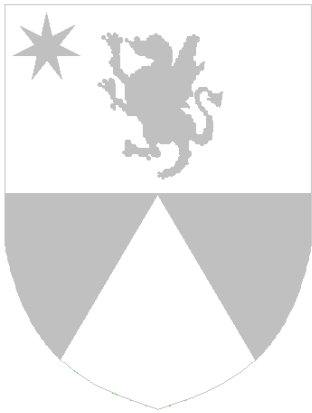
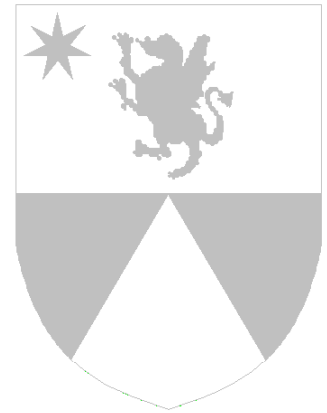


PLAYER'S GUIDE

V4.0



of the



Free Kingdom of Drakenfjord

of the

High Fantasy Society

4 . 18 . 09

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Chapter 1 : Persona and Portrayal

Persona Guidelines

"Persona - A portrayed personality, such as in a play or story. A set of assumed or synthetic behaviors. From the Latin; Persona, meaning; Person."

A persona is the "person" you will be portraying in the HFS. Most personas are reality-based, fantasy-based, or a combination of the two. All personas should be from a pre-industrial society. You should not take the name of an actual historic figure or a famous character from a book or movie. A persona 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.

Garb Guidelines

Garb is a vital to giving the game the proper mood and color. Newcomers should have some form of garb within a month of beginning to play. All battlefield participants must be in "period" garb (tunic, robe, armor, etc). Anything that conceals the obvious mundane (modern-day) appearance of clothing is acceptable as a minimum.

The basic garb is easy and cheap. The simplest garb is a plain tabard and a pair of sweatpants. A tabard is essentially a section of cloth with a neck hole cut in the middle, worn like a poncho and belted in place. But this is only a starting point. Players are encouraged to let their garb develop along with their personas.

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. A non-fighting page must also wear a silver sash if on the field.
- Unadorned large gold chains are reserved for Masters of Orders.
- Unadorned large black chains are reserved for Masters of Class.
- Spurs are reserved for company Captains.
- The Phoenix can only be worn by Paladins or Anti-Paladins. Paladin and Anti-Paladin symbols must be at least 5 inches by 5 inches.
- 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 Guildmaster of Heraldry and the Prime Minister to enjoy this protection.

There are some classes that require instant identification for safety or mechanical purposes, and should not be struck for any reason. These are identified by wearing gold or silver, typically as a sash, headband, or tunic. These only apply to identification during a battlegame. All players may use these colors when off the field.

Remember: Every persona must be either from an ancient, medieval, or swords-and-sorcery related background.

Chapter 2 : Combat Rules

Combat is only a small part of the game, but it is the most athletic activity and involves direct physical contact between players. Therefore, extensive rules have been developed to ensure the safety of all participants.

No rules can cover every situation. If something unusual comes up or there is a question about a rule, do not make guesses or assumptions. That's how most long-term confusion starts. Refer the matter to a Reeve.

Hit Locations

Head and Neck - Does not count as a hit and is an illegal target. Deliberately parrying with your head or neck is also illegal... and stupid.

Arm - A hit to the arm results in the loss of that arm. Any following hits to that arm result in death. A wounded arm must be kept behind your back and out of the way. Hand hits count as a hit to the arm unless you are holding a melee weapon in that hand, in which case it counts as hitting the weapon. Wrists are considered part of the arm, not the hand.

Leg - A hit to a leg results in the loss of that leg. You must drop to at least one knee and place the dead knee on the ground. Any following hits to that leg have no effect (the only exceptions are spellballs and white weapons). You can move around on your knees, but cannot use your feet for movement. Hopping is not allowed.

Torso - (Includes the shoulders, groin, chest, back, and buttocks) Instant death. The Torso is divided into front and rear for armor purposes. The chest, belly, and sides are considered "Front," while the back and buttocks are considered "Rear." Shoulders are called at the player's discretion, but the idea is that the front of the shoulder counts as front torso, and the back of the shoulder counts as rear torso.

Feet - Shots on the feet do not count as a hit if they are on the ground when struck (exception: spellballs and white weapons); otherwise they count as a hit to that leg.

How To Get Yourself Killed

Any blow to the unprotected torso, two blows to the same arm, or any combination of two wounded limbs results in death. In some specific instances (such as tournaments or non-class battlegames) the Reeve may make exceptions to this rule, but they will be well announced before the battlegame begins.

A blow to a hit location only counts as a single hit to that location, regardless of weapon type or damage value. "Extra" damage does not carry over to another location.

Shots that strike only garb or equipment do not count as a hit unless those items blocked a blow that would have struck a combatant (i.e. - garb, equipment, sheathed weapons, etc. are not shields and do not count as armor).

Blows that nick or lightly glance off of a target do not count as valid hits. Any blow that stops or any blow that hits and deflects after firm impact is considered a valid hit. There is no such thing as a "light hit." If the shot connected lightly but firmly, it is a hit. Projectiles and arrows that nick or glance still count as hits.

The "chain" portion of flails are not legal striking edges and do not count as hits. The same applies to all weapon hafts, hilts, hand guards, and courtesypadded shafts.

If a person is struck in an arm or killed while in the process of attacking and that attack successfully lands, it still counts as a hit. This is called the Shot-In-Motion method. This should be a clear case of finishing an already thrown shot, meaning that it requires no significant change of direction and the last action required to finish the attack has already been started prior to being struck.

Direct contact with another player with anything but a weapon is forbidden (except as allowed by certain special abilities), as is grappling, rough or dangerous contact, or contact which can be deemed offensive. Shield-bashing is also forbidden, defined as the act of striking an opponent or his shield with your own shield in a forceful manner. Violations can result in being banned from play indefinitely.

The Reeves' judgment is the final word in all situations. Disputes should be referred to a Reeve, not argued out between players.

Clarifications

Deflections that then strike true on a target are hits, with the exception of shots that deflect off the head or neck. Deflections from illegal targets don't count.

Blows that knock aside a parry and then strike the target are counted as hits.

Strikes from projectiles, magic balls, and arrows that bounced off another object are not valid hits unless specified in the individual effect descriptions.

Illegal hits stop pause the action if necessary for your opponent to recover (i.e. if you hit your opponent in the face, stop combat until he indicates he is unhurt). This is called a Personal Hold.

A player who consistently breaks game rules, cheats, causes mundane problems with authorities or safety issues can be barred from participating by joint agreement of the Monarch and either the Prime Minister or the Guildmaster of Reeves.

Players may not wield more than one weapon in a single hand. Firing multiple arrows simultaneously is an exception to this rule. (Wield = holding and using a weapon in an offensive or defensive manner. Just carrying it does not count as wielding it, so long as the weapon is obviously not ready for combat.)

If you have to think about whether or not a strike against you was 'good enough,' it probably was.

A shot must generally be felt to be considered valid. However, if you saw the shot coming in and were unable to do anything about it (an exceptionally clean blow), then you may count it as a legal hit.

Do not declare whether a shot against another person was valid or not unless you are a Reeve, especially if you are the attacker. It is rude and considered poor form, and is just cause for removal from the field. If you consistently have problems with a player not acknowledging hits, inform a Reeve who will deal with them appropriately.

Not-So-Valid Shots

There are some shots that partially meet these requirements but are not valid. Included here is a list of shots that do not count.

- 'Wiggling' - A shot (normally a stab) that misses its initial target, but is then jerked back and forth weakly in order to hit your opponent.
- 'Draw Cuts' - A shot that slides along your opponent with little force exerted against him. Note that a shot that lands legitimately and then turns into a draw cut will still wound or kill the opponent.
- 'Whipping' - A shot from a non-hinged weapon that is blocked, but the weapon bends around the block to strike an opponent. This is not to be confused with your opponent pivoting or 'wrapping' a shot around your block. Whipping only applies when the core of the weapon itself bends around a block, enabling a shot to land that would have otherwise been stopped.
- 'Bouncing' - When using heavily padded weapons, sometimes a hit will rebound and hit the target a second time. Only the initial strike counts as a hit, not the rebound. This includes shots that are intentionally bounced (rabbit-shots).

These are just guidelines, and you should never attempt to use these rules to cheat your way out of a valid hit. Also, any of these shots (especially draw cuts) may be called by the struck player as a good hit for dramatics or role-play purposes.

Chapter 3 : Classes and Abilities

Credits and Levels

You increase your power and ability as you play a class by building up attendance credits in that class. Generally, a player earns one attendance credit for a single day's participation. You must play the class to get credit for it. If no class is played but fighting takes place, you may take a warrior credit. All classes gain levels and new abilities at the following rate:

- 1st Level - less than 13 credits in that class
- 2nd Level- at least 13 and less than 25 credits
- 3rd Level - at least 25 and less than 37 credits
- 4th Level - at least 37 and less than 49 credits
- 5th Level - at least 49 and less than 61 credits
- 6th Level - 61 or more credits

Any player (new or old) may make a one-time shift of up to four credits from one class to another. This is to prevent having credits in a class that you have played once or twice and then decided you liked something else more.

Fighting Classes

Fighting classes are listed in the following manner:

Garb: All participants must dress in a tunic, robe, armor or other period garb. This lists any additional garb required to play this class. New players are not required to have full garb to play a class. Players who have four or more total credits are no longer considered new players and should have full and appropriate garb. Players without this must play the peasant class.

Armor: Lists the maximum point value of armor the class may wear. Note that you can always wear more armor than you are allowed, but additional armor is not counted.

Shields: The largest size shield available to a class. Smaller shields can be used.

Weapons: Lists what types of weapons the class can use.

Immunities: Lists what the class is immune to. If a creature or player has immunities, these take precedence over losing invulnerability. Immunities never extend to any sort of non-invulnerable armor or equipment of any kind.

Lives: Lists the number of lives the class has per battlegame.

Limitations: Some classes have restrictions on their abilities or have requirements to be played.

Abilities: Abilities are special powers of a class. Most require activation to use and the player cannot move while activating the ability. Traits (T) are always active and do not limit movement. Some abilities are considered Magical (m). These are subject to magical effects such as Protection from Magic or Anti-Magic Zone spells. Unless specified, no ability-enhanced equipment may be used by another player. "Per-Game" abilities may be used at any point during the game, but only once. "Per-Life" abilities can be used once in each life.

The Free Kingdom of Drakenfjord supports these standard classes;

Assassin	Archer	Wizard
Barbarian	Warrior	Druid
Pirate	Monk	Healer
Scout	Bushi	Bard
Paladin	Anti-Paladin	

There are a few additional classes that operate under special restrictions. These optional classes are listed in the supplementary books.

Anti-Paladin

Class Data:

Garb: Must wear a white belt and have a Black Phoenix openly displayed on clothing or armor, at least 5x5 inches. Must be a Knight to play Anti-Paladin.

Armor: up to 6 points

Shields: up to Large

Weapons: All Melee weapons, javelins

Immunities: Death, Petrification, Charm (spell)

Lives: 4

Limitations: Cannot use relics other than those granted by class. A player must have been a Knight for at least 12 weeks before he can play an Anti-Paladin.

Abilities & Traits:

1st Level - Touch of Death (2/life), Rune Weapon (1/game) (T)

2nd Level - Rune Shield (1/game) (T), Steal Life (1/life), Fear (2/game)

3rd Level - Reanimate (m) (1/game), Doom (m) (2/game)

4th Level - Rune Weapon becomes 1/life

5th Level - Banish (m) (1/life), Rune Shield becomes 1/life

6th Level - Immunity: Flame (T)

Banish - As per the level-2 Healer spell.

Doom - As per the level-4 Wizard spell.

Fear - As per the level-4 Bard spell (Awe/Fear)

Reanimate - As per the level-5 Wizard spell

Rune Shield - Lesser Relic. Is considered Enchanted. Dispel and Anti-Magic Zones have no effect. Marked with a silver strip.

Rune Weapon - Lesser Relic. Considered a Red weapon regardless of size or type, and may be wielded with one hand. It cannot be damaged or affected by any magic. It cannot be improved or enchanted in any way. The weapon is marked with a silver strip.

Steal Life - Incantation: Touch target on their shoulder and recite, "I take your life"
Range: Touch

Effect: Target loses one life from their total and the user gains one life. This life is in addition to the person already being dead. You cannot steal lives from those already shattered. This is considered a Death effect for immunity purposes.

Notes: This effect may be used on any dead person who has not yet reached nirvana, even if they have moved from where they died. May be used while moving.

Touch of Death - As per the level-3 Wizard spell.

Archer

Class Data:

Armor: up to 3 points

Shields: None, initially

Weapons: Dagger, short, medium, any bow or crossbow

Immunities: None

Lives: 4

Abilities & Traits:

1st Level - Stun Arrow (1/reusable) (T), Flame Arrow (1/reusable) (T), Bowyer (1/life)

2nd Level - Stun Arrow and Flame Arrow both become 2/reusable (T)

3rd Level - Total lives increase to 5 (T), Armor-Piercing Arrow (1/reusable)

4th Level - May use Small Shield (T), Armor-Piercing Arrow becomes 2/reusable

5th Level - Penetration Arrow (1/reusable)(T)

6th Level - Penetration Arrow becomes 2/reusable, Bowyer becomes 2/life

Armor-piercing Arrow - Material: A blue ribbon tied to the arrow

Incantation: Repeat x5 "armor-piercing arrow"

Effect: The arrow will destroy all non-invulnerable armor on the location struck and will continue through to hit the target. It will only deal one point of damage to invulnerability.

Bowyer - Touch damaged bow or arrow and repeat x10 "Make this item whole again." Will repair a damaged or destroyed arrow or bow. May only be used on one's own bow or arrows. Cannot be used to negate the affects of Heat Weapon, Shatter, or Cursed Weapon, or those destroyed by Sphere of Annihilation. If an enchanted item is repaired, its enchantment stays intact.

Flame Arrow - Material: An orange ribbon tied to the arrow
Incantation: Repeat x5 "flame arrow"
Effect: A hit to a shield will destroy the shield unless its face is tapped to the ground three times within five seconds. Will do five points of damage to a siege weapon. Will damage to armor and people as normal. Has no effect on Iceball, Entangle, or any other magic unless specifically mentioned in the magic description. A Flame Arrow will remain lit for two minutes.

Penetration Arrow - Material: Denote arrow with black ribbon

Incantation: Repeat x5 "penetration arrow"

Effect: Behaves exactly like an Armor-piercing Arrow except that it will also destroy a normal shield. The effect will not carry through to the arm.

Stun Arrow - Material: Denote arrow with gray ribbon.

Incantation: Repeat x5 "stun arrow"

Effect: Arrow behaves as a Subdual blow.

Assassin

Class Data:

Armor: None initially.

Shields: None initially.

Weapons: Dagger, short, medium, throwing, nunchaku, crossbow pistol

Immunities: None

Lives: 4

Abilities & Traits:

Level 1 - No additional abilities

Level 2 - May use shortbow or crossbow (T), Poison Weapon (1/life), Trap (1/game)

Level 3 - Backstab (1/life), Antidote (1/life), choose one of the following before each battlegame: Touch of Death (1/game) or Teleport (1/game).

