



CRW XIV RULEBOOK

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Changes and Modifications from Original Rules

- Many grammar and spelling errors fixed.
- The word “Count” is synonymous with seconds.
- Addition to The Rules of Combat, Prohibited Actions #4, and 5.
- Change to Battle Game Rules #8.
- Death and Rebirth changed time increments and stated rules for “Lie where you Die” type games.
- General Holds now require all players to go down on one knee for duration of the hold.
- Addition to binding rules, dead players may not be bound.
- Assassin’s Back-stab has clarification of Natural Invulnerable Armor immunity.
- Assassin’s One Additional Per Life Ability is no longer limited.
- Barbarian’s 1st and 5th level ability now states, “May be Enraged...”
- Bard gains Mimic at 4th level instead of 6th, with new rules for the players level.
- Druid gains Lightning Bolt, or Flame Bolt, but not both.
- Petrify for Druids and Wizards both state “Unlim 1 bolt” as per all other ball spells.
- Heal/Heal-blade and Paralyzing Pit.
- Pass Without Trace now has clarification for Games without definable bases.
- Wounded limbs no longer prevent the casting of Druid spells that require 2 hands upon a tree for casting.
- Stone Skin & Protect has clarification for Fixed Enchantments.
- Monk and Wizard Death Strike reworded and clarified...
- Scout First Aid Clarified.
- Paladins may cast spells while moving.
- Rune Weapon and Rune Shield reworded.
- Wind Blast added to the Petrify spell.
- Sever Spirit now has a clarification for Regeneration.
- Monster Classes Heal Other spell has incantations listed.
- Immobile is defined as having both feet, planted, and unmoving through the entire activation of the ability.
- Rules of Magic Rule #3 has been changed. Casters must use their off hand to cast magic.
- Neutrals section clarified.
- Ball Spells Rule #5 & #8 clarified.
- Relics Section reworded and clarified (Used to be Rune Weapons Section).
- Melee Weapons have clarifications to types of damage made by certain weapons.
- Javelin is now a missile and melee weapon.
- General armor regulations – Rule #10, armor layering clarification.
- Additions to Weapons Regulations. Rule #12 and #13.
- Calculations and formula for round shields added to Shields Section.
- Armor Section has clarification on the Warrior classes +1pt to any worn armor ability.
- Armor no longer Requires padding, although it is still recommended.
- Yellow added to Druid Quick Reference List.
- Madu added to Weapon Types and Weapon Categories sections.
- Javelin clarification added to Projectile Weapons section.
- Pole Arms may now be between 60” and 72” long.
- Added #12 to the General Armor Regulations section.
- Rune shield is indestructible.
- The staff is a smashing/STABBING pole arm.
- Rule for pillaging has been added.
- Wizards and healers have the option of casting “spell of wounding” immobile or while moving.
- Barbarian may now carry 2 thrown weapons.
- Graphite added for arrows.
- General Weapons Regulations # 14 added- pole arm and great weapon padding requirements.

- Re-format Table of Contents.
- Updated The High Fantasy Society Q&A to “Introduction”
- Added Vocabulary Index.
- Added "cannot be stacked" to the "Extension" spell.
- Added requirements for siege weapons.
- Reworded the spell "Teleport" to mirror that of the Assassin ability. Making the target of the spell vulnerable to attack while in-canting and arriving.
- Added specs for bucklers and war-boards to the shield section.
- Added to weapons reg #3 - protective layer of closed cell or open cell foam.
- Rewording Tracking ability for scout at 4th, 5th, and 6th level. to say "tracking 4/life, tracking 5/life, and tracking 6/life."
- Added to spell "Stack" - Simulcast spells cannot be stacked with a simulcast spell.
- Thrown daggers May be cloth taped instead of the larger being cloth covered.
- Reworded Rune Weapon to mirror that of Rune shield "*can not be improved or destroyed*"
- Added to spells "Thorn-wall, Flame-wall, and Force-wall" - may lay in any direction and in any shape.
- Added #9 to Rules of magic: Ball Spells "If two ball spells of the same type strike a target at the same time, both will effect the target."
- Added to the spell "Flight" - For missiles and ball Spells there is no physical minimum range required.
- Added to Shove - cannot pass through a wall/barrier that you could not normally go through.

Introduction

The High Fantasy Society or HFS is a medieval fantasy re-creation, non-sectarian, not for profit association featuring a safe and fun simulated combat and magic system. As a HFS player, you take on the persona and role of a character that you create, and then pretend to be that character. You actually dress and act like the character that you create and decide what your character does, says, and how your character acts and reacts toward other characters. HFS incorporates a safe and fun atmosphere to learn new experiences from making medieval clothing, leather working, and chain-mail to wielding a foam-padded replica of an ancient weapon of medieval society on the field of battle.

Getting Started in The High Fantasy Society is easy. (1) **Attend a weekly fighter practice:** Most of these are either on Saturday or Sunday depending on the group. You must be 14 years or older to join in the weekly battle games, and if you are under 18 then you must have your parents permission. All individuals who intend to join the weekly battle games must sign a waiver. (2) **Learn the Rules:** Familiarize yourself with the rules. Decide what class your persona will play and read the other classes so you know what you will be up against. (3) **Create a Persona:** You must create a character to begin role-playing. In creating your persona, please do not use a historical or a popular fictional character. You may loosely base your persona on a favorite character. The HFS game is designed for use in a pre-industrial medieval society, so try to make your character fit into that genre. The Ministry of Heraldry will register your persona device or insignia. (4) **Borrow, Buy, or Make a Costume:** Now you will need some medieval-looking garb. Tunics can be easily made from existing clothes or from scratch. If you can attend an existing HFS organization you will find a Clothiers Guild that will be eager to help you make a costume. (5) **Borrow, Buy, or Make Equipment:** If you plan to participate in battle games you will need to equip yourself. Weapon construction and use are detailed elsewhere in this rulebook. (6) **Talk to the Monarch or Champion:** There are certain individuals that will always take the time to instruct you in the rules of combat and check your weapons for safety. You must have your weapons checked before you enter a battle game. Ask around for one of these officers and they will take care of you.

There are several HFS chapters in the Texas: Austin, Georgetown, Laredo, McAllen, Plano, Livingston, San Antonio, Temple, Tyler, and Waco. We even have chapters in Virginia, New Hampshire, and South Carolina. If you are interested in locating a chapter near you, there are many ways to contact the High Fantasy Society. The HFS Mailing List: HighFantasySociety@googlegroups.com
Website: www.highfantasysociety/forumotion.net
Facebook: www.facebook.com/group.php?gid=122488127967

About CRW: CRW (or Combined Realms Event) is a yearly event passed from one person to another usually of different Kingdoms every year. Each Autocrat will choose, from willing persons/volunteers, a Deputy Autocrat who will run the next CRW.

Persona Guidelines

A Persona is the “person” you will be portraying in the HFS. All personas are fantasy-based. You should not take the name of an actual historic figure or a famous character from a book or movie. All personas should be from a pre-industrial medieval society. These are the only so called restrictions when you are creating a persona. It should be a unique creation, something you are comfortable with. In your first few months of playing, don't worry about the details. Personas often grow and develop over time. It enriches the experience and ultimately improves the game for everyone.

Heraldry

Create a device or insignia to display on your flags, banners, and coat of arms. The device should be unique or at least in keeping with your persona or company. You may register the device with the Guild-master of Heraldry and/or the Regent.

Companies

People may wish to band together as a fighting group. This group is called a company. The company should choose a name, captain, second in command and device. A person may only be in one company.

Houses

People who wish to form a non-fighting group within the club can create a House. The House should choose a name, a Master and Mistress of the House and a device. A person may be in any number of households.

Clans

Clans are like families. Most members of the same clan will choose the same last name in role-play or if they are “adopted” into the clan, they will assume the name in addition to their own.

Basic Garb Guidelines

Each class has its own particular garb parameters. In addition, there are certain other garb elements that denote special positions:

- White belts (any belt at least 75% white) are reserved for knights.
- Red belts (any belt at least 75% red) are reserved for squires.
- Yellow belts are reserved for Pages.
- Crowns and coronets are reserved for royalty and nobility.
- Most companies and many individuals choose to register their personal symbols and colors. Use of these personal symbols by others is disallowed. Personal symbols and colors must be registered with the Guild Master of Heraldry or the Regent of the Kingdom to enjoy this protection.
- Blue Sashes are to label Water bearers at Kingdom and Realm events
- Yellow sashes are labeled clothing for reeves at Kingdom and Realm Events

There are some classes that require instant identification for safety or mechanical purposes, and should not be struck for any reason. Please check the non combatant classes to review these colors. These only apply to identification during a battle-game. All players may use these colors when off the field. *Any of these elements may change from Kingdom to Kingdom.*

The Rules of Combat

Anatomy of Wounds

Arm shots: Any shot which hits the arm past the tip of the shoulder, and above the carpal bones of the wrist. Wounded arm must be held behind the back, and cannot carry or use equipment.

Leg shots: Any shot which hits on the femur or any other leg bone to the talus (lower ankle). Foot shots only count for spell balls, unless foot is off the ground. If your leg is wounded, you must put the wounded leg's knee on the ground, and keep the unwounded leg's knee off the ground. The only movement allowed is crawling and short leaps. You may be carried by another player. To simulate carrying, the other player should hold your arm. You may not run when your leg is wounded, even if carried.

Body shots: Any shot that does not hit another location (i.e. arm, leg, or head), but hits the target is considered a Body shot. The body does not include the neck (any cervical regions). Any hit to an unarmored body kills. Front and back are considered separate hit locations for the purposes of armor only. The front of the body includes any area which would be under the arms when the arms are hanging limp from the shoulders. The back of the body includes the shoulders.

Head shots: Any shot which first contacts the body in the neck or skull areas. Any shot which the player takes as a head shot will allow that player a personal hold only if they are injured or have lost glasses or contact lenses; otherwise, all subsequent blows still count. Intentionally throwing head shots is not allowed.

Hand shots: Any shot which hits the hand below the wrist. Hand shots count as arm shots unless the player is holding a weapon or shield in the hand that is struck.

Simultaneous shots: Any shot that was in motion and committed (the wrist had bent forward) prior to the receipt of a blow is considered simultaneous.

Valid Shots: Any shot, which hits a player and stops or glances off is considered good, causing wounds or death. Weapon shots which brush garb or graze the target do not count, unless caused by a spell ball.

Hits to Equipment: Any shot that would have struck the player that is blocked by equipment not held in the hand affects the target as if the equipment was not there. Equipment such as weapon scabbards, quivers, shields worn on back, etc. cannot be used to block shots. Destroyed equipment (including destroyed weapons and shields held in hand) cannot be used to block hits. A hit to destroyed equipment will affect the target even if the shot would have missed (i.e. a hit to a destroyed shield will wound the arm wielding the shield).

Combat Etiquette

Combat is by its very nature dangerous. Any activity, which involves adults running in different directions at different speeds, provides many opportunities for injury. The Champion checks safety of weapons and equipment. The Champion is not responsible, nor are any of the Reeves, for the area of the game, which causes the majority of all injuries in the game, and that is **YOUR BEHAVIOR**. When you or your parents signed the waiver allowing you to fight, you agreed to overlook accidents, which might happen during the games, and to avoid being the cause of accidents. This includes not backing your opponents off of cliffs, into trees, or into Nirvana or bystanders. Safe behavior includes not running into players, spectators, or traffic. Hard swinging with weapons is unsafe, makes everyone angry with you, and often results in your removal from the game. Safety includes voluntarily removing yourself from any situation in which you are becoming angry, without needing a Reeve to tell you to do so. Yelling in anger and cursing are unsafe behaviors, which can result in your removal from the game for the rest of the day. Reeves are there to help players follow the game rules, Marshals help people avoid danger once it is obvious; only YOU can prevent unsafe behavior before it starts.

A few good principles for all players to follow:

1. Even if your character is not chivalrous, you as a player should be courteous. We are adults playing a game with friends, not enemies.
 2. If you have a rules question, go to Nirvana and ask a Reeve or more experienced player for assistance.
- NEVER stand out on the field screaming, or ignore something because you aren't sure.**

3. If you have to think about whether a shot was good or not, it was.

There are several actions that are strictly prohibited:

1. Any physical contact without the other player's permission. By entering a battle game you are expecting to be hit with a variety of objects, but not hands and feet. Unwanted physical contact may result in permanent expulsion from the battlefield. Rough physical contact is not allowed.
2. Shield bashing (any offensive use of a shield) is unsafe and will not be tolerated. Equipment may not be used in a dangerous manner. This includes throwing shields to block spell balls.
3. Striking with intent to injure another player, or damage equipment will end your association with the High Fantasy Society.
4. Participation in combat while under the influence of any intoxicating substance is forbidden.
5. Using a game, personal, or injury hold to gain tactical advantage is not allowed.

Battle Game Rules

1. All games must be monitored by at least one Reeve. The Reeve is the ultimate authority of any battle game. The Reeve resolves all disputes, determines legality and safety of any action in accordance with the rules, and has the power of life and death over the individual players of the battle game.
2. A Marshal may assist the Reeve. The Marshal's duty is to monitor the game for potentially dangerous situations and to help the players in the event of an emergency.
3. Weapons will be checked by the Champion before each battle game. Any weapon that is deemed unsafe or illegal before the game by the Champion or during the game by a Reeve must be removed from game.
4. The Reeve will check the individual teams for compliance with the rules in regard to class restrictions.
5. All spell casters must have a Spell List for their current class and level. This list will be checked by the Reeve before each battle game.
6. No magic may be cast or active class abilities used before the Reeve officially starts the game.
7. Switching classes and/or levels during a battle game is not allowed.
8. Specific battle games will have rules for switching sides, if there are any questions you should ask the reeve.
9. All players must announce team affiliation, class, level, class abilities in use, and enchantments, if asked.
10. Equipment belonging to other players may not be used without express permission from the owner. A subdued player's weapons and equipment may not be moved more 10' from the player.
11. The game ends when the Reeve announces that the specific conditions of the battle game have been fulfilled. The Reeve will also declare the victors in any battle game or end a game due to stagnation.

Death and Rebirth

Death: Duration: 300 second count which is equal to 5 minutes, if you have a remaining life. You must remain at the place of your death for 100 count (60 count optional enact death + 40 count can still be effected by game effects), gather weapons, 200 count in Nirvana. For 1/2 count death scenarios the death count is 150 (30 count optional enact death + 20 count can still be effected by game effects + gather weapons + 100 count in Nirvana).

A partial list of reasons you are considered dead:

- 1) Any body shot.
- 2) Two hits to the same arm.
- 3) Hits on two separate limbs.
- 4) Hits or grazes by killing spell balls.
- 5) Completion of any verbal killing spells while in the area of effect.
- 6) Walking over or through a fixed enchantment which kills.
- 7) Exiting the boundaries of the game.
- 8) Entering Nirvana.
- 9) Announcing your death.
- 10) Lying about enchantment, team, class, or level.
- 11) Intentionally striking anyone in the head with anything.
- 12) At the Reeve's discretion.

When you die, announce "DEAD!" hold your weapons over your head, and walk to Nirvana or in a "Lie Where You Die" battle game, do not leave the spot where you died unless you are retrieving equipment or are in the way of other players. You then must return to the spot where you died to call "ALIVE!" You have the option of remaining within 10 feet of the spot you died and acting out your death for up to 60 seconds. While pretending to be a bloated corpse on the battlefield is fun and does add to the color of the game, it is important to keep track of dangerous situations. If there is a major combat going on near you, then remove yourself instead of acting out your death. If you forgot that you had a protective enchantment, that would have prevented your death, then leave the field anyway. The reeve may allow you to have the enchantment on your next life.

Dead players MAY NOT affect the game in any way. They may not communicate with living players, unless they are the victims of a *Talk to Dead* spell.

Anyone who dies in a particularly entertaining manner may be awarded a shorter death count as per the reeve's discretion. Bad sportsmanship gets a longer death count or removal from the game as per the reeve's discretion.

Nirvana: The place where dead players go to observe their death counts. Unused equipment should be stored in Nirvana. Combat of any form is not allowed in Nirvana. A player has a specific number of lives based on class and level. A player is out of the game when his last life is expended.

Returning from Nirvana – Anyone returning from Nirvana must announce "ALIVE!" at their base to reenter the game. All enchantments and class abilities worn in the previous life end before the player returns to life. The *Summon Dead* spell is an exception to this rule; anyone *Summoned* then *Resurrected* or *Transferred a Life* keeps their enchantments and class abilities, and return to life at the site of the spell casting. Players returning to life at their base should not use their immunity to game effects in order to gain a tactical advantage over their opponents.

Recovering equipment – Anyone retrieving or returning equipment does so at their own risk. No immunity is granted or implied. Anyone wishing to replace a weapon or shield that has been destroyed (in game terms) may go to their base for a 100 count, after which time they have a "new" item (any passive skill or enchantment on the item is lost). Note: new armor MAY NOT be obtained in this manner. Anyone who wishes to get equipment from Nirvana must get permission from the Reeve or take a normal death.

Holds

General Hold: The Reeve may call a general hold at any point, for any reason. Players must go down on one knee and remain immobile for the duration of the hold. No player in the game may move from his or her location, and equipment cannot be recovered. The Reeve must call lay-on before anyone may move from his or her position, unless instructed otherwise by an official in that game.

Personal Hold: Any player may call a personal hold if they are injured or they lose their glasses or contact lenses. No fighting should occur within 20 feet of a personal hold. In the case of injury, the person calling a personal hold must leave the field for no less than 5 minutes, and can only reenter the game if the Reeve allows.

Injury Hold: Any player may call a hold if another player in their area is obviously injured. The player calling the hold must either render aid or get a qualified person to do so. DO NOT call an injury hold if someone falls down; falling down is part of the game. The injured party must leave the field as in a personal hold.

Speed Time: At the Reeve's discretion, speed time may be called. All players must immediately return to their bases, and the clock is advanced 5 minutes. If the team has a healer, any players who can be healed are healed of their wounds. Natural armor is not repaired. Players can get new equipment, but no enchantments may be cast until lay-on is called again.

Sub-duals

Players may knock their opponents unconscious by yelling, "SUBDUE!" as a killing blow is delivered. The victim is not killed, but rendered unconscious for a 100 count.

A subdued player may not affect the game in any manner. Sub-dual may be used on limbs as well as on the body of a player. If a hit that would wound is preceded by yelling "SUBDUE!" then the limb struck is considered numbed for a 100 count. The limb may not be used in any manner. A **Heal** spell will instantly end all sub-dual effects. *Note:* More than one limb may be subdued at any one time. A player may have all limbs subdued as well as being knocked unconscious.

Also remember:

- Multiple sub-dual shots do not increase the time of sub-dual.
- Barbarians may not be subdued, and take no damage from sub-dual blows.
- Sub-dual shots are not effective against armored hit locations and do no damage to armor of any sort.
- Protective enchantments such as **Bark-skin**, **Stone-skin**, **Protect**, and **Bless** are immune to sub-dual and are considered armor for the effects of sub-dual.
- Subdued players may be carried by another player. The subdued character must be informed that he is being carried and he must walk with the carrier.
- May sub-dual with any weapon except projectiles. (Exception: Stun Arrow).

Prisoners

Prisoners may be taken in many scenarios. Prisoners are players that willingly surrender or are captured by being subdued and carried back to the enemy base. They may be held captive by being bound. No actual bindings may be used. Binding is achieved by touching the captive and saying, "**I Bind Thee**" x10. Dead players may NOT be bound. Prisoners may be freed by touching the captive and saying, "**I Free Thee**" x10. Additionally, if a captive is not monitored by a guard then they may escape their bonds in a 100 count. Pillaging is also acceptable, unless otherwise stated by the reeve or Kingdom rules. Players killed may be pillaged provided that their attacker does so within the first 100 seconds of their victim's death count. The pillager must touch the intended target and chant "I pillage thee" five times. The victim then must give up any game items to the pillager.

Equipment

Game Items

Game items are objects or locations that are important and specific to a particular battle game. These might include such things as flags, bases, treasure, or a magical healing fountain. Game items may not be affected by magic or class abilities, nor may they be harmed by any means unless specified by the specific scenario. Game items may not be transported or contained by magic or class ability (i.e. a Wizard cannot Teleport with a game item, a Healer cannot take a game item into a Circle of Protection, and a Druid cannot take a game item into a Plant Door, etc.)

Relics

Relics are items of great power that are carefully introduced by the Monarchy by means of quests or as boons to favored individuals. Relics are created by the Monarch with the careful consultation of the Guild Master of Reeves to determine feasibility and impact upon the game. Relics are retained by the recipient for no longer than six months, before they are lost or passed on to another by a similar bestowal or quest. A Paladin's **Rune Weapon** and **Rune Shield** are examples of basic Relics. Relics are generally restricted in frequency of use, depending on the overall impact of the item. Relics generally have these basic characteristics:

A Relic weapon is considered a Great weapon, regardless of size or weapon type and even if wielded with one hand. The weapon cannot be destroyed nor can it be improved by any means. Relics may have more than these basic abilities. For example:

The **Spell Sword** is a short melee weapon that has all the basic qualities of a Relic, as well as the ability to be used as a Focus. It does not have a weapon cost and therefore may be used by a spell caster without losing any spell points.

