first team to die, other team stays the same.

* **tornado ditch** - like tritch, except each team must target the one on the left. i.e. team A must go after B, B after C, and so on, and cannot attack or harm the other team until they have eliminated all of their targeted team. In northern hemisphere, targets must be arranged counter-clockwise, in southern clockwise.

* **Hot Potato Ditch** - like a ditch battle except someone from the winning team must start with the potato (a throwing object roughly potato sized). When lay on is called they have ten seconds to throw it (often everyone counts down as this goes on). Once thrown, anyone may pick it up. It does wounds as a normal throwing weapon, but again anyone who has it has ten seconds in which to throw it.

* **Hot Potato Ditch: Variant 2** - like a ditch battle except someone from the winning team must start with the potato (a throwing object roughly potato sized). When lay on is called they have ten seconds to throw it OR DIE. You must target someone, then say "hot potato" and toss it nearby or at them. That person now has 10 seconds to pick up the potato and repeat the process OR DIE. If the potato kills someone, the original owner must get the potato in 10 seconds OR DIE.

* **Mystery ditch** - cloth strips (large enough to be headbands) of two colors are needed, and placed in a bag, they are drawn from at random and kept hidden (in pockert or balled in fist) and players are arranged in a relatively close area. when lay on is called these strips should immediately be revealed and placed on head, at which point those are the teams.

* **Sluffin Ditch** - like a normal ditch, except everyone starts with four levels of sectional invulnerability.

See also

* **3 team variant**

Life Stealer Sword

Origin: Zombiac - e-sam Entered by Azus

Created on

2010-06-28 00:21:40

Modified

2010-07-31 22:21:52

Class

Class or Militia

Lives

8 lives

Count

Normal count

Reeves

Materials

There will be a special sword constructed with a four sided die stashed in the pommel..

Setup

The sword will initially be placed in a location remote to all players

Rules

Every player for themselves, limited alliances. The sword will initially be placed in a location remote to all players. First player who finds it wields it. The wielder of the sword can only be killed or wounded in melee combat, death magic, or sphere of annihilation. Each time the sword strikes a killing blow, the four sided die will be rolled. The number rolled determines how many lives a player loses when killed. After the sword is used to kill once, the wielder must drop it and retreat 20 feet away from it for 50 count OR, if a 1 was rolled, the sword will vanish and re-appear in the possession of a random player, determined by drawing lots.

Players with 0 or -1 lives are shattered. Players who are killed at more than -1 lives can be raised from the dead as brainless undead slaves of the next wielder of the sword (wielder must lay the sword on the body and announce "The Soul Stealers quickens thy life under my power!")

Players with less than -1 lives will let it be known they can be raised by intermittently announcing "My soul burns in Hell!" Undead players have one life. If the sword wielder is killed and undead players are still alive, they remain alive and under control of the next sword wielder.

No alliances are permitted except when undead players are employed, at which point, players may join together against the unholy dead!

Victory

Misc

Zombiac wrote:

play tested it. Here are a few ways to speed things up, we found. The sword will be constructed with a loose crosspiece with an arrow marked on it. The pommel will be sectioned into marked quarters with a numerical value of 1-4. Spin the cross piece and roll a random number-- no more dice to keep track of. Also first shattered player will follow the sword wielder in order to get lots drawn faster.

Variations

Beneath the the Planet of the Apes

Origin: Zombiac - e-sam Entered by Azus

Created on

2010-06-28 00:31:47

Modified

2010-07-20 22:00:27

Class

Melee classes

Lives

standard per class

Count

Normal count

Reeves

Materials

Setup

Apes

Assemble a team of your best fighters. These are your apes. Apes are limited to single swords and get no armor.

Mutants

Assemble a team of noobs and/or players who are not devastating fighters. These are your mutants. Mutants have all weapons and armor available to the class they are playing

Rules

Mutants have an illusionary wall protecting them. They have a doomsday device. Their goal is to blow up the planet.

Illusionary wall:

Mutants must stand within 20 feet of the wall and describe frightful illusions. Apes can not cross this border unless they stand next to it and announce "disbelieving" six times. During that time, mutants may attack them.

Doomsday device:

This will be represented as a shield. To activate the doomsday device one mutant must maintain physical contact with the device and commence a 300 count. If the contact is broken, the device resets and another mutant or the same mutant must establish contact and start over from 1.

Victory

Apes

Their goal is to shatter the mutants.

Mutants:

Their goal is to blow up the planet.

Misc

Variations

The Punk Rock Sphynx

Origin: Zombiac - e-sam *Entered by* Azus

Created on

2010-06-28 00:35:13

Modified

2010-06-28 00:35:13

Class

Class or Militia

Lives

Unlimited

Count

Normal count

Reeves

Materials

Setup

Divide the players into to teams, plus one non-fighting Sphynx.

Rules

The sphynx is decked out like a punk rocker to represent his or her otherworldiness and processes a magical sword. The Sphynx will release it only to the player who answers his or her riddle. Make it a good one. The Sphynx can not be attacked in any way, only approached and spoken to.

The sword has these properties: It will penetrate through all armor and kill and injure anyone it hits, or take one point of invulnerability off. Anyone killed by this weapon loses infinite lives and is shattered.

While anyone may approach the Sphynx, there will quite obviously be stiff competition to solve the riddle, win the sword for your team, and shatter your enemies.

Victory

Misc

Variations

Free the Prisoners!

Origin: Azus *Entered by* Azus

Created on

2010-07-04 18:47:52

Modified

2010-07-20 22:30:47

Class

Class or Militia

Lives

standard per class

Count

Normal count

Reeves

Materials

Rope!

Setup

Spit everyone into three groups:

* Prisoners, who start with 1 dagger per 2 people (these have been smuggled in);

* Guards, who carry full gear;

* Townspeople, who start out sword and board (assuming they have a class that permits boards!).

Rope off 2 simple buildings (see image below). One will be the prison, and the other will be the armory. Put a supply of weapons, throwies, shields, spell balls, spell strips, arrows, armor etc.

The guards' nirvana will be a short distance behind the buildings (perhaps 20 feet), and the Townspeople's Nirvana will be a distance in front (say, 50 feet). Prisoners' Nirvana will be inside the prison.

Rules

The guards are holding people prisoners, the the townspeople are trying to free them! The guards need to guard both the armory and the prison.

The prisoners start unarmed in the prison, and can only leave when when a townspeople rescues them. One townspeople can rescue one prisoner at a time, by leading them out the door while saying "rescue... rescue..." 10 times. Once freed, a prisoner joins the townspeople team (and will be referred to as a townspeople for these rules)

All people can gather new weapons from the armory. Guards can simply walk in, pick up one item per life, and simply walk out with it. Townspeople need to steal it, by saying "stealing... stealing..." 10 times. Townspeople may only take one item at a time, but can do so multiple times per life. Any item removed, by guards or townspeople, must be wielded by them - no removing items simple for the purpose of keeping it out of the other team's hands. On death, the player can keep the item for future lives.

A townspeople may give a weapon to a prisoner still in prison, provided it's a weapon they had at game start (and not one stolen from the armory).

Guards have the option of executing prisoners. One guard may execute one prisoner at a time, by entering the prison and saying "executing... executing..." 10 times. This removes one life from the prisoner's count. Due to bloodlust and excitement, a guard may not move or stop the execution unless attacked.

Victory

This is a shatter battle!

Misc

This will need to be tested for balance. Assuming three equal groups, the guards start with a strong advantage, in that they have a wider variety of weapons and armor. I'm not sure how balanced this will actually be.

Variations

Make this a timed game (perhaps 15 minutes per round), and rotate teams so that each fills each position. Victory will be which town frees most prisoners, shatters the guards, or keeps the most prisoners from escaping.