Level 4 - Up to two points of armor may now be worn (T). May now use Long weapons. (T)

Level 5 - Trap becomes 1/life, may now use a small shield (T)

Level 6 - Teleport (1/life), choose one of the following before each battlegame: Backstab, Touch of Death, or Trap becomes 2/life.

Antidote to Poison - Materials: A small container of water

Effect: When a person drinks this water, they are instantly cured of any poison.

Backstab - State, "Backstab" as a blow is delivered to the back of the target. If the blow penetrates all armor (even magical armor) and kill the victim. Bless, Protect, Enchant Armor, Invulnerability and Stoneskin will stop this attack. The backstab must be delivered from behind by a melee weapon.

Poison Weapon - Material: Black enchantment strip

Effect: May poison one weapon. People who are wounded by poisoned weapons die if they are not cured in a 100 count. A player may only poison one of his own weapons. This effect remains on the weapon for the duration of the current life.

Teleport - As per the level-4 Wizard spell, but may only be used on self.

Touch of Death - As per the level-3 Wizard spell

Trap - A 15' green cloth or rope is laid in a circle. Repeat twice ""May my devious trap bind thee." A player who steps inside the circle is stuck in

place. The victim cannot move until each of his legs is struck ten times with a slashing or bludgeoning weapon. May be used while moving.

Barbarian

Class Data:

Armor: up to 2 points

Shields: up to Large

Weapons: All melee weapons, short bow, all throwing weapons and boulders.

Immunities: Subdual

Lives: 3

Limitations: Cannot carry enchantments or use Relics.

Abilities & Traits:

Level 1 - Enrage on last life (T), Heal Self (1/life)

Level 2 - Total lives increases to 4 (T). Improvise Weapon (1/life)

Level 3 - Berserk when Enraged (T)

Level 4 - May choose one of the following before each battlegame: Heal Self becomes 2/life, or Savage Might (T).

Level 5 - Total lives increase to 5 (T). Berserk on the last two lives.

Level 6 - Item Enchantment (m) (1/game)

Berserk - Occurs immediately after having died. Player continues to fight for 10 seconds-which must be counted out loud after dying. Limbs and armor lost before death remain lost. Additional limbs and armor can be removed, but do not stop the berserker from functioning for the duration of the Berserk. Additional shots do not kill the barbarian. Berserk does not count as 'moving after having died.' Players are immune to Death effects while Berserk. A Sphere of Annihilation will prevent or end Berserk. This does not free the player from any pre-existing effects such as Stun. (NOTE: A player is always required to stay in control of his actions. Real-life endangering of others is grounds for punishment or expulsion by the Reeve. You can

role-play a crazy person, but you must still have control of yourself.)

Enrage - Incantation: You may become Enraged at any point on an eligible life by tying on the red headband or armband and announcing your Enraged state.

Effect: While Enraged you gain the following traits:

* Natural armor: 2 points on all hit locations.

* Strong: Melee weapons become Red. Melee weapons that are already Red do an extra point of damage to armor.

* Rage: Weapons used while Enraged must be over two feet in length. Players may not use projectiles, shields, or activate other class abilities. Armor is considered destroyed and cannot be used while Enraged. You may not retreat from combat unless facing odds of at least 5:1, monsters with a ratio of 5:1 or greater, or a spell-caster of any kind.

* Immunity: Enrage confers immunity to Control.

Heal Self - As per the level-1 Healer spell Heal, but may only be used on self.

Improvise Weapon - Requires any weapon that has been broken or damaged by a game effect. The player remains immobile and inactive for a 100 count. Allows the Barbarian to use a destroyed, annihilated, cursed, heated, or shattered weapon as if a totally new one had been freshly manufactured.

Item Enchantment - The Barbarian may have one item (weapon or shield only) enchanted once per game. The Barbarian may not carry any neutral spells.

Savage Might - Announce "Savage Might" before engaging in combat. Weapons are considered magical for the purposes of damaging targets that are only affected by magic weapons.

Bard

Class Data:

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 only have one Bard for every 10 players on a team.

Abilities & Traits:

Bardic Charm: Bardic charm is any control magic that is cast by a Bard. Some monsters may be immune to the control school, but not bardic charm. See the "List of Spells by School" table in the Magic Systems section for details.

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

Bushi

Class Data:

Armor: up to 4 points

Shields: none

Weapons: any melee

Immunities: none

Lives: 5

Limitations: Code of Honor

Abilities & Traits:

Level 1 - Family Weapon (T), Seppuku (1/life)

Level 2 - Challenge (1/life), Heal Self (1/life)

Level 3 - Immunity: Control (T), May use throwing weapons (T)

Level 4 - Berserk (2/game), Leatherskin (T)

Level 5 - Immunity: Subdual (T), May use shortbow (T)

Level 6 - Adamantium Weapon (2/game)

Adamantium Weapon - This effect must be used on the Family Weapon. It is considered non-magically Hardened, and is also considered an enchanted weapon for purposes of striking targets that can only be hit by magic or enchanted weapons (as per Savage Might). It is not considered a Red weapon. The weapon is marked with a silver ribbon or cloth.

Berserk - As per the Barbarian ability, but can be used at the end of any eligible life.

Code of Honor - The Bushi is required by the demands of honor to never refuse a challenge.

The challenge immediately becomes an Honor Duel as per the level-1 Wizard spell, but no incantation is required.

Family Weapon - This is a weapon of superior craftsmanship and is considered permanently Improved. It may be short, medium, or long. The weapon is marked with a purple cloth.

Heal Self - As per the level-1 Healer spell Heal, but may only be used on self.

Challenge - As per the level-1 Wizard spell Honor Duel, but is declared by stating the name of the target and stating once, "I challenge you to defend your honor."

Leatherskin - Effect: Any armor worn is worth one extra point to a maximum of seven points. This is a natural armor point and can be used even if unarmored.

Note: This ability allows you to exceed your normal class maximum by one point.

Seppuku - If facing defeat or a dishonorable situation, the Bushi may commit ritual suicide. Upon killing himself the Bushi is immune to Spirit magic (but non-magical Spirit effects). Is considered unwilling for casting purposes. The Bushi may relent to an effect if he wishes, but this removes all immunity for the rest of his death count. This ability cannot be used with Berserk. This requires the player to visibly and dramatically kill himself; simply "taking a death" is not sufficient.

Druid

Class Data:

Armor: None

Shield: up to Small (deducts from magic points)

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

Immunities: None

Lives: 4

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

Abilities & Traits:

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

Class Data:

Armor: see below

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.

Abilities & Traits:

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

Armor: Healers may use 1 point of armor at 1st and 2nd levels, 2 points at levels 3rd and 4th, and 3 points at 5th and 6th. This armor has no magic cost.

Monk

Class Data:

Armor: None

Shields: None

Weapons: Dagger, short, medium, pole arm, staff, nunchaku

Immunities: Poison, Wounding (spell)

Lives: 4

Abilities & Traits:

Level 1 - Heal Self (1/life), Missile Block (T)

Level 2 - May now use throwing weapons (T),

Immunity: Control (T), Transfer Life (1/game)

Level 3 - Touch of Death (1/life)

Level 4 - Greater Missile Block (T), Banish (m) (1/life), Heal Self becomes 2/life.

Level 5 - Banish (2/life), Immunity: Death (T), Sanctuary (1/life)

Level 6 - Immunity: Traps (T), Immunity: Petrification (T)

Banish - As per the level-2 Healer spell.

Heal Self - As per the level-1 Healer spell, but may only be used on self.

Missile Block - Effect: Player is allowed to block arrows with their weapons without penalty.

Missile Block, Greater - Effect: Functions exactly like Missile Block except it also allows the player to use bare hands to block projectiles and arrows without penalty.

Sanctuary - Incantation: Begin chanting "Sanctuary".

Range: 20 ft radius from the player

Effect: Others within 20' may not take hostile actions towards the player, nor target the player or his equipment with magic or abilities.

Limitation: Must be chanting "Sanctuary" while hands are raised. Cannot be holding a weapon or the ability is broken. Cannot carry nor affect game items. Players in Sanctuary may not impede the play of other people in any manner, and must immediately leave any such situations.

Note: Sanctuary is broken if the monk comes within 20 feet of a base. May be used while moving.

Touch of Death - As per the level-3 Wizard spell

Transfer Life - Material: Person

Incantation: Touch person and state "I give thee life from my own."

Range: Touch

Effect: This ability has two possible effects:

1. A dead person is immediately resurrected as per the spell Resurrect.
2. A living person gains one extra life on their current life total.

The monk loses one life from his total. If he was on his last life, he dies immediately and may not be restored to life.

Limitation: You may only use this ability on a person playing a standard class. Lives given to people playing transformed monsters are played as the original class, not the monster.

Paladin

Class Data:

Garb: Must wear a white belt and have a White Phoenix openly displayed on clothing or armor, at least 5x5 inches.

Armor: up to 6 points

Shields: up to Large

Weapons: All Melee weapons, javelins

Immunities: Death, Petrification, Charm (spell)

Lives: 4

Limitations: Cannot use relics other than those granted by class. A player must have been a Knight for at least 12 weeks before he can play a Paladin.

Abilities & Traits:

Level 1 - Healing Touch (m) (2/life), Rune Weapon (1/game) (T)

Level 2 - Rune Shield (1/game) (T), Curing Touch (m) (2/life), Awe (2/game)

Level 3 - Resurrecting Touch (m) (1/game), Banish (m) (2/game)

Level 4 - Rune Weapon becomes 1/life

Level 5 - Rune Shield becomes 1/life, Banish becomes 1/life.

Level 6 - Extend Immunities

Awe - As per the level-4 Bard spell (Awe/Fear)

Banish - As per the level-2 Healer spell.

Curing Touch - Incantation: State once: "Curing Touch"

Effect: May be used to cure poison on a person at time of casting. Converts diseased or undead creature back to human. Can also remove the effects of poison and disease from an object.

Notes: Is not a Heal spell or Resurrect spell. If dead, the target must still come back to life normally. All wounds remain after it is cast.

Extend Immunities - Incantation: repeat x1 "my faith shall defend thee"

Range: touch

Effect: Player extends all of his class immunities to one person with whom he is in direct physical contact. Immunities may not be extended to equipment. This ability ends as soon as physical contact is broken.

Notes: May be used while moving

Healing Touch - Incantation: Touch person and state x1 "Healing Touch."

Effect: Person's wound is healed. It will also remove the effects of Subdual, and will free a victim from Petrify in a 30 count after the spell is completed.

Limitation: May not be used on self.

Note: May be used on self. Will repair one point of natural armor on any one hit location.

Resurrecting Touch - Incantation: Touch target and state once: "Resurrect" followed by a 30 count, then state: "The gentle power of healing hath resurrected thee."

Range: Touch

Effect: As per the 3rd-Level Healer spell.

Rune Shield - Lesser Relic. Is considered Enchanted. Dispel and Anti-Magic Zones have no effect. Marked with a silver strip.

Rune Weapon - Lesser Relic. Considered a Red weapon regardless of size or type, and may be wielded with one hand. It cannot be damaged or affected by any magic. It cannot be improved or enchanted in any way. The weapon is marked with a silver strip.

Pirate

Class Data:

Armor: Up to 2 points

Shields: None

Weapons: Dagger, short, medium, spear, throwing weapons.

Immunities: Honor Duel, Wind, and all magical and non-magical forms of Lost.

Lives: 4

Abilities & Traits:

Level 1 - Pegleg (1/life), Aquatic (T)

Level 2 - Disarm (1/life), Sea Legs (T)

Level 3 - Hook Hand (1/life), Missile Block (T)

Level 4 - Handgun (1/life) OR may use crossbow pistol.

Level 5 - Disarm becomes 2/life, Improve Weapon (1/life)

Level 6 - Pirate Stand (1/game)

Aquatic - May move normally if in the water.

Pegleg - If a leg is wounded, tie a brown strip around the wounded leg and count to 30. The leg may be used normally but the player cannot move faster than a walk. Counts as being unwounded. Pegleg is wood for spell purposes. Another hit will destroy the Pegleg, but it may be Mended.

Disarm - State, "Disarm" and strike an opponent's weapon. He must drop the weapon for a 10 count. Will not work on 2-handed weapons.

Handgun - To use this ability, the player needs a flintlock pistol. It has to be built of foam, cloth, and tape. If it is built to strike in melee, it must follow the same requirements as a Dagger. To load, the player repeats 20 times, "Loading." This must be done before each use. There are two ways to use

the Handgun. The method must be chosen before the battlegame and cannot be changed mid-game.

- **Spellball Method** - When fired, the player shouts "BANG!", "POW!" or a similar gun-type noise, and throws a purple spellball. A hit will remove one point of Invulnerability, is armor-piercing, and is stopped by Protection from Projectiles. They are reusable.
- **Verbal method** - Each pistol can be used to cast two Wounding spells and a Doom spell. These are non-magical effects and are not stopped by regular class immunities. Pro/Projectiles is effective. A hit removes one point of invulnerability. To fire, name the target, make the gun noise, and say the incantation.

Hook Hand - Any dagger or dagger-sized weapon may be used. This weapon is considered a natural weapon, may not be Heated, Cursed, or Warped. It cannot be enchanted or improved in any way. Spellballs and other effects that strike the Hook Hand are considered to have hit the player's arm. Marked with a brown enchantment strip.

Improve Weapon - A melee weapon deals +1 damage when wielded in a slashing or bludgeoning manner. Does not confer shield-breaking abilities. Requires a purple ribbon tied to the weapon.

Missile Block - May block arrows with melee weapons without penalty.

Pirate Stand - At the start of a battlegame, the Pirate may declare a 15-foot diameter circle to be the Pirate Stand, marked with a purple cloth or rope. The Stand must be more than 50 feet from any base or Nirvana. It is considered a Nirvana for the Pirate's team, though combat may take place in and around it. The Pirate's teammates may count their

deaths here without the Pirate being present. The Stand remains in play until the Pirate is shattered.

Sea Legs - Due to a Pirate's natural agility and skill at walking on slippery and shifting surfaces, his defenses improve. If wearing armor, he gets a +1

bonus to its value. If unarmored and using only a single 1-handed sword, he is considered to have 2 points of natural armor. Standard armor can be Mended, natural armor can be Healed.

Scout

Class Data:

Armor: up to 3 points

Shields: Small

Weapons: Dagger, short, medium, staff, throwing, shortbow, crossbow pistol.

Immunities: all magical and non-magical forms of Lost

Lives: 4

Abilities & Traits:

Level 1 - Heal (1/life)

Level 2 - Heal becomes 2/life. Choose one of the following before each battlegame; Stun Arrow

(1/reusable) (T) or Flame Arrow (1/reusable) (T)

Level 3 - Antidote to Poison (1/life), Truth (1/life), Camouflage (1/game)

Level 4 - Immunity: Traps, Tracking (1/life), Pass Without Trace (1/game)

Level 5 - Entangle (1/life), Camouflage becomes 1/life

Level 6 - Tracking becomes 2/life, Attuned (T) (2/game), may now use longbow (T)

Antidote to Poison - As per the Assassin ability

Attuned - Effect: May choose to carry two enchantments from any caster (or combination of casters) for the duration of the current life.