The **Black Blade** is a medium sword that has all the abilities of a Relic, as well as the special power to **Sever Spirit** on any creature or player killed by the weapon. It compels the possessor to attack Paladins in preference to all other creatures.

Lesser Relics

Lesser relics are rune items that have a set number of uses or have generally weaker abilities. They range from one use potions and scrolls that mimic existing magics to minor rune weapons and shields. They are generally given under the same restrictions as Rune Weapons, but are often found in greater numbers and with more frequency. Lesser Relics are common in quests and specific scenarios. For example:

Wand of Dooms is a focus that allows any spell caster to cast seven **Doom** spells. Once the spells have been cast the wand crumbles into dust.

Bandages of Binding are found in sets of seven and generally come in a pouch. The bandages allow the owner to bind wounds as a scout using the **First Aid** ability. Once a bandage is used it is lost, and once all seven have been used the pouch is nothing more than a normal bag.

Weapons

Below is a list of weapon categories and their construction requirements. See the **Construction** section for more information.

Melee Weapons

Dagger:

Dimensions: 12"-18"

Type: Stab or Slash/stab (see requirements)

Requirements: Minimum of 10" striking surface to be considered a slashing weapon.

Note: Daggers are the only melee weapons that are allowed to be less than 18" in total length.

Short:

Dimensions: 18"-36" **Type:** Smash or Slash/stab (as per weapon type)

Requirements for mace/axe: Minimum of 6"-8" striking surface and 6"-12" padded haft. *(This depends on overall length of Short weapon, a 18" mace must have a min. 6" striking surface and a min. 6" padded haft, while a 36" mace will require a min. 8" striking surface and a 12" padded haft.)*

Medium:

Dimensions: 36"-48" **Type:** Smash or Slash/Stab (as per weapon type)

Requirements for axe: Minimum of 8"-12" striking surface and 12"-18" padded haft. *(This depends on overall length of Medium weapon, a 36" axe must have a min. 8" striking surface and a min. 12" padded haft while a 48" mace will require a min. 12" striking surface and a 18" padded haft.)*

Long:

Dimensions: 48"-72" **Type:** Smash or Slash/Stab

Restrictions: No mace/axe allowed. Minimum of 2/3 of entire length must be padded.

Great:

Dimensions: 48"-72"

Type: Smash or Slash

Restrictions: Must meet Long weapon requirements. Requires additional padding and thorough examination (GWR#14 3 1/2" diameter striking surface and stabbing tip). Pole Arms are not Long weapons and therefore cannot be Great Weapons. Does additional damage when wielded with both hands (see Weapon Damage).

Madu:

Dimensions: 18"-72" **Type:** stab only

Restrictions: At least 2/3 of entire weapon must be padded. If a shield is built onto weapon, shield portion of weapon must follow general shield regulations. Maximum shield size of a small shield.

Requirements: Minimum striking surface of 6" and non striking surface padded enough to equal 2/3 of weapons base length.

Madu Clarification : A madu counts as both a shield and a weapon for the purposes of determining if a certain class may carry it. The class must be able to carry it's base weapon type as well as a shield of the size of the shield on the madu. For the purposes of spells and game effects a madu counts as one weapon with the vulnerabilities of both shields and weapons. If one part of the madu is destroyed (the weapon or the shield) the whole madu is destroyed. In the case of a Paladin or Warrior, to make their Madu a Rune Weapon or a Warrior Improved Weapon they must use both of their special abilities (Rune Sword and Rune Shield, Warrior Improve Weapon and Warrior Harden Shield) on the madu to protect all of it.

Pole Arms:

Dimensions: 60" minimum **Type:** Smash or Slash/Stab (as per weapon type)

Restrictions: At least 1/2 of entire weapon must be padded. Pole Arms may never have "butt spikes".

Note: Must follow all general melee weapon requirements (GWR#14 3 1/2" diameter striking surface and stabbing tip).

Staff:

Requirements: Minimum striking surface 12"-18" and 6"-12" of padded haft on both ends.

Spear:

Requirements: Minimum striking surface 6" and 18"-24" of padded haft on stabbing end, with 6"-12" minimum padded haft on non-stabbing end.

Pole Axe:

Requirements for (any slashing pole arm): Minimum striking surface 12"-18" and 12" minimum of padded haft on slashing end, with 6"-12" of padded haft on non-slashing end.

Flail:

Dimensions: 24"-36" **Type:** smash only

Restrictions: Striking head of flail must be a minimum of 4" in diameter (spherical) and may not contain any rigid materials.

Requirements: Minimum length of haft is 12", with maximum length of 18" (1/2 of haft must be padded).

Minimum length of ball chain portion is 12", with maximum length of 18". (Chain material must be padded so as to expose no more than 1/2" of unpadded material in any one location)

Note: The striking head is the only legal striking surface of a flail. A hit (or wrap) with the chain does no damage to the target.

Projectile Weapons

Throwing Weapons

Thrown Knife (Throwing dagger):

Dimensions: 6"-12" **Type:** Stab only

Rock:

Dimensions: 12" min. diameter **Type:** Smash only

Spell Ball:

Dimensions: 6" max. diameter **Type:** Special

Restrictions for Throwing Weapons: No rigid materials in any thrown weapon (except javelin). No portion of thrown knife may be less than 2" in diameter. Spell balls and rocks must be cloth covered. Thrown knives may be tape covered. Spell balls require streamers.

Javelin:

Dimensions: 48"-60" **Type:** Stab only

Requirements: Must be padded entire length, may have a light weight rigid core, striking surface must be a minimum of 4" in diameter. Striking surface must be covered with cloth. A Javelin may be used as a spear in melee combat as long as it meets the weapon requirements for both Spear and Javelin.

Projected

Bow:

Dimensions: No bows under 36" in unstrung length.

Restrictions: Bows may NEVER be used in melee combat. No compound, composite, or crossbows. No metal bows or metal bow strings. Maximum full draw weight 35 pounds.

Arrows:

Type: stab only

Restrictions: Wooden, graphite, and aluminum arrows only. All arrow shafts must be factory manufactured. Wooden arrows must be protected with strapping tape along entire length. Padded arrow heads must have a minimum diameter of 2 1/2" and must be cloth covered.

Note: On arrows with a threaded insert on the tip, a screw and washer works well instead of a penny .

Siege Weapons

- 1) Siege weapons require at least three people to operate.
- 2) Those people may be involved in any operation of the engine but may not be fighting, be Berserk, casting magic, using activated class abilities.
- 3) A siege weapon with less than three people crewing it may not be used.
- 4) Members of the siege crew may at any point be abandoned to fight in combat (including to defend themselves). But this will make the siege weapon able to be captured.
- 5) You may only have one siege engine per ten people on a team.
- 6) May have guards to protect the operators of the siege weapon.
- 7) Classification of siege weapon must be Large in size or Greater.
- 8) No one may operate/move/touch the siege weapon without express permission of the owner, with the exception of capturing it.

Weapons Construction

General Weapons Regulations

- 1) All weapons must be checked by the Champion for safety before they are used on the battlefield. Any weapon deemed unsafe may not be used. Violators of this rule are subject to expulsion from the game.
- 2) Equipment belonging to other players may not be used without the express consent of the owner. This includes, but is not limited to, shields, arrows, thrown missiles, spell components, and melee weapons.
- 3) The entire surface of a weapon must be padded except for the hilt (where the weapon is held). Hafts, cross guards, and pommels must have a protective layer of either closed cell or open cell foam.
- 4) Hafts, pommels, cross guards, and hilts are not legal striking surfaces and will not be counted as a hit.
- 5) Pommels and any other exposed non-striking surface must be a minimum of 2" in diameter.
- 6) Striking surface on all melee weapons, rocks, spell balls, javelins, and arrows must cloth covered.
- 7) Stabbing tips on all melee weapons and arrows must be composed of a compatible foam cap, and be designed in such a way to prevent the core from penetrating tip. Tips must be minimum 2 1/2" diameter.
- 8) No metal of any kind may be used in the construction of melee or thrown weapons. No rigid materials may be used in the construction of spell balls or thrown weapons (*except javelins*).
- 9) Only factory manufactured aluminum, graphite, and wooden arrows may be used. Wooden arrows must be protected by strapping tape along their entire length. Arrows that show any indication of structural damage must be removed from play.
- 10) The dangerous tips of all arrows must be removed. The surface area of the arrow shaft must be broadened before placing a foam head on the shaft. *A penny taped to the tip of the shaft works nicely.*
- 11) The full draw weight of a bow may not exceed 35 pounds. Compound, Composite, and Crossbows may not be used. Metal bows and metal bow strings are not allowed. Champion may require some surfaces of bows to be padded.
- 12) Striking surfaces on all melee weapons must be a minimum of 2 1/2" in diameter.
- 13) All sword style weapons must have a striking surface equal to at least 2/3rds of the total length of the weapon.
- 14) All pole arms and great weapons must have striking surfaces and stabbing tips equal to at least 3 1/2" in diameter.

Weapon Construction Notes

A HFS melee weapon has three very important elements: the core, the padding, and the cover. The best core to use for a melee weapon is PVC pipe (Do not use metal or wood). The best padding used for melee weapons is a combination of Insulite (closed cell pipe insulation) and packing foam (thin closed cell white foam used for shipping). The Insulite is glued to the and then the packing foam is wrapped around the Insulite core. The tip must have additional padding if it is to be used for stabbing. The hilt must be constructed following the weapon regulations, and the finished melee weapon must be covered in cloth.

As new and better weapon construction techniques are constantly being developed, you should consider contacting an existing HFS organization for more information on weapon design. They can provide you with personal instruction or demonstrations of the weapon making process.

Shields

General Shield Regulations

- 1) All shields must be checked by the Champion for safety before they are used on the battlefield. Any shield deemed unsafe may not be used. Violators of this rule will be subject to expulsion from the game.
- 2) Shields must be well padded on any exposed surface.
- 3) No hard edges may be exposed on any side of the shield.
- 4) Shield backing must be made of firm materials that will not shatter or splinter if broken.
- 5) Shields will be placed in three categories, by total outer face surface area. The categories are:
Small: three square feet; Medium: six square feet; Large: nine square feet
- 6) Shields must have a minimum outer face surface area of one square foot.
- 7) In order to be considered a shield any object must have a handle and be held in the hand, with a strap to hold the shield to the forearm. Hand held bucklers are the exception, and have no arm straps.
- 8) Any object strapped only to the forearm is considered a war board, and may be rated as armor by the Champion (maximum 4 points). War boards are considered armor for the purposes of carrying passive skill and enchantments and must conform to the safety rules for shields and armor.
- 9) Bucklers & War-boards: Must meet shield specs and be a maximum of 2 square feet in size. No minimum size required.

Shield Construction Notes

Shields are basically a specialized piece of armor worn on the forearm to deflect or block blows. Shield construction consists of the backing material, the padding, the forearm strap, and the handle. The most popular and lasting backing material is plywood. The most successful padding is a combination of dense closed cell foam and open celled foam. The forearm strap and handle can be constructed out of just about any material that is not dangerous to the user. Shields are divided into three size categories. War boards are a sub-class of shields that are actually armor, although they must follow all the rules of shield construction. War boards are any shield-like object strapped to the forearm (lacks the handle).

Round Shield Calculations:

:: A 3 square foot round shield will be 23.5" in diameter

:: A 6 square foot round shield will be 33" in diameter

:: A 9 square foot round shield will be 40.5" in diameter

For other sizes, use the following equation: $p(d / 24)^2 = \text{Square Foot}$

Armor

Armor is essentially clothing designed to protect the wearer from attack. Armor has taken many forms and this armor section is not designed to cover every possible type of armor. Other materials than the ones listed below were certainly used in armor construction (such as bone, reed, wood, and cord), but since this is not an essay on types of historical armor, they will not be included. These anomalies must be rated on their own merits by the Champion and the Monarch. This section will, however, give the reader access to a wide variety of armor types and the rules governing the use and construction of armor.

Armor is generally rated on its ability to stop or deflect blows. The rating ranges from 1 to 6 points of protective value. Each hit to an armored location will remove the appropriate number of points for that weapon. The damage applies only to the location that the damaged armor covers. If the amount of damage exceeds the value of the armor, then the blow penetrates the armor and damages the target.

Light Armor:

(low metal content and therefore the protective value is limited.) Light armor may never exceed three points in protective value. Protective value for heavy armor is based on 16 gauge steel. Smaller gauge or weaker materials may reduce overall armor rating. Larger gauge MAY increase armor value, but never past six points. In HFS there are no materials stronger than steel (*i.e. no increase in armor value for titanium, etc.*). *The warriors ability of "+1 to worn armor" may bring a warriors worn armor value above any listed maximum.* Studs and Rings may be made out of any metal to get the additional protective value. Scale Armor and Brigandine armor can increase their value by overlapping the scales/plates by a minimum of 1/4".

Padded Armor: Padded armor is made of heavy, thick cloth and requires at least four layers to be effective as armor. This must be four layers sewn together as armor; you will not get padded armor protection by wearing four layers of clothing.

Materials: layered cloth

Rating: 1

Quilted Armor: Quilted armor must have at least two layers of heavy, thick cloth and a layer of batting in between them to be counted as armor.

Materials: Cloth and Padding

Rating: 1

Soft Leather Armor: This leather armor must be a minimum of 1/16th of an inch to be effective as armor. Soft leather armor may be studded or ringed for additional protective value.

Materials: 1/16" to 1/8"

Rating: 1

Hard Leather Armor: Hard leather armor must be a minimum of 1/8th of an inch to gain hard leather protective value. This will be stiff and hard to work with, but offers excellent protection. Hard leather armor may be studded, ringed, or made into scale mail.

Materials: 1/8" +

Rating: 2

Ring Mail Armor: Ring Mail is composed of metal rings sewn onto a suitable backing (usually soft or hard leather). The rings must be at least 16 gauge metal and no less than 1" in diameter. Rings of less than 1" in diameter are studs. Rings may be spaced no more than 1" apart to gain additional protective value.

Materials: 16 gauge metal

Rating: +1

Studded Leather Armor: Studded Leather armor is soft or hard leather with metal stud riveted into the leather. The studs must be at least 16 gauge metal and may be spaced no more than ½" apart to gain additional protective value.

Materials: 16 gauge metal

Rating: +1

Heavy Armor:

(a very high metal content.)

Chain Mail Armor: Chain mail is composed of metal links interwoven to lie flat. Chain mail must be composed of links made of at least 16 gauge steel. Chain mail should have padding worn underneath it.

Materials: 16 gauge steel

Rating: 3

Double Mail Armor: Double mail is a variation of chain mail that uses the same interwoven pattern but uses two chain links where one is normally used. The links must be at least 16 gauge steel. Double mail should have padding worn underneath it.

Materials: 16 gauge steel

Rating: 4

Bar Mail Armor: Bar Mail uses two types of links. Normal chain mail links are used to join together heavier barred links. Bar Mail should have padding worn underneath it.

Materials: 16 gauge steel

Rating: 4

Brigandine Armor: Brigandine armor is composed of small steel plates (about 2 - 6 square inches) riveted to leather. The exterior is covered with leather or canvas. The steel must be at least 16 gauge. Sharp corners must be rounded to protect players and their weapons. Brigandine Armor should have padding worn underneath it.

Note: Brigandine can gain additional protective value if the plates are designed to overlap at least ¼".

Materials: 16 gauge steel

Rating: 5

-or-

Materials: 1/4" overlap of plates

Rating: 6

Scale Armor: Scale Armor is Hard Leather armor with metal scales (about 1"- 2" in length) riveted to the leather. The scales must be made of 16 gauge or better steel and must be no less than 1/2" apart to gain additional protective value. All points on scales must be rounded to protect players and their weapons. Scale Armor should have padding worn underneath it. Note: Scale Armor can gain additional protective value if the plates are designed to overlap at least 1/4".

Materials: 16 gauge steel

Rating: 4

-or-

Materials: 1/4" overlap of plates

Rating: 5

Plate Armor: Plate armor consists of large pieces of steel that are attached to one another or to chain mail by various means. Plate Armor is generally not allowed for use in HFS due to the inflexibility, insensitivity, and massive weight. Plate Armor cannot exceed six points of protective value.

Materials: 16 gauge steel

Rating: 6

General Armor Regulations

- 1) All armor must be checked by the Champion for safety before the armor is used on the battlefield. Any armor deemed unsafe may **NOT** be used. Violators of this rule will be subject to expulsion from the game.
- 2) All armor must be safe with no projecting points or edges. This is especially true of metal armor.
- 3) Armor is rated by the Champion, with assistance from the Monarch and Guild Master of Reeves.
- 4) Armor made from lesser materials may receive a lower rating.
- 5) Armor that is worn under clothing must be at least partially visible, and must be announced if asked.
- 6) Armor may require padding to gain full value. Heavy armor, any armor mostly composed of metal, and armor that is rough or hard points/edges on the interior should be worn with sufficient padding to prevent injury to wearer.
- 7) Armor only protects the actual area that it covers. Armor that covers a smaller area may also receive a lower rating.
- 8) Front and back torso armors are counted separately.
- 9) Armor must be authentic looking and must have been designed as armor.
- 10) Armor of the same type may not be layered to gain additional value (*i.e. one cannot wear two suits of chain mail to gain 6 points of armor protection*).
Armor of two different types may be layered and valued at the reeves discretion, but not to exceed 6 points (*i.e. one could wear quilted armor underneath chain mail and have 4 points total armor*).
- 11) Any armor that does not fall within the express outlined types of armor will be rated for protective value by the Champion, with the assistance of the Monarch and Guild Master of Reeves.
- 12) The Warrior's 6th level ability "+1 point to any worn armor" can bring a players total armor to 7 points as long as their armor was rated at 6.

Classes

The High Fantasy Society incorporates a class based system that uses levels of experience to reflect improvement of skills and abilities. Classes allow a wide variety of skills and abilities that enhance the role-playing experience. All participants in the battle game, must be a member of a fighting class. You will find that not all classes are created equal.

Certain classes, due to the potential unbalancing effect on the game, are restricted in the number of individuals allowed to participate on each team. This restriction is shown in a ratio, such as one per ten. This means one class member per ten members of a team, or portion thereof. All monster classes are restricted in this manner.

Each Kingdom has their own non-fighting classes that add more detail to the game. The four non-fighting classes most commonly found are Reeves, Marshals, Artisans, and Color. Reeves are battlefield referees. Marshals are safety monitors. Artisans and Color are non-fighters that add to the atmosphere of The High Fantasy Society experience. Other non-fighters include pages and water bearers. These non-fighters do not gain in experience, but are greatly appreciated.

Experience in Fighting and Non-Fighting Classes

HFS has eleven fighting classes and several non-fighting classes that you can gain experience in. Experience is gained by actually playing the class in a battle game and signing in as that class. The **Chancellor** (or equivalent officer) records all points of experience, levels are gained according to the following chart:

*Level Weeks of Experience

1st Level 0 – 11 points
2nd Level 12 – 23 points
3rd Level 24 – 35 points
4th Level 36 – 47 points
5th Level 48 – 59 points
6th Level 60 + points

Note: There are no levels above sixth level. You may only gain credit in one class per day, regardless of the number of games or classes you play. Fighting classes gain abilities with each gain in level. **Week advancement can change from Kingdom to Kingdom.*

Approved Combined Realms Fighter Classes

Archer
Assassin
Barbarian
Bard
Druid
Healer
Monk

Paladin
Scout
Warrior
Wizard

Fighter Classes

Archer

Weapons: Bow, Dagger, Short, Medium, Long

Armor: Up to 3 points

Shield: None

Lives: 4

Abilities According to Level:

- 1st - One reusable **Stun Arrow** per life
One reusable **Flame Arrow** per life
- 2nd - One additional reusable **Stun Arrow** per life
One additional reusable **Flame Arrow** per life
Repair Bow/Arrow 1/life
- 3rd - One reusable **Armor Piercing Arrow** per life
One additional Life
- 4th - One additional reusable **Armor Piercing Arrow** per life.
May use Small Shield
- 5th - One reusable **Penetration Arrow** per life
- 6th - One additional reusable **Penetration Arrow** per life
One Additional **Repair Bow/Arrow** per life

Assassin

Weapons: Dagger, Short, Medium

Armor: None

Shield: None

Lives: 4

Abilities According to Level:

- 1st - May use Thrown Weapons (maximum of seven)
- 2nd - One reusable **Poisoned Weapon** per life
May use Bow
- 3rd - Back-stab 1/life
Cure Poison 1/life
- 4th - May wear up to two points of armor
May use Pole Arms
- 5th - One additional per life ability
May use Small Shield
- 6th - **Teleport 1/life**

Barbarian

Weapons: Any Melee, Bow

Armor: up to 2 points

Shield: Any

Lives: 4

Restrictions: May NOT carry enchantments or relics.