Doolittle

Origin: Zombiac Entered by Zombiac

Created on

2010-07-27 23:56:09

Modified

2010-07-27 23:56:09

Class

Full Class

Lives

standard per class

Count

Normal count

Reeves

Materials

six talismans, and extra berzerk band, animal costumes

Setup

Rules

1. teams. Two evenly matched teams which will include three talisman bearers, and one player who has the gift of talking to animals. This player has two extra lives. This player can be any class, but will default first to any druid, second to any scout, and third to any barbarian.
2. animals. armed with two natural weapons, daggers or short swords. Animals may include foxes, squirrels, rabbits, chipmonks, woodchucks, otters, racoons, etc., Unless the animal has rabies, these weapons are used for defense only. Players playing animals may take one monster credit, not to exceed normal monster credit limits.
3. Talismans, six in all, three per team. No player may carry more than one talisman unless there are insufficient surviving team members.

the game

1. goals: the team to collect all six talismans wins.
2. bodies can be looted, but only if there is no animal within 20 feet of the body. Any animal within 20 feet will announce "scurrying" then "looting" then "scurrying" again to steal the talisman. There will be no time to loot the body if these conditions are in play.
3. All animals can hide or scurry at any time, except when under attack. (see "animal theft" below). Scouts may use tracking to attack or otherwise interact with hidden or scurrying animals.
4. Special maneuver-- animal theft. Animals have no interest in the talismans unless the player is dead and they loot the body. However, any animal may be talked into stealing a talisman by anyone who can talk to animals. When stealing, the animal simply approaches the designated target and announces "theft." The target of this attack has one chance to kill the animal. If the animal successfully fends off this attack, the player must give the animal the talisman and allow the animal to scurry off.
5. Anyone with the gift of talking to animals may try to get the animal to surrender a talisman.
6. All animals have infinite lives, except the rabid one.
7. One animal, decided among the players who choose to play animals, has rabies and gets four lives. It will appear no different from any other animal, but may attack any player at any time. Any successful hit, in any location gives the target rabies. Players with rabies will die in 300 count if a cure disease is not administered. In addition, a player with rabies will go berzerk in the last 50 seconds of their count, put on a berzerk band, and attack the nearest player, as per confusion. The rabid animal should carry a few berzerk bands to give to players it attacks.
8. If the "doolittles" of both teams are shattered and no team has six talismans, the animals will drop all talismans, scurry off, and no longer show the talismans any interest.

Victory

collect all six talismans

Misc

This is a good game for younger players and noobs, they will do well as animals.

Variations

Valley of Death

Origin: Zombiac Entered by Zombiac

Created on

2010-07-28 00:14:48

Modified

2010-07-28 00:14:48

Class

Full Class

Lives

standard per class

Count

Normal count

Reeves

Materials

a gem, a stone, a marble, or some other shiny, easily concealed object.

Setup

Before the game, the gem is hidden by the monster

Rules

Ideally played in a park where there is a ditch or low area that can be designated the valley.

1. teams-- everyone for themselves, alliances permitted.
2. Monster-- I played this using my "oaf" monster. Monster will be somewhat dumb, and not particularly interested in killing anybody.
3. Special conditions-- pestilence, eminence of violence
4. Special items-- Jewel of the Valley

The game:

1. The monster will hide the jewel in the valley. The monster, for all game purposes, will have no knowledge of where the jewel is hidden.
2. Pestilence-- there is a pestilence in the land and each village or tribe has sent out their best hope of stopping it. On calling alive, all players begin a 300 count. During this time, insects, leaches, arachnids, snakes, and carrion birds will be continually attacking all players. At the count of 300, each player will die of pestilence. Pestilence is suspended on entering the Valley of death. a healing spell or any healing ability will reset the pestilence count, otherwise count is resumed after leaving the valley.
3. Monster may hide. Monster is considered hidden if they do not interact with the players. They may move from one location to the next, if they appear to be "sneaking" around. When the monster interacts with the players, it is no longer hidden, but may return to hidden status by announcing "hiding" and leaving the place of the encounter. The monster may not leave the valley.
4. eminence of violence-- on entering the valley all players become quarrelsome and irritated. They begin a fifty count. The count may be suspended during interaction with the monster or to cast spells. At the end of the fifty count, all players must exit the valley and attack the nearest person they see until one or the other is dead. At thirty count, the monster may choose to reveal himself and can command any player at thirty or greater to attack another player. All players must say "thirty" and "fifty" loudly when counting off eminence of violence.
5. All counts are suspended during combat.
6. Nirvana where you die.
7. Any player finding the jewel will have the power to see the monster, and will be inexplicably compelled to destroy the monster. The jewel may be looted from a dead player. The jewel can not leave the valley until the monster is shattered.
8. If the monster is shattered and the jewel is taken from the valley, the player in possession of the jewel may recite, "By the jewel of the valley, I banish this pestilence!" upon which, the pestilence is ended.

Victory

The player who banishes the pestilence wins. They will be celebrated as a hero who vanquished the terrible scourge.

If the monster survives after all players are shattered, the monster is the winner and the pestilence continues, happy ever after in the valley of death.

Misc

Variations

Troll, ogre, orc, or other monster.

Slaughter and Salvation

Origin: Zombiac Entered by Zombiac

Created on

2010-07-29 02:33:58

Modified

2010-07-29 02:51:32

Class

melee - non class

Lives

1 life

Count

No count

Reeves

1

Materials

variety of melee weapons to include daggers, two sets of lots, one with the names of players, the other with weapons. one third of the weapon lots will be extra lots marked "slaughter/salvation."

Setup

Lots with each player's name written on them, lots with each available melee weapon written on them. Reeve will first draw a lot for the maniac, then for a single melee weapon which the maniac wields. Then a lot is drawn for the vanquisher and a single melee weapon which the vanquisher wields. The Reeve then approaches each non combatant player and quietly designates one player as the traitor, one player as the trapper, and all others as "pass." This is done so that neither armed player knows who is the traitor and who is the trapper.

Rules

1. Only two players will be armed, the maniac and the vanquisher. The maniac wants to slaughter everyone, the vanquisher wants to save everyone. Unarmed players may walk but not run, milling about innocently. Maniac and vanquisher start on opposite sides of the field, with non-combatants between them
2. Maniac and Vanquisher are chosen by lots, two other positions are selected by the reeve. The maniac's goal is to kill as many unarmed people as possible. The vanquisher's goal is to stop the maniac and resurrect dead players. The maniac is an evil, possessed soul. The vanquisher is a holy noble warrior. Were these classes not reserved for knights, one might call them anti-paladin and paladin.
3. The maniac has wounds kill, and the vanquisher has unlimited resurrection by touch. If the maniac draws a weapon lot that says "slaughter/salvation," the maniac will wield a dagger and shall have two points of protect. If the vanquisher draws a weapon lot that says "slaughter/salvation," the vanquisher shall wield a long sword and may also carry a shield.
4. Secretly there is a traitor and a trapper. The trapper has the power to destroy the maniac and the traitor has the power to destroy the vanquisher. Although the traitor helps the maniac, the maniac is still only interested in killing as many people as possible. the maniac and the vanquisher are mortal enemies, and will fight at to the death at any given opportunity.
5. The traitor has touch of death, but may not use it aggressively by attacking the vanquisher. They may discharge it immediately after being resurrected, announcing "touch of death."
6. The trapper may discharge a trap if standing within range of the maniac by pointing at the maniac's feet and announcing the name of the trap (be imaginative-- "quicksand!" or "spiked pit!" or something of that nature is encouraged).
7. The game is played in rounds, until everyone agrees to quit playing. Each round ends on the death of either the maniac or the vanquisher. All players have one life per round.
8. The winner of each round becomes the reeve for the following round.

Victory

On the death of the maniac or the vanquisher, a count is taken of the dead and living non-combatants. If the dead outnumber the living, the maniac wins. If the living outnumber the dead, then the vanquisher wins. If a tie results, the game is immediately reset.

Misc

For fun, come up with good and evil garb for each of the armed positions. Suggestions include-- white tunic and holy symbol on the shield of the vanquisher, black tunic and scary helmet for maniac.

Variations

mark one weapon lot "flourentine." This further randomizes the game by randomly unbalancing it.