Note: This ability may not be used in conjunction with any other similar ability or magic. Only one of these two enchantments may be simulcast if both of them allow for it.

Camouflage - Materials: 15 ft brown cloth or rope (app. 5 ft diameter)

Incantation: Place cloth in a circle, repeat x3 "May the forces of nature hide my presence." To end the camouflage, the player must repeat x2 "Nature release me."

Effect: While inside the circle, the player can't be attacked, even if he was seen activating

Camouflage. Area effect magic still affects the player. While camouflaged, the player may not affect anyone else without canceling the ability, though they can use abilities on themselves such as healing or curing poison. The player may not camouflage anyone else (or their belongings) or game items. Any enemy with Tracking within 20 feet can cancel the camouflage by stating "Tracking" and pointing out the player in question.

Flame Arrow - As per the Archer ability

Heal - As per the level-1 Healer spell.

Pass Without Trace - As per the level-3

Druid spell

Stun Arrow - As per the Archer ability

Truth - Incantation: State "Truth" followed by a single yes or no question. The Scout may ask one question per the Scout's level.

Range: 20 ft

Effect: The target must answer the question truthfully, either 'yes,' 'no,' or 'I don't know.'

Notes: This represents the gathering of information through the Scout's well-honed senses, and is not stopped by Liplock or similar effects. Questions may be asked at any time during the eligible life, do not have to be asked all at the same time, and may be asked to different sources (living or dead player, Reeves, or monsters).

Tracking - Incantation: Repeat x5

"Tracking"

Range: 20 ft

Effect: The Scout may perform one of the following actions;

b) Follow a teleporting player

c) Walk through a Thornwall

d) Dispel a Camouflage or similar ability.

e) May ask one question of someone (including a dead player, monster, or Reeve) that must be answered truthfully, in detail, and to the best of the target's ability. This is not stopped by Liplock or similar effects.

Warrior

Class Data:

Armor: up to 6 points

Shields: up to large

Weapons: all melee weapons

Immunities: none

Lives: 5

Abilities & Traits:

Level 1 - No additional abilities

Level 2 - Improve Weapon (1/life), Repair Item (1/life)

Level 3 - Total lives increases to 6 (T), may now use javelins (T)

Level 4 - Improve Shield (1/life), Repair Item becomes 2/life.

Level 5 - Shield-Breaker (1/life)

Level 6 - Leatherskin (T)

Improve Shield - Material: Purple ribbon visibly tied to shield

Effect: Shield may only be destroyed by spellballs, verbal magic, or white weapons when wielded by you and is considered to be metal for game effect purposes.

Improve Weapon - Material: Purple ribbon tied to weapon

Effect: Weapon deals +1 damage when wielded in a slashing or bludgeoning manner.

Note: Does not confer shield-breaking abilities.

Leatherskin - Any armor worn is worth one extra point to a maximum of seven points. This is a natural armor point and can be used even if unarmored.

Note: This ability allows you to exceed your normal class maximum by one point.

Repair Item - As per the level-1 Healer spell, but may only be used on one's own equipment.

Shield-Breaker - Incantation: Tie a red ribbon on the weapon.

Effect: The weapon is considered Red and will destroy shields in three called blows. This effect will remain in place until the weapon is destroyed or damaged, or the bearer dies.

Wizard

Class Data:

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 Druid for every 10 players on a team.

Abilities & Traits:

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

Reeves and Non-Credit Classes

The Non-Credit classes do not gain class credits. There are no levels or abilities. Of these, four are routinely found on the battlefield.

Reeve

The Reeve is the referee on the battlefield. In all Battlegames, the Reeve's word is the law. The Reeve has the power to make rules interpretations, make rules exceptions, and to declare what is and is not legal on the field. He also has the authority to discipline or reward players for their on-field conduct, and to remove problem players. Reeves are identified by a gold tunic, sash, or headband.

Water-bearer

Water-bearers carry water onto the field during holds and sometimes run a refresher table of drinks and light foods near the battlefield. They keep people hydrated on hot days and provide warmth on the cold days. Most importantly, they keep watch over the fighters and make sure that no one gets over-exerted and begins to have health problems.

Page

Pages are the personal retainers a noble, knight, or squire. Typically they are too young to participate in combat, but being a Page allows them more active participation; they then would otherwise have. When on the field, Pages wear a silver sash denoting their non-combat status. They also wear a yellow belt on and off the field. Note that Pages of field-legal age or those that have the Monarch's permission may fight. These fighting Pages (Men-At-Arms, or Armsmen) do not wear silver, but still wear the yellow belt.

Peasant

Peasants are players who do not have appropriate garb for a class but still want to play. Peasants have no levels or abilities.

Weapons: Dagger, short

Armor/Shield: None

Lives: 4

Chapter 4 : Field Equipment

Ribbons and Strips

Ribbons (also called cloths or strips) are used to denote special effects that need to be identified quickly. All ribbons must be at least one inch wide and twelve inches in length (at least six inches should be able to hang freely), and clearly visible from 50 feet away. Armbands and headbands act in all ways like ribbons and must follow their rules.

A chart showing all the color-coded game effects is on the last page of this book.

Weapons

Besides a few magical weapons, only non-explosive, non-chemical weapons that might have been in existence before 1700 AD are allowed. All weapons can be broken into four parts:

Strike-Legal: the weapon segment that is at least 2.5 inches in diameter (flat blades require 1.5 inches of foam on a striking surface) and will not leave marks, bruises, or broken bones when used to hit your opponent. This is the only area of a weapon that counts as a valid hit. Stab-only weapons are required to have at least six inches of strike-legal surface on any stabbing end.

Padding: the weapon segment that has at least half an inch of foam over the weapon core. It is meant to prevent injuries from accidental contact. All non-handle and non-striking portions of a weapon must be padded. (Strike-legal areas also count as padded by default.)

Handle: the unpadded weapon segment where it is held. Padding requirements cannot force the total length of the handle and pommel to be less than six inches long.

Pommel: The end of the weapon next to the handle including non-striking protrusions such as crossguards and basket hilts. Pommels must be at least two inches in diameter and padded well enough to prevent the weapon core from being felt under reasonable pressure.

Attack Types

Each weapon can perform different attacks based on real-world counterparts. These are as follows;

Slashing: a slash or chopping attack relying on the edge for effect. Swords, polearms, and similar weapons can slash.

Bludgeoning: relies on blunt impact rather than an edge. Clubs, maces, staves and flails are bludgeoning weapons.

Thrusting: the force of the attack is focused on a very small sharp point to amplify its effect. Spears, arrows, and similar weapons are thrusting weapons.

Axes and Falchions: Axes and Falchions are two of the few weapons that can be both slashing and bludgeoning with the same attack. Axes are designed to combine a heavy striking force (bludgeoning) on a sharp edge (slashing). Falchions use the opposite approach. It is a short, thick sword that uses heavy mass to augment its chopping/slashing attack. Falchions can also thrust. Most axes must be equipped with special thrusting spikes to legally thrust.

Weapon Types

Dagger: A slashing or piercing weapon between 12 inches and 18 inches long. At least half of its total length must be strike-legal.

Short: slashing, piercing, or bludgeoning weapons more than 18 inches long up to 3 feet. The pommel and handle of the weapon can be no longer than 1/3 of the weapon's total length. If used to slash, at least 2/3 of its length must be strike-legal. If a bludgeoning weapon, at least 1/3 of the length must be strike-legal.

Medium: slashing, piercing, or bludgeoning weapons more than 3 feet long up to a maximum of 4 feet. The pommel and handle of the weapon can be no longer than 1/3 of the weapon's total length. If used to slash, at least 2/3 of its length must be strike-legal. If a bludgeoning weapon, at least 1/3 must be strike-legal.

Long: slashing, piercing, or bludgeoning weapons more than 4 feet up to a maximum of 6 feet. The pommel and handle of the weapon can be no longer than 1/3 of the weapon's total length. If used to slash, at least 2/3 of its length must be strike-legal. If used to bludgeon, at least 1/3 must be strike-legal. Weapons may only exceed 5 feet if they conform to the standards of Great Weapons.

Flails: Weapons with a single articulating (chain-like) head. The chain of a flail is not a legal striking edge. Chains on these weapons must be wrapped in foam with less than half an inch of the rope exposed at any point. The combined rope and striking edge of a flail may not exceed 18 inches in length and the total length of the weapon may not exceed 3 feet.

Spear: Stabbing-only weapons at least 5 feet long and should not be confused with the javelin, which may be thrown. Spears must be padded on the upper 1/3 of length and between 6 and 12 inches of legal striking surface. Considered wooden for purposes of being targeted by spells or affecting monsters. Thrusting only. Spears over 8 feet long must have a thrusting end 5 inches in diameter or more.

Staff: bludgeoning weapon (ends may be used to thrust, but it is a bludgeon attack) of 5 to 8 feet that must be strike-legal for at least 1 foot of length on both ends. Must have padding on upper 1/3 of each end. Considered wooden for purposes of being targeted by spells or affecting monsters. Staves are never considered Great Weapons.

Polearm: Between 5 and 10 feet in length. May also have slashing edges. Polearms must have padding on upper 1/3 of length, and the striking edge must be between 1 and 2 feet long. Polearms over 8 feet long must have a thrusting end 5 inches in diameter or more, and must have a striking edge between 2 and 3 feet long. Considered wooden for purposes of being targeted by spells or affecting monsters. Any class that can use a polearm may also use a spear. All polearms are Red weapons.

Madu: A shield joined to a spear or polearm. The spear/polearm portion of the madu may be shorter than the normal five feet. Only usable if a class can use both a spear and shield, or a polearm and shield. If any portion of the weapon is broken, heated, or otherwise rendered unusable, all of it is disabled. Considered wooden for purposes of being targeted by spells or affecting monsters. Magic and abilities that affect any part of the madu, such as Imbue Shield, affect its entirety. Madus may never be considered great weapons. If a madu is built to slash at least 1/3rd of its length (excluding the shield portion) must be strike legal and the rest must be courtesy padded.

Bow: Longbows do four points of damage. Shortbows and crossbows do two points of damage. Crossbow pistols do one point of damage. See the Archery section for more complete descriptions. Bows, crossbows, and arrows are considered wooden for purposes of being targeted by spells or affecting monsters.

Javelins: Stab-only thrown weapons that may also be used in melee combat (thrusting only). They must be greater than 12 inches long and less than 5 feet long, have at least 6 inches of strike-legal surface on the end, and be padded on its entirety. Exposed soft fletching is allowed. Considered wooden for purposes of being targeted by spells or affecting monsters. These are the only thrown weapons that may have a rigid core, and the core should be lightweight and very durable.

Projectiles: Up to 12 inches long, fully

padded with no rigid core. Semi-rigid cores must be approved on a case-by-case basis. These may not be used in melee or used to block. There is no limit to the number of projectiles you can carry. A hit by any portion of the weapon regardless of style or design is counted as a hit. (NOTE: In many cases, the term 'projectiles' also includes arrows. However, arrows may NEVER be thrown.)

Boulders: A special type of Projectile used by Barbarians and some Monsters. Boulders are a large padded ball at least 1 foot in diameter and in all other ways conform to the rules for Projectiles. They cannot be used unless specifically allowed in the class description. (NOTE: Weapons not classified as Javelins, Projectiles, or Boulders may not be thrown, i.e. you may not throw your sword. All these weapons do one point of damage to armor and can be blocked by melee weapons without damage).

Other Weapon Types: This list is by no means exhaustive. A variety of weapons have been developed over the centuries that are not presented above. Unusual weapons are considered case-by-case, but several points should be kept in mind;

1) A weapon type usually doesn't stay in use very long if it doesn't work well or has a serious tactical flaw. Common weapons are common because they work well for their assigned tasks.

2) Fighting styles varied by region, and the native weapons reflect this. Not all weapons can be effectively used against a foreign style, despite their effectiveness in their native land.

3) When designing an unusual weapon, try to find a historical equivalent and how it was used. This will go a long way toward convincing the Reeve to allow it and you learning to use it.

4) Some weapons are inherently unsafe, even when they conform to every safety standard.

Weapon Effects

Red: A Red weapon does two points of damage to armor and can destroy a shield with three called hits (the attacker must shout 'shield!' before each attack). Great weapons are always Red weapons. Magical enchantments and the Enrage ability of barbarians can also make a weapon Red. In all cases where a one-handed weapon is Red, the weapon or the user must have a red strip to indicate the effect.

White: A White weapon kills on contact, even if it hits the head, feet, or hands. It ignores all armor and magical defenses. It is considered engulfing and destroys all carried equipment. It is stopped by Invulnerability (lose 1 point when hit). White weapons are normally found in some types of siege weapons, some large monster attacks, and other super-awesomely-powerful attack types.

Many people prefer to use round shields, but converting to square feet can be confusing. Here's the formula;

$R \times R \times 3.1416 / 144 = \text{square feet.}$

Radius (R) is from the center of the circle to the edge of the shield. Therefore (roughly),

3 square feet = 2 feet across

5 square feet = 2 feet 6 inches across

9 square feet = 3 feet 5 inches across

Nobody really cares if you're a fraction of an inch off, so close is good enough.

Great: If a weapon is over 5 feet in length, is strike-legal over at least 2/3rds it's contiguous length, and a minimum diameter of five inches over the entire striking surface, then it is considered Great and becomes Red when wielded two-handed.

Magic: Relics and weapons bearing an enchantment other than Stun Weapon.

NOTE: Some weapons may have multiple effects.

Archery

The maximum limit for a bow's pull is 35 pounds with a maximum 28-inch draw length. Crossbows are limited to no more than 450 inch-pounds. Crossbow pistols are limited to no more than 300 inch pounds. No compound bows are allowed.

Broken or mended arrows cannot be used. All wood arrows must be taped with fiber tape on the entire shaft. Arrows may never be used as hand or melee weapons. The "points" must have at least a 2.5-inch diameter. Arrows score hits like any other weapon.

Bow/Crossbow Classifications

Shortbow = under 60 inches long when unstrung or uses a string less than 56 inches long.

Longbow = 60 inches or longer unstrung or uses a string 56 inches or longer.

Crossbow = over 20 inches long.

Crossbow Pistol = 20 inches or shorter.

Any class that can use a shortbow may also use a crossbow.

At close range (20 feet or less) bows must be no more than half drawn and crossbows may not be used. Crossbow pistols may be used as close as 5 feet (beyond melee reach). Arrows from shortbows and crossbows do two points of damage to armor. Arrows from crossbow pistols do one point of damage to armor. Arrows from longbows do four points of damage to armor. A weapon in hand that is hit by an arrow is destroyed. If a bow is struck by a weapon of any type, the bow is destroyed.

Shields

- 1) Shields are considered wooden for purposes of being targeted by spells or monster abilities.
- 2) Small shields may be strapped to the arm instead of held in-hand (Bucklers).
- 3) Effects that break shields (such as Red weapons) are cumulative regardless of the source.
- 4) A blow that strikes a non-wielded shield strikes the player as if the shield was not there.
- 5) A player may wield two shields and may carry a weapon in the shield-bearing hand, but cannot fight with that weapon. The exception is a buckler, which may be used with a weapon in the same hand.
- 6) Weapon-type implements (such as boss-spikes) may not be mounted on a shield.