Immunities:

Ÿ **Protection from Holding:** confers immunity to **Entangle**, **Ice-ball**, **Ensnare** (spell and ability), **Petrify**, **Hold Person**, **Lost**, **Sleep**, **Mass Sleep**, **Yield Person**, **Song of Charming**, **Song of the Sirens**, **Paralyze**, **Paralyzing Pit**, and sub-dual (except **Stun Person**).

Abilities According to Level:

1st - May be **Enraged** on last life

Heal Self 1/life

2nd – Two reusable Thrown Weapons

Improvise Weapon

3rd - **Berserk** when **Enraged**

4th - One additional life (total of 5)

One Additional **Heal Self** per life

5th - May be **Enraged** on last two lives

6th - **Item Enchantment** 1/game

Bard

Armor: None

Shield: Small

Weapons: Dagger, Short, Medium

Immunities: None

Lives: 4

Exception: Bards may cast magic with either hand, require no spell list, and they pay no weapon costs for spell use. A Bard may not cast an enchantment on him/herself.

Limitations: No more than one Bard per 10 people on a team.

Abilities According to Level:

LVL 1

Presence

Song of Safe Passage 1/game

Song of Charming 1/life

Chant of Courage 1/life

LVL 2

+1 **Song of Charming** per life

Chant of Rage 1/life

Song of Truth 1/life

LVL 3

Song of the Sirens 1/life

Chant of Clear Thought 1/life

LVL 4

Chant of Confidence 1/life

Song of Lore 1/life

Mimic 1/game

LVL 5

Song of Confusion 1/life

+1 **Song of Safe passage** per game

LVL 6

+1 **Song of the Sirens** per life

Druid

Armor: None

Shield: up to Medium (deducts from magic points)

Weapons: Dagger, short, medium, long, staff (will deduct from available magic points).

Immunities: None

Lives: 4

Limitations: May one have one Druid for every 10 players on a team.

Magic-user: Druids are magic-users. They get 10 points of magic per level, up to 30. See the Magic section for more details.

Healer

Armor: None

Shield: up to Medium (deducts from magic points)

Weapons: Dagger, short, medium, staff, hinged (deducts from magic points).

Immunities: None

Lives: 4

Limitations: May one have one Healer for every 10 players on a team.

Magic-user: Healers are magic-users. They get 10 points of magic per level, up to 30. See the Magic section for more details.

Monk

Weapons: Dagger, Short, Medium, Pole Arm

Armor: None

Shield: None

Lives: 4

Abilities According to Level:

- 1st - Block arrows with weapons without penalty
Heal Self 1/life
Immune to **Poison** and **Spell of Wounding**
- 2nd - Thrown Weapons (maximum of five)
Transfer Life 1/game
Immunity to Control
- 3rd - **Protection from Charm**
Death Strike 1/life
- 4th - One additional life (total of 5)
One additional **Heal Self** per life
- 5th - **Protection from Death**
Sanctuary 1/life
- 6th - Protection from Petrification

Paladin

[NOTE: May only be played by a Knight]

Weapons: Any Melee Weapon, Javelins

Armor: Up to 4 points

Shield: Small, Medium

Lives: 4

Immunities: (non-magical)(may not be **Dispelled**, nor do they inhibit the Paladin's ability to wear another enchantment.)

- **Protection from Charm** – Confers immunity to **Song of Charming, Song of the Siren, Song of Confusion, Yield Person, Feeble-mind, Confusion, Lost, Sleep, and Mass Sleep.**
- **Protection from Death** – Confers immunity to death magics and abilities, including: **Doom, Death Strike, Death Blade, Mutual Destruction, Doomsday, and Finger of Death.**
- **Protection from Petrification** – Immune to **Petrify.**

Restriction: No more than one Paladin per 10 players. May not use relics, other than those granted by class.

Abilities According to Level:

1st - **Healing Touch** (2/life)

Rune Weapon (1/game)

2nd - **Rune Shield** (1/game)

Curing Touch (2/life)

3rd - **Resurrecting Touch** (2/game)

4th - **Rune Weapon** (1/life)

5th - **Rune Shield** (1/life)

6th - **Aura of Protection**

Scout

Armor: up to 3 points

Shields: Small

Weapons: Dagger, short, medium, javelin

Immunities: all magical and non-magical forms of
Lost

Lives: 4

Abilities According to Level:

1st - **First Aid** 1/life

2nd – One additional First Aid per life

One reusable **Stun Arrow** or **Flame Arrow** per life

3rd - **Cure Poison** 1/life

Medium Shield

4th - **Tracking** 4/life

Pass w/o Trace 1/game

5th - **Ensnare** 2/game

Tracking 5/life

6th - May carry two enchantments 1/life

Tracking 6/life

Warrior

Armor: Up to 6 points

Shields: Small, medium, and large

Weapons: All melee weapons

Immunities: None

Lives: 5

Abilities According to Level:

1st - No additional abilities

2nd - **Warrior Improve Weapon** 1/life

Repair Weapon 1/life

3rd - One additional life (total 6)

May use Javelins

4th - **Warrior Harden Shield** 1/life

Repair Shield 1/life

5th - **Shield Breaking Weapon** 1/life

6th - +1 point to any worn armor

Repair Armor 1/life

Wizard

Armor: None

Shield: None

Weapons: Dagger, short, medium, spear, staff (will deduct from available magic points).

Immunities: None

Lives: 4

Limitations: May one have one Wizard for every 10 players on a team.

Magic-user: Wizards are magic-users. They get 10 points of magic per level, up to 30. See the Magic section for more details.

The Monster Class

The Monster Class is a blanket class designed to offer players more role-playing opportunities and a tested reservoir of monsters for those intrepid few who organize quests. The Monster class is ever changing as new monsters are created and old monsters are changed to reflect the needs of special scenarios and quests.

The term '*Monster*' is misleading. It is used here to describe any creature, human or otherwise, that does not belong to any of the official fighting classes. These '*Monsters*' may be human, intelligent, and beneficial – or not. The human Necromancer, the raging Minotaur, and the helpful Brownie are all examples of '*Monsters*'.

Monsters are separated into two important categories. This separation is very important for game balance and should merit extra attention.

Battle Game Monsters

A few specially selected Monster Classes will be allowed to participate in regular battle games and progress in levels just as the normal fighting classes. Battle Game Monsters are further separated into two categories: **Minor Battle Game Monsters** and **Major Battle Game Monsters**. The distinction between major and minor monsters is also important as it regulates the number of monsters that can participate in a normal battle game. This division is based on the general toughness of the monster.

Quest Monster

Quest Monsters are scenario specific monsters that are not leveled and do not improve with experience. They are designed for Quests and scenarios. Quest Monsters may never be played in normal battle games.

The Monster Class has been created to give the game a more fantastic appeal and to offer new avenues of persona development. All monsters should always be played in character, subject to the individual interpretation of the player, and will be carefully monitored to maintain game balance.

Creating New Monster Classes

The following format will be used in all individual Monster Classes. New Monster Classes may be submitted (in the following format) to the Guild Master of Monsters.

- **NAME:** Name of Monster class
- **PLAYER RESTRICTION:** Must be classified as Minor Battle Game (1 monster / 10 players on a team), Major Battle Game (1 monster / team), or Quest (Scenario Specific Only)
- **WEAPONS:** Category of weapons allowed (i.e. Dagger, Short, Long, Flail, etc.), Number of weapons allowed, if number is restricted (single, double, etc.), and whether or not the weaponry is **Natural** or wielded (see **Natural Weapons**).
- **SHIELD:** Size of shield available (Small, Medium, Large), if any.
- **NATURAL ARMOR:** Points of armor naturally granted to the monster (see **Natural Armor**).
- **ADDITIONAL ARMOR:** Points of armor that the Monster is allowed to wear over natural armor, if any. Additional Armor is cumulative with natural armor. The Monster must follow all normal armor rules.
- **LIVES:** Number of lives available to the monster. Monsters should never exceed four lives.
- **ABILITIES/ VULNERABILITIES:** Special abilities and vulnerabilities of the Monster class.
- **ABILITIES ACCORDING TO LEVEL:** Abilities gained through experience. Applies only to leveled monsters.
- **EXPLANATION OF ABILITIES:** Clarifying unique or differing abilities. Monster abilities generally mimic existing spells or abilities (and refers to them instead of listing repeated descriptions).
- **DESCRIPTION:** May include a general appearance of the Monster, habitat, temperament and nastiness, etc.

Natural Weapons and Armor

Natural Weapons: These weapons differ from wielded weapons in the respect that they are an actual part of the monster. This offers both advantages and disadvantages. A natural weapon cannot be **Heated**, **Cursed**, **Warped**, nor be affected by **Pyrotechnics** or **Shatter**. **Fireball**, **Lightning Bolt**, and **Sphere of Annihilation** affects weapon as if it were the creature's limb (*i.e. normally killing the creature*). Missile and melee (including **Magic Bolt** and **Flame Bolt**) weapons do not affect natural weaponry. Natural weapons may never be enchanted or improved by class ability (such as **Poison** or **Warrior Improve Weapon**, but are protected by any worn enchantments (such as **Protect**, **Protection from Flame**, etc.).

Natural armor: Differs from worn armor because it is considered to be part of the monster. Natural armor may be repaired completely by a **Heal** spell (not ability). Natural armor blocks **Disease** and **Poison** just like normal armor (until the creature is wounded). Monsters with natural armor may never be subdued. If a Monster gains the ability to wear an enchantment then that enchantment also protects the monster's natural armor.

Invulnerable Armor: is a special type of Natural Armor that is granted to some monsters. Invulnerable Armor is treated as normal natural armor, except that any physical blow to the armor does only one point of damage (regardless of the damaging capacity of the weapon). **Magic Bolt** and **Flame Bolt** are considered physical weapons for the purposes of damaging Invulnerable Armor. Invulnerable Armor offers no protection against spells (except **Magic Bolt** and **Flame Bolt**).

Rules and Requirements for Monster Classes

- 1) Players wishing to play a Monster Class must acquire appropriate distinctive garb and enough knowledge of the particular class to be quizzed by the Guild Master of Monsters.
- 2) Permission to play a particular Monster Class must be obtained by the Guild Master of Monsters and by the person running the particular scenario.
- 3) The Monster Class may only be played on non-consecutive weekends and in only one battle game per day, unless the monster is integral to the scenario (*i.e. a Zombie Battle would not count against your monster playing time*).
- 4) Player should sign in as specific Monster Class played. This will aid the Guild Master and the Chancellor in monitoring eligibility to play a Monster. Any Quest Monster credits may either be applied to the monster played or the Color/non-fighting class. Quest Monsters do not increase levels with experience.
- 5) There will be no more than one (1) Minor Battle Game Monster per ten (10) players on a team. There will be no more than one (1) Major Battle Game Monster per team. Quest Monsters may only be played in specific scenarios and in quests. Quest Monsters are **not** team monsters.
- 6) Leveled monster classes may be added, deleted, or altered by the Guild Master of Monsters, Monarch, and Regent until ratified at the next All-thing.
- 7) Quest Monsters may be added, deleted, or altered by the Guild Master of Monsters.
- 8) Monsters may not be raised from the dead in any manner (*i.e. **Resurrect**, **Reincarnate**, **Re-animate**, and **Transfer of Life**, etc. will not affect any Monster Class*).
- 9) Monsters may not carry relics or enchantments of any sort. (*Exception: A few rare monsters can gain the ability to carry an enchantment 1/game.*)
- 10) Monsters are **NOT** affected by **Transform**, **Hold Person**, **Stun Person**, or **Yield Person** unless stated otherwise in the individual Monster Class.
- 11) Spells and spell-like abilities must be cast as the spell mimicked unless stated otherwise in monster description.

***Note:** Magical spells and abilities must follow all Rules of Magic.

Monster Classes

Centaur

Centaurs are creatures with the head and torso of a human attached to the body of a horse. They hunt the plains as nomads using crude, often scavenged, melee weapons and armor. Centaurs are best known for their incredible accuracy with their stout short bows. The bows are so powerful that it would take several hale warriors to bend them. There are legends of a great herd of centaurs that roamed the plains beneath the shadow of Spindle Crag. Now that The Great Wyrn Asil has stirred, they have either relocated or have dwindled in number. Centaurs have been seen in the company of several prominent Druids in the lands of Barad-Duin, and a small tribe of Centaurs is employed as a border patrol in the forested lands of Eldamar.

Player Restriction: Minor Monster (1/10 players)

Weapon: Any Melee Weapon, Bow

Natural Armor: 1 point

Additional Armor: up to 3 points

Shield: None

Lives: 3

Abilities:

- **Pass without Trace** (as Scout ability) 1/life
- **Tracking** (as Scout ability) 1/life

Abilities According to Level:

1st - Immune to **Lost**

Repair Bow/Arrow (as Archer ability) 1/life

2nd - **First Aid** (as Scout ability) 1/life

All arrows are considered **Poisoned** (as Assassin **Poison Weapon** ability)

3rd - Arrows do 4 points to armor

Pass without Trace 2/life

4th - **Cure Poison** (as Assassin ability) 1/life

May use Small Shield

5th - All arrows are considered **Armor Piercing** (as Archer ability)

First Aid 2/life

6th - May carry one enchantment 1/game

Ability Details:

- All **Armor Piercing Arrows** are reusable
- All **Poisoned** Arrows are reusable.
- Centaurs gain the ability to carry enchantments once per game at 6th level. They may carry any one enchantment. They may not carry any neutral (i.e. **Stack**), and once the enchantment is lost or expended the Centaur may not gain a new one.

Dryad

Dryads are beautiful and alluring tree nymphs and are magically bound to the life force of a single tree. Dryads are generally gentle, compassionate spirits that rarely take a hand into the affairs of mortals, preferring to help secretly if at all. They will not tolerate harm to come to the part of the forest that they claim as home. Many denizens of sylvan areas claim that Dryads have an amazing power over members of the opposite sex. I can only hope that this is true. Dryads are rare creatures, but several have been sited (and befriended) in Elvynsea, Eldamar, and Green Willow Keep, as well as other heavily forested areas of the Kingdom.

Player Restriction: Minor Monster (1/10 player)

Weapons: Dagger, Short

Natural Armor: 1 point

Additional Armor: None

Shield: None

Lives: 3

Vulnerability: Every Dryad must chose a **Home Tree**. This tree may not be within 50' of any base and can be destroyed with 10 hits with a slashing weapon or by magic. A damaged, but not destroyed **Home Tree** may only be repaired by a **Heal** spell. A **Home Tree** that has been destroyed may not be repaired. If the Dryad's **Home Tree** is destroyed, then the Dryad will instantly die (if alive) and lose all benefits granted by the **Home Tree** for the duration of the battle game. A **Home Tree** may only be destroyed once.

Abilities:

- **Plant Door** (exactly as Druid spell **Plant Door**, except incantation, material, and use.)
- Touch Material: Home Tree
- Use: Unlimited
- Incantation: *"Open up and accept a loyal protector of the Forest"*
- **Lost** (as Healer spell) with unlimited use
- **Heal** (as Healer spell) 2/life
- **Song of Charming** (as Bard spell) 1/game

Abilities According to Level:

1st - Immune to **Lost**, **Ensnare**, and **Entangle**

2nd - Unlimited **Heal Other**

Pass without Trace (as Druid spell) 1/life

3rd - **Entangle** (as Druid spell)

Cure Poison (as Druid spell) 1/life

4th - Home Tree may only be affected by 2 point hacking weapons or magic.

Song of Charming (as Bard spell) 1/life

5th - **Pass without Trace** 2/life

Warp Wood (as Druid) 2/life

6th - Home Tree becomes **Hardened** (as Wizard spell **Harden**)

+1 life (total of 4)

Gargoyle

Gargoyles are gruesome, winged creatures. Although Gargoyles are creatures of living stone, their vast bat-like wings are powerful enough to carry their considerable weight and more. They are huge towering monoliths of destruction. The origin of the Gargoyle is shrouded in mystery, and it is unknown whether Gargoyles are born or created by the hand of some powerful Wizard. It is softly spoken that the Wizard Azar of Chaos and the Archmage Drakknar are conspiring together to unravel the secret of creating a Gargoyle. It is my guess that it is now only a matter of time.

Player Restriction: Major Monster (1/ team)

Weapons: Any Melee Weapon

Natural Armor: 2 points of **Invulnerable Armor**

Additional Armor: None

Shield: None

Lives: 3

Vulnerability: A successful **Stone to Flesh** spell destroys all of the Gargoyle's Natural Invulnerable Armor.

Abilities:

- **Flight** with unlimited use
- **Protection from Petrification**

Abilities According to Level:

- 1st - **Claws** (natural weapons)
Immune to **Spell of Wounding, Disease, and Poison**
- 2nd - May carry a passenger while Flying
Protection from Flame
- 3rd - +1 point of Invulnerable Armor (total of 3)
One Boulder (reusable)
- 4th - **Claws** become Great weapons
- 5th - +1 life (total of 4)
Boulder is considered Great weapon
- 6th - **Protection from Holding**

Ability Details:

- **Claws:** May use one or two short melee weapons as Natural Weapons (rock hard claws). At 4th level the Gargoyles claws become Great weapons.
- **Flight:** Incantation: *"Take to the air and fly away"* x5 and *Arriving"* x5
- **Effect:** Gargoyle is considered to be flying. May take flight and land multiple times.
- **Special:** A Gargoyle gains the ability to throw Boulders and carry a passenger when flying. The passenger must be in constant contact with the Gargoyle during the incantation of this spell and remain in contact throughout the flight.
- **Notes:** May only be attacked by ranged spells and missiles (including spell balls). Ranges for verbal spells are considered to the actual distance between players. A flying Gargoyle may engage in melee combat only with another flying player, but missile combat (including spell balls) is not allowed.
- **Limitation:** May not attack "grounded" players by any means except Boulder, and caster must follow all Rules of Magic. Player must say *"Arriving"* x5 while immobile, inactive, and vulnerable to attack.
- **Boulder:** At 3rd level a Gargoyle may use one reusable Boulder (1' diameter minimum). At 5th level the Boulder is considered a Great weapon (doing 2 points of damage to armor and destroying a shield with 3 blows). This Boulder may be thrown while in **Flight**, but may only be retrieved by landing.

Giant

Giants generally appear as humans of monstrous proportion. The Giant monster class covers a very large genre including, but not restricted to, Norse giants, the Formori, the diminutive Spriggans, Cyclopes, Titans, etc. Giants of legend tend to be brutish and easily out smarted by cunning heroes. Their dwellings can be of almost any sort, but will definitely be built to accommodate their large size.

Giants are commonly only seen in the Spindle Mountains, and even then they are always avoided by most travelers. Like most powerful monsters, Giants have been seen in the company of powerful wizards.

Player Restriction: Major Monster (1/ team)

Weapons: Any Melee Weapon, One Boulder (reusable)

Natural Armor: 2 points

Additional Armor: 2 points

Shield: None

Lives: 3

Abilities:

- Any weapon wielded in one hand is considered a Great weapon.
- Any weapon wielded with both hands does 3 pts. of damage and destroys a shield in two blows.
- May throw Boulder (1' min. diameter) as Great weapon.

Abilities According to Level:

1st - **Protection from Holding**

2nd - +1 point of Natural armor (total of 3)

3rd - Boulder considered 3 point Great Weapon

4th - All melee weapons wielded are considered 3 point Great weapons

5th - +1 point of Natural armor (total of 4)

6th - Thrown Boulder destroys shields and weapons

Ability Details:

- **Protection from Holding:** Confers immunity to **Entangle**, **Ice-ball**, **Ensnare** (spell and ability), **Petrify**, **Hold Person**, **Lost**, **Sleep**, **Mass Sleep**, **Yield Person**, **Song of Charming**, **Song of the Sirens**, **Paralyze**, **Paralyzing Pit**, and sub-dual.
- **Weapon Damage:** As a Giant increases in levels, so does the damage the Giant does in melee combat. At 4th level all melee weapons are considered 3 point weapons (regardless of whether it is wielded in one or two hands) that will destroy a shield with two solid blows.
- **Boulder:** A Giant may use one reusable Boulder (1' diameter minimum) as a Great Weapon (doing 2 points of damage to armor and destroying a shield with 3 blows). At 3rd level the Boulder does 3 points of damage to armor and breaks shields with 2 blows. At 6th level the Boulder will destroy a shield or a weapon with a single hit to the item (**Warrior Hardened** or **Enchanted Shields** and **Hardened** items are unaffected)

Gorgon

Gorgons are hideous beasts made infamous by the evil Medusa. She appeared as a woman with a mass of writhing snakes on her head instead of hair, and her stare could turn the unwary into solid stone. There are rumors that the very detailed stone statues that have become so popular with the Nobility of Barad-Duin are actually living creatures that have been turned to stone by an evil wizard who controls a Gorgon. The validity of this rumor is as yet undetermined.