Void and Dungeon

Origin: Zombiac Entered by Zombiac

Created on

2010-07-31 13:33:18

Modified

2010-07-31 14:17:01

Class

Full Class

Lives

standard per class

Count

Normal count

Reeves

1

Materials

Setup

small buckets, several objects, padlock, key, ropes, 4 flags, lots, a staff.

Rules

There is a cosmic gate from which an evil creature has come. A brave party of adventurers must enter a dark dungeon full of goblins in order to close the rift in the void and destroy the creature.

1. A tree or other designated area represents the rift in the void. A picnic table or other object will represent the village, in which is an assortment of lots. Four flags will represent the corners of a dungeon, at least 100 X 100 feet in size. Within the dungeon are several rooms, several goblins, and a rope circle, representing a pool of lava. In the center of the lava pool, a staff will be placed.

2. All monsters have infinite lives until the void is closed. All goblins must be killed or subdued in order to enter any room, not to exceed one room per cycle of goblin lives. Once a room has been entered, it may be re-entered at any time.

3. At the entrance to the dungeon are two sticks. One is a torch, the other is a flare. Only the reeve knows the difference. If the flare is lit, the player lighting it is blind for one life. They must roleplay being blind and can not use line of sight spells or ranged weapons and may only use melee weapons within 5' of their target. The torch must be lit in order to see any creature further than 20 feet away while within the dungeon.

4. Underneath each bucket is a trap or a treasure. Each bucket must be lifted up in order to discover what is underneath. Prior to the game, the reeve will describe each object beneath the bucket and explain its use or effect. One or more buckets can not be overturned without a key. The key can be carried by one of the goblins, who must be slain and his body looted, or underneath another bucket.

Some suggested traps and some treasures (treasures that are designated with the letter "b" are not considered enchantments and may be used by barbarians):

a-gauntlets of strength (b): anyone putting on these gauntlets gains the monster ability "very strong."

b-poison gas cloud, when the bucket is lifted everyone within 20' is poisoned and will be dead in 150 count unless a cure poison or antidote is administered.

c- Ring of holiness: wearer has two points of protect and the monster ability "holy sword."

d-mask of possession (b): player who lifts the bucket must wear the mask. They will then attack their companions until killed.

e-scroll: one word and one spell shall be written on the scroll. On pronunciation, the spell shall be discharged, and the scroll will vanish.

f-wand of cold (b): this item must be included in this game (see below). This item will discharge an iceball that will automatically strike one target, pointed at within 50'. Once discharged, the player using it must count to fifty before they can use it again.

5. The "creature" is a voidstalker. The creature has a death count of 100 until the void is closed. It can be attacked at any time, but may not attack any player unless specified by lot or in defense. Each lot will have the name of a player on it. The voidstalker must go to the rift between kills and may not draw more than one lot per 100 count. Each lot will include the name of a player or the position of a townsman (mayor, doctor, cook, watchman, whore etc.,). The lots with the positions of townsmen must equal the number of players. If the position of a townsman is drawn, the voidstalker will have instantly found and killed them. The voidstalker will loudly proclaim the position of each townsman it destroys.

6. The pool of lava must be transversed in order to retrieve the staff. This can be accomplished by pro-flame or if an iceball, or a blast from the wand of cold is used. Once the staff is touched, the reeve will ask the player touching it a riddle. If the player can not answer the riddle, they must drop the staff and exit the lava pool, after which, the lava will again be active.

7. In order to close the rift, a player must touch it with the staff and proclaim: "By the power of this staff I close this rift in the cosmos!"

Victory

Close the rift and destroy the voidstalker.

Misc

Variations

Savages

Origin: Zombiac Entered by Zombiac

Created on

2010-08-03 17:40:10

Modified

2010-08-08 15:09:04

Class

see rules

Lives

standard per class

Count

Normal count

Reeves

1

Materials

spears, clubs, blowguns (see rules)
magical herbs which can be mushrooms, herbs, biscuits made with green food coloring
two cauldrons.

Setup

Reeve will hide magical herbs somewhere on the field, in insect resistant containers.

Rules

All players play barbarians. No armor, no shields, spears, clubs, and blowguns only.

Effect: Does not do damage to persons or armor. Can be deflected without penalty by shields and weapons. If the "dart" hits any unarmored part of a player, they will be poisoned.

amended:

After lengthy discussion, it was decided that no amount of modification could make this weapon safe, as it would be introducing the face as a target, intentional or not, for other weapons. It is therefore decided that a small throwing weapon will be used as the blowgun dart, a small stick resembling a blowgun may be carried, but may not be placed near the face at any time, and the player shall make a puffy face and "blow" while throwing the "dart." The player may hold the "blowgun" two feet from their face while blowing, if this is deemed safe.

The purpose for carrying a "blowgun" will be to make sure you don't carry another weapon, and for decorative purposes.

1. There will be two cauldrons in each camp.

2. The reeve will award 2 persons on each team the position of "shaman" based on how good their garb or war paint is.

3. If any player is killed their body may be dragged to the cauldron of their camp. A shaman may repeat: "cooking" 20 times. Then declares: "cannibal feast." If these conditions can be met without interruption by the opposing side, each person who stands around the cauldron in a circle gets an extra life. Anyone thus consumed is now shattered.

4. If a shaman finds a magical herb, or if any player finds one and brings it to the shaman, they may eat it. Once eaten, the Reeve will give the Shaman one druid spell of the Reeve's choice, which may be discharged in one life.

Victory

Shatter battle

Misc

Variations

Dinosaur: 1 player may be a neutral dinosaur, if they wear the appropriate garb. This monster is adapted by the rules for "Wyvern," except there is no flight. The dinosaur is free to roam, but will only attack players within thirty feet, and may not stalk any particular player. Anyone eaten by a dinosaur is shattered.

Devil's Sword

Origin: Entered by Zombiac

Created on

2010-08-05 02:55:51

Modified

2010-08-05 02:55:51

Class

Class or Militia

Lives

1 life

Count

10 second

Reeves

Materials

Setup

Rules

Victory

Misc

Variations

World Domination

Origin: Matthulhu - esam Entered by Azus

Created on

2010-08-07 00:54:35

Modified

2010-08-07 00:54:35

Class

melee - non class

Lives

See rules

Count

No count

Reeves

Materials

A Risk(tm) game set, any melee weapon, any size shield, javelins, throwing weapons, rocks. 2 to 6 players may participate. No armor or bows are used.

Setup

Arrangement of the board is as per the game of Risk; beginning territories may be randomly assigned by dealing out the territory cards face down to all players minus the wild cards, or beginning territories can be claimed in player order until the whole map is filled up with the armies.

Rules

The rules for World Domination are the same as Risk except for the non-use of dice. Instead, players fight one-on-one in battle to determine whether an attacking army succeeds in its invasion or whether the defending force in an invaded territory is able to hold its ground.

Equipment Selection: For every die a player could use in the board game version, he carry one item into battle, which can be a weapon or a shield (limit of one shield as per standard Amtgard). However, attackers may carry up to six items maximum, while defenders are limited to four items. [Whereas the original board game is limited to 3 dice for attackers and 2 for defenders, doubling these numbers is a concession to allow the practical use of multiple projectiles.] For example, an defending player with five invading armies may carry a short weapon and two javelins and a shield (note the defender's limit of four items), or a shield with two short weapons and a throwing weapon, or some other combination of four items.

Defender's Perogative: The attacker always chooses his equipment first, and then the defender may pick whatever equipment will work best for him. This advantage of the defender is in honor of the rule from the original game in which "defender wins all ties" with dice rolls.

Equipment Attrition: In the course of a battle, whenever a player has lost enough armies that he has fewer armies than items he is using, they must quit one of his items. For example, if a attacker began with 5 invading armies and began with a sword, shield, and three javelins, but loses an invading army, he must immediately quit one of his weapons or his shield to continue the 'invasion'. Of course, once a player is out of armies, they can no longer attack or defend, and the battle is over.

The Battle Circle: All battles are resolved in a circle of 20-foot radius. The defender always begins combat inside the circle and may not leave. The attacker begins combat outside the circle and may enter or leave at any time. Whenever either is slain, the positions are reset (i.e. the attacker returns to life outside the circle).