All shield measurements are the exterior surface on a flat plane.

- A small shield is no larger than 3 square feet.
- A medium shield is no larger than 6 square feet.
- A large shield is no larger than 9 square feet.

Combat with Armor

Armor is rated on its ability to stop blows. The rating ranges from 1 to 6 points. Each strike will remove one point of value from the armor. Certain weapons and affects deal more damage to armor as noted in their descriptions. When the armor value has reached zero, the next hit will wound or kill. Damage only applies to the armor on the hit location that was struck.

Armor the entire hit location evenly. In cases where a part of a hit location is protected and another is not, the armor is averaged for an overall value. If armor is layered, ignore the lesser value. Armor cannot be "stacked" to increase it's value.

Armor Points:

These are the base armors:

	Pts
Gambeson, light leather	1
Heavy leather	2
European '4 in 1' chain mail	3
Augmented chain	4
Brigandine or lamellar	5
Plate	6

These materials can increase non-metallic armor values:

Cuir bouilli	+1
Studs / Rings	+1
Scales	+2

Construction additions and subtractions:

Obviously non-authentic materials	-1
Poor workmanship	-1
Shoddy and/or artificial appearance	-1
Heavy gauge material	+1
Superior construction	+1
Superior appearance and artistry	+1

Armor Descriptions

Gambeson = thick padding sewn between two layers of heavy cloth, or several layers of heavy cloth sewn together.

Light leather = leather of at least 1/16" thick.

Heavy leather = leather of at least 3/16" thick.

Chainmail = the standard chainmail uses 16-gauge wire with an internal diameter of 3/8-inch. Ends are simply butted together.

Augmented Chain = chainmail which has added protection, such as doubling the rings, small metal plates, riveting the links shut, using very thick wire or very small rings, etc. Some Oriental weaves are considered augmented because of their density.

Lamellar = plates that have all been joined in an overlapping fashion by cord or chain link.

Brigandine = closely spaced or overlapping plates riveted between two layers of leather.

Plate = solid metal armor with riveted metal articulations to increase mobility.

No armor list can be completely exhaustive, and armors not mentioned should be ranked according to their composition (metallic vs. non-metallic) and their protective value relative to other armors in the table.

Armor Definitions

Plates are made of at least 18-gauge steel and must be attached to each other or a backing in such a way that all four edges or corners are held into continuous rigid contact with each other or the backing.

Cuir bouilli is the process by which leather is hardened using wax or other treatments to produce significantly harder leather.

Studs are composed of metal, and must be spaced no further apart than twice their own diameter to receive the bonus. Studs cannot be added to metal.

Rings are composed of metal (not to be confused with chain mail), and must be at least 1/8 inch thick, have an internal diameter between 1 and 2 inches. They can be spaced apart no further than their own diameter to receive the bonus. Rings may not be added to metal armor.

Scales are composed of metal (+2) or 3/16" hardened leather (+1), and must be overlapping. Scales may not be added to most metal armor, although metal scales on chainmail counts as augmented mail. Scales need only be attached to the armor along one edge.

Armor Modifiers

Obviously non-authentic materials refer to materials that were not in used to create armor prior to the 1700's, such as plastic. However, if the material is suitably covered or built to resemble an authentic material, the penalty does not apply (such as plastic painted and textured to realistically simulate the look of steel). For full value, the armor should have the same approximate weight and performance abilities (ex: simulated plates should not bend and flex.)

The standard of comparison is low-grade steel, so lighter or softer metals such as aluminum will incur a penalty while stainless steel will not. Completely inappropriate materials may receive no points (i.e. aluminum foil, cardboard, etc).

Appearance refers to the overall look of the armor and how well it resembles historical armors.

Workmanship refers to the skill of the assembly (or lack thereof). Armor appearance is very dependent on a player's persona, and the armor may be rated accordingly. However, workmanship IS NOT persona-based, as even a scrap of savaged armor worn by the poorest caveman would be maintained as well as he could manage.

Heavy gauge material is material that is at least twice as thick as the listed standards. Gambesons and light leather cannot get this bonus.

The total of all modifications cannot raise or lower an armor's base value by more than 2 points. Also, no armor can exceed 6 points, regardless of modifications. Only special abilities can raise an armor value beyond 6 points.

Chapter 5 : Construction

Weapon Construction Notes

A safe weapon is one that will not leave welts, bruises, or broken bones or teeth when it strikes a person. If your weapon hurts you when you are struck, it is not safe.

Materials that have been approved for weapon cores are carbon/graphite rods (golf shaft), kite spar, bamboo, PVC tubing and fiberglass. Other materials will be checked for safety on a case-by-case basis. Metal and wooden cores are will never be considered legal. All sharp edges must be removed from the core and other building materials.

Weapon surfaces must be padded as per the weapon descriptions in Weapon Types above. Foam must be fixed to the shaft in some way to prevent slippage or accidental removal. Weapon tips (points, guards, pommels, etc.) and striking surfaces must be at least 2.5 inches in diameter (flat blade weapons must not be able to pass their tip through a 2.5 inch diameter ring). All weapon cores must be blunted by capping them with a layer of foam and tape. Stabbing weapons should include extra padding on the tip to ensure safety. Magic components used in combat (spellballs, etc.) must also be padded and be at least 2.5 inches in diameter.

Weapons must be covered in a durable, opaque cloth. No tape can be exposed on the striking edge.

Funnoodle™ is the dominant weapon material at the moment. It is a long tube of foam that is drilled out through the middle and sold as a pool toy. The use of 'noodle as striking-edge padding is the only way a weapon may legally have less than a 2.5-inch diameter, and cannot be less than 2.25 inches.

Shield Construction

A typical shield has some sort of backing, arm straps, handle, foam padding, and a cover.

Rigid backing must be of a material that will not or

shatter into sharp pieces if broken. Approved cores include plywood, plastic, aluminum, and fiberglass. Other materials will be checked for safety on a case-by-case basis.

Strapping and handles may be attached in any sturdy manner. Bolts shanks and screw tips must be set to the inside of the shield (heads toward the shield face), shortened to a functional height, and blunted or capped to prevent accidental injury. Nails are not allowed.

The shield face must be padded. Rigid-backing requires at least one inch of foam over the face and edge secured in a manner to prevent accidental slipping. There should be enough padding so that the core and bolt heads cannot be significantly felt. Shields made without backing must not be excessively flexible but must still retain a safe amount of "cush". High-compression foam (such as conventional Styrofoam) is too rigid to be used without additional padding.

Shields require covers over the face and edge. This does not have to be cloth. Vinyl, leather, and plastic have all been successfully used. The cover must be sturdy enough to take repeated abuse without tearing but not cause friction burns during routine bumping and brushing with other players.

Arrow Construction

Arrow shafts may be made from aluminum, plastic, graphite, or wood. Wood shafts must be taped their entire length with fiberglass strapping tape. The striking end of the arrow must be built up or reinforced to prevent tearing through the padding after repeated impacts. Arrow length from the back of the nock to the base of the head cannot exceed 28 inches. The shaft itself may be longer, but there must be a physical stopper in place to prevent over-drawing.

Tips must meet the same standards as melee weapons, but a tip that is deemed too rigid will not be allowed. The original metal tip must be removed.

All arrows must be at least 2.5 inches in diameter, even those made with pool noodle. Fletching and nocks must be in good repair, and tips should be checked regularly for degrading foam. Properly colored covers may be used in lieu of ribbons for specialty arrows.

Projectile Construction

A blow by any part of a thrown weapon counts as a hit, so all parts of these weapons need to be strike-legal. Javelins must strike point first to count as a hit, but must have courtesy padding along their entire length. All projectiles must be at least 2.5" (or pool noodle width) in diameter.

Thrown projectiles, with the exception of javelins, may not have rigid cores. Materials you may use for projectile cores include foam, fabric, and other soft,

non-granular materials. Pennies, sand, and the like may not be used.

Armor Construction

Armor must be partially visible, and must be announced if asked. Armor should weigh close to historical equals to receive full value.

Straps and other material that hold your armor on do not count as part of the armor, for either coverage or averaging, unless they are specifically built as such.

Standard criteria are 16-gauge steel for metals and 1/16 inch for leather layers. All armor must be safe to others and the wearer, with no sharp or protruding edges.

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Chapter 6 : Battlegames

Subduals and Prisoners

During class battles, prisoners may be taken by surrendering or by being rendered "unconscious" by a killing blow preceded by the word "subdue." The person will then be unconscious for 60 seconds. The prisoner may be subdued up to 5 times. Any more hits will result in his death. A prisoner's equipment must be kept within 10 feet of him and cannot be destroyed. Rescued prisoners must still count the required time before they are considered recovered. A Heal spell will remove all subdual effects. Certain defensive enchantments will prevent Subdual, such as Bless, Protection from Subdual, etc.

Armor negates a subdual blow and takes damage normally. Even if this damage is enough to pass through the armor, the target is not affected by the subdual blow. A subdual blow striking a person who is unaffected by subdual does not wound or kill. A subdual blow to a limb will render that limb useless for a 60 count. If a person has a combination of any two subdued and wounded limbs, he becomes subdued as stated above. Stabbing cannot subdue.

Deaths and Lives

Immediately remove yourself from impeding play on the battlefield once you have died. If you want to get into the spirit of things, then fall down and scream. Make it dramatic. Reeves may give you a bonus for a good death. Then report to Nirvana. Deaths are for 5 minutes (300 seconds) though a bonus will subtract 2 minutes and a penalty will add 2 minutes.

The number of lives you get varies with level and class. You are out of a battle once you have expended your last life and left the field. When returning to life from nirvana you must return to your base and announce 'Alive' so that it is audible out to 50 feet before reentering the battle. Dead persons on the field must hold their weapons over their heads.

If the battlegame does not call for a Nirvana reeve, one must wait in Nirvana for a 300 count before returning to life. Most battlefield effects will not work on a dead person once he has left where he died, with the exception of moving to avoid impeding play. Effects that will function on dead players who have moved are noted in the descriptions. Dead players (provided they are not affecting or impeding play) may stay on the field as long as they want. A person may voluntarily take a game death at any time, but must immediately go to Nirvana and may not be raised from the dead except through a Summon Dead spell. Dead players may not move if they are currently the target of a magic or ability that affects dead players such as Steal Life or Resurrect.

Holds

When a hold is called all players must stay where they are and be quiet. No tactical maneuvering is allowed and weapons may only be collected if a Reeve gives permission. If you really do get hurt, yell "hold." Remove yourself from the battle and reenter

behind your own lines once you have recovered. Deliberate faking of a game death or real injury is not allowed. Battlefield participants should only call a hold for injuries or when a potentially serious danger arises. If you are involved in a dispute then go find a Reeve or remove yourselves from the field until the issue is resolved.

There are two types of Holds; general and personal. General holds apply to everyone on the battlefield and can only be called by a Reeve. Personal holds apply only to a specific person or a small number of people. Personal holds can be called by a Reeve to resolve a dispute or examine a possible injury without bringing the entire field to a stop. In the case of a head hit, a personal hold is automatically in effect whether a Reeve has declared it or not.

Battlegame Rules

- 1) Switching classes or sides during a battlegame is not allowed unless specified by the scenario or by a Reeve.
- 2) Never handle anyone's personal property without first having their permission.
- 3) There cannot be more than 1 bow to every 5 people on a side (round up). Crossbow pistols count as half a bow.
- 4) Each side may only have one wizard, healer, druid and bard per ten people, rounding fractions up. Therefore, a team with seventeen people may have no more than two of each spell-casting class.
- 5) Players who break the rules may be removed from the game by a reeve.

Nirvana = where all dead players go to be dead. Have a drink, check your gear, finish your death-count and get back into the game. But be warned; some spell-casters can still reach you in the afterlife, so pay attention to the Reeve.

Battlegame Restrictions

The following activities are strictly forbidden:

- Maneuvering or engaging during a hold.
- Striking at reeves or non-combatants.
- Calling a hold to retrieve spent items or derive other advantages.
- Trying to influence a game while you are dead.
- Deliberately mimicking an ability that you do not currently have. Grand-standing and bluffing is fine, as long as it can't be confused with a real ability.
- Using rules loopholes or gray areas to derive an advantage on the battlefield.

Game Etiquette

While not absolutes, the following conditions have stood the test of time and should be observed:

Do not use a hold to gather or retain spent equipment or valuable game items. A reeve or the other team may grant a person the opportunity to pick up spent equipment if they are simply asked. Do not use a hold to avoid a death or get out of a bad situation.

While it is honorable to return the other team's spent equipment, it's not mandatory. Don't delay or stop play to return equipment. Similarly, don't attack someone who is being kind enough to return your own items.

As stated before, players should remove themselves from the field when discussing disputed blows or rules. This is not always practical in the immediate heat of the moment. If you see a dispute, do not engage or strike at those involved. By the same token, don't use the excuses of returning equipment, a headshot, or resolving a dispute to save yourself when the enemy has you dead in his sights. Example: If you are accidentally struck in the face and simultaneously stuck from behind by another opponent; you are still dead.

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Chapter 7: Magic Systems

The Rules of Magic:

Magic must be said loudly and clearly enough to be heard within 50 feet or by the target, whichever is closer.

When casting verbal magic with a single target, the caster must announce the target's name immediately before the incantation (or some descriptor if the name is unknown).

A player must stand still when casting magic, unless otherwise stated in the magic's description. If a player moves his feet while casting magic, it is interrupted and not cast. The caster must reset and begin casting again. Incomplete or interrupted magic has no effect, and does not count as if it were used.

The target of magic must be in range when the spell is completed. Dead players are always considered willing for the purposes of magic.

Any hand being used to cast magic must be empty with the exception of magical components or the target of a touch spell such as Heal. Spellballs charged in the left hand may be transferred to the right hand before throwing. Unless they buy Ambidexterity, Wizards and Druids must cast spellball magic with their left hand and may not cast if their left arm is wounded. Healers and Bards may cast with either hand.

All magic is listed as a spell, enchantment, fixed enchantment, spellball or neutral. This distinction can have a great impact on play so note it carefully. Unless stated otherwise, fixed enchantments follow all general rules for enchantments, and spellballs follow all general rules for spells.

Enchantments (E)

- a) A person may carry only one at a time unless explicitly noted otherwise in a spell or class, such as the Stack magic or the Attuned ability.
- b) When a person moves from where they died, any enchantments they carry are lost. Unless they have moved, Resurrected players retain enchantments unless specifically prohibited. Summon Dead does not return missing enchantments to players.
- c) Will only cover one object (for example a person, a weapon, armor, etc). Thus while you may be protected from flame, your armor and equipment is not. The same applies to class abilities.
- d) Enchantments cast on equipment count against the number of enchantments that may be carried.
- e) Enchantments cast on equipment only function when used by the player who was in possession of the item when it was enchanted. Example: If you give a Bladesharp sword to another player, the enchantment does not function.
- f) May not be cast on unwilling participants or their equipment; though this does not prevent them from being the target of enchantment effects such as Touch of Death.
- g) Must be denoted by a visible enchantment strip and announced if asked.
- h) Nullified Enchantments are immediately removed.
- i) If already wearing your maximum number of enchantments, you must have an enchantment removed by the appropriate means (Cancel from the caster, Dispel Magic, etc) before receiving another.
- j) When cast upon objects, they cover the entire object; i.e. a robe with Protection from Flame on it would prevent Fireballs from affecting the wearer if they struck the robe. If they struck a part of the player not covered by the robe then the player would be affected as normal.