Player Restriction: Major Monster (1/ team)

Weapons: Dagger, Short, Bow

Natural Armor: 1 point

Additional Armor: None

Shield: None

Lives: 3

Immunities: **Protection from Charm** and **Immunity to Poison**

Abilities According to Level:

- 1st - **Petrify** (2 Bolts/unlimited)
One reusable **Poisoned Weapon** 1/life (as per Assassin ability)
- 2nd - **Petrify** (4 Bolts/unlimited)
Stone to Flesh 2/life
- 3rd - +1 point of Natural Armor (total of 2)
Petrify (7 Bolts/unlimited)
- 4th - Incantation of **Petrify** becomes "**Petrify**" x1
- 5th - One additional **Poisoned Weapon** per life
+1 Life (total of four lives)
- 6th - **Protection from Petrification**
Natural Armor becomes **Invulnerable Armor**

Ability Details:

- **Protection from Charm:** Confers immunity to **Song of Charming**, **Song of the Siren**, **Song of Confusion**, **Yield Person**, **Feeble-mind**, **Confusion**, **Lost**, **Sleep**, and **Mass Sleep**.

- **Petrify**

Type: Ball Spell

Range: Thrown

Incantation: "**Petrify**" x5

Effect: Person turned to stone. A hit or graze to a person or their equipment renders them immobile (and unable to cast magic, use abilities, etc.) until freed. A **Heal** spell frees the victim after a 300 count.

Note: May only be affected by **Heal**, **Freedom**, **Shove** (normal effect), and **Sphere of Annihilation** (which destroys petrify and victim).

Dispel: Yes

Materials: Padded gray spell ball.

Limitation: Monks (6th level), Barbarians, and Paladins are immune. **Protection from Petrification** and **Protection from Magic** grant immunity to **Petrify**.

Special: As a Gorgon increases in level it is easier for the Gorgon to **Petrify** its enemies. Initially the Gorgon gains the ability to carry additional spell balls, and eventually the incantation for **Petrify** becomes a single word.

- **Stone to Flesh**

Type: Spell

Range: 20'

Incantation: "**I call upon the element of earth to free thee from its stony fist**" x5

Effect: Target is freed from **Petrify** instantly upon completion of this spell.

Lizard Man

Lizard Men (or Saurian) are a race of cold-blooded, semi-aquatic reptiles that walk the earth as Man. They seem to care only for their own survival and that of their offspring. Saurian band together in small tribal nations. Lizard men often scavenge battle fields for superior weapons, armor, and equipment. They appear slow moving and slothful, but are quick and ferocious in battle.

Player Restriction: Minor Monster (1/10 players)

Weapons: Any melee weapon

Natural Armor: 1 point

Additional Armor: 2 points

Shield: Small, Medium

Lives: 4

Abilities According to Level:

1st - **Tail** (natural weapon)

Heal Self 1/life

2nd - +1 point natural armor (total of 2)

Warrior **Improve Weapon** (as Warrior ability) 1/life

3rd - **Improvise Weapon** (as Barbarian ability)

Protection from Charm

4th - Warrior **Hardened Shield** (as Warrior ability) 1/life

5th - +2 points additional armor (total of 4)

6th - May carry one enchantment 1/game

Ability Details:

- **Tail:** The Lizard Man may use any one single handed melee weapon as a natural Great weapon. No enchantment may ever be placed on a natural weapon.
- **Heal Self:** Must remain immobile and inactive for an uninterrupted 100 count, after which the wound is healed (as per **Heal** spell). This ability is non-magical, only affects wounds, with no effect on natural armor.
- **Protection from Charm** confers immunity to the following spells and abilities: **Song of Charming, Song of the Sirens, Song of Confusion, Yield Person, Feeble-mind, Confusion, Lost, Sleep, and Mass Sleep.**
- **Enchantment:** Lizard Men gain the ability to carry enchantments once per game at 6th level. They may carry any one enchantment. A Lizard Man may not carry any neutral (I.E **Stack**), and once the enchantment is lost or expended, the Lizard Man may not gain a new enchantment.

Minotaur

A Minotaur has the head of a bull and the body of an immense human. There are many stories of the origin of the Minotaur, but the most common is full of tragedy and foul magic. Minotaurs are well known for their intense killing rages, and are given a wide birth by most sentient beings.

Player Restriction: Minor Monster (1/10 players)

Weapons: Any melee weapon

Natural Armor: 2 points

Additional Armor: None

Shield: None

Lives: 3

Limitations: A Minotaur must immediately seek out and engage in combat and fight to kill. Minotaurs may NEVER disengage combat, and will always fight until slain or enemy is dead. A Minotaur's natural armor may only be healed by a ranged **Heal** spell, as a Minotaur will attack any one that tries to deliver a touch spell.

Abilities:

- All weapons wielded by a Minotaur count as Great weapons
- Any Great weapon wielded with two-hands does 3 points of damage to armor and destroy a shield with 2 solid blows.

Abilities According to Level:

1st - **Protection from Holding**

Heal Self 1/life

2nd - **Berserk**

+1 life (total of 4)

3rd - +1 point Natural Armor (total of 3)

Heal Self 2/life

4th - Small Shield

5th - May wear up to 2 points of additional armor

6th - Any Great weapon wielded with two-hands does 4 points of damage to armor and destroy a shield with a solid blow

Ability Details:

- **Protection from Holding:** Immune to **Entangle**, **Ice-ball**, **Ensnare**, **Petrify**, **Hold Person**, **Lost**, **Sleep**, **Mass Sleep**, **Yield Person**, **Song of Charming**, **Song of the Siren**, **Paralyze**, and **Paralyzing Pit**.
- **Heal Self:** Must remain immobile and inactive for an uninterrupted 100 count, after which the wound is healed (as per **Heal** spell). This ability is non-magical, only affects wounds, with no effect on natural armor.
- **Berserk:** Minotaur is Immune to Death Magic and Abilities. This provides immunity to **Finger of Death**, **Mutual Destruction**, **Doom**, **Doomsday**, **Death Strike**, and **Death Blade**.

Mummy

Mummies are the restless remains of a mummified corpse. These hideous monsters are generally created by evil magic, but can be animated into undead by vengeance and hatred. They are resistant to most magics and are almost impossible to stop, although vulnerable to flame. Mummies are single-minded in their pursuits and generally do not change opponents in combat. They are often found in crypts and graveyards.

Player Restriction: Major Monster (1/ team)

Weapons: 2 short melee weapons (natural weapons)

Natural Armor: 2 points

Additional Armor: None

Shield: None

Lives: 3

Immunities: Mummies are immune to all magic except **Banish**, **Perdition**, **Sphere of Annihilation**, **Fireball**, **Call Lightning**, **Lightning Bolt**, and the effects of a **Flame Wall**, **Flame Bolt**, **Fire Trap**, and **Flame Blade**.

Abilities According to Level:

1st - Immune to **Poison** and **Disease**

Diseased Claws (natural weapons)

2nd - **Protection from Missiles**

3rd - +1 point Natural Armor (total of 3)

Regenerate Limbs

4th - Natural **Claws** are considered Great weapons

5th - Immune to **Banish** spell

+1 Life (total of 4)

6th - **Protection from Flame**

Ability Details:

- **Undead:** All undead have the following limitations: Undead may NEVER be healed by spell or abilities (only an undead's Regeneration can repair limbs). A **Heal Blade** affects undead as a **Death Blade**. **Undead** are not affected by Death spells or abilities.
- **Diseased Claws:** A Mummy may use a pair of Short melee weapons as **Diseased** natural weapons. A **Diseased** Weapon must be marked with white cord or tape. Any wound created by this weapon is considered **Diseased**. A **Diseased** person will die in a 100 count unless cured by **Cure Disease**. A **Protection from Disease** will protect the target from the disease but not from the damage of the weapon.
- **Protection from Missiles:** Protects Mummy from all thrown or projected missiles, except for spell balls. Missiles do no damage to Mummy's natural armor. NOTE: **Flame Arrow** will damage a Mummy normally.
- **Regenerate Limbs:** At 3rd level a Mummy can **Regenerate** wounded limbs in a 60 count. They may not **Regenerate** from death, nor will Regeneration have any effect on natural armor.
- **Protection from Flame:** Mummy is immune to flame of any sort.

Troll

Generally speaking, Trolls are a race of vindictive, malicious, and cunning predators. They are well known for guarding bridges or mountain passes and extracting exorbitant tolls from all who wish to pass.

There are unconfirmed troll sightings near Knight's Crossing. The King's Guard has been dispatched to arrest any trolls for illegal taxation of a free road and tax evasion.

Player Restriction: Major Monster (1/ team)

Weapons: Two short weapons (natural), or any single medium, long, or pole arm (wielded)

Natural Armor: 3 points initially

Additional Armor: None

Shield: None

Lives: 2 initially

Abilities: Troll may fight either with their natural **Claws** or a single wielded weapon. The Troll's natural **Claws** do two points of damage to armor. Any wielded weapon is considered a Great weapon (regardless of whether the weapon is wielded with one or two hands).

Abilities According to Level:

1st - **Regeneration**

May free themselves from Ice-ball and **Entangle** in a 60 count.

Immune to Disease

2nd - +1 life (total of 3)

Immune to Poison

3rd - **Regenerate Natural Armor**

4th - May free themselves from **Petrify** in a 60 count.

5th - +1 point Natural armor (total of 4)

6th - Natural Armor becomes **Invulnerable Armor**

Ability Details:

- **Regeneration:** Trolls **Regenerate** lost limbs in a 60 count. They also **Regenerate** from death (without the loss of a life) in a 60 count unless killed by Fire (does not include **Lightning Bolt** or **Call Lightning**), **Poison**, or **Sphere of Annihilation**. If any of the above are applied to the regenerating corpse or a **Sever Spirit** spell is cast, it will prevent the Troll from regenerating from death. Troll must be inactive, immobile, and uninterrupted to **Regenerate**.
- **Regenerate Natural Armor:** The Troll may **Regenerate** one (1) point overall natural armor in a 60 count. Invulnerable armor is regenerated in the same manner. The Troll must be inactive, immobile, and uninterrupted to **Regenerate Natural Armor**.

Unicorn

There are as many descriptions of the unicorn as there are individuals who have claimed to see have seen one. The only thing that can be agreed upon is that the creature is built much like a horse with a single horn growing from its forehead. Unicorns are said to be drawn to innocence and purity.

Player Restriction: Minor Monster (1/10 players)

Weapons: single short, long, spear (natural horn)

Natural Armor: 2 points

Additional Armor: None

Shield: None

Lives: 3

Abilities:

- **Horn** (natural weapon)
- **Curing Touch** (as Paladin spell) with unlimited use
- **Pass without Trace** 1/life
- Unlimited **Heal Other** as per healer spell (May not be used on self)

Abilities According to Level:

1st - Immune to Poison and Disease

Protection from Holding

2nd - **Horn** does 3 points of damage to armor

Resurrecting Touch (as Paladin spell) 1/life

3rd - +1 point Natural Armor (total of 3)

Pass without Trace 2/life (May carry a passenger)

4th - +1 life (total of 4)

May **Transfer Life** (as Monk ability) 1/game

5th - **Resurrecting Touch** (as Paladin spell) 2/life

Horn does 4 points of damage to armor

6th - **Ensnare** 1/life

Ability Details:

- **Horn:** Unicorn natural weapon does 2 points of damage to armor.
- **Protection from Holding:** Confers immunity to **Entangle**, **Ice-ball**, **Ensnare** (spell and ability), **Petrify**, **Hold Person**, **Lost**, **Sleep**, **Mass Sleep**, **Yield Person**, **Song of Charming**, **Song of the Sirens**, **Paralyze**, **Paralyzing Pit**, and sub-dual.

Active Skills, Passive Skills, and Immunities

Class abilities are skills gained by the various fighting classes as they gain experience. Skills are cumulative unless otherwise noted. (Exception: Skills usable once per game often become usable once per life. This is not cumulative, but simply a change from 1/game to 1/life.)

Class abilities are divided into three categories: **Active Skills**, **Passive Skills**, and **Immunities**.

Active Skills

Active Skills are abilities that must be activated to use. This includes abilities such as **Heal Self**, **Repair Armor**, **Improve Weapon**, **Sanctuary**, etc. These skills generally have an instantaneous effect on the player, his equipment, or another player.

1. All classes must remain immobile when using Active Skills. (Exception: Certain abilities specifically state that they may be used while moving. These include: **Back-stab**, **Pass Without Trace**, and **Ensnare**.) Immobile is defined as having both feet, planted, and unmoving through the entire activation of the ability.
2. All abilities that have a verbal component must be heard within 50' or by the recipient, whichever is closer.
3. Incomplete or interrupted use of an Active Skill has no effect, and is not considered used.
4. Active Skills that are completely activated are discharged and considered used, even if they were ineffective against their targets.
5. Active abilities that are usable once per game (*1/game*) may only be used once during the entire game.
6. Active abilities that are usable once per life (*1/life*) may only be used once in each of the player's lives.
7. Targets of some active class abilities must be announced at beginning of incantation (verbal portion of ability).
8. All incantations must be audible during entire casting. Slurred and/or improperly recited incantations are ineffective and the ability is not considered used.
9. Large pauses (*i.e. longer than it takes to take a breath*) in the incantation of a active class ability interrupt activation and the ability must be started over.

Passive Skills

Passive Skills are abilities that, once enacted, are in use for the entire life (or game). These skills are already activated when the player begins a life. This includes abilities such as **Warrior Hardened Shield**, **Enrage**, **Aura of Protection**, **Armor Piercing Arrow**, and **Poison Weapon**. These abilities generally are found on equipment and do not have to be activated every time they are used.

1. Markings for Passive Skills must be pre-placed on the object before the object is used. (Example: A **Penetration Arrow** will not function as listed unless white ribbon or tape is pre-placed on the arrow shaft.)
2. Passive Skills must be marked by a strip of cloth or tape of the appropriate color, and, if cloth is used, it must be long enough to allow 6" to hang from the object.
3. Passive Skill markings must be visible and announced, if asked.
4. Passive Skills that are placed on objects are tied to the bearer (*i.e. A Poisoned Weapon cannot be "passed" around*).
5. Passive Skills used on an object affects only that object. (*i.e. a Warrior Hardened Shield only protects the actual shield that is marked*.)
6. Game items can never be affected by class abilities.
7. If an item that bears a once per game (*1/game*) Passive Skill is destroyed then that ability cannot be used again during same game.
8. If an item that bears a once per life (*1/life*) Passive Skill is destroyed then that ability cannot be used again during the same life (*i.e. A Warrior Improved Weapon that is destroyed by a Sphere of Annihilation cannot be used again until the player's next life*).
9. Passive class abilities on an item that is negated or nullified (by any means) must have the marking removed as soon as possible.

10. **Death Strike** (Monk ability) and **Flame Arrow** (Archer and Scout ability) are considered Passive Skills even though they must be in-canted. The players must remain immobile and inactive while these abilities are being activated.

Immunities

Immunities are special protections against specific spells and/or abilities. These immunities are part of the class and do not have to be activated to be used. There is no way to remove a player's class immunities, including the spell **Feeble-mind**.

Abilities

Armor Piercing Arrow: (*useable by Archer*) This arrow will ignore any armor it strikes and damage the target (i.e. wounding or killing). Armor Piercing Arrows must be marked with blue ribbon or tape on the shaft. Only physical invulnerability protects from an Armor Piercing Arrow.

Arrow Damage: (*useable by Archer*) Any arrow shot from a bow does four (4) points of damage to armor. If the arrow strikes a weapon, then that weapon is destroyed, unless wielded by a Monk or is protected by the enchantment **Harden**.

Aura of Protection: (*useable by Paladin*) allows the player to extend all innate Paladin Immunities to anyone in direct physical contact. **Aura of Protection** can protect as many players as can physically touch the Paladin. If physical contact is broken then protection gained by the **Aura of Protection** is lost. This is a non-magical ability.

Back-stab: (*useable by Assassin*) allows to discover faults in worn, natural, and even magical armor. The player must announce “*Back-stab!*” as the blow is delivered to the rear torso of the victim. The blow will penetrate any armor, and kill the victim. The back-stab must be delivered from behind by a melee weapon. Only physical invulnerability (**Bless, Protect, Enchant Armor, Natural Invulnerable Armor**, and Stone-skin) prevents death from this ability.

Berserk: (*useable by Barbarian*) Immune to Death Magic and Abilities while **Berserk**. This provides immunity to **Finger of Death, Mutual Destruction, Doom, Doomsday, Death Strike**, and **Death Blade**.

Cure Poison: (*useable by Assassin/Scout*) May cure himself or another of poison by administering an antidote. The Player does this by touching the poisoned player and chanting “*I expel the venom from thy body.*” X3. The player touched is no longer poisoned. This ability will not cure the wounds caused by a **Poisoned Weapon**. This ability is non-magical.

Death Strike: (*useable by Monk*) The next blow delivered by the weapon that would wound the target causes death. **Death Strike** is not discharged until it is successfully used or strikes physical invulnerability (**Bless, Protect, Enchant Armor**, Natural Invulnerable Armor, and Stone-skin). Monks (5th level), **Berserk** Barbarians (4th level), Paladins, and bearers of **Protection from Death** are immune.
Material: Yellow and Black cloth Incantation: “*Death Strike*” x10

Enraged: (*useable by Barbarian*) May start the life **Enraged** and gains the following abilities and limitations. The Barbarian must wear a distinctive red arm band or head band to denote **Enraged**. Only a **Pacify** spell will end the effects of **Enrage**.

1) 2 points overall natural armor

2) Enraged Barbarian natural armor may only be healed by a ranged **Heal** spell, as they will attack anyone that tries to deliver

a touch spell. (A successful **Heal** will restore all natural armor.)

3) All weapons wielded by an **Enraged** Barbarian count as Great weapons, any Great weapon wielded with two hands does 3 points of damage to armor and destroy a shield with 2 solid blows.

4) The barbarian must immediately seek out and engage in combat and will fight to kill. **Enraged** Barbarians may NOT disengage combat unless outnumbered 5-to-1 by enemy or facing hostile spell casters.

5) Enraged Barbarians may NOT use projectile weapons, shields, worn armor, **Improvise Weapon** ability, nor may they carry enchantments. **Heal Self** ability may only be used to heal wounds after combat.

Ensnare: (*useable by Scout*)

Range: 20'

Incantation: <Identify Target> "**May the earth at thy feet ensnare thee**" x2

Effect: : The victim is rendered immobile and unable to move his feet until each leg is struck ten times by a slashing weapon. The victim may still fight or cast magic, but must do so without moving his feet from the ensnared position. This is not a magical ability, and may be used while moving.

Limitation: Barbarians, Monks (2nd level), and bearers of **Flames of Freedom** are immune.

First Aid: (*useable by Scout*) This is a non-magical binding of wounds.

Incantation: The player may bind wounds by tying a white cloth on the injured limb and incant "**I bind this wound**" x3

Effect: The wound is healed, but if the bound arm is used in combat or the bound leg is run upon the wound will re-occur in a 100 count.

Note: At 5th level the Scout is so well versed in **First Aid** that after a 100 count of inactivity the wound is completely healed and will not re-occur if used in combat or run upon. First aid may be used on other players.

Flame Arrow: (*useable by Archer/Scout*) Will destroy a shield unless the shield is extinguished by tapping the face of the shield on the ground three times within five seconds. The arrow must be marked with red ribbon or tape, and must be prepared by remaining immobile and chanting "**Flame Arrow**" x5. A Flame Arrow will stay lit for two minutes before it must be relit.

Heal Self: (*useable by: Barbarian and Monk*) Must remain immobile and inactive for an uninterrupted 100 count, after which the wound is healed (as per the **Heal** spell). This ability is non-magical and only affects wounds.

Immunity to Control: (*useable by Monk*) Immune to **Ensnare** (spell and ability), **Hold Person**, **Mute**, **Silence**, **Paralyze**, **Paralyzing Pit**, and sub-dual (except **Stun Person**).

Immunity to Poison: (*useable by Monk*) Poison has no effect, however a **Poisoned Weapon** still causes normal damage.

Improvise Weapon: (*useable by Barbarian*) May use materials at hand to improvise an effective weapon. This may be done at any location, and the new weapon may only be used by the creator. To create an Improvised Weapon you must remain immobile and inactive for an uninterrupted 100 count. This ability effectively allows the barbarian to use a destroyed, annihilated, cursed, heated, or shattered weapon as if a totally new one had been manufactured.

Item Enchantment: *(useable by Barbarian)* May have one item (weapon or shield only) enchanted once per game. The Barbarian may not carry any neutral spells or abilities.