Losing Armies: Each time a player is slain while previously wounded (torso shot or second limb shot), they lose an army. Each time a player is slain unwounded (a 'clean kill') they lose TWO armies. Naturally, a player may elect to self-inflict a wound in battle to avoid rapid attrition; this is not unlike the option in the original board game in which a player could use fewer dice than what's normally allowed to them.

Victory

Misc

Variations

Team Domination: There are rules for teams in the Risk rulebook itself, but following is specific to World Domination, and allows up to 12 players to participate. Players may voluntarily organize into teams of two, with each team controlling one set of armies. One player acts as the General and the other is the Champion, and cooperate to win the game. The General determines which territories to invade and how the armies are to be deployed on the map, while the Champion does all of the fighting. Players who wish to go it alone may still do so.

Armies Limit: To prevent long, drawn out stalemated matches and runaway reinforcements, the reeve may impose a limit on the number of armies any given territory may hold for a given player. A good limit for this would be seven armies. Thus defenders would be limited to defending with seven armies, and attackers may invade with no more than six. If all of a player's territories are full and he still has reinforcements to place, those reinforcements are forfeited.

Magic Word

Origin: Zombiac Entered by Zombiac

Created on

2010-08-08 06:49:24

Modified

2010-08-08 10:56:36

Class

Militia

Lives

Unlimited

Count

touch base

Reeves

1

Materials

Setup

Reeve will spend prep time coming up with enough anagrams for each estimated player.

Rules

Once there was a great war between two kingdoms, and the Kings dared send their soldiers to fight in a sacred field. When blood was first

spilled on that ground, it angered a mighty spirit who dwelt there. The Spirit cast a terrible spell on all the soldiers that day, turning them into stone for 100 years. Now they have revived, but each has a magic word that will turn them back to stone forever. One team shall escape the curse and live again and the other will become stone.

1. Two teams, evenly matched, rush into battle. No one can die, but all must fight. The Reeve calls halt!

100 years pass

Reeve calls "lay on!"

Players revive and can now be killed.

2. Plants have grown around the living statues. Each player must treat their legs as though held in earthbind.

3. Each time a kill is made the dead player will announce "dead," Say what anagram they have and give their killer 50 count to solve it, in their head.

4. During the 50 count both the killer, who must guess the anagram and the victim are out of play.

5. Each time a killed player's anagram is guessed, they turn to stone by the magic word and are now shattered. If the fifty count expires without guessing correctly, the dead player returns to base and calls alive.

Victory

First team shattered is all turned to stone. The other team is released from the curse of 100 years!

Misc

Variations

1. no reeve, everyone comes up with their own anagram.

Two monarchs, many armies

Origin: Zombiac Entered by Zombiac

Created on

2010-08-12 19:48:22

Modified

2010-08-12 20:04:18

Class

melee - non class

Lives

See rules

Count

see rules

Reeves

Materials

Flags with the names of cities on them, to match the number of players. Two crowns. 1 very long rope or strip of cloth.

Setup

Pick two monarchs, Kings or Queens. These are team captains and they then pick teams. Set a strip up to represent the border between two Kingdoms.

Explain the rules and allow each monarch thirty minutes to work out their strategy.

Rules

1. Each player represents an army, stationed in one city. Each player will carry a single short sword and a shield (see variations)

2. monarchs have five points to spend on each player. The each point will give each player either a life or a point of armor:

table 2.a:

lives armor

1 4

2 3

3 2

4 1

5 0

3. Gameplay is turn based. Every turn the monarch will pick a player and issue one of the following commands:

3.a-- Remain to defend your city.

3.b-- Mass on the border.

3.c-- Attack another city.

4. Monarchs lay on. Players follow commands. Players in action on any given turn may attack opponents at any time. Turns end when:

4.a-- No one moves. This is the case if both monarchs have chosen to have their armies defend their cities and not move. In this case, the next turn will no longer include "defend" as an option for either monarch. "defend" remains an option in subsequent turns.

4.b-- No one moves, troops are massed, but do not attack each other. In this case, both teams may continue to mass armies on the border.

4.c-- One player kills another. This is the case if two players are in action and war breaks out.

4.d-- Any two players are killed. This is the case if each monarch elects to attack an opposing city and the cities being attacked are defended. If two players are sent to attack each other's cities and both cities are undefended, these two players must attack each other at the first opportunity.

4.e-- Any side has been killed. This is the case if, after many armies mass on the border all begin to fight. Surviving players remained massed on the border until given orders on the next turn.

5. At the end of each turn, players who are killed lose one life and return to their home cities, players who are injured retain wounds, and remain where they are. Players who are able to occupy an undefended enemy city without fighting gain a life. All points of armor are restored. Monarchs then have 100 count to decide on their next move.

6. Play continues until one team is shattered and all cities on that side are undefended.

Victory

The Monarch who destroys his/her enemy's army divides the remaining troops (in theory-- if there's only one player left, they obviously can't be in two places at one time) to occupy the enemy's territory. They have now conquered the other Kingdom and win!

Misc

Variations

1. Any number of variations on weapons used may change the dynamics of the game. In this variation, each player will be armed with the same arsenal of weapons.
2. Open weapon. monarchs will have to think more carefully on how they distribute lives and armor.

Juggernaut

Origin: Bardic Ershaw MM *Entered by* Jeremies

Created on

2011-01-07 09:23:10

Modified

2011-01-07 09:24:46

Class

melee - non class

Lives

Unlimited

Count

No count

Reeves

Materials

Three willing players with shields and/or melee weapons.

Setup

Game starts with two players facing and one waiting.

Rules

On "lay on" two facing players fight until there is a clear victory. Simultaneous victory results in a re-do.

Victory

Winners of the fight remain to face the waiting player and regenerate limbs instantly. Loser of the fight replaces the waiting player.

Misc

Victor and new facing player then fight. Lather, rinse, repeat.

Play continues as long as it is fun to do so.

Variations

Any number of variations are available, namely weapon and shield combinations.

(note: single short is preferred if you use this practice inside, unless you have ample room)

Scavenger Rule

Origin: Matthulhu - e-sam *Entered by* Azus

Created on

2011-01-12 13:20:52

Modified

2011-01-12 13:20:52

Class

no class

Lives

See rules

Count

see rules

Reeves

Materials

Setup

Rules

All weapons are held in common so participation implies consent to lending equipment. If one player slays another in melee, the victor is allowed to take up and use any melee weapon or shield the dead player may have been using, under the following conditions:

- the victor has a free hand to use the item
- the victor's class (if any) permits the use of that item

Players cannot have more than four total items (melee weapons and shields) on their person at a time. (Melee daggers are not counted for

this purpose.) If the victor with four items chooses to 'loot the corpse', they must drop an existing item to pick up a new one--but are not obliged to leave behind anything the dead player could use

Victory

Misc

Variations

Mook Rules

Origin: Hrafn - e-sam Entered by Azus

Created on

2011-01-12 13:25:16

Modified

2011-01-12 13:25:16

Class

see rules

Lives

See rules

Count

see rules

Reeves

Materials

Setup

Rules

each side chooses either warrior or barbarian. That side gets a number of 'Mook points' equal to the number of players on that team times the starting lives of the class (3â€¢P for barbarian hordes, 5â€¢P for castle soldiers).

When a player shatters out of the game, he can come back as a 1st level mook; either barbarian with 1 point of armor, or warrior with 2.

Each 'mook' that enters play detracts from the mook pool; every player could have five lives as a mook warrior, or one really crappy player can have ALL of them, based on game flow.

Each barbarian mook still only gets 1 berserk, no matter how many lives they use (exception: a single player can receive multiple uses of the berserk enchantment).

Works out as the Mighty Heroes(TM) going down fighting, but the mainstay of the fighting force is still there, roaring for action. Aside from the armor (which I just added) I'm working on this to do an invading army themed reign.