Fixed Enchantments (FE)

- a) Disappear (never to return) when their caster dies or travels farther than 100 feet from them.
- b) A player may only have a single fixed enchantment active at a time. Casting a fixed enchantment while another fixed enchantment from the same player is already active causes both enchantments to be negated.

Spellballs (B)

- a) A magic-user may physically carry no more than 7 spellballs of each type. Pages and other players may not carry extra spellballs.
- b) A magic-user may have only one type of spellball charged at a time. He may have any number of that type charged within the limits of his spell list and the spell descriptions. This is called simul-casting (all at once) or multi-casting (one at a time). (If a player purchased three Magic Bolts with spell points, he could charge and throw up to three Magic Bolts at once.)
- c) When an item is struck by multiple simulcast spellballs, only the first spellball from that group affects that item; i.e. a shield hit by two simulcast Lightning Bolts is simply destroyed, but the wielder is unharmed. This rule does not apply to armor; i.e. if a player wearing torso armor and two Protects is struck in the torso armor by two simulcast Iceballs, he loses both of his protects.
- d) When a destructive spellball strikes a player in a location covered by armor, the armor is destroyed in that hit location and the magic affects the player as normal unless otherwise noted. Spellballs that deal damage (such as Magic Bolt) affect armor as normal per projectiles unless otherwise noted.
- e) Spellballs of the Subdual School have no effect on equipment that is not being carried. Example: You may not Iceball a player's shield if it is not being wielded or carried by them.
- f) Magic balls, except where explicitly noted, only affect the first thing they hit.
- g) Some spellballs are considered Engulfing, as noted in their descriptions. These spellballs strike all armor locations at once and damage all carried equipment equally. However, an engulfing spellball blocked by a shield affects only that shield. If the player is struck normally, a shield is also affected as "carried equipment".
- h) Barring any enchantments or magical effects, garb strikes count as hitting the player if the magic ball would have continued on to hit the player (i.e. you may not block Lightning Bolts with your cloak).
- i) All magic classes must have a list of which magic they have bought for that game on them at all times. Failure to have this list renders a player incapable of casting magic. Failure to wear appropriate class garb also negates magic abilities.
- j) Dead players under enchantments should remain on the battlefield as they may affect attempts to Resurrect, Talk to Dead, etc.
- k) Beginning an incantation discharges all of your unused spellballs and interrupts the incantation of any other magic you were casting. (Exception; may charge additional spellballs of the same type without discharging existing ones.)
- l) Spellcasters may never be affected by their own spellballs.

General Rules:

Magic points must be evenly distributed between levels; however, any number of higher-level magic points may be spent on a lower level once the initial distribution is done. (See the chart below.)

Spells completely cast and enchantments discharged are considered used, even if they were ineffective against their targets. The same is true of all class abilities. Example, Touch of Death is used on a 6th level Monk. The Monk is immune to the effect and the enchantment is discharged harmlessly.

In the event of a conflict between magic that is not directly covered by the rules, the higher-level magic is considered more powerful. If the magic is of the same level, the defensive magic is more powerful.

In the case of confusion or contradictions, then the specific magic description should be the final source. Use your common sense when ironing out problems.

The Reeve's word is final. If what looks like 30 feet to you is determined to be 60 feet by a reeve, then it is 60 feet.

Protections cast on a target have no effect on effects already active; i.e. casting Protection from Magic on a person who is Yielded does not free them from the Yield, though it would prevent them from being killed by a Fireball.

Immunities to magic are based on the School of magic they belong to. Exceptions to this are noted under the limitations of the spell. Note that immunities do not extend to equipment. Additional immunities, unless specified, do not exist.

Reeves may assist in placing a mage's components, such as markers for a fixed enchantment.

A break in the casting of magic is defined as either improper or non-magical wording and/or a gap of two or more seconds between words. This prevents, for example, long spells from being cast while under the influence of a magic that requires an ongoing verbal component such as the chanting of "Commune" for the Commune spell. Effects and magic with ongoing chants require the chant to be repeated with no more than a 5 second pause. Chants must be audible to 50 feet.

(Example of Timing : For the Doom spell, the caster must say "I doom thee" with no more than two seconds between each word. He must say this ten times, with no more than five seconds between repetitions.)

Spirit Magic and the Dead:

Spirit Magics (see *Schools of Magic*, below) often deal with a player after he has died. Unless otherwise specified in the spell description or class ability, Spirit Magic may be cast on players who are in Nirvana. The target player should leave Nirvana, suspending the death count for the duration of the spell, unless otherwise specified. Note that being "dead" is not considered "wounded" and thus the dead cannot be Healed.

Also, many Spirit Magics have a "touch" range. Once a caster lays hands on the target (dead body), the target must stay in place until the incantation and effect (if applicable) is finished.

Relics:

Relics are powerful magical items that can strongly influence game balance and should be used carefully. All relics will generally win any question of magical superiority unless the magic specifically states otherwise, and Greater Relics hold superiority over Lesser Relics. Lesser Relics are those that are granted as a class ability, one-shot relics, or are special scenario-specific relics. Greater Relics are those that permanently exist in the game and can be used by different players. Different kingdoms may have unique relics or variations on commonly accepted relics.

Relics are immune to effects like Dispel, Anti-Magic, and Heat Weapon. This is noted in the spell description. They cannot be destroyed or damaged under most circumstances. All Relics are considered Enchanted but do not count toward the number of enchantments carried by a player. (NOTE: Barbarians cannot use Relics unless specifically allowed by the Relic description.)

The Schools of Magic:

There are eight schools of magic. Each represents a different type of effect. Note that immunities are based on the school. Therefore, as Hold Person is a magic of the Subdual school, a barbarian, immune to subdual effects, is not affected. Stun, on the other hand, is of the Sorcery school, and barbarians would be affected by it.

- **Control:** Controls the mind, will, or senses.
- **Death:** An effect whose consequence is death or the withering of a body part.
- **Flame:** Produces heat, fire, or lightning
- **Static:** Magic that is neutral in terms of its School. They cannot be dispelled.
- **Protection:** Causes the target to be protected in some way.
- **Sorcery:** Effects that are purely magical in nature or somehow affect magic itself.
- **Spirit:** An effect that has to do with the forces of life. Includes healing.
- **Subdual:** Causes the target to be subdued in some manner.

Magic Format Key:

C: Classes and levels who can use the magic.
 I: Incantation and gestures
 R: Range (if any)
 L: Limitations or Restrictions
 E: Effect
 N: Notes

Magic Listing Key:

Type - Enchantment (E), Fixed Enchantment (FE), Spell (S), spellball (B), 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.
School - The School of magic the magic belongs to.

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.

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

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

List of Spells by School

Sorcery Magic

Acid Bolt
Anti-Magic
Banish
Bladesharp
Cancel
Circle of Protection
Commune
Cone of Quiet
Confidence
Dispel Magic
Enchant Armor
Enrage
Flames of Freedom
Flight
Forcewall
Freedom
Honor Duel
Liplock
Magical Projectile
Magic Bolt
Melt
Mend
Messenger
Pass Plant
Plant Door
Rot
Shove
Silence
Sphere of Annihilation
Splinter
Stone to Flesh
Stun
Teleport
Thornwall
Transform
Warp Wood
Wind

Static Magic

Advancement
Ambidexterity
Curse Weapon
Dance
Expertise
Extension
Lend
Mimic
Pass Without Trace
Permanency
Presence
Safe Passage
Stack
Visit
Vivify
Voice
Warskill

Protection Magic

Barkskin
Bless
Defend
Enchant Shield
Harden
Protect
Protection/ Control
Protection/ Death
Protection/ Disease
Protection/ Flame
Protection/ Magic
Protection/ Petrification
Protection/ Poison
Protection/ Projectiles
Protection/ Subdual
Safe Zone
Stoneskin
Theater
Vigor

Control Magic

Awe/Fear
Charm
Confusion
Feeblemind
Legend
Lore
Mute
Truth
Yield

Death Magic

Deathblade
Death Strike
Doom
Doomsday
Finger of Death
Killing Grounds
Mutual Destruction
Touch of Death
Wounding

Flame Magic

Call Lightning
Fireball
Firebow
Fire Trap
Flameblade
Flame Bolt
Flamewall
Heat Weapon
Lightning Bolt
Pyrotechnics

Subdual Magic

Entangle
Hold Person
Iceball
Lost
Mass Sleep
Paralyze
Paralyzing Pit
Petrify
Sleep
Stun Weapon
Touch of Paralyzation

Spirit Magic

Cure Disease
Cure Poison
Desiccate
Extension Fast Heal
Fast Heal
Heal
Healblade
Heal Extend
Lich
Pacify
Perdition
Reanimate
Regeneration
Reincarnate
Resurrect
Sever Spirit
Summon Dead
Swords to Plowshares
Talk to Dead

Magic per Class and Level

The following tables list the magic available to magic-users at their respective levels. The table lists the magic's name, its type, School, number of uses, cost and max number that may be purchased.

Bard Spells

Level 1	Type	School	Uses	Cost	Max	Range
Cancel	S	Sorcery	unlimited	0	---	50'
Charm	S	Control	1/life	2	2	20'
Hold Person	S	Subdual	1/life	1	4	20'
Presence	N	Static	1/game	1	4	---
Protection/Control	E	Protection	1/game	1	4	---
Visit	N	Static	1/game	1	4	---
Level 2						
Legend	S	Control	1/game	1	4	20'
Liplock	E	Sorcery	unlimited	2	---	---
Protection/Subdual	E	Protection	1/game	1	4	---
Talk to Dead	S	Spirit	1/life	1	4	---
Truth	S	Control	1/life	1	2	20'
Level 3						
Confidence	E	Sorcery	1/game	1	2	---
Extension	N	Static	1/life	1	4	---
Safe Passage	N	Static	1/game	1	2	---
Sleep	S	Subdual	1/life	1	2	20'
Yield	S	Control	1/game	1	4	50'
Level 4						
Awe/Fear	S	Control	1/game	1	4	20'
Enrage	E	Sorcery	1/game	1	2	---
Honor Duel	S	Sorcery	unlimited	1	---	20'
Lore	S	Control	1/life	2	2	20'
Mimic	N	Static	1/game	2	1	---
Warskill	N	Static	1/game	2	1	---
Level 5						
Advancement	N	Static	1/game	1	1	---
Confusion	S	Control	1/game	1	4	50'
Mute	S	Control	1/life	1	4	20'
Theater	FE	Protection	1/game	2	1	15' diameter
Level 6						
Dance	N	Static	1/game	2	2	---
Expertise	N	Static	1/game	2	1	---
Freedom	S	Sorcery	1/life	1	4	20'
Release	S	Sorcery	1/life	1	4	20'
Voice	N	Static	1/game	2	1	---

Druid Spells

Level 1	Type	School	Uses	Cost	Max	Range
Bladesharp	E	Sorcery	1/game	1	4	---
Cancel	S	Sorcery	unlimited	0	---	50'
Cure Poison	S	Spirit	1/life	1	4	---
Entangle	B	Subdual	1/bolt(U)	1	4	thrown
Heal	S	Spirit	1/life	1	4	---
Heat Weapon	S	Flame	1/life	1	4	20'
Rot	S	Sorcery	1/life	1	4	---
Warp Wood	S	Sorcery	1/life	1	4	20'
Level 2						
Barkskin	E	Protection	1/game	1	4	---
Confusion	S	Control	1/game	1	4	50'

Cure Disease	S	Spirit	1/life	1	4	---
Magical Projectile	E	Sorcery	1/game	1	4	---
Mend	S	Sorcery	1/life	1	8	---
Protection/Flame	E	Protection	1/game	1	4	---
Thornwall	FE	Sorcery	1/game	1	4	15' line
Touch/Paralyzation	E	Sorc/Subd	1/game	1	4	---
Level 3						
Acid Bolt	B	Sorcery	1/bolt(U)	1	2	thrown
Ambidexterity	N	Static	unlimited	2	---	---
Extension	N	Static	1/life	1	4	---
Flame Bolt	B	Flame	1/bolt(U)	1	4	thrown
Flames of Freedom	E	Sorcery	1/game	1	4	---
Pass Without Trace	S	Static	1/game	1	2	---
Plant Door	S	Sorcery	1/life	1	4	---
Protection/Disease	E	Protection	1/game	1	4	---
Splinter	S	Sorcery	1/game	1	4	20'
Level 4						
Call Lightning	S	Flame	1/game	1	4	20'
Commune	S	Sorcery	unlimited	2	---	---
Cone of Quiet	FE	Sorcery	1/game	1	4	20' diameter
Firebow	E	Flame	1/game	1	4	---
Flamewall	FE	Flame	1/game	1	4	15' line
Pyrotechnics	S	Flame	1/game	1	4	50'
Stoneskin	E	Protection	1/game	1	4	---
Stone to Flesh	S	Sorcery	1/life	2	2	20'
Level 5						
Advancement	N	Static	1/game	1	1	---
Dispel Magic	S	Sorcery	1/game	1	4	20'
Feeblemind	S	Control	1/game	1	4	50'
Flameblade	E	Flame	1/game	2	2	---
Pass Plant	S	Sorcery	1/game	1	4	---
Petrify	B	Subdual	1/bolt(U)	1	1	thrown
Release	S	Sorcery	1/life	1	4	20'
Vigor	N	Protection	1/game	1	1	---
Warskill	N	Static	1/game	2	1	---
Level 6						
Expertise	N	Static	1/game	2	1	---
Finger of Death	S	Death	1/game	1	4	50'
Fire Trap	FE	Flame	1/game	1	4	20' diameter
Paralyzing Pit	FE	Subdual	1/game	1	4	10' diameter
Reincarnate	E	Spirit	1/game	2	2	---
Wind	S	Sorcery	1/game	2	2	LOS

Healer Spells

Level 1	Type	School	Uses	Cost	Max	Range
Bless	E	Protection	1/life	2	4	---
Cancel	S	Sorcery	unlimited	0	---	50'
Cure Poison	S	Spirit	1/life	1	4	---
Heal	S	Spirit	unlimited	0	---	---
Lost	S	Subdual	1/game	1	4	20'
Melt	S	Sorcery	1/life	1	4	---
Mend	S	Sorcery	1/life	1	8	---
Mute	S	Control	1/life	1	4	20'
Stun Weapon	E	Subdual	unlimited	0	---	---
Talk to Dead	S	Spirit	1/life	1	4	---
Level 2						
Banish	S	Sorcery	1/life	1	4	20'