One Additional per life ability: *(useable by Assassin)* Limited to Back-stab, **Cure Poison**, or one additional reusable **Poisoned Weapon** per life.

One Additional Point to Any Worn Armor: *(useable by Warrior)* Armor worn by the warrior is considered to have an additional point of protection. This ability may increment the warrior's armor rating by 1 beyond the specified maximum (see armor) if the warrior's armor is at the maximum rating before the additional point is added.

One Additional Reusable Arrow: *(useable by Archer)* An additional special arrow for a total of two per life.

Pass Without Trace: *(useable by Scout)*

Range: Self

Incantation: **"Pass Without Trace"** x3.

Effect: The Scout vanishes and must proceed directly to his or her base. The Scout cannot be attacked or affected in any way, including battlefield effects, until base is touched. This ability is not magical.

Note: May be used while moving. The Scout may not take Game items while under the effects of this spell. In games without definable bases, follow all rules of the Teleport spell, though you may still use while moving.

Penetration Arrow: *(useable by Archer)* This arrow will ignore any armor it strikes (as an **Armor Piercing Arrow**) and it will destroy any unprotected shield it strikes. Penetration arrows have no effect on **Enchanted Shields** and **Warrior Hardened Shields**. Penetration Arrows must be marked with white ribbon or tape on the shaft

Poisoned Weapon: *(useable by Assassin)* The Weapon that is poisoned must be marked with white cord or tape. Any wound created by this weapon is considered poisoned. A poisoned person will die in a 100 count unless the poison is cured. Flails and smashing weapons may not **Poisoned**.

Protection from Charm: *(useable by Monk)* Immunity to **Song of Charming**, **Song of the Siren**, **Song of Confusion**, **Yield Person**, **Feeble-mind**, **Confusion**, **Lost**, **Sleep**, and **Mass Sleep**.

Protection from Death: *(useable by Monk)* Immune to **Doom**, **Mutual Destruction**, **Finger of Death**, **Death Blade**, **Doomsday**, and **Death Strike**.

Protection from Petrification: *(useable by Monk)* The player is immune to **Petrify**.

Repair Armor: *(useable by Warrior)* The player may completely mend a single hit location of worn armor by remaining immobile and inactive for an uninterrupted 100 count. Armor that is completely destroyed (i.e.

Sphere of Annihilation or **Shatter**) may not be repaired. Front and back torso are two separate hit locations.

Repair Bow/Arrow: *(useable by Archer)* The player may repair a single damaged bow or arrow by remaining inactive and immobile for an uninterrupted 100 count. This may be used on any bow or arrow. It will not repair items affected by **Sphere of Annihilation**, **Heat Weapon**, **Curse Weapon**, or **Shatter**.

Repair Shield: *(useable by Warrior)* The player may mend a broken shield by remaining immobile and inactive for an uninterrupted 100 count. Shields that are completely destroyed (i.e. by **Sphere of Annihilation** or **Shatter**) may not be repaired.

Repair Weapon: *(useable by Warrior)* The player may mend a broken weapon by remaining immobile and inactive for an uninterrupted 100 count. It will not repair items affected by **Sphere of Annihilation**, **Heat Weapon**, **Curse Weapon**, or **Shatter**.

Rune Shield: *(useable by Paladin)* **The shield can not be improved or destroyed.** Must be marked by purple cloth or tape.

Rune Weapon: *(useable by Paladin)* This melee weapon is considered a *Relic*, which by definition means a Great weapon, regardless of size or weapon type, even if wielded with one hand. **The weapon can not be improved or destroyed.** The weapon must be marked by purple cloth or tape.

Sanctuary: *(useable by Monk)* By dropping all weapons and chanting **“Sanctuary”** continuously, the Monk may move about unhindered. The Monk may not be attacked by anyone within 20’ of the Monk. Sanctuary ends immediately if Monk approaches within 20’ of a base, picks up a weapon, stops chanting, or tries to influence combat in any way. This ability is non-magical and offers no protection against battlefield effects.

Shield Breaking Weapon: *(useable by Warrior)* Allows weapon to break unprotected shields as if it were a Great weapon (destroys shield with 3 solid blows). *Great weapons used with two hands with this ability destroy shield in 2 solid blows.* Does not grant any additional armor damaging capability. The thrusting portion of any weapon may not be used to break shields. Must be used on **Warrior Improved Weapon**.

Stun Arrow: *(useable by Archer/Scout)* A hit has the same effect as a sub-dual blow. The arrow must be marked with gray ribbon or tape.

Teleport: *(useable by Assassin)*

Incantation: **“Teleport”** x5 and **“Arriving”** x 5 when the destination is reached.

Effect: Player says **“Teleport”** x5 while vulnerable to attack then moves from one location to another ignoring game effects. Player must say **“Arriving”** x5 while vulnerable to attack before able to move or defend himself.

Notes: May not affect game while traveling. May not be followed and must tell Reeve the destination if asked.

Limitation: May not leave game boundaries. May not transport game items. This ability is non-magical in nature. Player must be immobile during incantations.

Tracking: *(useable by Scout)* May ask one question, per level of the Scout, about a specific game effect of anyone in the area. Whoever is asked (Reeve, monster, innocent bystander) must answer truthfully and as completely as possible. This is not magical in nature and offers no other control over the victim.

Transfer Life: *(useable by Monk)*

Range: Touch Incantation: **“Transfer Life”**

Effect: A Monk may transfer one remaining life to a dead player on the Monk’s own team. The player that is transferred a life is now alive and retains any enchantments that were carried while alive (as per **Resurrect**).

This ability is non-magical in nature. If the Monk is on his last life then the Monk dies when this ability is used.

Warrior Harden Shield: *(useable by Warrior)* The shield is completely impervious to all attacks except magical spells (not enchantments) and siege weapons. Requires a strip of blue cloth or tape.

Warrior Improve Weapon: *(useable by Warrior)* The weapon does an additional point of damage to armor. *Great weapons used with both hands that are improved with this ability do 3 points to armor.* Does not grant any shield damaging capabilities. Requires blue strip of cloth or tape.

Rules Of Magic

1. Druids, Healers, and Wizards must carry and use a pre-approved (*i.e. checked by a Reeve*) spell list at all times in order to cast magic. It is considered equipment, but cannot be damaged or targeted. Spell casters must provide this list when asked to by a Reeve.
2. All spell casters must remain immobile when casting magics. (Exception: Certain spells may be cast while moving. (**Spell of Wounding** (Wizard), **Hold Person**, **Pass Without Trace**, and **Ensnare**.) Immobile is defined as having both feet, planted, and unmoving through the entire activation of the ability.
3. All spell casters must cast all magic with their off hand unless the caster buys the neutral **Ambidexterity**. Magic balls may then be transferred to the primary hand to throw. (Exception: Bards may cast with either hand.)
4. Magics that have a zero cost may be cast with either hand.
5. All magic incantations must be heard within 50' of the caster, or by the recipient, which ever is closer.
6. Incomplete or interrupted magic incantations have no effect, and are not considered used.
7. Spells and enchantments that are completely cast are discharged and considered used, even if they were ineffective against their targets. All magics are divided into five categories: **Enchantments**, **Fixed Enchantments**, **Neutrals**, **Spells**, or **Ball Spells**. This distinction has a great impact on play.

Enchantments

Enchantments are usually touch delivered magics that have a lasting effect on the bearer. These are generally supportive effects and are given out by spell casters to help strengthen their team.

1. Enchantment markers may never be pre-placed before utilization.
2. Players can carry only one enchantment at a time. (Exception: Barbarians cannot carry any enchantments until 6th level, the Wizard's neutral **Stack** allows the bearer to carry two enchantments, and 6th level Scouts have the ability to carry two enchantments.)
3. Enchantments are represented by a one inch wide strip of cloth or tape tied to the player or object that is enchanted. The cloth strips should be long enough to allow 6" to hang from enchanted items.
4. The colors of enchantment markers are organized by class, unless otherwise noted in the spells description. These distinctive colors are as follows:
 - Druid enchantments are orange strips of cloth.
 - Healer enchantments are white strips of cloth.
 - Wizard enchantments are yellow strips of cloth.
 - Bard enchantments are blue strips of cloth.
5. Enchantments that are placed on objects are tied to the bearer. (*i.e. A **Flame Blade** cannot be "passed" around nor can the enchantment be "transferred" to another weapon*).
6. Enchantment markers must be attached to the person that bears the enchantment (*if the enchantment is cast on an object then its marker must be attached to that object*), the enchantment marker must be visible, and the enchantment must be announced, if asked.
7. Enchantments cast with **Extension** must have their markers placed on the target as soon as reasonably possible.
8. Enchantments cast on an object protect only that object. Enchantments may not be cast on game items.
9. The only enchantment that may be cast on armor is **Enchant Armor**. **Protection from Flame**, **Protection from Missiles**, **Protection from Magic**, and **Protect** protect any armor, as well as the bearer. These enchantments are cast on the player not the armor.
10. Enchantments are lost when the bearer begins a new life, this includes Permanent enchantments. (Exception: **Resurrection** and **Transfer Life** negate the death of the recipient and allow them to continue to wear whatever enchantment they wore before they died.)
11. Enchantments that are nullified by death or other means must have their markers removed as soon as possible.

12. An enchantment can only be removed by death, **Dispel Magic**, or by the original caster **Canceling** it. A second enchantment cannot normally be carried until the first enchantment has been removed. (*i.e. Casting additional enchantments on an enchanted individual do not replace the original enchantment and the enchantments cast are lost.*)

13. Simulcast enchantments may be cast upon themselves without any additional magics. These spells are Bark-skin, **Stone-skin**, and **Protect**. Each level of the enchantment must be in-canted separately. Simulcast enchantments may have all layers of the targeted enchantment **Dispelled** with a single **Dispel Magic**.

14. If a spell caster casts an Enchantment on him/herself or his/her equipment, then that enchantment is **Dispelled** when the caster begins to cast other magic. (Exception: **Defend**)

15. Enchantments can never be placed to protect from a spell or other game effect that has already occurred (*i.e. A **Protection from poison** enchantment will not aid a poisoned player, but the player will be protected from subsequent poison attacks*).

Fixed Enchantments

Fixed Enchantments are cast in a fixed location and have an area of effect. These magics are usually passive and designed to restrict access to an area, although some are quite deadly.

1. Fixed Enchantment markers may never be pre-placed before utilization.
2. Markers for fixed enchantments must be visible and the fixed enchantment must be announced, if asked.
3. A spell caster may have only one fixed enchantment active at a time.
4. Fixed enchantments disappear when its caster dies, this includes Permanent Fixed Enchantments.
5. Markers for a fixed enchantment that has been nullified by **Dispel Magic**, the death of the caster, or by any other means must be removed as soon as possible.

Neutrals

Neutrals are magics that usually only affect the spell caster. Neutrals can improve the spell casting abilities of a spell caster, making the caster more versatile. Neutrals generally last the entire game.

1. Neutrals are not cast. Once a neutral is bought then the neutral is considered active. (Exception: the neutrals **Stack**, **Mimic**, **Extension**, **Lich**, and **Permanency** are considered active when the enchantments are cast.)
2. Neutrals, except **Stack**, **Mimic**, **Lich**, and **Permanency**, are not lost when the bearer dies. **Extension** is lost when it is cast.
3. Neutrals may never be **Dispelled** or **Canceled**, and are not affected by Anti-Magic Zones. They are effectively part of the player.
4. A player can have any number of neutrals active at the same time, up to the listed maximum of each neutral.

Spells

Spells are magics that have a direct, immediate, and often lasting and unpleasant effect on the target. They are cast verbally and are generally offensive or curative in nature.

1. Targets of most spells must be announced at the beginning of the incantation or in the incantation itself.
2. All incantations must be audible during the entire casting. Slurred and/or improperly recited incantations are ineffective and are not considered used.
3. Large pauses (*i.e. longer than it takes to take a breath*) in the incantation of a spell interrupt the spell casting and the spell must be started over.
4. Spells with a range of 50' (or more) require a focus. A Focus is an object 6" to 12" in length and no wider than 2 ½", that must be held in the casters off hand (or either hand if the caster is a Bard or if **Ambidexterity** is purchased) and used to indicate target in spell casting. This focus is considered equipment, but it cannot be damaged or targeted. A focus can not be used to attack. A focus must be approved by the Champion and current applicable class Guild Master.

Ball Spells

Ball Spells are spells that manifest themselves in a sphere of magical energy that must be thrown by the caster. They only take effect if the ball strikes the target.

1. Spell casters may never be affected by their own spell balls. A wizard instantly extinguishes his own active **Fireball** if he/she picks it up.
2. Spell Balls, once cast, are charged for two minutes. If unused during this two minutes then they must be recast before being utilized.
3. A charged spell ball is negated if another incantation is begun before the spell ball is utilized.
4. A spell caster may carry up to seven (7) spell balls of the same type. (Exception: Only one **Sphere of Annihilation** and/or **Petrify** may be carried.)
5. The number of times a ball spell is purchased, is the number of spell balls that can be cast and thrown at the same time. (e.g. A purchase of two **Fireballs** allows two **Fireballs** to be thrown at the same time). Each ball must be in-canted, and all the balls must be thrown with the same motion and the same hand.
6. Ball spells affect the target on any hit, except head and neck shots. (Exception: **Flame Bolt** and **Magic Bolt** must follow the rules of thrown weapon combat.) This includes grazes, any equipment hit (except held weapons and shields), and foot shots. Any hit to a weapon hand affects the weapon held in that hand.
7. Ball spells that strike a held weapon or shield affect that object only. (Exception: A **Fireball** remains active until its momentum is spent, and can affect multiple players/objects). **Entangle**, **Ice-ball**, and **Petrify** affect the bearer of any held equipment.
8. All ball spells, except **Magic Bolt** and **Flame Bolt** ignore any armor and affect the target.
9. If two ball spells of the same type strike a target at the same time, both will effect the target.

Color	Ball Spell
Brown	Entangle - A hit to you or your equipment, even a graze, will cause the plants around you to rise up and entangle you in a massive thicket. You must remain immobile for a 300 count, after which you will be free from the effects of this spell. <i>(Druid, Healer)</i>
Orange	Flamebolt - This is a flaming object that will do 2 points of damage to you. If it hits your weapon it will destroy it (unless you are a Monk or the weapon is Hardened). If it hits your shield, you must hit the face of the shield against the ground 3 times in 5 seconds or it will be destroyed. <i>(Druid)</i>
Grey	Petrify . - If you or your equipment are hit or grazed with a Petrify ball, you are permanently turned to stone. It is possible to be freed from petrification by a Druid or Healer, but if there is not one to be found you may choose to take a death and return on your next life after the appropriate wait in Nirvana. <i>(Druid, Wizard)</i>
Yellow	Lightning Bolt - This destructive bolt of electrical energy will kill you if it hits you or your armor. If it hits your weapon or shield, that equipment is destroyed. Once one person or object is affected, the Lightning Bolt loses any power. <i>(Druid, Wizard)</i>
White	Ice-ball - A hit to you or your equipment, even a graze, will instantly freeze you solid. You must remain immobile for a 300 count, at which time you will be free to continue wreaking havoc. <i>(Wizard)</i>
Blue	Magic Bolt - This acts as a one point throwing weapon. As such, if it merely grazes your garb, you are not harmed. You may knock a Magic Bolt aside with your weapon or shield with no ill effects. It is unaffected by Protection from Missiles . <i>(Wizard)</i>
Red	Fireball . Much like the Lightning Bolt, this ball of flame will kill you if it hits you or your armor and will destroy a weapon or shield if it is hit. However, this spell remains active until it loses its original momentum, so a Fireball which bounces off one person and into another will kill both of them. It will even kill you if it touches you while rolling along the ground. Be careful of this one. <i>(Wizard)</i>
Black	Sphere of Annihilation . This magical ball will utterly destroy the first thing it hits. Protection from Magic does not protect from a Sphere of Annihilation . It's very nasty, but fortunately very few people you meet will have one. <i>(Wizard)</i>

Magic per Class and Level:

The tables on the following pages list the magic available to mages at their respective levels. The table lists the magic's name, type, school, number of uses, cost and max number that may be purchased.

Weapon Costs for Mages	
Cost per 10 points of magic (multiple weapons must be paid for, even if of the same type)	
Weapon	Cost
Dagger	1 (1 st is 0)
Short (3 ft)	2
Medium (4 ft)	3
Staff	2
Spear	3
Hinged	3
Small Shield	3
Medium Shield	4
Shortbow	5
Crossbow	5
Crossbow Pistol	2

MAGIC POINTS AVAILABLE PER LEVEL						
Spell Level	Magic-User's Level					
	Level	1 st	2 nd	3 rd	4 th	5 th
	Lvl-1	10	10	10	7	6
	Lvl-2	-	10	10	8	6
	Lvl-3	-	-	10	7	6
	Lvl-4	-	-	-	8	6
	Lvl-5	-	-	-	-	6
	Lvl-6	-	-	-	-	-

Magic Listing Key:

Type - Enchantment (E), Fixed Enchantment (FE), Spell (S), spell ball (B), and Neutral (N)

Uses - Number of times you may cast that magic when you pay for one use. ("u" means unlimited)

Cost - The cost in magic points for one use.

Max - The maximum uses that you may purchase.

Range - Distance

Bard Spells

LVL 1

Presence (N): (Unlimited) Range: Self

Safe Passage (S): (1/game) Range: Self

Song of Charming (S): (1/life) Range: 20'

Chant of Courage (E): (1/life) Range: Touch

LVL 2

+1 Song of Charming per life

Chant of Rage (E): (1/life) Range: Touch

Song of Truth (S): (1/life) Range: 20'

LVL 3

Song of the Sirens (S): (1/life) Range: 50'

Chant of Clear Thought (E): (1/life) Range: Touch

LVL 4

Chant of Confidence (E): (1/life) Range: Touch

Song of Lore (S): (1/life) Range: 20'

Mimic (N): (1/game) Range: Self

LVL 5

Song of Confusion (S): (1/life) Range: 50'

+1 Song of Safe Passage per game

LVL 6

+1 Song of the Sirens per life

Druid Spells

LVL 1

Cancel (S): (unlimited) Cost: 0 / Max --
Cure Poison (S): (1/life) Cost: 1 / Max 4
Entangle (B): (Unlimited bolt) Cost: 1 / Max 4
Heal (S): (1/life) Cost: 1 / Max 8
Heat Weapon (S): (1/life) Cost: 1 / Max 4
Rot (S): (1/life) Cost: 1 / Max 4
Warp Wood (S): (1/life) Cost: 1 / Max 4

LVL 2

Bark-skin (E): (1/game) Cost: 1 / Max 4
Cure Disease (S): (1/life) Cost: 1 / Max 4
Enchant Missile (E): (1/game) Cost: 1 / Max 4
Ensnare (S): (1/life) Cost: 1 / Max 4
Mend (S): (1/life) Cost: 1 / Max 4
Protection from Flame (E): (1/game) Cost: 1 / Max 4
Thorn-wall (FE): (1/game) Cost: 1 / Max 4

LVL 3

Ambidexterity (N): (Unlimited) Cost: 2 / Max --
Confusion (S): (1/game) Cost: 1 / Max 4
Extension (N): (1/game) Cost: 1 / Max 4
Flame Bolt* (B): (Unlimited 1 bolt) Cost: 1 / Max 4
Lightning Bolt* (B): (Unlimited 1 bolt) Cost: 1 / Max 4
Flames of Freedom (E): (1/game) Cost: 1 / Max 4
Pass Without Trace (S): (1/game) Cost: 1 / Max 2
Plant Door (S): (1/life) Cost: 1 / Max 4
Protection from Disease (E): (1/game) Cost: 1 / Max 4
Shatter (S): (1/game) Cost: 1 / Max 4

LVL 4

Call Lightning (S): (1/game) Cost: 1 / Max 4
Commune (S): (Unlimited) Cost: 2 / Max --
Firebow (E): (1/game) Cost: 1 / Max 4
Flame-wall (FE): (1/game) Cost: 1 / Max 4
Passplant (S): (1/game) Cost: 1 / Max 4
Stone-skin (E): (1/game) Cost: 1 / Max 4
Stone to Flesh (S): (Unlimited) Cost: 2 / Max --

LVL 5

Advancement (N): (1/game) Cost: 1 / Max 1
Dispel Magic (S): (1/game) Cost: 1 / Max 4
Feeble-mind (S): (1/game) Cost: 1 / Max 4
Flameblade (E): (1/game) Cost: 2 / Max 2
Petrify (B): (Unlimited 1 bolt) Cost: 1 / Max 1
Vigor (N): (Unlimited) Cost: 1 / Max 1