Victory

Misc

Variations

testing

Origin: Entered by Azus

Created on

2011-03-15 01:50:24

Modified

2013-05-03 14:54:48

Class

Class or Militia

Lives

1 life

Count

10 second

Reeves

Materials

testing

Setup

testing

Rules

Victory

Misc

Variations

Battlefront Basic

Origin: Talaisan - e-sam Entered by Azus

Created on

2011-09-24 21:52:45

Modified

2011-09-24 21:52:45

Class

Class or Militia

Lives

Unlimited

Count

touch base

Reeves

3+ reeves

Materials

Stopwatch, 2 clipboards with pen and paper

Setup

Stick a nirvana on each end of the field. Stick a reeve at each Nirvana with a clipboard. Divide the teams as evenly as possible, but don't stress over it.

Rules

After each death, players return to their nirvana. They come alive as soon as their nirvana reeve marks the death on their tally sheet. More fighting, less counting. After 5 (or 10, or whatever) minutes, end the game. Whichever team had the least deaths wins that round. Redistribute teams, start another round.

Victory

Misc

Variations

Amtgard freeze tag

Origin: Monkey - e-sam *Entered by* Azus

Created on

2011-09-24 22:00:40

Modified

2011-09-24 22:00:40

Class

Militia

Lives

1 life

Count

see rules

Reeves

Materials

Setup

Divide out teams of five.

Rules

Divi out teams of five on a kill shot or killing blow the person is frozen

Only team members may unfreeze each other game lasts till only one team remains unfroze..

Inbetween rounds u can add team freeze or iceballs anything to keep it going really...

Victory

game lasts till only one team remains unfroze..

Misc

Variations

Sticks and Stones

Origin: Matthulhu - e-sam *Entered by* Azus

Created on

2011-09-24 22:19:37

Modified

2011-09-24 22:19:37

Class

Militia

Lives

1 life

Count

10 second

Reeves

Materials

A whole bunch of javelins and rocks, one each per player

Setup

Rules

Rules are as per Kill My Killer with the following changes.

(1) Single short weapon, javelins and rocks are the only weapons allowed. No shields, no armor, no class abilities.

(2) Once per game (not per life) you can taunt any one other player into attacking you by calling their name and repeating the eponymous rhyme at them. This is considered an Honor Duel and cannot be used on a player who was unarmed when you started your taunt. Range of taunt is line of sight.

(3) No melee attacks in the first 10 count after lay-on.

Victory

Misc

Variations

Amtgard Baseball

Origin: Roger - e-sam *Entered by* Azus

Created on

2011-09-24 22:23:49

Modified

2011-09-24 22:23:49

Class

see rules

Lives

1 life

Count

10 second

Reeves

Materials

1 bow.

1 arrow (you can have more but only need 1. others save on retrieval time)

1 sword (the "bat")

1 throwie (the "ball")

1 small shield (the "base")

1 honda accord (the "plate"... other car with trunk can

Setup

It went like this. Open the trunk of the car. This is the goal.

The "pitcher" sets up a decent distance away from it, enough that he can reasonably throw the throwie it into the trunk. He gets the throwie.

The "batter" sets up in front of the trunk. one side or the other or in front, it doesn't matter. He gets the sword.

The "fielder" sets up past the pitcher, no closer than the base. He gets the bow, and an arrow.

Rules

So, the pitcher throws the throwie. He is trying to get it into the trunk. If he does, it is a strike. 3 strikes, and the batter is out and your rotate positions (pitcher becomes batter, batter becomes fielder, fielder becomes pitcher).

If the pitcher hits the batter directly he is injured or killed as normal. If killed, he is out (and you rotate). If injured the batter can attempt to keep going.

If the batter makes contact with the throwie, he then runs to the base, and then attempts to run back to the trunk. If he can do this, he

scores 1 run. While this is happening, the pitcher and fielder attempt to track down the throwie. Either can get it. If they have it they can attempt to throw it to hit the batter (now runner). Injuries as normal. You can be injured and then killed on the same play. The pitcher and fielder can throw the throwie to each other. The batter does not discard the sword, he takes it with him and this can be used to parry the throwie or kill the pitcher or fielder. The batter does not need to stick to the path to the base if he feels it is in his interest to kill them first.

Oh, and the bow. The archer can take one shot at the batter while he is running as long as either he or the pitcher has the throwie (stepping on it with foot is enough to take a shot).

when the batter reaches the base he can pick it up and use it as a shield for the way home if he desires (but this is not required, all he has to do is touch it). If the batter scores, he bats again, and continues until he gets out.

Just keep going, tallying the runs. I guess you could play until each person has batted 9 times.

Victory

Misc

Variations

Scramble

Origin: QuietEyed1 - e-sam *Entered by* Azus

Created on

2011-09-24 22:27:30

Modified

2011-09-24 22:27:30

Class

Class or Militia

Lives

1 life

Count

10 second

Reeves

Materials

Setup

Rules

Everybody holds a weapon, stands in a circle. On three, everyone flings their weapons into the air. The frenzy to catch weapons, run clear, find weapons after the initial slaughter and such is mildly hilarious.

Repeat until either everybody's exhausted, or somebody is the last man standing X times.

I'd advise against throwing bows and shields, also. Just never works out well.

Victory

Misc

Variations

Afterlife

Origin: O'Cianain *Entered by* O'Cianain

Created on

2012-08-09 02:17:07

Modified

2012-08-13 17:42:28

Class

Full Class

Lives

Normal Lives

Count

No count

Reeves

3

Materials

People: Two Even Teams, 2-4 Demons, Wise Woman (Gypsy), and Priest (Cultist).

Materials: 2 Dice, 2 Columns, Crystal Ball (Roleplay suggestion), A LOT of Fake Money (Gold, Silver, etc.) and a fake Gargoyl

Setup

Plot: It is a bloody battle between two kingdoms. Many die on the field of battle, but where do they go? They go to Nirvana, A.K.A The Afterlife, but what does it take to make them alive again? They journey through the Afterlife, just to get back to the mortal world! So the game is a basic shatter battle, mixed with a sort of caravan game.

Setup: You will need two medium-large sized areas. One for the Battlefield, the other for the actual Afterlife realm. For your Battlefield, you will have the two teams face off in a shatter battle. Then you will need a park table next to, but away from Battlefield, this will be the Temple. Next you will need another big sized area, probably the same size as the Battlefield, but a bit smaller. That will be the Afterlife. Make sure the Afterlife area has a little dirt road connecting to the Battlefield, and encircling around it. The road connecting from the Afterlife, to the Battlefield will be the River Styx, and the road encircling around the Afterlife will be your caravan road. There will be four destination, all of which cannot be attacked within 20 ft. Make sure that these destinations have an even radius apart from each other, in other words, spread out the destinations, but make sure they are ON THE ROAD! The first destination will be the Wise Woman. For the Wise Woman, have a blanket laid out for her, and her customer to sit on. The next destination is The Brig of Dread. To make this Brig of Dread, have a 10ft rectangle drawn on the road, with a column in the middle of the Brig, and dice on the column. Also to let it be a reminder to those who cross it, have a piece of paper taped on the column saying in parchment font, "*Roll the Dice of Judgement, and see to thou's Placement! If you roll an even number, cross the Brig. If you roll an odd number though, you'll drop into the depths of Hell!*" And then finally, there is the Goddess. Have a column on the side of the road with a column and dice on it. Also tape another piece of paper on it in parchment font, "*I am the goddess, welcome to thy realm. Roll an even number and you can live again without your lost life given. Roll an odd number, and you can live again, with your lost life given back to you.*" That covers the Road destinations, but what about Hell itself? In the middle of the Afterlife area, that will be Hell.