Cure Disease	S	Spirit	1/life	1	8	---
Curse Weapon	S	Static	1/life	1	4	20'
Entangle	B	Subdual	1/bolt(U)	1	4	thrown
Fast Heal	S	Spirit	1/life	1	4	---
Heal Extend	S	Spirit	1/life	1	8	20'
Protection/Poison	E	Protection	1/life	1	4	---
Sleep	S	Subdual	1/life	1	2	20'
Swords to Plowshares	S	Spirit	1/life	1	2	20'
Level 3						
Extension Fast Heal	S	Spirit	1/life	1	4	20'
Forcewall	FE	Sorcery	1/game	1	4	15' line
Protect	E	Protection	1/game	1	4	---
Protection/Disease	E	Protection	1/game	1	4	---
Resurrect	S	Spirit	1/game	1	8	---
Stun	S	Sorcery	1/game	1	4	20'
Wounding	S	Death	1/life	2	2	20'
Yield	S	Control	1/game	1	4	50'
Level 4						
Circle of Protection	FE	Sorcery	unlimited	2	---	5' diameter
Freedom	S	Sorcery	1/life	1	4	20'
Harden	E	Protection	1/game	1	4	---
Pacify	S	Spirit	1/game	1	4	50'
Protection/Control	E	Protection	1/game	1	4	---
Protection/Petrification	E	Protection	1/game	1	4	---
Release	S	Sorcery	1/life	1	4	20'
Sever Spirit	S	Spirit	1/life	1	4	---
Touch of Death	E	Sorc/Death	1/game	1	4	---
Level 5						
Advancement	N	Static	1/game	1	1	---
Awe/Fear	S	Control	1/game	1	4	20'
Extension	N	Static	1/life	1	4	---
Healblade	E	Spirit	1/game	2	1	---
Mass Sleep	S	Subdual	1/game	1	1	LOS
Protection/Death	E	Protection	1/game	1	4	---
Silence	FE	Sorcery	1/game	1	4	50'
Summon Dead	S	Spirit	1/life	1	4	50'
Warskill	N	Static	1/game	2	1	---
Level 6						
	Type	School	Uses	Cost	Max	Range
Desiccate	S	Spirit	1/life	2	2	---
Dispel Magic	S	Sorcery	1/game	1	4	20'
Expertise	N	Static	1/game	2	1	---
Paralyze	S	Subdual	1/game	1	4	50'
Perdition	S	Spirit	1/game	1	4	50'
Protection/Magic	E	Protection	1/game	1	4	---
Regeneration	E	Spirit	1/game	1	2	---
Safe Zone	FE	Protection	1/game	2	1	10' diameter
Teleport	S	Sorcery	1/game	1	4	---
Vigor	N	Protection	1/game	1	1	---

Wizard Spells

Level 1	Type	School	Uses	Cost	Max	Range
Bladesharp	E	Sorcery	1/game	1	8	---
Cancel	S	Sorcery	unlimited	0	---	50'
Enchant Shield	E	Protection	1/game	1	4	---
Heat Weapon	S	Flame	1/life	1	4	20'
Honor Duel	S	Sorcery	unlimited	1	---	20'
Iceball	B	Subdual	1/bolt(U)	1	4	thrown

Magic Bolt	B	Sorcery	1/bolt(U)	1	4	---
Shove	S	Sorcery	1/life	1	4	20'
Stun Weapon	E	Subdual	unlimited	0	---	---
Talk to Dead	S	Spirit	1/life	1	4	---
Level 2						
Circle of Protection	FE	Sorcery	unlimited	2	---	5' diameter
Death Strike	E	Death	1/game	1	4	---
Forcewall	FE	Sorcery	1/game	1	4	15' line
Harden	E	Protection	1/game	1	4	---
Hold Person	S	Subdual	1/life	1	4	20'
Lightning Bolt	B	Flame	1/bolt(U)	1	4	thrown
Liplock	E	Sorcery	unlimited	2	---	---
Mend	S	Sorcery	1/life	1	4	---
Messenger	E	Sorcery	1/game	1	---	---
Protection from Flame	E	Protection	1/game	1	4	---
Wounding	S	Death	1/life	2	2	20'
Level 3						
Ambidexterity	N	Static	unlimited	2	---	---
Anti-Magic	FE	Sorcery	1/game	1	2	30' diameter
Dispel Magic	S	Sorcery	1/game	1	4	20'
Extension	N	Static	1/life	1	4	---
Fireball	B	Flame	1/bolt(U)	1	4	thrown
Mutual Destruction	S	Death	1/game	1	4	50'
Protect	E	Protection	1/game	1	4	---
Protection/Projectiles	E	Protection	1/game	1	4	---
Pyrotechnics	S	Flame	1/game	1	4	50'
Touch of Death	E	Sorc/Death	1/game	1	4	---
Yield	S	Control	1/game	1	4	50'
Level 4						
Death Blade	E	Sorc/Death	1/game	2	4	---
Doom	S	Death	1/game	1	4	50'
Doomsday	S	Death	1/game	2	1	LOS
Enchant Armor	E	Sorcery	1/game	1	2	---
Petrify	B	Subdual	1/bolt(U)	1	1	thrown
Protection from Magic	E	Protection	1/game	1	4	---
Sever Spirit	S	Spirit	1/life	1	4	---
Teleport	S	Sorcery	1/game	1	4	---
Level 5						
Advancement	N	Static	1/game	1	1	---
Flight	E	Sorcery	1/game	1	4	---
Lend	N	Static	1/game	1	4	---
Paralyzing Pit	FE	Subdual	1/game	1	4	10' diameter
Reanimate	E	Spirit	2/game	1	4	---
Vivify	N	Static	1/game	2	1	---
Warskill	N	Static	1/game	2	1	---
Wind	S	Sorcery	1/game	2	2	LOS
Level 6						
Defend	E	Protection	1/game	2	1	---
Expertise	N	Static	1/game	2	1	---
Killing Grounds	FE	Death	1/game	2	1	30' diameter
Lich	N	Spirit	1/game	1	2	---
Permanency	N	Static	1/game	1	4	---
Sphere of Annihilation	B	Sorcery	1/bolt(U)	2	1	thrown
Stack	N	Static	1/game	1	4	---
Transform	E	Sorcery	1/game	2	2	---

Chapter 8: Spell Descriptions

Acid Bolt

C: Druid 3

M: Green spellball

I: Hold ball and repeat x5 "Acid Bolt"

E: This ball of acid is considered to be a Red throwing weapon. Will wound/kill as normal on limb/torso shots. Deals two points of damage to armor and will destroy a normal shield in three hits, but may be parried by a weapon without penalty.
N: It is not stopped by Protection from Projectiles. Is stopped by Missile Block but not by Greater Missile Block.

Advancement

C: Bard 5, Druid 5, Wizard 5, Healer 5

E: May purchase up to 3 points of 1st level magic (of the same class).

Ambidexterity

C: Druid 3, Wizard 3

E: User may charge and cast ball spells with either hand (and with the same hand).

Anti-Magic

C: Wizard 3

M: 90 ft. yellow cloth or rope (approximately 30 ft diameter)

I: Lay cloth in a circle, repeat x10 "May all forms of magic forsake this place."

E: No magic of any kind will work within the circle, though enchantments will reappear when removed from the affected area. Incanted spellballs must be recast upon leaving the area.

N: Dispel Magic, if cast from outside the sphere of influence, will remove Anti-Magic. Protection from Magic will not allow magic to be used in the area.

Awe/Fear

C: Bard 4, Healer 5

I: For Awe repeat x3 "I make thee in awe" or for Fear repeat x3 "I make thee afraid."

R: 20 ft.

E: Target may not attack or cast magic at the caster and must remain at least 20 ft away from the caster at all times for a 300 count.

L: If the caster attacks or casts another magic at the target, this spell's effect is negated.

N: Victims may still cast area-effect magic (like Doomsday) that would affect the caster but do not specifically target him.

Banish

C: Healer 2

M: Undead or extra-planar creature.

I: Repeat x5 "I banish thee monster."

R: 20 ft.

E: Monster is removed from play for a 300 count. It will come back at the spot where it was Banished - does not count as a life lost for the creature. Three successful Banishments on the same life of a creature will kill the creature.

N: May not be dispelled. Only usable on undead and extra-planar creatures.

Barkskin

C: Druid 2

M: Brown enchantment cloth

I: Touch person and repeat x5 "May nature protect thee," attach cloth to person.

E: Recipient gains one point of armor to all hit locations.

L: The protection is only from physical attacks, including Magic Bolt and Flame Bolt. Cannot be used with other armor.

N: May be simul-cast up to four times for a total of four points of armor. Behaves just like normal armor. May be cast on players that cannot normally wear armor. Is not a form of invulnerability. Cannot be combined with other armor, magical or non-magical. May not be Mended or repaired.

Bladesharp

C: Wizard 1, Druid 1

M: Yellow enchantment strip

I: Hold weapon in free hand and repeat x5 "Enchant this weapon," tie cloth on weapon.

E: Weapon deals one additional point of damage.

May be simulcast up to four times on one weapon allowing it to deal up to four extra points of damage. This does not make it a red weapon.

L: Only usable on bladed or blunt weapons; cannot be applied to piercing or projectile weapons.

Bless

C: Healer 1

M: Blue enchantment strip, item of garb or armor

I: Touch item and repeat x5 "I bless thee." tie cloth to item.

E: Person is immune to the first physical hit of any type, excluding spellballs.

L: Immunity only applies to areas covered by the item. May not be simulcast.

N: Is not armor, may not be Mended or Healed. Is considered a form of limited invulnerability. Magic

Bolts and Flame Bolts are considered physical blows for this spell's purposes.

Call Lightning

C: Druid 4

I: Raise empty hands above head and repeat x3 "I call lightning to strike thee."

R: 20 ft.

E: Target is dead.

Cancel

C: Bard 1, Druid 1, Healer 1, Wizard 1

I: Repeat x2 "I cancel my magic."

R: 50 ft.

E: A spell, enchantment, or fixed enchantment you cast is negated and expended.

L: May not be used on a spellball already thrown.

Magic that is completed when cast such as Heal and Resurrect cannot be cancelled. The Permanency spell cannot be canceled.

Charm

C: Bard 1

I: State "Charm" - followed by a 20 syllable or larger poem - followed by "Charmed."

R: 20 ft

E: Enemy player is given a task by the caster, such as sing or dance about, which he must perform. The caster should describe what he wants the Charmed player to do within a 50 count after casting the spell. The caster may not be attacked by the victim during this time. If the caster dies before the instructions for the Charm are given, the player is freed of the Charm. If the caster has not given his instructions within a 50 count the Charmed player is freed. Spell ends when the task is completed or a 150 count has elapsed, whichever comes first.

L: You may not Charm somebody to affect his own person, equipment, or teammates. The victim may defend himself if attacked, but otherwise may not interact with other players unless it is required to complete the Charm. The victim may move immediately to a safe, out of the way location, if performing the Charm at their current location would place him at a battlefield disadvantage. If moving to a safe location, the count for the Charm begins when the victim arrives at that location. Impossible tasks such as, "Bring me the moon in a teacup" result in the Charm being wasted.

N: The charmed player's count starts the moment they are Charmed, except as noted above.

Circle of Protection

C: Healer 4, Wizard 2

M: 15 ft white cloth or rope (app. 5 ft diameter)

I: Lay cloth in a circle, repeat x5 "Circle of

protection," place person(s) and/or item(s) you wish to protect inside.

E: Person(s)/item(s) inside can't harm or be harmed by anyone outside the circle, nor can they cast magic that affects anyone or any thing outside the circle. Forces outside the Circle of Protection may not affect them.

L: Can't block or restrict access to an area. Cannot be used as a cage. No one can enter without recasting the magic. Neither game items, nor persons acting as game items may be put inside. Protection starts when you step inside the cast circle.

N: Magic in the process of being cast inside the circle is broken when the circle is broken (e.g., no Doomsday circles). Players outside the circle can detect its presence (it is linked to this plane). May be removed by Dispel Magic or having an Anti-Magic fixed enchantment cast with the circle inside its area of effect.

Commune

C: Druid 4

M: Tree

I: Touch tree, repeat x3 "May Mother Nature hide me."

R: Self

E: Caster may not harm others. Others within 20 feet may not harm or take hostile actions towards the caster.

L: Must be humming or chanting, and say in physical contact with the tree. Cannot be holding a weapon or game item or the magic is broken. Cannot be closer than 20 feet to a base or flag when Commune is started. May not interact with game items while in Commune and cannot affect the game in any way. Destruction of the tree does not affect the Commune in any way.

Cone of Quiet

C: Druid 4

M: 60 ft. maroon cloth or rope (approximately 20' diameter)

I: Lay cloth in a circle, stand in middle with both hands above head and repeat x5 "May no form of sound, speech or noise be heard in this place."

E: No speech (talking), including magic casting, is allowed in the enchantment's radius. Magic may be cast into or through a Cone, however.

N: Speaking requirements used in class abilities to allow others to know what the player is doing (sanctuary chant, etc.) are not affected and may still be used.

Confidence

C: Bard 3

M: Maroon enchantment strip.

I: Touch player, repeat x5 "You are great and powerful," tie enchantment cloth on target.
E: While enchanted, player is considered one level higher. If a life was gained from the increase of level and the player died while enchanted, the "extra" life is lost instead of a normal one. The player gains all abilities of the higher level.
L: Only works once per game on a player. Cannot be used on spell-casters or monsters.

Confusion

C: Bard 5, Druid 2
I: Repeat x5 "By the power of (my mind/nature), I you will be confused."
R: 50 ft.
E: Target must attack the nearest creature(s) by the most lethal means possible for a 100 count (with magic if the target wishes). The target must look around for the nearest player before attacking, but can then attack that person until it is dead, or choose to change to another target that becomes closer. If the "closest" person is killed, the target must look around for a new target and continue until the 100 count is up.
L: Monsters are immune. Pacify will end this effect.
N: The affected player is encouraged to "role-play" the Confusion. Reeves are encouraged to penalize players who make only half-hearted attempts at this effect and to shorten the next death count of targets that play it well.

Cure Disease

C: Druid 2, Healer 2
M: An undead, diseased or like type creature
I: Repeat x5 "I cure thy illness"
R: Touch
E: Converts diseased or undead creature back to human, or removes disease from an object.
N: This is not a Resurrect spell. If dead, the target must still come back to life normally. Does not heal any wounds caused by a diseased weapon. May not be used on a player in Nirvana.

Cure Poison

C: Druid 1, Healer 1
I: Repeat x10 "Cure Poison."
E: May be used to cure poison on a person at time of casting. Also, can remove the effects of poison from an object.
N: Is not a Heal spell, wounds will remain. May not be used on a player in Nirvana.

Curse Weapon

C: Healer 2
I: Indicate the target player and repeat x5 "I curse that <weapon>." Be as specific if possible.

R: 20 ft.
E: The targeted weapon must be dropped and is useless for a 300 count.
L: If the target has more than one weapon, the specific weapon must be noted at the start of the spell.
N: Mend and Repair have no effect on a Cursed Weapon.

Dance

C: Bard 6
I: State "Dance," followed by the incantation of the spell it is to be used with, and ending with "The dance is now complete."
E: You may cast the altered spell while moving, but it must be cast within a 50 count.
L: May only be used with the caster's class spells.
N: May be cast while moving. The spell enhanced by Dance is not cast until the ending phrase is also completed. Dance is cast as soon as "Dance" is said, even if the accompanying magic is not completed

Deathblade

C: Wizard 4
M: Black enchantment strip
I: Weapon in free hand, repeat x10 "Enchant this weapon," tie cloth on weapon. Upon a successful attack, state "Deathblade."
E: Wounds inflicted by the weapon kill. This will not affect a player through armor, even if the strike successfully penetrated the armor.
L: Protection from Death or Protection from Magic will negate this effect, though the weapon will still cause damage normally.
N: The enchantment itself is a sorcery, while the effect when used is a Death effect.