LVL 6

Expertise (N): (1/game) Cost: 2 / Max 1
Finger of Death (S): (1/game) Cost: 1 / Max 4
Fire Trap (FE): (1/game) Cost: 1 / Max 4
Reincarnation (S): (1/game) Cost: 2 / Max 2
Wind Blast (S): (1/game) Cost: 1 / Max 2

Healer Spells

LVL 1

Bless (E): (1/life) Cost: 2 / Max 4
Cancel (S): (Unlimited) Cost: 0 / Max --
Cure Poison spell 1/life 1 8
Heal (S): (Unlimited) Cost: 0 / Max --
Lost (S): (1/life) Cost: 1 / Max 4
Melt (S): (1/life) Cost: 1 / Max 4
Mend (S): (1/life) Cost: 1 / Max 4
Mute (S): (1/life) Cost: 1 / Max 4
Speak to Dead (S): (1/life) Cost: 1 / Max 4
Stun Weapon (E): (Unlimited) Cost: 0 / Max --

LVL 2

Banish (S): (1/life) Cost: 2 / Max 4
Cure Disease (S): (1/life) Cost: 1 / Max 8
Curse Weapon (S): (1/life) Cost: 1 / Max 4
Entangle (B): (Unlimited 1 bolt) Cost: 2 / Max 4
Fast Heal (S): (1/life) Cost: 1 / Max 4
Heal Extend (S): (1/life) Cost: 1 / Max 8
Sleep (S): (1/game) Cost: 1 / Max 2
Protection from Poison enchant 1/game 1 4

LVL 3

Ambidexterity (N): (Unlimited) Cost: 2 / Max --
Extension Fast Heal (S): (1/life) Cost: 1 / Max 4
Force-wall (FE): (1/game) Cost: 1 / Max 4
Protect (E): (1/game) Cost: 1 / Max 4
Protection from Disease (E): (1/game) Cost: 1 / Max 4
Resurrect (S): (1/game) Cost: 1 / Max 8
Spell of Wounding (S): (1/life) Cost: 1 or 2 / Max 2
Yield Person (S): (1/game) Cost: 1 / Max 2

LVL 4

Circle of Protection (FE): (Unlimited) Cost: 2 / Max --
Extension (N): (1/game) Cost: 1 / Max 4
Freedom (S): (1/life) Cost: 1 / Max 4
Pacify (S): (1/game) Cost: 1 / Max 4
Prot. From Petrification (E): (1/game) Cost: 1 / Max 4
Protection from Charm (E): (1/game) Cost: 1 / Max 4
Stun Person (S): (1/life) Cost: 1 / Max 2

LVL 5

Advancement (N): (1/game) Cost: 1 / Max 1
Heal blade (E): (1/game) Cost: 2 / Max 2
Mass Sleep (S): (1/game) Cost: 1 / Max 1
Protection from Death enchant 1/game 1 4
Silence (S): (1/game) Cost: 1 / Max 4
Summon Dead (S): (1/life) Cost: 1 / Max 4
Teleport (S): (1/game) Cost: 1 / Max 4

LVL 6

Dispel Magic (S): (1/game) Cost: 1 / Max 4
Expertise (N): (1/game) Cost: 2 / Max 1
Perdition (S): (1/game) Cost: 1 / Max 4
Regeneration (E): (1/game) Cost: 1 / Max 2
Safe Zone (FE): (1/game) Cost: 2 / Max 1
Paralyze (S): (1/game) Cost: 1 / Max 4

Wizard Spells

LVL 1

Cancel (S): (Unlimited) Cost: 0 / Max --
Enchant Shield (E): (1/game) Cost: 1 / Max 8
Enchant Weapon (E): (1/game) Cost: 1 / Max 8
Heat Weapon (S): (1/life) Cost: 1 / Max 4
Ice-ball (B): (Unlimited 1 bolt) Cost: 1 / Max 4
Magic Bolt (B): (Unlimited 1 bolt) Cost: 1 / Max 4
Shove (S): (1/life) Cost: 1 / Max 4
Speak to Dead (S): (1/life) Cost: 1 / Max 4

LVL 2

Circle of Protection (FE): (Unlimited) Cost: 2 / Max --
Death Strike (E): (1/game) Cost: 1 / Max 4
Force-wall (FE): (1/game) Cost: 1 / Max 4
Harden (E): (1/game) Cost: 1 / Max 4
Hold Person (S): (1/life) Cost: 1 / Max 4
Lightning Bolt (B): (Unlimited 1 bolt) Cost: 1 / Max 4
Mend (S): (1/life) Cost: 1 / Max 4
Protection from Flame (E): (1/game) Cost: 1 / Max 4
Spell of Wounding (S): (1/life) Cost: 1 or 2 / Max 2

LVL 3

Ambidexterity (N): (Unlimited) Cost: 2 / Max --
Dispel Magic (S): (1/game) Cost: 1 / Max 4
Extension (N): (1/game) Cost: 1 / Max 4
Fireball (B): (Unlimited 1 bolt) Cost: 1 / Max 4
Protect (E): (1/game) Cost: 1 / Max 4
Mutual Destruction (S): (1/game) Cost: 1 / Max 4
Protection from Missiles (E): (1/game) Cost: 1 / Max 4
Pyrotechnics (S): (1/game) Cost: 1 / Max 4
Yield Person (S): (1/game) Cost: 1 / Max 4

LVL 4

Anti-Magic Zone (FE): (1/game) Cost: 1 / Max 4
Death Blade (E): (1/game) Cost: 1 / Max 4
Doom (S): (1/game) Cost: 1 / Max 4
Enchant Armor (E): (1/game) Cost: 1 / Max 2
Petrify (B): (Unlimited 1 bolt) Cost: 1 / Max 1
Protection from Magic (E): (1/game) Cost: 1 / Max 4
Sever Spirit (S): (1/life) Cost: 1 / Max 4
Teleport (S): (1/game) Cost: 1 / Max 4

LVL 5

Advancement (N): (1/game) Cost: 1 / Max 1
Doomsday (S): (1/game) Cost: 2 / Max 1
Flight (E): (1/game) Cost: 1 / Max 4
Lend (N): (1/game) Cost: 1 / Max 4
Paralyzing Pit (FE): (1/game) Cost: 1 / Max 4
Re-animate (E): (1/game) Cost: 1 / Max 4
Sphere of Annihilation (B): (Unlimited 1 bolt) Cost: 2 / Max 1

LVL 6

Defend (E): (1/game) Cost: 1 / Max 1
Expertise (N): (1/game) Cost: 2 / Max 1
Lich (N): (1/game) Cost: 1 / Max 1
Permanency (N): (1/game) Cost: 1 / Max 4
Stack (N): (1/game) Cost: 1 / Max 4
Transform (S): (1/game) Cost: 2 / Max 2

Spell Compendium

A

Advancement

Class/Level: Druid 5/ Healer 5/ Wizard 5

Type: Neutral

Range: Self

Effect: Grants caster 3 additional points of 1st level Druid/Healer/Wizard Magic.

Note: Advancement may be purchased only once.

Ambidexterity

Class/Level: Druid 3/ Healer 3/ Wizard 3

Type: Neutral

Range: Self

Effect: The caster may cast magic with either hand.

Duration: Entire game.

Anti-Magic Zone

Class/Level: Wizard 4

Type: Fixed Enchantment

Range: Touch

Materials: Focus, Yellow markers (for 50' diameter area)

Incantation: "May all forms of magic forsake this place." X10

Effects: No magic of any sort will work within the marked 50' diameter circle.

Notes:

- Enchantments are not dispelled, they will return after the bearer of the enchantment has left the anti magic zone.
- Incanted spell balls must be recast upon leaving the zone. Protection from Magic will not allow bearer to use magic in the zone.
- Limitation: Non-Magical abilities may be used normally. The Anti-Magic Zone may only be dispelled from outside the circle.

B

Banish

Class/Level: Healer 2

Type: Spell

Range: 20'

Incantation: "I banish thee (monster)" x5

Effect: Targeted undead monster is banished for a 300 count. It will return to play at the spot that it was banished after the count.

Dispel: Yes

Cancel: Yes

Limitation: This spell only works on undead creatures.

Bark-skin

Class/Level: Druid 2

Type: Enchantment

Range: Touch

Materials: Orange Cloth

Incantation: "May nature keep you safe from harm." X5

Effect: Confers one (1) point of armor to all legal target areas of the body. Up to four Bark-skins may be simulcast on a single person.

Note: Bark-skin is only effective against physical attacks (swords, arrows, etc.) Includes Magic Bolt and Flame Bolt.

Limitations: Bark-skin cannot be used in conjunction with other armor, including other magical armor. Bark-skin may not be Mended or Repaired in any manner.

Bless

Class/Level: Healer 1

Type: Enchantment

Range: Touch *Materials:* White cloth

Incantation: "I bless this (piece of garb)." X5

Effects: The target player is immune to the first physical hit (excluding magic).

Limitation: Bless only applies to areas covered by the item of garb Blessed. Magic Bolts and Flame Bolts are considered physical blows for the purposes of this spell.

C

Call Lightning

Class/Level: Druid 4

Type: Spell

Range: 20'

Incantation: <Identify Target> "I call lightning to strike thee." X4

Effect: The target is slain by lightning.

Dispel: No

Cancel: No

Limitations: Protection from Flame and Protection from Magic confer immunity to Call Lightning.

Chant of Clear Thought

Class/Level: Bard 3

Type: Enchantment

Range: Touch

Materials: Blue cloth

Incantation: "I Protect thee from Charm" x5

Effect: Bearer is immune to Song of Charming, Song of the Sirens, Song of Confusion, Yield Person, Feeble-mind, Confusion, Lost, Sleep, and Mass Sleep.

Chant of Confidence

Class/Level: Bard 4

Type: Enchantment

Range: Touch

Materials: Blue cloth

Incantation: "I sing praises of glory that urge you on to great achievement" x5

Effect: The bearer of this enchantment may use all class abilities, as if he were one level higher than his current level.

Chant of Courage

Class/Level: Bard 1

Type: Enchantment

Range: Touch

Materials: Blue Cloth

Incantation: "I bolster thy spirit with words of encouragement" x3

Effect: Grants immunity to sub-dual (including Stun Person).

Chant of Rage

Class/Level: Bard 2

Type: Enchantment

Range: Touch

Materials: Blue cloth & Red arm/ head band

Incantation: "I incite thee into a fury to conquer thy enemies" x5

Effect: Incites a berserker rage in the bearer, with the following effects:

- 1) 2 points overall natural armor
- 2) Enraged player's natural armor may only be healed by a ranged Heal spell, as they will attack anyone that

tries to deliver a touch spell. (A successful Heal will restore all natural armor.)

- 3) All weapons by an Enraged player count as Great weapons, any Great weapon wielded with two- hands does 3 points of damage to armor and destroy a shield with 2 solid blows.
- 4) Enraged player must immediately seek out and engage in combat, and will fight to kill. Enraged players may NOT disengage combat unless outnumbered 5-to-1 by the enemy or facing hostile spell casters.
- 5) Enraged players may NOT use any class abilities (other than Heal Self, if available), spells, projectile weapons, shields, worn armor, nor may they carry relics. Heal Self ability may be used to heal wounds after combat.

Note: A Pacify spell will immediately end effects of Chant of Rage. No other enchantment may be stacked (as per Wizard Spell Stack or sixth level Scout ability) with Chant of Rage.

Circle of Protection

Class/Level: Healer 4 / Wizard 2

Type: Fixed Enchantment

Range: Touch

Materials: Focus, 10' white cloth

Incantation: "Circle of protection" x5

Effect: Players inside the Circle of Protection are immune to all battle game effects and may not affect those outside of the circle. Players inside a Circle of Protection may use magic and abilities that affect themselves and/or others inside the same Circle of Protection.

Notes: The healer and all additional players must be inside the Circle of Protection when it is cast. The enchantment is broken by anyone exiting the circle. This spell must be broken and recast to allow new players inside.

Limitations: This spell cannot block access to an area, may not contain game items, and any spells being cast when the Circle of Protection is broken are spoiled and must be restarted.

Commune

Class/Level: Druid 4

Type: Spell

Range: Self

Incantation: Touch tree with both hands, "Mother nature hide me." X3

Effect: Druids in Commune may neither affect the game nor be affected by the game in any manner.

Dispel: No

Cancel: No

Note: Game items cannot be taken into a Commune.

Limitations: Druids may not cast Commune within 20' of a base or flag. The spellcaster must hum or chant continually, and may not hold any weapons while Communing. The spell ends instantly if the chanting is stopped or contact is broken with the tree. Destruction of the tree does not effect the Druid or the Commune in any way. A wounded limb will not prevent the casting of this spell. All spell casting rules pertaining to the spell casters off hand, and to Ambidexterity still hold true.

Confusion

Class/Level: Druid 3

Type: Spell

Range: 50'

Materials: Focus

Incantation: <Identify Target> "By the power of my words, I will you to be confused" x5

Effect: The victim of this spell must attack the nearest creature, friend or foe, with the most lethal means possible, for a 100 count.

Dispel: Yes

Note: Paladins and Monks (3rd level) are immune. Protection from Charm, Chant of Clear Thought, and Protection from Magic confer immunity to this spell. A Pacify spell will end the effects of this spell.

Cure Disease

Class/Level: Druid 2 / Healer 2

Type: Spell

Range: Touch

Incantation: "I purge all sickness from thy body/that object." X3

Effect: The target Person or object is no longer diseased.

Dispel: No

Cancel: No

Note: A limb struck by a diseased weapon is still damaged, but the wound is no longer diseased.

Cure Poison

Class/Level: Druid 1 / Healer 1

Type: Spell

Range: Touch

Incantation: "I expel the venom from thy body/this (object)." X3. *Effect:* The person or object affected is no longer poisoned.

Dispel: No *Cancel:* No

Note: The limb struck by a poisoned weapon is still damaged, but the wound is no longer poisoned.

Curing Touch

Class/Level: Paladin 2

Type: Spell

Range: Touch

Incantation: "Curing Touch"

Effect: This spell is identical to the Cure Poison spell AND the Cure Disease spell, except in its incantation.

Dispel: No

Curse Weapon

Class/Level: Healer 2

Type: Spell

Range: 20'

Incantation: "I curse that <weapon>." X5

Effect: The targeted weapon must be dropped and is useless for a 300 count.

Dispel: No

Cancel: No

Limitation: If the target has more than one weapon, the specific weapon must be noted at the beginning of the spell.

Note: Mend and Repair have no effect on a Cursed Weapon.

D

Death Blade

Class/Level: Wizard 4

Type: Enchantment

Range: Touch

Materials: Yellow and Black cloth, weapon

Incantation: "May this weapon slay its victims." X5

Effect: Any hit that would cause a wound, instead, kills the target.

Limitation: Monks (5th level), Berserk Barbarians, Paladins, and any one bearing Protection from Death or Protection from Magic take only normal damage from a weapon bearing this enchantment.

Death Strike

Class/Level: Wizard 2

Ability: The next blow delivered by the weapon that would wound the target causes death. Death Strike is not discharged until it is successfully used or strikes physical invulnerability (Bless, Protect, Enchant Armor, Natural Invulnerable Armor, and Stone-skin). Monks (5th level), Berserk Barbarians (4th level), Paladins, and bearers of Protection from Death are immune.

Material: Yellow and Black cloth

Incantation: "Death Strike" x10

Defend

Class/Level: Wizard 6

Type: Enchantment

Range: Touch

Materials: Yellow and Black cloth, weapon

Incantation: "May this weapon slay its victims." X5

Effect: Any hit that would cause a wound, instead, kills the target.

Limitation: Monks (5th level), Berserk Barbarians, Paladins, and any one bearing Protection from Death or Protection from Magic take only normal damage from a weapon bearing this enchantment.

Dispel Magic

Class/Level: Druid 5 / Healer 6 / Wizard 3

Type: Spell

Range: 20'

Incantation: "I dispel that magic" x5

Effect: Dispel any magic that is marked as being able to be dispelled.

Dispel: No

Cancel: No

Limitations: Will only dispel spells that expressly say that they can be Dispelled in the individual spell descriptions. Permanent enchantments and Permanent fixed enchantments cannot be Dispelled.

Note: If the target bears more than one enchantment, than the individual enchantment targeted must be announced at the beginning of the spell incantation.

Doom

Class/Level: Wizard 4

Type: Spell

Range: 50'

Materials: Focus

Incantation: <Identify Target> "I doom thee." X10

Effect: The targeted victim is slain by Death Magic.

Dispel: No

Cancel: No

Limitation: Monks (5th level), Berserk Barbarians (4th level), and Paladins are immune. Protection from Death and Protection from Magic protect against Doom.

Doomsday

Class/Level: Wizard 5

Type: Spell

Range: Touch

Materials: Focus

Incantation: "Doomsday (count)" x300

Effect: All members of the enemy team in sight at the end of the spell die.

Dispel: No

Cancel: No

Limitation: Monks (5th level), Berserk Barbarians (4th level), and Paladins are immune. Protection from Death and Protection from Magic confer immunity to Doomsday.

E

Enchant Armor

Class/Level: Wizard 4

Type: Enchantment

Range: Touch

Materials: Yellow cloth, armor

Incantation: "Enchant this armor" x10

Effect: Weapons, regardless of weapon damaging capacity, do one point of damage to Enchanted Armor.

Notes: This is proof against Back-stab, Armor Piercing arrow, and Penetrating arrow. This covers all armor worn by the player, but does not grant the ability to wear armor.

Limitations: Enchanted armor may not be mended or repaired in any way, and provides no protection from verbal or ball spells.

Enchant Missile

Class/Level: Druid 2

Type: Enchantment

Range: Touch

Materials: Orange cloth, missile weapon

Incantation: "May this missile strike true." X5

Effect: Enchant Missile confers one additional point to armor damaging capability and allows missile to break shields with three hits (as per Enchant Weapon).

Note: Enchant Missile may only be cast on thrown or projected missiles.

Enchant Shield

Class/Level: Wizard 1

Type: Enchantment

Range: Touch

Materials: Yellow cloth, shield

Incantation: "Enchant this shield" x10

Effect: The shield may not be destroyed by anything except Sphere of Annihilation.

Enchant Weapon

Class/Level: Wizard 1

Type: Enchantment

Range: Touch

Materials: Yellow cloth, melee weapon

Incantation: "Enchant this weapon" x10

Effect: The weapon does an additional point of damage. At two points of damage a weapon will destroy an unprotected shield in three solid blows.

Note: The thrusting portion of any weapon may not be used to break shields.

Ensnare

Class/Level: Druid 2

Type: Spell

Range: 20'

Incantation: <Identify Target> "May the earth at thy feet ensnare thee." X2

Effect: The victim is rendered immobile and unable to move his feet until each leg is struck ten times by a slashing weapon. The victim may still fight or cast magic, but must do so without moving his feet from the ensnared position.

Dispel: Yes

Cancel: Yes

Note: Ensnare may be cast while moving.

Limitation: Barbarians and Monks (2nd level) are immune. Protection from Magic and Flames of Freedom grant immunity.

Entangle

Class/Level: Druid 1 / Healer 2

Type: Ball Spell

Range: Thrown

Materials: brown spell ball

Incantation: "Entangle" x5

Effect: A hit or graze to a person, or their equipment, renders them immobile and unable to cast magic, use abilities, etc. for a 300 count. The victim may only be affected by Fireball, Rot, Freedom, Shove, Sphere of Annihilation, and Flame Blade. One Fireball or one shot from a Flame Blade will free the victim without harm, a second shot has the normal effect. Sphere of Annihilation destroys both the Entangle and the victim.

Dispel: Yes

Cancel: No

Notes: Lightning Bolt and Flame Bolt have no effect.

Limitations: Barbarians are immune. Flames of Freedom and Protection from Magic protects against the effects of Entangle.

Expertise

Class/Level: Druid 6 / Healer 6 / Wizard 6

Type: Neutral

Range: Self

Effect: Grants 4 extra 2nd level Druid/Healer/Wizard Magic spell points.

Extension

Class/Level: Druid 3 / Healer 4 / Wizard 3

Type: Neutral

Range: Special

Incantation: "Extension" + spell to be cast

Effect: This spell doubles the range of a spell for one use only, and also gives touch spells a 20' range.

Dispel: No

Cancel: No

Limitations: Extension is considered used as soon as the incantation is spoken, whether or not the spell to be extended is completed or not. Extension cannot be stacked.

F

Fast Heal

Class/Level: Healer 2

Type: Spell

Range: Touch

Incantation: “The gentle power of healing heals thy wounds” x2

Effect: Same as Heal spell, except for incantation.

Dispel: No

Cancel: No

Feeble-mind

Class/Level: Druid 5

Type: Spell

Range: 50’

Materials: Focus

Incantation: <Identify Target> “I call upon the power of entropy to erase your mind.” X5

Effect: The victim of Feeble-mind may not use any class abilities, including spell casting, until killed. A victim of Feeble-mind may use only the melee weapons that they were carrying when affected by the feeble-mind.