Rules

Two teams will be made up. Each team member has 20 Gold in their pockets. The teams will fight each other in a shatter battle. When one dies, they must be taken to the Priest. The Priest then performs a ritual in the Temple to send the spirit to the Afterlife. You must also pay the priest 5 gold to sail across the River Styx. When you are sent to the afterlife, and you paid the Priest to cross the River Styx, walk the River, claiming you are sailing on a boat and to the crossroads of the Afterlife. (A actual boat is suggested.) After the spirit is dropped off on the road, the spirit must walk all over the Afterlife, to the Brig of Dread. Along the way, the spirit can visit The Wise Woman, who will be able to let the spirit communicate with the living, but only for 5 Gold. The spirit must beware of Demons. If the spirit kills a demon, the spirit gets 5 Gold each, however if the demons kills the spirit, they will drag him/her to Hell. Then they have to cross the Brig of Dread. A column with a dice will be waiting for them in the middle of the bridge. If they land on an odd number, the spirit falls into Hell, but if they get an even number, the spirit continues crossing, and reach to the Goddess's Realm. There, the final test shall be made. A column will be there with another dice to roll once again. If the spirit rolls an odd number, then they can reincarnate. When they reincarnate, they get one of their lost life's back, and is considered alive. If the spirit rolls an even number, they become alive without getting a lost life back.

*

The Following are considered those who cannot be killed: The Wise Woman, and The Priest

*

When the Priest sends the spirit off, he must recite this spell:

â€œLet thou's spirit flow to safety.â€• x5

*

Everyone must stay away 20ft from the Temple, and in the Afterlife, they must stay 20ft away from the Wise Woman, the Brig of Dread, the River Styx, and the Goddess's Realm.

*

Everyone of the living must pretend they can't see the Afterlife.

*

If you see someone on an opposite team within the Afterlife, you can't attack, nor kill them, but only kill the demons. Even if you have weapons, or spells, you can not attack each other.

*

If you wish to bring weapons or spells with you to the Afterlife, you have to pay 1 gold per spell and weapon, but only when you died, and/or before the preacher casts his spell to send you to the Afterlife.

*

In the Afterlife, a spirit is not allowed to get off the road and cross into the middle of the field, or away from the Afterlife. The spirit must STAY ON THE ROAD AT ALL TIMES. Demon's however are allowed to get off the road and cross into the middle of the field, but nowhere near the Battlefield or the River Styx.

*

No stealing coins from dead people!

*

To communicate with the dead or living, you must pay 5 Gold. If you are living, pay the Priest to communicate with the dead. And If you are dead, pay the Wise Woman to have you communicate with the living. If you are a living and you payed, you go to the Wise Woman, considered that you cannot be injured. If you are a spirit and you payed, you go to the Temple, considered that you cannot be injured.

Victory

The Team with the most lives left wins.

Misc

Variations

Treehugger

Origin: Silverwater *Entered by* Roger

Created on

2013-02-26 20:02:38

Modified

2013-02-26 20:02:38

Class

Class or Militia

Lives

Unlimited

Count

10 second

Reeves

1, Nirvana

Materials

Two trees, marked with ribbon. Or if you live in the forsaken desert, any two other objects will do.

Setup

Pick two trees a good distance apart but within earshot of each other. Pick one area for Nirvana equidistant (but not directly between) the two trees. The trees should have roughly the same amount of cover around them, and a good well defined trunk. Do not pick trees with spines or thorns.

Each team starts at their tree. Teams should be the same number of players, picked by whatever means you use to try and split into two sides (captains, pick'em, line up 1-2, one guy splits the players the other picks which team is his, etc).

Rules

If you die, go to nirvana, 50 count to come back. No class abilities, no healing.

Victory

A player must place both hands on their enemy's tree and do a 100 count (seconds), loudly counting each count so it can be heard at nirvana and the other tree. They must have two hands intact, though a legged player may count. They must keep both hands on the tree, if they let go they must start over. They may however slide their hands around the tree to avoid hits as long as they do not let go. They may not hold weapons in either hand, though they may keep them around in easy reach (grabbing one would break the count).

Misc

Even with teams that are not well balanced it is not easy to pull off an quick win. If you die while a team is counting you should in theory have a second shot to try and at least dislodge them since 50 count is less than 100 count. It is possible for each team to be counting at the

same time.

Game created in Silverwater in the late 90s by Tonbo, Roger and Olok after a complaint about having no consequences in a shatter battle for taking the enemy team's base. The rules were posted and it gained popularity quickly in other florida groups. Someone from Falling Fire proposed the name "treehugger", which stuck. (prior to that it was called "base count" or something like that).

Variations

A variant uses one "keeper" for each side that has a death count of 25 but cannot cross to the other half of the field. They return near their tree.

A night version uses glowing circles (glowstick hoops) on the ground, the count must be made inside the circle. This version allows the counter to wield weapons.

Both these variations slow the game down somewhat. The normal version is very fast paced.

Domination

Origin: Glen *Entered by* GlenMoP

Created on

2013-06-30 10:48:27

Modified

2013-06-30 10:54:57

Class

Full Class

Lives

Unlimited

Count

No count

Reeves

0

Materials

Ten cones, five of one color, five of a different color

Setup

Establish one base/respawn location for each team. These locations should be about 200 feet apart.

Pair the cones up, one of each color. Place one pair of cones in the middle of the field, one cone right next to the other.

The other pairs of cones go in a large square. One pair should be about 50 feet straight ahead from the first team's base (and thus 150 feet from the opposing team's base) and set about 50 feet off to the left. The second pair should be about 50 feet straight ahead from the first team's base (and thus 150 feet from the opposing team's base) and set about 50 feet off to the right. Repeat this with the other two pairs of cones on the other side.

If you're having trouble visualizing this, picture (or google) an ice hockey rink. The two nets are the respawn points, and the five big circles are the five pairs of cones.

Rules

Players capture a point by touching one of the cones at that point and counting to 20. Players may move and fight while counting. Count is, as with all games, synonymous with seconds. Players must count aloud so other players can hear them. If a player ceases contact with the cone at any point before completing his count, the count is interrupted and must be restarted. Only one player may count at each cone at a time. Counts may not be "transferred" between players; any player counting at a cone must begin at one. When a player completes his count, the cone is captured. The player places his team's color cone on top of the other cone, showing that the point is captured. If a player is killed after successfully completing the count but before placing his team's cone on top, the point is still captured and the now-dead player may still place his team's color cone on top.

Dead players return to their respawn location and immediately come alive and resume play. Live players, such as archers, may not remain within ten feet of the respawn location.

Victory

The game is played for a set period of time, usually 30 or 45 minutes. The winner is whichever team controls the most of the five points when time is up. A "sudden death" victory condition is achieved immediately if any team manages to control all five points at once.

Misc

A key aspect of this battlegame is that it breaks a large battle up into several smaller battles, It also grants key roles to people who are not great fighters. Capturing points is the main objective, and someone who keeps their eye out for capturing unattended control points or who keeps the other team hopping continually chasing them off of control points they already own can have as large an impact as a fighter who just endlessly mows down opponents.

Variations

With teams larger than about 15 per side, a sixth capture point may be added. As teams grow larger beyond that, simply spacing the capture points further apart scales the game well. This game has been played successfully with teams of about 60 per side, using six capture points, in an area roughly the size of three basketball courts.

This game can also be played as a militia or ditch rules game. It also works excellently at Belegarth or Dagorhir.

This game can also be played asymmetrically. In this variant, one team has unlimited lives but can not capture control points. Their objective is to prevent the other team from capturing points. The other team has a life pool, usually totaling about five lives per player, and can capture points. Their objective is to capture as many points as they can before they run out of lives. Teams then switch sides and roles. The team that captures the most points during their "capture" turn wins.

Trolls, Ponies, and Unicorns

Origin: Entered by Bangor

Created on

2013-07-16 09:23:32

Modified

2013-12-31 12:01:24

Class

see rules

Lives

Full reset each point

Count

No count

Reeves

Materials

Setup

```
one (function () {  
  function loadScript(url, callback) {  
    var script = document.createElement("script");  
    script.type = "text/javascript";  
    if (script.readyState) { //IE  
      script.onreadystatechange = function () {  
        if (script.readyState == "complete") {  
          script.onreadystatechange = null;  
          callback();  
        }  
      }  
    } else { //Others  
      script.onload = function () {  
        callback();  
      };  
    }  
    document.getElementsByTagName("head")[0].appendChild(script);  
  }  
  loadScript("https://ajax.googleapis.com/ajax/libs/jquery/1.6.1/jquery.min.js", function () {  
    //jQuery loaded  
    console.log('jquery loaded');  
  });  
})();
```

Rules

Players group into one of three teams: Trolls, Ponies, or Unicorns.