Death Strike

C: Wizard 2
M: Black enchantment strip, melee weapon
I: "May this weapon slay its victim." x5. Upon a successful attack, state "Death Strike."
E: Wounds inflicted by the weapon kill. This will not affect a player through armor, even if the strike successfully penetrated the armor.
L: Enchantment is lost after killing one person or strikes physical invulnerability (Bless, Protect, Enchant Armor, Natural Invulnerable Armor, and Stoneskin).
N: Death Strike does only normal damage against Protection from Magic and Protection from Death.

Defend

C: Wizard 6
M: White enchantment strip

I: Repeat x5 "Power defend me." Tie cloth on self.
E: Caster is granted Protect and one of the following: Protection from Magic, Protection from Flame, or Protection from Projectiles. Casting magic does not cause this enchantment to dissipate.
N: This enchantment may only be cast on self.

Desiccate

C: Healer 6
M: Already dead victim
I: State once; "On life thou has no hold, thy corpse is growing cold, discard this empty husk, thy spirit resides at dusk."
R: Touch
E: Target is instantly shattered.
L: May only be used on dead bodies (undead must be killed before this spell will work on them).
N: Will permanently kill undead creatures, including a Lich. May be used on any player that has not yet reached Nirvana, even if they have moved from where they died, but not if he has reached Nirvana.

Dispel

C: Druid 5, Healer 6, Wizard 3
I: Repeat x5 "I dispel that magic."
R: 20 ft.
E: If cast on a player, all spells and enchantments on a player are dispelled, including any on their equipment. Reanimated players die. If cast on an object, all enchantments on it are dispelled. May target a fixed enchantment to remove it.
L: Does not affect class abilities or skills, static magic of any type, any spell or enchantment already discharged (such as Heal), Commune, Messenger, Teleport in the act of being completed, Lost, or Banish. Must be outside Anti-Magic to Dispel it.
N: Will cancel Protection from Magic. Will remove all enchantments from the target's equipment even if not currently in the target's possession. Example: Throwing down an Enchanted Weapon will not prevent Dispel from removing the enchantment.

Doom

C: Wizard 4
I: Point at victim, repeat x10 "I doom thee."
R: 50 ft
E: Person dies.

Doomsday

C: Wizard 4
I: Count "Doomsday 1, Doomsday 2..." through "Doomsday 300."
R: Line of Sight
E: All enemies in line of sight will die.

Enchant Armor

C: Wizard 4
M: Blue enchantment strip, armor
I: "Enchant this armor" x10
R: Touch
E: Weapons, regardless of weapon damaging capacity, do one point of damage to Enchanted Armor.
L: Enchanted armor may not be mended or repaired in any way, and provides no protection from verbal or ball spells.
N: This is proof against Backstab, Armor Piercing arrow, and Penetrating arrow. This covers all armor worn by the player, but does not grant the ability to wear armor.

Enchant Shield

C: Wizard 1
M: Blue enchantment strip, Shield
I: Shield in hand, repeat x5 "Enchant this shield," tie cloth to shield so it is visible.
E: Shield may not be destroyed by any means except Sphere of Annihilation. The shield is not affected by other magic. Engulfing magic balls that strike the shield still affect the holder of the shield.
L: A hit from a white weapon will affect the bearer of the shield as per normal, though the shield itself is undamaged.

Enrage

C: Bard 4
M: Red enchantment strip, Red headband.
I: Touch target, repeat x1 "The anger builds within thy veins. No longer shall thou keep it caged. Thine enemies shall feel the pain. Thy crimson visaged berserk rage!" Place cloth and red headband clearly visible on target.
E: Player gains all the abilities and restrictions listed for the Enraged ability for the duration of the life enchanted. May not return to "normal" until the enchantment is removed by magic or death.
L: Player does not gain Berserk unless they may normally do so while Enraged. May not be used on players who are already Enraged.
N: This enchantment can be cast on Barbarians. Each player can have this cast on them only once each game.

Entangle

C: Druid 1, Healer 2
M: Brown spellball.
I: Hold ball and repeat x5 "Entangle."
E: Victim is stuck in place for 300 count or until each leg is struck ten times by a slashing weapon. The victim may not move or communicate in any fashion, and neither the victim nor his equipment can be

affected in any way - except where noted below. It is considered Engulfing.

L: Beings immune to Flame may not be freed by a Fireball or Flameblade. A ball may not be reused if the spell is in effect (on a victim), but may be reused once the victim is free.

N: Dispel Magic, Rot, Freedom, or a touch from a Flameblade will instantly negate the effect. One Fireball striking the victim will instantly negate the effect. Shove, Teleport, and Wind may be used normally on an affected victim. A shield struck by Entangle is considered useless for a 300 count and must be dropped.

Expertise

C: Bard 6, Druid 6, Healer 6, Wizard 6

E: May purchase four points of up to second level magic (in same class).

Extension

C: Bard 3, Druid 3, Healer 5, Wizard 3

I: State "Extension" loudly before a spell.

E: Doubles range of the spell for one use. If the spell has a range of 'Touch', grants range of 20 ft and the caster must point at the target in lieu of touching.

L: May not be used more than once on the same casting (e.g., no doubling range twice).

N: The Extension is expended when "Extension" is stated, even if the accompanying spell is not completed.

Extension Fast Heal

C: Healer 3

I: "Extension" + Fast Heal incantation

R: 20'

E: Same as Heal spell, except range and incantation.

N: Can not be dispelled or canceled. May not be used on a player in Nirvana.

Fast Heal

C: Healer 2

I: "The gentle power of healing heals thy wounds" x2

R: Touch

E: Same as Heal spell, except for incantation.

N: Can not be canceled or dispelled. May not be used on a player in Nirvana.

Fear

See Awe/Fear.

Feeblemind

C: Druid 5

I: Point at victim, repeat x3 "By the power of my mind, I confuse and erase yours."

R: 50 ft

E: Victim may not cast magic or use any abilities of

their class. Victims may still fight with melee weapons.

L: Death or Dispel Magic will remove this effect.

N: Class abilities already in use when Feeblemind is cast continue to function. Example: A warrior may continue to use his Improved Weapon if already on a weapon, but would be unable to use his Repair Item ability. Resurrected victims will still be under the effect of Feeblemind until cured. Pacify will end this effect.

Finger of Death

C: Druid 6

I: Point at victim, repeat x5 "I call for your death."

R: 50 ft

E: Person dies.

Fireball

C: Wizard 3

M: Red spellball.

I: Hold ball in free hand and repeat x5 "Fireball."

E: Will destroy or kill anything it touches while moving, even on a roll, foot shot, or bounce (it affects all targets it touches, not just the first thing struck). It is considered Engulfing.

N: A shield struck by Fireball is considered destroyed.

Firebow

C: Druid 4

M: Orange enchantment strip for bow, arrows as Flame Arrows.

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

R: Touch

E: 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.

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

N: All arrows must be marked as Flame Arrows.

Fire Trap

C: Druid 6

M: 60' orange cloth or rope (approximately 20 ft diameter)

I: Lay cloth in a circle, repeat x5 "I call upon the element of fire to consume all that violate these boundaries."

E: Anyone not protected who enters the area (and all their belongings) will be completely destroyed. Melee and ranged combat cannot take place across wall. It will not stop spells or spellballs.

N: Protection from Flame will protect the player and his belongings. Protection from Magic will only protect the person or object bearing the enchantment, thus a shield carrying Pro/Magic

would survive while the player carrying it would not. Any person entering this area with invulnerability loses one point and is ejected from the point at which he entered. Against invulnerable armor this counts as one hit on every location and has a full effect on the target if any areas have no points of invulnerable armor.

Flameblade

C: Druid 5

M: Orange enchantment strip, edged weapon

I: Tie cloth to weapon, repeat x10 "Flameblade."

E: Weapon becomes Red. This weapon now negates Iceball and Entangle hits to the wielder and frees other players from an Iceball or Entangle with a touch. Any blow that would wound the target causes death, unless the target is immune to magic or flame.

N: The weapon itself is immune to further Flame magic. A Flameblade may be used to block Entangle, Iceball, and all Flame-effect spellballs with no harm/effect to the wielder or the weapon.

Flame Bolt

C: Druid 3

M: Orange spellball.

I: "Flame Bolt" x5

R: Thrown

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

L: Protection from Missiles does not block a Flame Bolt. Garb shots are ignored. Protection from Magic and Pro/Flame confer immunity to Flame Bolt.

N: Cannot be dispelled or canceled. 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 (as per Missile Block). 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 an Improved or Enchanted shield.

Flames of Freedom

C: Druid 3

M: Orange enchantment strip

I: "Flames of Freedom" x10

R: Touch

E: This spell confers immunity to Entangle and Iceball spells and similar effects.

N: Immunity extends to equipment, weapons, etc.

Flamewall

C: Druid 4

M: 15 ft. orange cloth or rope.

I: Lay cloth in straight line, raise hands, repeat x5

"By the might of nature, I call forth a flaming wall."

E: Creates a wall of flame. Anyone not protected who touches or crosses it (and all their belongings) will be completely destroyed. Melee and ranged combat cannot take place across wall. It will not stop spells or spellballs.

N: Protection from Flame will protect the player and his belongings. Protection from Magic will only protect the person or object bearing the enchantment, thus a shield carrying Pro/Magic would survive while the player carrying it would not.

Flight

C: Wizard 5

M: Yellow enchantment strip

I: Tie cloth on self and state "Take to the air and fly away" x5 and "Arriving" x5 to land.

E: 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. Flight should be physically indicated by distinctive posturing.

L: May only be cast on self. May not engage in melee combat with non-flyers. A flying player may not attack "grounded" players by any means except verbal magic.

N: Immune to melee attacks by non-flyers. Immune to projectile and magic ball attacks from within twenty feet. Caster may use verbal spells without losing the enchantment. Range for all game effects is considered to be the same as actual distance.

Forcewall

C: Healer 3, Wizard 2

M: 15 ft. blue cloth or rope.

I: Lay cloth out in straight line, repeat x10 "Forcewall."

E: Creates an impenetrable 10-foot wall

N: Nothing may cross this wall. It will stop all verbal spells, melee and missile combat, spell balls, and all magical effects. Some in game effects (like a river of lava), may be able to simply move around the wall, but cannot destroy or overcome it.

Freedom

C: Healer 4, Bard 6

I: Repeat x3, "(Identify target), I free thee from the shackles that bind thee"

R: 20'

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

N: Physically restrictive magics and abilities include: Entangle, Iceball, Petrify, Ensnare, Hold Person, Paralyze, and Paralyzing Pit. Can not be dispelled or canceled.

Harden

C: Healer 4, Wizard 2

M: Maroon enchantment strip

I: Tie cloth on object, repeat x5 "Harden this (name of item)."

E: Makes object indestructible, except versus Sphere of Annihilation.

L: Cannot be placed on players, garb, armor or anything else that covers a player directly. May be cast on shields.

Heal

C: Druid 1, Healer 1

M: Person

I: Touch person and state: "Healing 1, Healing 2..." through "Healing 30."

R: Touch

E: Person's wound is healed. It will also remove the effects of Subdual, and will free a victim from Petrify in a 30 count after the spell is completed.

N: May be used on self. Will repair one point of natural armor on any one hit location. Healers do not require a spell book or scroll to cast Heal. May not be used on a player in Nirvana.

Healblade

C: Healer 5

M: White enchantment strip, melee weapon

I: "Healblade" x10

R: Touch

E: The weapon heals wounds on a hit to the wounded limb. It may also be used to cure Stun and end the effects of subdual.

L: The weapon will not cause wounds to anyone except undead (acts as a Deathblade on undead monsters). A Healblade will not repair natural armor. May not be used on self.

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

Heal Extend

C: Healer 2

I: State "Heal Extend," identify target, then recite the Heal spell.

R: 20 ft.

E: Except for range, identical to the Heal spell. May not be used on a player in Nirvana.

Heat Weapon

C: Druid 1, Wizard 1

I: Repeat x2 "By the might of the sun, I heat that (weapon)." Be specific, if possible.

R: 20 ft

E: The weapon is considered useless for a 300 count and must be dropped.

L: Works against any weapon, but not armor or

shields. Someone protected against flame effects may continue to wield the weapon (but it does no additional damage and does not become a flame weapon).

N: Mend will not restore the weapon. Heat Weapon does affect Hardened weapons.

Hold Person

C: Bard 1, Wizard 2

I: Repeat x3 "I command you to stop."

R: 20 ft

E: Victim may not move feet for 100 count. May yell, fight or cast any magic that does not involve moving feet.

N: May be cast while moving. Wizards do not require a spell book or scroll to cast Hold Person.

Honor Duel

C: Bard 4, Wizard 1

I: State "(the names of both contestants)" loudly and repeat x5 "Remain this duel pure."

R: 20ft (Both contestants must be within 20 ft of the caster when the incantation is finished for the spell to work.)

E: Each contestant becomes completely immune to outside effects. They must duel each other until one is dead or a mutually agreed term of winning is accomplished. Participants in an Honor Duel may only affect one another and are considered to be out of play until the spell is finished. The victor may choose safe passage to their home base, ignoring all wounds until arrival. If alive, the loser must return to his base and call 'Alive' to re-enter the game.

L: May not be members of the same team with out the Reeve's permission. Barbarians cannot be involved in this spell. Spell is negated if no side achieves victory in a 300 count.

N: Combat is limited to a reasonable area. Should the duel become a stalemate (e.g., a participant is Petrified or otherwise incapacitated) the spell will be considered a draw if no combat takes place within a 30 count and both players must then return to base. Honor Duel may not be dispelled or cancelled. May not be cast on people acting as game items.

Iceball

C: Wizard 1

M: White spellball.

I: Hold ball in free hand and repeat x5 "Iceball."

E: Victim is stuck in place for 300 count. The victim may not move or communicate in any fashion, and neither the victim nor his equipment can be affected in any way - except where noted below. It is considered Engulfing.

L: Beings immune to Flame may not be freed by a Fireball or Flameblade. A ball may not be reused if the spell is in effect (on a victim), but may be reused

once the victim is free.

N: Dispel Magic, Melt, and Freedom or a touch from a Flameblade will instantly negate the effect. One Fireball striking the victim will instantly negate the effect. Shove, Teleport, and Wind may be used normally on an affected victim. A shield struck by an Iceball is considered useless for a 300 count and must be dropped.

Killing Grounds

C: Wizard 6

M: 90' black cloth or rope (approximately 30 ft diameter)

I: To set trap, lay out cloth in a circle, repeat x3 "Poison seep, venom creep, flesh in mossy graves yet deep, Rise from thy undreaming sleep, bide and soon make mortals weep" To trigger, enter the circle and repeat: "Rise up now, receive thy pay, the promised time has come, now slay."

E: All within circle die.