Dispel: Yes

Cancel: Yes

Note: A Resurrected victim will still be under the effects of Feeble-mind until it is cured. The victim of a Feeble-mind must still follow the restrictions of his class.

Limitation: Paladins and Monks (3rd level) are immune. Protection from Charm, Chant of Clear Thought, and Protection from Magic confer immunity to this spell. Pacify will end the effects of this spell.

Finger of Death

Class/Level: Druid 6

Type: Spell

Range: 50’

Materials: Focus

Incantation: <Identify Target> “I call for your death.” X5

Effect: The target is slain by Death Magic.

Dispel: No

Cancel: No

Limitations: Monks (5th level), Berserk Barbarians (4th level) and Paladins are immune. Protection from Magic and Protection from Death grant immunity.

Fireball

Class/Level: Wizard 3

Type: Ball Spell

Range: Thrown

Materials: Red spell ball

Incantation: "Fireball" x5

Effect: Anything hit by a Fireball is destroyed, even on a bounce.

Dispel: No

Cancel: No

Notes: A Fireball retains its ability to destroy until it loses its original momentum, at which time it is extinguished.

Limitation: Protection from Flame and Protection from Magic confer immunity.

Firebow

Class/Level: Druid 4

Type: Enchantment

Range: Touch

Materials: Orange and Red cloth for bow, red cloth for arrows

Incantation: "I empower this bow with the element of fire" x10

Effect: Arrows shot from Firebows are considered Flame Arrows. This is in addition to any other arrow properties, such as penetration or armor-piercing that the arrows have.. Note: All arrows must be marked

Limitation: This does not give the user ability to use a bow.

Fire Trap

Class/Level: Druid 6

Type: Fixed Enchantment

Range: Touch

Materials: Focus, Orange markers for 20' diameter circle

Incantation: "I call upon the element of fire to consume all that violate these boundaries." X5

Effect: A Fire Trap will completely destroy any person and all of their equipment, including thrown and projected weapons, upon entry into the protected area. Spells and Spell Balls can be cast into or through a Fire Trap.

Note: Game items are not affected by a Fire Trap.

Limitations: Protection from Flame and Protection from Magic are proof versus Fire Trap, but only the item/person that is enchanted. (So a player might enter a Fire Trap to find that all of his/her equipment has been destroyed.)

Flameblade

Class/Level: Druid 5

Type: Enchantment

Range: Touch

Materials: Orange and Red cloth or tape, melee weapon

Incantation: "Flameblade" x10

Effect: The weapon does an additional point of damage. At two points of damage a weapon will destroy an unprotected shield in three solid blows, as per Enchant Weapon. Any blow that would wound the target causes death, unless the target is immune to magic or flame. A Flameblade instantly frees the victims of an Entangle or Iceball on contact.

Note: A Flameblade is immune to Pyrotechnics, Heat Weapon, Flamewall, and Fire Trap. A Flameblade may be used to block Entangle, Ice-ball, Lightning Bolts, Flame Bolts, and Fireballs, with no harm/effect to the wielder nor to the Flameblade.

Limitation: The thrusting portion of any weapon may not be used to break shields.

Flame Bolt

Class/Level: Druid 3

Type: Ball Spell

Range: Thrown

Materials: Padded orange spell ball

Incantation: "Flame Bolt" x5

Effect: Flame Bolt inflicts damage and/or wounds as a Flame Arrow shot from a normal bow.

Dispel: No

Cancel: No

Notes: Flame Bolt does 2 points of damage to any armor that it strikes, Flame Bolt will also destroy any weapon that it strikes, unless that weapon is Hardened or wielded by a Monk. It will also destroy an unprotected shield that it strikes unless the face of the shield is tapped on the ground 3 times within 5 seconds. This spell will not harm a Warrior Hardened or Enchanted shield.

Limitations: Protection from Missiles does not block a Flame Bolt. Garb shots are ignored. Protection from Magic and Protection from Flame confer immunity to Flame Bolt. Druid may take either Flame Bolt or Lightning Bolt, NOT both.

Flames of Freedom

Class/Level: Druid 3

Type: Enchantment

Range: Touch

Materials: Orange cloth

Incantation: "Flames of Freedom" x10

Effect: This spell confers immunity to Entangle, Ensnare, and Ice-ball.

Notes: Immunity extends to person's equipment, weapons, etc.

Flame-wall

Class/Level: Druid 4

Type: Fixed Enchantment

Range: Touch

Materials: Focus, 10' orange cloth or rope may lay in any direction and in any shape.

Incantation: "I command fire to come forth." X10

Effect: Creates a 10' wide x 10' high wall of flame. A Flame-wall will completely destroy any person and all of their equipment, including thrown and projected weapons, upon contact. Spells, including Spell Balls, can be cast through a Flame-wall.

Limitations: Protection from Flame and Protection from Magic are proof versus Flame-wall, but only the item/person that is protected. (So a player might pass through a Flame-wall to find that all of his/her equipment has been destroyed.)

Flight

Class/Level: Wizard 5

Type: Enchantment

Range: Touch

Materials: Yellow cloth

Incantation: "Take to the air and fly away" x5 and "Arriving" x5 to land

Effect: The bearer is considered to be flying. A flying player may engage in melee combat only with another flying player. Missile combat, including spell balls, is not allowed while in flight. The bearer may take flight and land multiple times.

Notes: A flying player may only be attacked by ranged spells and missiles, including ball spells. The vertical ranges for verbal spells are considered to be the actual distance between players. For missiles and ball Spells there is no physical minimum range required.

Limitation: A flying player may not attack "grounded" players by any means except verbal magic. A flying player must say "Arriving" x5 before able to move, attack, or defend himself.

Force-wall

Class/Level: Healer 3 / Wizard 2

Type: Fixed Enchantment

Range: Touch

Materials: 10' yellow rope or cloth may lay in any direction and in any shape.

Incantation: "Force-wall" x10

Effect: Creates a 10' wide x 10' high impassable barrier.

Notes: The barrier will stop verbal spells, melee and missile combat, and spell balls.

Freedom

Class/Level: Healer 4

Type: Spell

Range: 20'

Incantation: <Identify Target> "I free thee from the shackles that bind thee" x3

Effect: The target is instantly freed from any magic or ability that physically restricts movement in any way.

Dispel: No

Cancel: No

Notes: Physically restrictive magics and abilities include: Entangle, Ice-ball, Petrify, Ensnare, Hold Person, Paralyze, and Paralyzing Pit.

H

Harden

Class/Level: Wizard 2

Type: Enchantment

Range: Touch

Materials: Yellow cloth, object

Incantation: "Harden this (object)" x10

Effect: Target object may not be destroyed by anything except Sphere of Annihilation.

Limitation: This spell may not be placed on players, garb, armor etc.

Heal

Class/Level: Druid 1 / Healer 1

Type: Spell

Range: Touch

Incantation:

"I call upon the gentle power of healing to heal thee,
I call upon the gentle power of healing to lessen thy pain,
I call upon the gentle power of healing to mend thy bones,
I call upon the gentle power of healing to restore thy vigor,
I call upon the gentle power of healing to close thy wound,
I call upon the gentle power of healing to grant thee life,
By the gentle power of healing thou art healed."

Effect: The wounded limb is healed. Heal will end the effects of sub-dual, and free the victim of Petrify in a 300 count after the completion of the Heal spell.

Healing Touch

Class/Level: Paladin 1

Type: Spell

Range: Touch

Incantation: "Healing Touch"

Dispel: No

Effect: Healing Touch is identical to the Heal spell, except it's incantation, also, Healing Touch can only be used on others.

Healblade

Class/Level: Healer 5

Type: Enchantment

Range: Touch

Materials: White and Yellow cloth, melee weapon

Incantation: "Healblade" x10

Effect: The weapon heals wounds on a hit to the wounded limb. It may also be used to cure Stun Person and the effects of sub-dual

Limitations: The weapon will not cause wounds to anyone except undead (acts as a Death Blade on undead monsters). A Healblade will not repair natural armor. A Healblade cannot be used to heal the wounds of the bearer of the Healblade.

Note: The Healblade affects Petrified players as a Heal spell.

Heal Extend

Class/Level: Healer 2

Type: Spell

Range: 20'

Incantation: "Extension" + Heal spell incantation

Effect: Same as Heal spell except for range and incantation.

Dispel: No

Cancel: No

Heat Weapon

Class/Level: Druid 1 / Wizard 1

Type: Spell

Range: 20'

Incantation: "By the power of elemental fire I heat that (weapon)" x2

Effect: The targeted weapon must be dropped, and is useless for a 300 count. *Dispel:* No *Cancel:* No

Limitation: If the target has more than one weapon, the specific weapon must be noted at the beginning of the spell.

Note: Mend and Repair Weapon have no effect on a Heated Weapon.

Hold Person

Class/Level: Wizard 2

Type: Spell

Range: 20'

Incantation: <Identify Target> "I command you to stop." X3

Dispel: Yes

Cancel: Yes

Effect: Victim is rendered immobile and unable to move his feet for a 100 count. Victim may still attack or cast magic, but must do so without moving feet from that position.

Note: Hold Person may be cast while moving.

Limitation: Barbarians and Monks (2nd level) are immune. Protection from Magic confers immunity to Hold Person.

I

Ice-ball

Class/Level: Wizard 1

Type: Ball Spell

Range: Thrown

Materials: White spell ball

Incantation: "Ice-ball" x5

Effect: A hit or graze to a person, or their equipment, renders them immobile and unable to cast magic, use abilities, etc. for a 300 count. The victim may only be affected by Fireball, Melt, Freedom, Shove, Sphere of Annihilation, and Flame Blade. One Fireball or one shot from a Flame Blade will free the victim without harm; a second shot has the normal effect. Sphere of Annihilation destroys both the Ice-ball and the victim.

Dispel: Yes

Cancel: No

Note: Lightning Bolt and Flame Bolt have no effect.

Limitation: Barbarians and bearers of Flames of Freedom and Protection from Magic are immune.

L

Lend

Class/Level: Wizard 5

Type: Neutral

Range: Touch

Effect: This spell allows the wizard to lend any magic (that the wizard can use) to another wizard (of any level), who then may cast the spell normally.

Notes: The casting wizard must pay spell points for both the lend and the magic being lent.

Limitation: The caster must still abide by the spell maximums.

Lich

Class/Level: Wizard 6

Type: Neutral

Range: Self

Material: Yellow cloth, yellow marker

Effect: The Wizard returns as a Lich to the spot he died, a 300 count after dying his last natural death.

Notes: A Lich has all of the Wizard's per life spells as well as any other remaining magics. The Lich is considered undead and has the following powers and restrictions:

Abilities: Protection from Death, Protection from Charm, Immunity to Poison, Immunity to Disease, Regenerates wounds in a 60 count, but will not regenerate from death.

Limitations: The lich may not be Healed or Resurrected. The lich may be affected by Banish and Perdition. A Healblade acts as a Death Blade. The lich may not carry any game items or enchantments. The lich may not be brought back to life in any manner. The Lich may still be killed by normal means.

Lightning Bolt

Class/Level: Druid 3 / Wizard 2

Type: Ball Spell

Range: Thrown

Materials: padded yellow spell ball

Incantation: "Lightning Bolt" x5

Effect: This spell will destroy the first person or object hit.

Dispel: No

Cancel: No

Notes: Lightning is considered a form of flame.

Limitation: Protection from Flame and Protection from Magic confer immunity to lightning bolt.

Lost

Class/Level: Healer 1

Type: Spell

Range: 20'

Incantation: <Identify Target> "I make thee lost." X5

Effect: The targeted player must return to his base of origin before the player can do anything else. The player cannot affect the game in any way, nor may they be affected by the game.

Dispel: No

Cancel: No

Limitation: Scouts, Paladins, Barbarians, and [[Monks] (3rd level) are immune. This spell may not be cast on self or on his own teammates. Protection from Charm, Protection from Magic, Chant of Clear Thought confer immunity to this spell.

M

Magic Bolt

Class/Level: Wizard 1

Type: Ball Spell

Range: Thrown

Materials: blue spell ball

Incantation: "Magic Bolt" x5

Effect: This spell damages the same as a one point throwing weapon.

Dispel: No

Cancel: No

Limitations: Protection from Missiles does not block a Magic Bolt, but Protection from Magic does. Garb shots are ignored.

Mass Sleep

Class/Level: Healer 5

Type: Spell

Range: Sight

Materials: Focus

Incantation: "Mass Sleep (count)" x250

Effect: All members of the other team in sight must Sleep (as Sleep spell) for a 60 count.

Dispel: Yes

Cancel: Yes

Limitations: Paladins, Monks (3rd), and Barbarians are immune. Protection from Magic, Protection from Charm, and Chant of Clear Thought confer immunity.

Melt

Class/Level: Healer 1

Type: Spell

Range: Touch

Incantation: "I call upon the warmth of the earth to release you." X3

Effect: The target is freed of the effects of an Ice-ball upon completion of this spell.

Dispel: No

Cancel: No

Mend

Class/Level: Druid 2 / Healer 1 / Wizard 2

Type: Spell

Range: Touch

Incantation: "I make this (item) whole again." X10

Effect: Targeted item is no longer damaged or destroyed. This spell will totally restore all worn armor.

Dispel: No

Cancel: No

Limitations: Items destroyed by Sphere of Annihilation or Shatter, or items that have been Cursed or Heated may not be Mended.

Mimic

Class/Level: Bard 4

Type: Neutral

Range: Self

Effect: The Bard may use the non-magical abilities and/or immunities of any one class, as per the following chart, for one life. A 4th level bard may Mimic a 1st level class A 5th level bard may Mimic a 2nd level class A 6th level bard may Mimic a 3rd level class Bard retains all Bardic abilities while Mimicking.

Limitation: The Bard must also accept the limitations of the class that he is mimicking. (Example: A Bard mimicking a 1st level Assassin may use throwing daggers, but would not be able to use a shield.

Note: A Bard may not Mimic a Paladin unless the Bard is a Knight. The Bard may not mimic a Monster class. The Bard must start the life as the Mimicked class, and may not begin Mimic during a life.

Mute

Class/Level: Healer 1

Type: Spell

Range: 20'

Incantation: <Identify Target> "I silence thee." X5

Effect: The target cannot speak or cast magic for a 100 count.

Dispel: Yes

Cancel: Yes

Limitations: Monks (2nd level) are immune. Protection from Magic confers immunity to Mute.

Mutual Destruction

Class/Level: Wizard 3

Type: Spell

Range: 50'

Materials: Focus

Incantation: <Identify Target> "I call for our deaths" x5

Effect: Both the wizard and victim die.

Dispel: No

Cancel: No

Limitations: No protection can save the wizard from dying because of his own Mutual Destruction.

Note: Monks (5th level), Berserk Barbarians (4th level), and Paladins are immune. Protection from Death and Protection from Magic confer immunity to the target of a Mutual Destruction.

P

Pacify

Class/Level: Healer 4

Type: Spell

Range: 50'

Materials: Focus

Incantation: <Identify Target> "With the power of healing, I pacify thy rage." X5

Effect: This spell instantly ends effects of Confusion, Feeble-mind, Chant of Rage, and Enraged (Barbarian ability).

Dispel: No

Cancel: No

Paralyze

Class/Level: Healer 6

Type: Spell

Range: 50'

Materials: Focus

Incantation: <Identify Target> "I call upon the power of healing to paralyze thy body." X5

Effects: The target is paralyzed for a 100 count. The target is unable to speak, defend self, move, etc.

Dispel: Yes

Cancel: Yes

Limitations: Freedom will end the effects of this spell. Barbarians and Monks (2nd level) are immune. Protection from Magic confers immunity to this spell.

Paralyzing Pit

Class/Level: Wizard 5

Type: Fixed Enchantment

Range: Touch

Materials: Focus, Yellow markers for 20' diameter area.

Incantation: "Paralyze all who violate this area." X10

Effect: Any players inside the zone are completely immobilized and may not move, cast spells, or use active class abilities.

Notes: This spell does not confer any protection on victims. Victims may be freed by a magical Heal, Freedom, Shoving them out of the area of effect, or by being carried out by two players who are immune to the effects.

Limitations: Barbarians, Monks (2nd level), and bearers of Protection from Magic are immune. May not be placed within 20' of base. May not bring Game Items into a Paralyzing Pit.

Pass Plant

Class/Level: Druid 4

Type: Spell

Range: Touch

Incantation: Touch tree, "Passplant" x5 and "Arriving" x 5 when the destination tree is reached.

Effect: Druid is transported from current to any other tree within game boundaries.

Dispel: No

Cancel: No

Note: Druid may not affect game or be effected by the game while traveling. Druid must travel directly to

destination tree unless followed (may take indirect route). There is no size requirement for the tree. Druid must have destination in mind before casting spell. Druid must tell Reeve arriving tree if asked.
Limitation: Druid must say "Arriving" x5 before able to move or defend self. Game items may not be taken into a Pass Plant.

Pass w/o Trace

Class/Level: Druid 3

Type: Spell

Range: Self

Incantation: "Pass Without Trace" x3.

Effect: The Scout vanishes and must proceed directly to his or her base. The Scout cannot be attacked or affected in any way, including battlefield effects, until base is touched. This ability is not magical.

Note: May be used while moving. The Scout may not take Game items while under the effects of this spell. In games without definable bases, follow all rules of the Teleport spell, though you may still use while moving.

Perdition

Class/Level: Healer 6

Type: Spell

Range: 50'

Materials: Focus

Incantation: <Identify Target>"I call upon the force of healing to destroy this abomination of life." X3

Effects: Targeted undead monster is destroyed, and cannot be returned to life in any manner, including Regeneration.

Dispel: No

Cancel: No

Note: Targeted undead monster loses one life, and may play additional lives normally.

Permanency

Class/Level: Wizard 6

Type: Neutral

Range: Touch

Effect: The targeted enchantment or fixed enchantment may not be Dispelled or Canceled.

Notes: Permanency is placed on a specific enchantment already in effect. Permanent enchantments are lost when the bearer dies. Permanent fixed enchantments are negated by the death of the caster of the fixed enchantment.

Limitation: The Wizard may not cast Permanency on enchantments placed on himself.

Petrify

Class/Level: Druid 5 / Wizard 4

Type: Ball Spell

Range: Thrown

Materials: Padded gray spell ball

Incantation: Petrify" x5

Effect: The targeted person turned to stone. A hit or graze to a person or their equipment renders them immobile (and unable to cast magic, use abilities, etc.) until freed. A Heal spell frees the victim after a 300 count.

Dispel: Yes

Cancel: No

Note: May only be affected by Heal, Freedom, Shove (normal effect), Wind Blast, and Sphere of Annihilation (which destroys petrify and victim).

Limitation: Monks (6th level) and Paladins are immune. Protection from Petrification and Protection from Magic grant immunity to Petrify. Only one bolt may be carried.

Plant Door

Class/Level: Druid 3

Type: Spell

Range: Self

Incantation: Touch tree with both hands, "Open up and accept a loyal protector of the forest." X5

Effect: Druid enters tree and is protected from harm until tree is destroyed. Spell ends and protection is lost if the Druid breaks contact with the tree.

Dispel: Yes

Cancel: No

Limitations: The Druid may cast only verbal ranged spells from the tree, but to do so makes the Druid vulnerable to verbal spell attacks while casting. The Druid may take no other actions while inside a Plant Door.

Note: The tree may only be destroyed by Fireball, or by ten solid blows from a slashing weapon, both of which eject the Druid, unharmed, from the tree. Sphere of Annihilation destroys both the tree and the Druid. Game items cannot be taken into a Plant Door. A wounded limb will not prevent the casting of this spell. All spell casting rules pertaining to the spell casters off hand, and to Ambidexterity still hold true.

Effect: The target is rendered immune to all forms of disease. *Note:* A hit from a diseased weapon will cause normal damage.

Presence

Class/Level: Bard 1

Type: Neutral

Range: Self

Effect: The Bard may not be attacked by Barbarians (except Enraged ones).

Limitation: This only affects the Barbarian class.

Note: Once attacked, the victim of Presence is unaffected by the bard's Presence for the duration of the battle game. Any attempt by the Bard to intentionally restrict a Barbarian's movements or attacks is considered an offensive action and violates the Presence.

Dispel: No

Protect

Class/Level: Healer 3 / Wizard 3

Type: Enchantment

Range: Touch

Materials: Yellow cloth

Incantation: "I protect thee from all forms of harm." X5

Effect: The targeted player is immune to the first attack that would cause damage, including magic, except for fixed enchantments.

Note: This enchantment may be simulcast up to four (4) times on a single player.

Limitation: This enchantment offers no protection against attacks that cause no damage.

Protection from Charm

Class/Level: Healer 4

Type: Enchantment

Range: Touch

Materials: White Cloth

Incantation: "I protect thee from charm." X5

Effect: The bearer is immune to Song of Charming, Song of the Siren, Song of Confusion, Yield Person, Feeblemind, Confusion, Lost, Sleep, and Mass Sleep. Protection from Charm prevents bearer from being able to carry Bardic enchantments.