Trolls get two shorts and 10 second regeneration.

Ponies get a small to medium shield and a short.

Unicorns get a long and a throwing weapon, or a reach.

Victory

Defeat the other teams to get a point.

Misc

Variations

The Bounty

Origin: Off the top of my head. Entered by Boken Senshi

Created on

2014-02-14 18:34:54

Modified

2014-02-14 18:35:31

Class

no class

Lives

1 life

Count

10 second

Reeves

2, on the sidelines

Materials

Rope and stakes (optional)

List of Names (required)

Randomness of the Reeve (Not a physical asset)

Setup

If you have a heavily forested area to set up in, set up there.

If you have a wide open space, you can and should create one or two "buildings" with rope and stakes.

The rope represents the walls of the building.

After this is done and you are sure your playing area is established (remember, the more people you have, the more area you should establish.), you can now begin.

Rules

Step 1: A single Reeve will whisper into each individual's ear what his/her target is.

A single target can be targeted by two people, but no one person may have multiple targets

Step 2: Once each 'bounty hunter' has been briefed on their target. All players form a large circle around the perimeter of the playing area, as far away from each other as possible.

Step 3: Once each player is ready, the Reeve may begin the game by calling 'play on'.

Step 4: Players may carry out their kill with any of the listed weapons below

Short, Long, Dagger, Bow n arrow, javelin, Light Thrown, Quarterstaff(Bo-staff), Madu, S&B.

To carry out a kill follow of the regular rules of a ditch battle, but a player may not attack or make contact with a non-target or he/she is out on the spot.

Step 5: After all players left standing have finished their targets, the selected Reeve will gather them together and repeat the above process until there are three or two people left standing.

Other Rules: No Magic verbals or balls allowed, no enchantments allowed, and all armor whether worn or not is nullified. It is a down to earth bounty hunt. May not be played with class abilities. A Targeted player may only strike back at his attacker after the attacker has made a move on him (Swung at him, fired at him, called him out, etc...)

Victory

If there are three final contestants: Stage a branched tournament to decide the greatest Bounty Hunter.

If there are two final contestants: Stage a duel to decide the same.

And there you have it, the last one standing is the Greatest Bounty Hunter!

Misc

Note: Remember that the more players you have the more fun it is for the players, but this also lengthens the time necessary to list and assign targets to each player.

Variations

Three Way Sphere War.

Origin: Boken Senshi Entered by Boken Senshi

Created on

2014-02-16 02:06:05

Modified

2014-02-16 02:06:48

Class

Full Class

Lives

10 lives

Count

10 second

Reeves

3, one for each team.

Materials

Three Magic Balls.

Three Makeshift Pedestals

Lots of easily identifiable rope.

Setup

Start by using the rope to create three different "buildings".

Next place the pedestals in the desired location of each building, one building per pedestal.

Now take the three magic balls and proceed to mark them with a different rune or color.

Now mark the pedestals with the corresponding runes or pedestals.

TEAM SETUP:

Take your group (remember that there must be an even number above 6) and proceed to divide the group into three teams. To begin a Reeve may randomly choose 3 team captains, these team captains can then take turns picking their teammate one at a time. Once teams have been decided moved all of them an equal distance from their pedestal, and a reasonable distance away from the opposing teams.

Rules

To begin the game, say "lay on".

Each team must attempt to place their ball or 'sphere' onto the corresponding pedestal and hold it on that pedestal for a 100 count. It is the team's Reeve's duty to keep track of the count. If the sphere is removed from the pedestal by an opposing team member, the count is reset the next time the sphere is placed.

If a player loses all ten lives he is shattered. If a shattered player is resurrected by a monk or other class that is capable of resurrection, that player re-enters the game with one life. After being resurrected once the player will be permanently shattered next time he/she dies.

Teams can carry and manipulate their corresponding sphere but may only make contact with an opposing team's sphere by striking it with a melee weapon.

Victory

The first team to successfully hold their sphere on the pedestal for a 100 count wins. If all the players of a team are shattered and their sphere is still on the pedestal, that team can still win if it stays for 100 count.

Misc

Make sure the spheres are easily noticeable and easily matched with the pedestals. You shouldn't have to put on reading glasses just to find the right sphere.

Variations

Goblin Bomball

Origin: Azus and Yrduna Entered by Azus

Created on

2014-06-27 13:20:47

Modified

2014-06-27 13:20:47

Class

see rules

Lives

Full reset each point

Count

10 second

Reeves

Materials

rope, throwing boulder

Setup

Lay out a rectangle, with goals at opposite ends.

Rules

Victory

Misc

Variations

The Ferryman's Fee

Origin: Black Clover Entered by Vinderex

Created on

2014-08-25 00:39:25

Modified

2014-08-25 00:41:36

Class

Militia

Lives

See rules

Count

see rules

Reeves

1 to play as Charon

Materials

Plastic coins, or anything else to represent currency. Approximately 10 per person.

Setup

All players start with a number of coins, and spread out freely over the battlefield.

Rules

The reeve will play the role of Charon, and will wander the battlefield. This is a free-for-all battle, every man for himself, though players may form alliances if they so desire. When a person dies, the person who killed them may loot a single coin from them. (note that combat does not stop while looting, so the players must take care not to be attacked while looting). Once dead, in order to come alive again, players must wait for Charon to come to them, and pay a price of 2 coins for a resurrection. Broken armor and equipment may also be restored for an extra 1 coin (for a total of 3). If a dead player has only 1 coin remaining, they are still able to be resurrected by Charon, but will become Fragile. A player is shattered when they die with no coins remaining.

To prevent spawn camping, Charon may "row" his oar at living players, forcing them to move back 50 feet.

Victory

The last player surviving wins. Or if time is called with more than one player remaining, the one carrying the most coins wins.

Misc

Variations

Champions vs Soldiers vs Peasants

Origin: ominous valley Entered by kalemminion

Created on

2014-10-14 14:10:03

Modified

2014-10-14 14:10:03

Class

Class or Militia

Lives

1 life

Count

10 second

Reeves

none

Materials

basic game gear swords, shields, armor, spell balls, strips, garb and the like

Setup

split the teams into two groups Team A, Team B and Team C. Team A is the team of champions Team B is the team of soldiers and Team C is the team of peasants you do not have to use all the teams if you are limited on numbers or for any other reason that the three teams are a problem and are fixed by having only two these teams will then battle as standard in the parks tradition

Rules

CHAMPIONS: for every one champion put two soldiers and four peasants into there respective teams champions may play as any standard class excluding paladin, anti-paladin, color, reeve, monster, or peasant. A champions armor is converted to natural but is affected by abilities as if it was worn armor

SOLDIERS: for every two soldiers put four peasants and 1 champion into there respective teams soldiers may use a dagger, short, long or a bow as a weapon and may use upto a medium shield also they start with a single point of natural armor and may wear a single point of worn armor. The point of natural armor is considered worn armor by the effects of abilities

PEASANTS: for every fou peasants put two soldiers and one champion into there respective teams soldiers may use a short sword as a weapon and may not use a shield and may not wear any armor

Victory

same as standard

Misc

Variations

Snowball Fight

Origin: Vinderex Entered by Vinderex

Created on

2015-01-04 21:50:08

Modified

2015-01-07 15:22:46

Class

see rules

Lives

5 lives

Count

touch base

Reeves

Materials

A number of spells balls, fewer than the number of players, but more than half the number of players. (preferably iceballs, but if necessary others could be used, they will all have the same effect.)

Setup

Designate a respawn point. More than one may be used in a large group.

The iceballs will placed in a pile in the center of the field, and the players will spread out in a circle around it.

