

## Druid

**Armor:** None

**Shield:** small (deducts from magic points)

**Weapons:** Dagger, short, medium, staff, bow (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

# 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.

<b>Weapons cost for Magic Users</b> (cost for 10 points of magic, multiple weapons must be paid for, even if of the same type.)			
<u>Weapon</u>	<u>Druid Cost</u>	<u>Healer Cost</u>	<u>Wizard Cost</u>
Dagger	1 (1 <sup>st</sup> is 0)	1 (1 <sup>st</sup> is 0)	1 (1 <sup>st</sup> is 0)
Short (3ft)	2	3	2
Medium (4ft)	3	4	3
Staff	3	3	3
Spear	N/A	N/A	N/A
Hinged	N/A	4	N/A
Small Shield	4	3	N/A
Medium Shield	N/A	4	N/A
Short Bow	5	N/A	N/A

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

## 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 +1

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'

Song of Safe Passage per game

### LVL 6

+1 Song of the Sirens per life

**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 cannot be affected in any way by magic or damage (i.e. cannot be Heated, Dispelled, Annihilated, etc.) 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 cannot be affected in any way by magic or damage (i.e. cannot be Heated, Dispelled, Annihilated, etc.) 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.