Protection from Death

Class/Level: Healer 5

Type: Enchantment

Range: Touch

Materials: White cloth

Incantation: "I protect you from death." X5

Effect: This spell confers immunity to death magics and abilities, including: Doom, Death Strike, Death Blade, Mutual Destruction, Doomsday, and Finger of Death.

Protection from Disease

Class/Level: Healer 3

Type: Enchantment

Range: Touch

Materials: White Cloth

Incantation: "I protect thee from all harmful diseases." X5

Effect: The bearer is immune to all forms of disease.

Note: A hit from a diseased weapon will still cause normal damage.

Protection from Flame

Class/Level: Druid 2 / Wizard 2

Type: Enchantment

Range: Touch

Materials: Yellow cloth

Incantation: "I protect thee from the element of flame" x10

Effect: Makes person, and any worn armor, or an item immune to fire and lightning.

Note: This spell confers immunity to Lightning Bolt, Flame Bolt, Fireball, Flame-wall, Fire Trap, and Pyrotechnics. A Flameblade is treated as a normal weapon against anything protected by this enchantment. A weapon bearing this enchantment is immune to the effects of Heat Weapon, and a shield bearing this enchantment is immune to the shield damaging (burning) effects of Flame Arrow.

Protection from Magic

Class/Level: Wizard 4

Type: Enchantment

Range: Touch

Materials: Yellow cloth

Incantation: "I protect thee from all forms of magic." X5

Effect: The targeted player, and any worn armor, can not be affected by any form of magic.

Notes: Weapon hits from weapons with enchantments do only normal (non-magical) damage to the bearer or any worn armor protected by this enchantment.

Limitation: The bearer of this enchantment can not be magically Healed or Resurrected. Worn armor cannot be magically Mended. The bearer be transported by means of a magical Teleport, Pass Plant, or Pass without Trace. The bearer may not enter a Plant Door or Commune. This spell does not protect against Sphere of Annihilation.

Protection from Missiles

Class/Level: Wizard 3

Type: Enchantment

Range: Touch

Materials: Yellow cloth

Incantation: "I protect thee from the weapons of flight." X5

Effect: This spell protects bearer and any worn armor from all thrown or projected missiles, except for spell balls.

Notes: Missiles do no damage to armor protected by Protection from Missiles.

Protection from Petrification

Class/Level: Healer 4

Type: Enchantment

Range: Touch

Materials: White Cloth

Incantation: "I protect thee from the calcification of thy tissues." X5.

Effect: The bearer is immune to Petrify.

Protection from Poison

Class/Level: Healer 2

Type: Enchantment

Range: Touch

Materials: White Cloth

Incantation: "I protect thee from all deadly venoms." X5

Effect: The bearer is immune to all forms of poison.

Note: A hit from a poisoned weapon will still cause normal damage.

Pyrotechnics

Class/Level: Wizard 3

Type: Spell

Range: 50'

Materials: Focus

Incantation: "I call upon the element of fire to destroy that (object)." X5

Effect: The targeted object is destroyed unless indestructible or immune to flame.

Dispel: No

Cancel: No

Limitation: This spell will not destroy bases, armor, or game items.

R

Re-animate

Class/Level: Wizard 5

Type: Enchantment

Range: Touch

Materials: Dead player, Yellow cloth

Incantation: Rise and fight again" x10

Effect: The targeted dead player is returned to life.

Notes: Any enchantments carried are gone when the player is re-animated. Re-animate counts as the player's enchantment.

Limitations: If Dispelled or Canceled, bearer is returned to the ranks of the dead. Barbarians may not be Re-animated.

Regeneration

Class/Level: Healer 6

Type: Enchantment

Range: Touch

Materials: White Cloth

Incantation: "May the gentle power of healing heal the wounds you receive." X5

Effect: Targeted player will regenerate from wounds and/or from death in a 60 count.

Dispel: Yes

Cancel: Yes

Notes: Targeted player will not regenerate from death if killed by Poison, Disease, Sphere of Annihilation, or Fire (excluding Call Lightning and Lightning Bolt). If any of the above, that would have affected the regenerating player while alive, are applied to the regenerating corpse, then the regenerating player is dead and the enchantment is lost (i.e. a Summon Dead spell cast on a dead player that carried the Regeneration enchantment while alive, will not begin regenerating because the enchantment has been lost).

Limitations: Targeted player may not be Healed or Resurrected (or returned to life) in any manner, other than by this enchantment. Will not repair natural armor. Sever Spirit will prevent Regeneration from Death.

Reincarnation

Class/Level: Druid 6

Type: Spell

Range: Touch

Materials: Dead player, appropriate monster garb

Incantation: "I call upon the forces of nature to grant you life in a new form." X5

Effect: Recipient of this spell plays appropriate second level monster for one life.

Dispel: No

Cancel: No

Allowed monsters: Centaur, Dryad, Lizard Man, Minotaur, and Unicorn (see Monster section for descriptions).

Note: May not be cast on self or on a member of another team.

Resurrect

Class/Level: Healer 3

Type: Spell

Range: Touch

Incantation:

"I call upon the gentle power of healing to heal thee,

I call upon the gentle power of healing to lessen thy pain,

I call upon the gentle power of healing to mend thy bones, I call upon the gentle power of healing to restore thy vigor,

I call upon the gentle power of healing to close thy wound,

I call upon the gentle power of healing to grant thee life, By the gentle power of healing thou art resurrected."

Effect: Targeted player is restored to life, as if never dead. Enchantments that were carried when alive are still intact.

Dispel: No

Cancel: No

Notes: Any per life spells or abilities previously expended are not regained.

Limitation: This spell will not restore the carrier of Protection from Magic unless that enchantment is first Dispelled. A player that was killed by Sphere of Annihilation must be Summoned before the player can be Resurrected. A player that has been affected by a Sever Spirit cannot be Resurrected.

Resurrecting Touch

Class/Level: Paladin 3

Type: Spell

Range: Touch

Incantation: "Resurrecting Touch"

Effect: This spell is identical to the Resurrect spell, except in its incantation.

Dispel: No

Rot

Class/Level: Druid 1

Type: Spell

Range: Touch

Incantation: "I call upon the powers of entropy to release you." X3

Effect: The target is freed of the effects of an Entangle or Ensnare upon completion of this spell.

Dispel: No

Cancel: No

S

Safe Zone

Class/Level: Healer 6

Type: Fixed Enchantment

Range: Touch

Materials: Focus, 30' white cloth or rope

Incantation: Let the gentle power of healing make a place of sanctuary for those in need of it." X5

Effect: Anyone within the circle is immune to all battle game effects, except any healing magics performed inside the circle.

Dispel: Yes

Cancel: Yes

Note: Anyone, including the caster, is free to enter or exit the Safe Zone without dispelling it. The death of the healer will end the effects of a Safe Zone.

Limitations: A Safe Zone may not be placed within 50' of a base. Game Items may not enter a Safe Zone.

Sever Spirit

Class/Level: Wizard 4

Type: Spell

Range: Touch

Materials: Dead creature

Incantation: "I sever thy spirit." X5

Effect: The targeted corpse is impossible to Resurrect, Re-animate, Reincarnate or bring back to life in any manner, this includes regeneration.

Dispel: No

Cancel: No

Notes: Players may return to the game normally if they have lives remaining.

Shatter

Class/Level: Druid 3

Type: Spell

Range: 20'

Incantation: "By the power of nature, I destroy that (object)." X3

Effect: The target object is completely destroyed.

Dispel: No

Cancel: No

Note: Shattered objects cannot be Mended or Repaired. Any enchantment on the item is lost. This spell cannot affect bases or game items. Hardened objects may not be Shattered.

Shove

Class/Level: Wizard 1

Type: Spell

Range: 20' *Incantation:* "I shove thee" x3

Effect: The victim must back up 20' in the direction away from the caster.

Dispel: No

Cancel: No

Limitation: This spell can not force the victim into real world danger and cannot pass through a wall/barrier that you could not normally go through.

Notes: This spell will work against players who are under the effects of Ice-ball, Petrify, Entangle, Stun, Sleep, and Paralyzing Pit, as well as those who are wounded.

Silence

Class/Level: Healer 5

Type: Spell

Range: 50'

Materials: Focus

Incantation: <Identify Target> "Let all sounds forsake thee." X5

Effect: The victim cannot speak or cast magic for a 300 count.

Dispel: Yes

Cancel: No

Limitation: Monks (2nd level) are immune.

Sleep

Class/Level: Healer 2

Type: Spell

Range: 20'

Incantation: <Identify Target> "Close your eyes and sleep in peace." X5

Effect: The target falls asleep for a 60 count. The target is awakened when struck, even if blow is ineffective.

Notes: This spell offers no special protection to its target.

Dispel: Yes

Cancel: Yes

Limitations: Barbarians, Paladins, and Monks (3rd level) are immune. Protection from Charm, Protection from Magic, and Song of Clear Thought confer immunity to this spell.

Song of Charming

Class/Level: Bard 1

Type: Spell

Range: 20'

Incantation: "I bewitch thee with my words" x3

Effect: The Bard may make a single request of the victim of the spell.

Limitation: The request may not endanger the victim (real danger or game danger), nor take the victim outside the boundaries of the game. The victim may still defend himself.

Note: The effect of the spell lasts until the task is completed, or a 300 count has elapsed, whichever is shorter.

Dispel: No

Notes: Paladins, Monks (3rd level), and Barbarians are immune. Protection from Charm, Chant of Clear Thought, and Protection from Magic confer immunity to this spell as well.

Song of Confusion

Class/Level: Bard 5

Type: Spell

Range: 50'

Materials: Focus

Incantation: <Identify Target> "By the power of my words, I will you to be confused" x5

Effect: The victim of this spell must attack the nearest creature, friend or foe, with the most lethal means possible, for a 100 count.

Dispel: Yes

Note: Paladins and Monks (3rd level) are immune. Protection from Charm, Chant of Clear Thought, and Protection from Magic confer immunity to this spell. A Pacify spell will end the effects of this spell.

Song of Lore

Class/Level: Bard 4

Type: Spell

Range: 20'

Incantation: "I have pondered many tomes of curious and forgotten lore" x3

Effect: The bard may ask the victim any question pertaining to the game. The victim must answer truthfully and with as much detail as possible. This spell does not control the victim in any other way.

Dispel: No

Note: Protection from Magic confers immunity.

Song of Safe Passage

Class/Level: Bard 1

Type: Spell

Range: Self

Incantation: Must drop all weapons and loudly chant: "Song of Safe Passage" x5, and then begin performing in some manner.

Effect: The Bard may wander freely as long as the Bard continues to perform. The Bard may not be directly attacked, but is still affected by battlefield effects.

Limitation: The Bard may not make any hostile moves toward the enemy during this time, nor may the Bard approach within 20' of a base.

Note: If the Bard wanders into, or is caught in the area of effect of an Anti-Magic Zone, the spell ends immediately. If the Bard stops performing, makes any hostile moves toward the enemy, or tries to influence combat in any way, then the spell ends immediately.

Dispel: No

Speak to Dead

Class/Level: Healer 1 / Wizard 1

Type: Spell

Range: Touch

Materials: Dead player

Incantation: "Reveal your secrets from beyond the grave" x3

Effect: The targeted dead person must truthfully answer one question as completely as possible.

Dispel: No

Cancel: No

Note: If the player wore Protection from Magic that has not been Dispelled or a Sever Spirit was cast on the corpse then the spell fails.

Sphere of Annihilation

Class/Level: Wizard 5

Type: Ball Spell

Range: Thrown

Materials: Padded black spell ball

Incantation: "Sphere of Annihilation" x5

Effect: Completely destroys any object or player on a hit that is not protected by invulnerability.

Dispel: No

Cancel: No

Notes: Protection from Magic provides no protection from Sphere of Annihilation. Annihilated items may not be repaired or mended by any means. Annihilated players may not be returned from the dead without a Summon Dead being cast on them.

Limitation: Only one bolt may be carried.

Stack

Class/Level: Wizard 6

Type: Neutral

Range: Touch

Effect: This spell allows a player to carry two enchantments.

Limitations: The Wizard may not cast Stack on his self. Only one Stack may be placed on a single player.

Barbarians may never carry a Stack. Simulcast spells cannot be stacked with a simulcast spell.

Stone-skin

Class/Level: Druid 4

Type: Enchantment

Range: Touch

Materials: Orange cloth

Incantation: "I call upon the forces of nature to protect you from all harm." X5

Effect: This spell confers one (1) point of armor to all legal hit locations versus all attacks that would kill or do damage, except verbal magic and fixed enchantments. Damaging spell balls and all weapons (missile and melee) remove a single point of armor in the location where they hit the target.

Note: Up to four (4) Stone-skins may be simulcast on a single player.

Limitations: This spell may not be used in conjunction with armor. May not be Mended or repaired in any way.

Stone to Flesh

Class/Level: Druid 4

Type: Spell Range: 20'

Incantation: "I call upon the element of earth to free thee from its stony fist." X5

Effect: The target is freed from Petrify instantly, upon completion of this spell.

Dispel: No

Cancel: No

Stun Person

Class/Level: Healer 4

Type: Enchantment

Range: Touch

Materials: White cloth, melee weapon

Incantation: "May this weapon stun its victim." X5

Effect: Any weapon bearing this enchantment will only do sub-dual damage, even on thrusting portions.

Note: This spell may only be cast on members of the Healer's team.

Stun Weapon

Class/Level: Healer 1

Type: Enchantment

Range: Touch

Materials: White cloth, melee weapon

Incantation: "May this weapon stun its victim." X5

Effect: Any weapon bearing this enchantment will only do sub-dual damage, even on thrusting portions.

Note: This spell may only be cast on members of the Healer's team.

Summon Dead

Class/Level: Healer 5

Type: Spell

Range: 50'

Materials: Focus

Incantation: <Identify Target> "I summon thy corpse." X5

Effect: Targeted dead player must return to the healer.

Dispel: No

Cancel: No

Notes: This spell may be used on players in Nirvana, and does not interrupt a player's death count. If Summon Dead is cast before player reaches Nirvana, then the death count begins upon completion of this spell.

T

Teleport

Class/Level: Healer 5 / Wizard 4

Type: Spell

Range: Touch

Incantation: Teleport" x5 and "Arriving" x 5 when the destination is reached.

Effect: Targeted player incants "Teleport" x5 while vulnerable to attack then moves from one location to another ignoring game effects. Player must say "Arriving" x5 while vulnerable to attack before able to move or defend himself.

Dispel: No

Cancel: No

Notes: The teleporting player may not affect the game while traveling, may not be followed, and must tell Reeve destination, if asked.

Limitation: The teleporting player may not leave game boundaries, and may not transport game items.

Thorn-wall

Class/Level: Druid 2

Type: Fixed Enchantment

Range: Touch

Materials: Focus, 10' brown rope or cloth may lay in any direction and in any shape.

Incantation: "I command thorns to come forth." X10

Effect: This spell creates a 10' wide x 10' high impassable wall of thorns.

Notes: The barrier will stop all verbal spells, melee and missile combat, and spell balls.

Limitations: The thorn wall may be destroyed by ten hits with a slashing weapon or by the spells Fireball and Sphere of Annihilation.

Transform

Class/Level: Wizard 6

Type: Spell

Range: Touch

Materials: Player with at least two lives left, appropriate monster garb

Incantation: "I transform thee into a monster." X5 while player dresses in monster garb.

Effect: The Player sacrifices two lives to be transformed into a 2nd level monster with one life.

Dispel: No

Cancel: No

Notes: The Player retains no abilities of his former class and must abide by all rules and restrictions on monsters.

Monsters Allowed: Mummy, Giant, Troll, Gargoyle, or Gorgon.

Limitations: The wizard may not cast this spell on himself or on a member of the other team.

V

Vigor

Class/Level: Druid 5

Type: Neutral

Range Self

Effect: The caster is immune to Poison and Disease.

Duration: Entire game.

W

Warp Wood

Class/Level: Druid 1

Type: Spell

Range: 20'

Incantation: "I call upon the power of nature to warp that (object)." X2

Effect: The targeted item is useless until Mended or Repaired.

Dispel: No

Cancel: No

Notes: This spell may only be used on items with wooden components; this includes javelins, pole arms, axes, clubs, bows, arrows, and shields (including Warrior Hardened shields).

Limitation: Warp has no effect on Enchanted Shields or objects protected by the Harden spell.

Wind Blast

Class/Level: Druid 6

Type: Spell

Range: Unlimited

Materials: Focus

Incantation: "I call upon the element of Air to cast away my enemies." X25

Effects: All enemies must immediately return to their base of origin. May not affect nor be affected by anyone or anything while returning to base of origin.

Dispel: No *Cancel:* No

Limitations: Protection from Magic grants immunity to this spell.

Wounding

Class/Level: Healer 3 / Wizard 2

Type: Spell

Range: 20'

Incantation: <Identify Target> "From my heart I strike off your (right/left) (leg/arm)" x2

Effects: Targeted victim's limb is wounded.

Dispel: No

Cancel: No

Notes: May only be cast on unwounded players. You may choose to spend 1 or 2 points on this spell. If you spend 1 point on it, you may not move while casting it. However, if you choose to spend 2 points on this spell you may cast it while moving.

Limitations: Monks are immune. Protection from Magic confers immunity.

Y

Yield Person

Class/Level: Healer 3 / Wizard 3

Type: Spell

Range: 50'

Materials: Focus

Incantation: <Identify Target> "Yield thy arms and resist no longer, come to me and be my captive." X3

Effect: The targeted victim must immediately lower weapons and move to caster, where he must begin 300 count.

Dispel: Yes

Cancel: Yes

Notes: Victims may not attack or defend themselves in any manner. Target may be kept from the caster only by magic or death, not sub-dual or physical force. The death of the caster will end effects of the spell.

Limitations: Barbarians, Paladins, and Monks (3rd level) are immune. Protection from Charm, Chant of Clear Thought, and Protection from Magic confer immunity to this spell.

Vocabulary Index

Armor: Armor stops blows that would otherwise wound or kill the target. Armor is rated on a scale from one to seven depending upon its ability to stop damage. Some monsters may have more than seven points of armor. Normal armor may be *Mended*.

Battle-game: A game in which fighting classes (and possibly monsters) are used.

Bounce: A projectile, arrow, or magic ball hitting the ground, a tree, or other static terrain before it hits its target. Leaves, grass, brambles, etc are not static terrain.

Champion: The battlefield expert of sorts. He checks weapons, armor, and shields to make sure they are safe to use. The Champion will also coordinate with the GM of Reeves for battle-games and to check weapons for safety.

Count: A unit of time known as “seconds”. A 100 count requires 300 seconds to elapse.

Destroyed: Items that are destroyed may be repaired using the Mend spell or appropriate class ability unless otherwise noted under the description of the effect which destroyed the item. A destroyed weapon or shield may be recovered by returning to base and waiting for a 100 count. This simulates retrieving a new one from base. Destroyed items may not be used until they are repaired. Destroyed armor may be repaired by using the Mend spell for each point in each location to be recovered.

Dispelled: Being the target of a successfully cast *Dispel Magic*.

Ditch battle: A non-class game with two sides. Armor and projectiles are not used. After each battle, the winning team sends over the first person that died on their side to the losing side, and another round is fought. Repeat.

Enchantment: A magic cast on a target player or their equipment, that persists until used up or removed by death or the appropriate magic. Colored strips tied to the bearer denote these.

Immunities: If a creature or player has immunities, these take precedence over losing points of invulnerable armor or normal

invulnerability. Immunities never extend to any sort of non-invulnerable armor or equipment.

Magic-user: Bard, Druid, Healer, Wizards, and any monster that can cast a spell or use a spell-like ability. Magic-users buy magic from the appropriate spell list under the Magic section.

Marshal: The Marshal’s duty is to monitor the game for potentially dangerous situations and to help the players in the event of an emergency.

Mundane: Term used to describe some who does not play Amtgard or something that is “outside” the scope of the game (the real world). When shouted during a game, ‘Mundane’ announces the presence of someone who should be allowed to pass through the game unhindered.

Natural armor: This is normal armor in every way except that it may not itself be the target of spells or effects – with the exception of Heal, which will repair a single point of natural armor in a single location.

Pillaging: Players killed may be pillaged provided that their attacker does so within the first 100 seconds of their victim’s death count. The pillager must touch the intended target and chant “I pillage thee” five times. The victim then must give up any game items to the pillager.

Quest: A special battle-game designed with special rules. Monsters are often used in these.

Reeve: The Reeve is the ultimate authority of any battle game. The Reeve resolves all disputes, determines legality and safety of any action in accordance with the rules, and has the power of life and death over the individual players of the battle game. In order to become a Reeve you must be Reeve Certified by taking a Reeve’s Test (Rulebook Test).