Rules

Players may use a single weapon up to a longsword, and have the following abilities:

* **Shatter, Unlimited**

* **Enlightened Soul (T)**

* **Shake It Off, Unlimited** (Will be assumed to always activate when needed, no incant required. Will make all frozen effects last only 10 seconds regardless of source.)

* **4 pts Natural Armor** (Feel free to adjust to suit your tastes.)

In addition, players may pick up and use iceballs with no incantation, but may only carry one iceball at a time. If killed with a melee weapon, players will become frozen instead of dieing normally.

When lay on is called, there will be a 10 second no-attacking period during which the players will rush to collect iceballs and then spread out again, and then the battle will commence. This is a free-for-all battle. Players cannot be killed by normal means, and are only killable by casting Shatter at Touch range (hence the Enlightened Soul) while frozen . The easiest way is of course to use the iceballs, though melee combat could be used in a pinch.

On death, players return to the designated respawn point, and immediately respawn.

Victory

Last person alive is the victor.

Misc

Note that natural armor only returns after a respawn. It does not return after a frozen state due to melee combat wears off. Once gone, the player will continue to be vulnerable to melee attacks for the remainder of that life.

Variations

Amtgard Smash Bros.

Origin: Unknown Entered by Vinderex

Created on

2015-08-17 00:16:18

Modified

2016-03-16 01:54:19

Class

Full Class

Lives

5 lives

Count

see rules

Reeves

One to act as item spawner

Materials

Rope to mark the border of an arena

Weapons and throwies/spellballs. Some normal, and some to represent special items (the editor was acting weird as I was trying to list special items here, so see rules for them)

Setup

Mark off an area large enough to accommodate your number of players, but not too big. 75x75 ft works well for 4 players

Reeve stands outside of the arena with the pile of items/extra weapons and spellballs nearby.

Players spread out in arena

Rules

This games is based off of the popular video game Super Smash Bros.

Instead of being wounded/killed normally, attacks will have a shove effect of varying strengths. An attack that would normally cause a wound will instead force the target back 20ft. (shall be referred to as a Light Blow from here on), while an attack that would normally kill will force you back 50 feet (shall be referred to as a Strong Blow from here on). This applies to ALL offensive actions, including magics. For example, Call Lightning would kill the target, and so the target instead takes a Strong Blow

If armor is present, then a shot to an armored location will damage the armor normally. A blocked Strong Blow will become a Light Blow, and a blocked Light Blow will have no shove effect, but the shot-in-motion when struck will be nullified.

This is a fast paced game, so the effect times of magics, both ball and verbal will be reduced to 10 seconds. This also applies to willingly entered states such as Shadow Step and Stoneform. Stun effects are also broken upon being attacked.

If you are forced outside of the arena boundary, you may attempt to get back in with two standing jumps. Failure to return to the arena results in a death. Return any game item you are carrying to the reeve and then re-enter the arena and respawn immediately. Lives are 5 each, but feel free to adjust for a desired game length.

Every couple minutes, the reeve will toss a random weapon/item/spellball into the arena. These may be picked up and used by anyone regardless of class, and spellballs do not require an incant to throw. However only one of such items may be carried at a time, and the item is lost on death and must be returned to the reeve before respawning.

Special items are as follows:

* **Stun bomb:** Causes a 10 seconds stun to target when picked up and thrown. When spawned, the reeve will silently count down from 10 seconds, at 0 the reeve will shout "Pop!", and all players within 10 feet of the stun bomb will be stunned for 10 seconds. This is a one-use item and should be immediately removed from the field after being thrown or detonated.

* **Bomb:** Strong Blow, and all armor locations are affected by Armor Destroying when picked up and thrown. When spawned, the reeve will loudly count down from 10 seconds, and at 0 shout "Boom!", all players within 10 feet of the bomb will take a Strong Blow and all armor locations will be affected by Armor Destroying. This is a one-use item and should be immediately removed from the field after being thrown or detonated. Note that this is a very powerful item, and so it should be relatively rare.

* **Vorpal Sword:** All hits scored with the Vorpal Sword are Strong Blows regardless of armor or hit location. Any armor struck is affected by Armor Breaking.

* **Giant's Club:** User gains unlimited uses of "Home-Run Attack". To use it, loudly and clearly state "Home-Run Attack" (NO SPEED RECITING), and then attack. Any contact with the home-run attack including weapon to weapon, or weapon to shield is an instant ring-out/kill, only stoppable by the Unbreakable Shield. Note that the attack is nullified if the user takes any hit or blocks a shot before completing it. Reeves are also encouraged to nullify the attack if the user recites too quickly.

* **Unbreakable Shield:** Able to block anything, and is indestructible. A small shield is recommended, as anything larger could easily become overpowered.

Victory

Defeat your enemies by forcing them out of the arena. Last person alive wins!

Misc

Judging distances in the heat of being attacked can often be difficult, so instead of counting shove distances in feet, it may be easier to count it in steps: 7 medium-large steps back from a Light Blow, 16 medium-large steps back from a Strong Blow.

Variations

Small arena: Reduce the power of Light Blows and Strong Blows to 10ft. and 20 ft. respectively. The Shove and Throw spells should also be weakened the same way to not become overpowered.

Butterfingers: Special items must be dropped when their user takes a Strong Blow.

Frail usurper

Origin: Burning skies levi *Entered by* levi

Created on

2015-12-28 21:34:21

Modified

2016-07-01 07:47:45

Class

Full Class

Lives

Full reset each point

Count

10 second

Reeves

1

Materials

The only materials you need will be whatever it takes to make a 6 foot by 6 foot throne room ex(ropes and tent stakes) approximately 25 yards apart and anything you can use as a respawn object ex. (Bucket, tree,chair)exactly 10 to 15 feet behind ea

Setup

The setup is two throne rooms exactly 25 yards apart. With a respawn about 10 to 15 ft behind each throne room. If you started walking from one respawn point to the other. You should be able to walk a straight line over both throne rooms to get there. Easy set up.

Rules

No limit on respawn each team respawns behind their own throne room. Respawn 10 seconds. Object is to get one person and one person only inside the enemy throne room for 30 seconds without leaving throne room or getting killed inside of it. If the capturing person steps out of the throne room count starts over if they are killed count starts over and they must go to respawn point and try again or allow somebody else on their team to try. Note, only one person may capture at a time. While that one person is trying to capture, they are fragile and suppressed, reduced to peasant, and all protective enchantments and armor removed. Absolutely NO exceptions. This game is made to simulate a capture objective while there is a continuous onslaught of enemy combatants. Each time a team scores a point their team receives a refresh.

Victory

Victory conditions are the most points scored by one team or one team can surrender. The reeve can also decide to end the game after points are scored and declare winning team.

Misc

This game has already had one outstanding play test

Variations

A reeve can raise and lower the capture time according to gameplay. But capture time must always be at least twice the amount of respawn time which always stays at 10 seconds to at least simulate continuous enemy assault during capture objective.

The hot gates

Origin: Burning skies Entered by levi

Created on

2016-12-28 08:01:47

Modified

2016-12-28 08:01:47

Class

111

Lives

1 life

Count

No count

Reeves

As many as necessary

Materials

Rope

Setup

Use the rope to set up the hot Gates simulating mountains on each side and behind make a big or small enough so that Fighters inside have room to maneuver depending on number of Spartan players

Rules

The Persian team must outnumber the Spartan team by at least one and the number of minutes the Persians have to eliminate the Spartan team is the number of Spartans + 2. The number of lives that each Spartan team member has is the number of Persians + 2. The Spartans if killed must respawn immediately and may enter the hot Gates on any of the designated mountainsides the Persians may only attack through the opening of the hot Gates and have unlimited lives however their respawn Point must be at least 30 feet away from the entrance to the hot Gates. Projectile weapons may not pass through the Mountainside

Victory

The Persians win if they manage to deplete each Spartan players individual life pools by the end of the time allotted. The Spartans win if they even have one live team player at the end of the time

Misc

Variations

For extremely big group the referee can choose to decrease time and lives or increase time and lives depending on the number of people so as to keep the game from dragging out