

HOW DO I PLAY?

It's very easy to start out. Felfrost has a collection of starter weapons to try out and a simple system of hit locations to learn before your first *fight*. If you're 14 or older we can have you in your first line ditch or battlegame in under 15 minutes (*warning*, your legs will be cramped the next day)

WHAT THEN?

If you're hooked, then you should start looking at the rule book, decide on a class, pick a unique name and consider making your own weapons, spell balls and garb. We can help teach you *all* of these skills at Arts and Sciences Nights.

HOW DO I LEVEL UP?

A common question. You level up by coming to field and earning a credit for playing a particular class. Once you've hit 13 credits you get to level 2 of that class and pick up new abilities, skills or magic depending on the class.

WHY SHOULD I PLAY?

Amtgard is an extremely interactive community. In this community you improve your fighting techniques, role-playing potential, real-world crafting skills and meet some of the friendliest people in North America.



Amtgard fields spread from the Southern United States to Northern Canada. Felfrost is one of over 200 groups America-wide.

Over time you receive recognition for your personal and group contributions through awards and titles. You could be the next Knight!

FELFROST

AMTGARD DUCHY
HOG'S BACK PARK, SUNDAYS 1PM
OTTAWA, ONTARIO, CANADA



WHAT IS AMTGARD?

Amtgard is a live-action fantasy role-playing (LARP) game. This game features combat with foam boffer weapons, magic, battlegames, and quests. People play different classes such as Assassin, Bard, Healer, Barbarian, Wizard, Warrior and more!

WHAT CAN I PLAY?

There are a great number of standard classes to play, all with their unique abilities and challenges including:

Archer

Focus is on Bows and different arrows (stun, flame, armor piercing)

Assassin

Weapons, throwing weapons and sneaky Assassin things like poison and traps

Barbarian

Brute force, most weapons and a great thing called Berserk!!

Bard - *Magic Caster*

Weapons plus spells and charms to control other players

Druid - *Magic Caster*

Tree hugger at heart with great defensive and offensive spells

Healer - *Magic Caster*

Team ambulance with enough offensive magic to be fearful of

Monk

Casters worst nightmare.

Immunities, Sanctuary and Touch of Death plus arrow blocking

Scout

Bows, Weapons plus some magic like abilities such as tracking and healing

Warrior

All sorts of weapons, shields and ready for armor. Specializing in melee and protecting casters

Wizard - *Magic Caster*

Great offensive spells such as Fireballs, Lightning Bolts, Finger of Death and can fly at level 5

WHAT DO I NEED TO BRING?

Only yourself. Amtgard is free to play, with no commitment required. We only ask that you start to make or purchase your own weapons and garb after your first month of playing - we'll even teach you how!



THERE ARE OTHER FIELDS?

Players regularly trek to Toronto, Sudbury or the United States to participate in camping events with anywhere between 50 to 500 participants.

WHERE DO YOU PLAY?

We meet every Sunday, 1pm at Hog's Back Park which is in between Prince of Wales drive and Riverside drive just off Hog's Back road. Look for something out of the ordinary, introduce yourself, and make it something special.

ON THE WEB FIND US AT

<http://www.felfrost.ca>

EMAIL US AT

info@felfrost.ca

We'd really like to see you come out and become part of a great group of friends. We've got people from 14 years old to close to 50. Come join the Duchy of Felfrost!

**Duchy Of Felfrost
Amtgard Ottawa**