L: May not be used within 50' of a base. No other fixed enchantment may exist within its radius, regardless of who cast it, and it cannot be cast if one is already in place, again regardless of who cast it.

N: Caster dies when magic is triggered. If caster is killed before triggering the trap, the magic is not expended. Nothing will save the caster from his own Killing Grounds.

Legend

C: Bard 2

I: State "Legend," followed by a short poem of 20+ words, and end with "Legended"

R: 20 ft.

E: The caster and victim move to an out of the way place within 50 ft of the casting of the spell, where the caster will perform for him. Neither the caster nor target can be attacked by anyone within a 20 ft radius. The caster may defend himself, but at the cost of canceling the spell. The victim may not do anything. Once the performance has begun, anyone susceptible to control magic may be ensnared, at the caster's option, if they come within 20 ft of the bard while he is performing. He may ensnare a maximum number of people equal to his level.

L: The "out of the way place" cannot be within 50 ft of a base. Performance has a maximum length of a 300 count (started the moment the spell is finished being cast). If ended without the death of the target(s), the targets must tag their base before returning to the game. Players not affected by Legend may not attack, cast magic, or use class abilities on the bard or his victims if within 20 ft of the caster's performance but may enter and leave the area at will.

N: The caster may attack victims of this spell, though the caster attacking anyone in a Legend frees all

other victims and the Legend spell is broken. The caster and victim are considered removed from the game during their transit to the performance location. This is considered an ongoing spell effect and as such may be removed via Dispel Magic targeted on the caster.

Lend

C: Wizard 5

E: May Lend magic to another Wizard (of any level). That person may then use the magic as if he had purchased it with his own points. The caster lending the magic may no longer use it.

N: To Lend magic, the caster must pay for both the Lend and the magic he is Lending. Lend must be decided, bought and paid for before the game begins. Spell maximums must still be observed. May be cast on self only. This spell does not expire when the caster dies.

Lich

C: Wizard 6

M: Monster handout (Lich)

E: After having died his last natural death, the caster returns to the place he died as a Lich.

N: A Lich has all the casters per life spells as though it is an additional life plus all other magic the caster had not yet expended before becoming a Lich. A Lich is considered to be a caster and undead and may still die from normal means. A Lich (as an undead) has the following powers and restrictions;

- Immunity: Death, Immunity: Charm, Immunity: Poison, Immunity: Disease, Regenerates wounds in a 60 count, but will not regenerate from death. The Lich may still be killed by normal means.
- The lich may not be Healed or Resurrected. The lich may be affected by Banish and Perdition. A Healblade acts as a Deathblade.
- The lich may not carry any game items or enchantments. The lich may not be brought back to life in any manner.

Lightning Bolt

C: Wizard 2

M: Yellow spellball.

I: Hold bolt and repeat x5 "Lightning Bolt."

E: Players struck die; Items struck are destroyed.

Liplock

C: Bard 2, Wizard 2

M: Maroon enchantment strip.

I: Repeat x5 "Remain the truth still," tie on cloth.

E: Bearer cannot speak or otherwise respond to questions asked under Talk to Dead or similar magic. Does not affect the Tracking ability.

L: May only be cast on each player once per battlegame.
N: Disappears when the person comes back to life.
May be cast on an unwilling target

Lore

C: Bard 4

I: State "Lore," followed by a short poem (20 words or more), and ending with "Lore."

R: 20ft

E: The caster and target are removed from the game. The caster then may ask the victim a 'yes' or 'no' question, which must be answered truthfully. The caster may continue asking questions until he receives a 'no' answer - in which case, the spell ends. If the target does not know the answer of the question, he may state so, but it does not end the spell. The reeves might give the bard additional information to further define the Lore spell.

L: The questioning has a maximum time count of 100. The caster and target may not attack each other during the duration of the spell and for a 100 count after its completion.

N: Neither the caster nor the victim may move about while the questions are being asked.

Lost

C: Healer 1

I: Repeat x5 "I make thee lost."

R: 20 ft.

E: Person must go back to his base before he can do anything else. The person is out of game until he reaches his based and cannot affect or be affected by the game.

L: May not be used on Teammates.

N: May not be dispelled.

Magical Projectile

C: Druid 2

M: Projectile (arrow, javelin, throwing knife, etc), yellow enchantment strip.

I: Hold projectile in free hand, repeat x5 "May this projectile strike true," tie cloth to projectile weapon.

E: Projectile will do one more point of damage than normally done by the projectile type. If this increases the damage to five points or more, the projectile can act as a shield breaking weapon.

L: Monks may block these without penalty.

N: This enchantment may be simulcast up to four times, providing four additional points of damage to the projectile.

Magic Bolt

C: Wizard 1

M: Blue spellball

I: Hold ball in free hand and repeat x5 "Magic Bolt."

E: A direct hit on a person will kill or wound them just as if it were a throwing weapon. Will destroy a shield or weapon on a hit. Destroys one point of armor.

N: It is not stopped by Pro/Projectiles. Missile Block is effective against this but Greater Missile Block is not.

Mass Sleep

C: Healer 5

I: Repeat x250 "Mass Sleep (present count)."

R: Line of sight.

E: As per Sleep for a 60 count, except effects everybody (both teams) in line of sight

Melt

C: Healer 1

I: "I call upon the warmth of the earth to release you." x3

R: Touch

E: The target is freed of the effects of an Iceball upon completion of this spell.

N: Can not be dispelled or canceled.

Mend

C: Druid 2, Healer 1, Wizard 2

I: Repeat x10 "Make this item whole again."

R: Touch

E: Will repair a damaged or destroyed item or restore all armor damage.

L: Cannot be used to negate the affects of Heat Weapon., Shatter, or Cursed Weapon., or those destroyed by Sphere of Annihilation.

N: If an enchanted item is Mended, its enchantment stays intact.

Messenger

C: Wizard 2

M: Maroon enchantment strip

I: Cloth in free hand, repeat x10 "Safe passage unto thee," tie cloth on player.

E: Recipient must go straight to destination, deliver message, and then return where spell was cast.

Cannot harm others nor be harmed, and may not be followed.

Mimic

C: Bard 4

M: If the mimicked class has any garb or material components, the Bard must have these.

E: During that life, caster gains all the non-magical 1st level abilities and restrictions of a single standard class that is mimicked, including all weapons, armor and shields permitted that class at 1st level. The caster may also still use his normal class abilities. If the Bard is Level-5, he may Mimic a 2nd level class under the same conditions. If the Bard is Level-6, he

may Mimic a 3rd level class under the same conditions.

L: May not be used to Mimic the Anti-paladin or Paladin classes unless caster is a knight.

N: If Enraged, caster may not cast magic. Monsters may never be mimicked.

Mute

C: Healer 1, Bard 5

I: Repeat x5 "I silence thee."

R: 20 ft.

E: Victim cannot speak or cast magic for a 100 count.

N: Speaking requirements used in class abilities to allow others to know what the player is doing (sanctuary chant, etc) are not affected and may still be used.

Mutual Destruction

C: Wizard 3

I: Repeat x5 "I call for our deaths."

R: 50 ft.

E: Both the caster and the victim die.

N: Nothing will protect the caster from his own Mutual Destruction.

Pacify

C: Healer 4

M: Focus

I: Repeat x5 "(Name target), with the power of healing, I pacify thy rage."

R: 50'

E: This spell instantly ends effects of Confusion, Feeblemind, Chant of Rage, Enrage, and Berserk.

N: May not be canceled or Dispelled.

Paralyze

C: Healer 6

M: Focus

I: Repeat x5, "(Identify target), I call upon the power of healing to paralyze thy body."

R: 50'

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

L: Pro/Magic confers immunity to this spell.

N: Cannot be dispelled or canceled.

Paralyzing Pit

C: Druid 6, Wizard 5

M: 30 ft grey cloth or rope (approximately 10 ft diameter)

I: Repeat x10 "Paralyze all who violate this area."

R: Touch

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

L: Bearers of Protection from Magic are immune.

May not be placed within 20' of base. May not bring game items into a Paralyzing Pit (item is removed from the Pit and victim is still paralyzed).

N: 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.

Pass Plant

C: Druid 5

I: Touch tree and repeat x5 "Pass plant", and repeat upon arrival x5 "Arriving."

R: Touch

E: Caster is transported from the current tree to any tree in the game boundaries. Cannot harm others nor be harmed during transit. Treat as Out of Game until at location, and may not be affected until the final "Arriving" has been stated.

L: Must go straight to location unless tracked (may then take indirect route). Should quietly tell reeve or teammate destination. Cannot be followed except through Tracking. Location must be a fixed location, cannot be something like "Where the bandits are hiding the captives" if this location is not known.

Cannot be used on unwilling targets and attempting to do so results in the spell being wasted.

Pass Without Trace

C: Druid 3

I: Repeat x3 "Pass Without Trace"

R: Self

E: The caster vanishes and must proceed directly to his or her base. The Druid cannot be attacked or affected in any way, including battlefield effects, until base is touched. Cannot be Tracked.

N: This spell may be cast while moving. The Caster 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 cast while moving. Many not be dispelled or canceled.

Perdition

C: Healer 6

M: Focus

I: Repeat x3 "(Identify target), I call upon the force of healing to destroy this abomination of life."

R: 50'

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

N: Targeted undead monster loses one life, and may play additional lives normally. May not be canceled or dispelled.

Permanency

C: Wizard 6

R: Touch

E: The targeted enchantment or fixed enchantment may not be Dispelled or Cancelled, and has no fixed duration.

L: The Wizard may not cast Permanency on enchantments placed on himself or his equipment.

N: Permanency is placed on a specific enchantment already in effect. Fixed enchantments remain in effect even if the caster moves more than 100 feet away. Permanent fixed enchantments are still negated by the caster's death.

Petrify

C: Druid 5, Wizard 4

M: Padded gray "petrify ball" with streamers

I: Hold ball in free hand, repeat x5 "Petrify."

E: Victim is turned into a stone statue. The victim may not move or communicate in any fashion until the game is finished. He and his equipment cannot be harmed. Engulfing.

L: A ball may not be reused if the spell is in effect, but may be reused once the victim is free.

N: Release, Dispel Magic, and Freedom will instantly free the victim, while Heal will free the player in a 300 count starting from when the Heal is completed. Shove, Teleport, and Wind may be used normally on an affected victim, but he may not otherwise be moved. No other magic will affect them. A player who takes a death while under the effect of Petrify may not in any way return from the dead, with the obvious exception of his normal death count, until a Summon Dead has been cast on the corpse.

Plant Door

C: Druid 3

M: A tree taller than the caster.

I: Touch tree, repeat x5 "Open up and receive a loyal protector of the forest."

R: Self

E: Caster is assumed to be inside the tree, and may not be attacked. May cast Verbal magic, but must touch the tree or spell ends.

L: If the tree is hit 10 times by a slashing weapon, or if a flame effect strikes it, it is destroyed and the caster is no longer protected. The caster may not fight with weapons while the spell is in effect. The caster may be affected by Verbal magic while he is casting magic.

Presence

C: Bard 1

M: When used, must tie a maroon ribbon on an arm.

E: Due to respect and awe for the position, all barbarians will not attack the caster during a life in

which Presence is used.

L: If the caster attacks or casts magic at a Barbarian, that person may ignore the affects of the caster's Presence for the rest of the game.

N: Players that are Enraged ignore Presence

Protect

C: Healer 3, Wizard 3

M: White enchantment cloth

I: Repeat x5 "May this magic Protect thee," tie cloth on person.

E: Person enchanted is immune to the first hit of any kind or the first magic cast against him. This is one level of invulnerability.

N: May be simulcast up to four times on the same person. May not be Mended. Offers no protection from attacks that cause no damage.

Protection from Control

C: Bard 1, Healer 4

M: White enchantment cloth

I: Repeat x5 "Thou art Fearless and Brave," tie cloth on target.

E: Target is immune to Control magic and abilities.

Protection from Death

C: Healer 5

M: White enchantment cloth

I: Repeat x5 "I protect thee from death," tie on cloth.

E: Target is immune to Death magic and abilities.

Protection from Disease

C: Druid 3, Healer 3

M: White enchantment cloth

I: Repeat x5 "I protect thee from disease," tie cloth on person.

E: Person is immune to all forms of disease.

L: A weapon hit will still cause normal damage.

N: This will protect a person from being converted to an undead or lycanthrope.

Protection from Flame

C: Druid 2, Wizard 2

M: White enchantment cloth

I: Repeat x5 "I protect thee from the element of flame," tie cloth on person or object.

E: Protects against all forms of flame, including all magic of the Flame School.

N: Stops Fireball's negation of Iceball and Entangle.

Protection from Magic

C: Wizard 4, Healer 6

M: White enchantment cloth

I: Repeat x5 "Protection from all forms of magic," tie cloth on person or object.

E: Blocks all forms of magic, even beneficial magic such as Heal and Resurrect.

N: Treat weapons with enchantments cast on them as normal weapons. Protection from Magic will prevent other enchantments from being cast on a target.

Protection from Petrification

C: Healer 4

M: White enchantment cloth

I: Repeat x5; "I protect thee from the calcification of thy tissues."

R: Touch

E: The bearer is immune to Petrify.

Protection from Poison

C: Healer 2

M: White enchantment cloth

I: Repeat x5 "I protect thee from all deadly venoms," tie cloth to person or object.

E: Grants a one-time immunity to poison effects (but not the wound itself if delivered by a weapon) on a person or object

N: Does not protect from damage from a poisoned weapon, but only negates the poison.

Protection from Projectiles

C: Wizard 3

M: White enchantment cloth

I: Repeat x5 "I protect thee from the weapons of flight," tie cloth on person or object.

E: Protects from all non-magic projectiles.

L: Ineffective against magical or enchanted projectiles, including magic balls, relic projectiles, and weapons bearing Magical Projectile.

N: Will stop projectile Siege Weapons (both red and white).

Protection from Subdual

C: Bard 2

M: White enchantment cloth

I: Repeat x5 "Be stout of heart and strong of will," tie cloth on target.

R: Touch

E: Target is immune to subdual magic and abilities. Target also gains immunity to being subdued or held in place by any means, excluding the Stun spell

Pyrotechnics

C: Druid 4, Wizard 3

I: Repeat x5 "I call upon the element of fire to destroy that (object)."

R: 50 ft.

E: Object is destroyed.

L: May be repaired by a Mend. Does not affect bases, relics, game items, items bearing the Harden

enchantment, Enchanted Shield or any enchantment. Is stopped by Protection from Magic and Protection from Flame.

Reanimate

C: Wizard 5

M: Grey enchantment strip, dead player

I: Repeat x10 "Rise and fight again," tie on strip

E: Player is returned from the dead to loyally serve the caster.

L: Dispel will kill. Wounds and damage to armor remain, but may be Healed or Mended as normal.

Reanimated players may not use magic or per life/game abilities though any that were already in effect still remain. Barbarians may not be Reanimated.

N: As Reanimate is an enchantment, person does not retain enchantments carried before death unless they are able to bear two enchantments.

Regeneration

C: Healer 6

M: Green enchantment cloth

I: Repeat x5, "Endless health unto thee," tie cloth on target player.

E: Players bearing this enchantment will recover from all wounds and/or death in a 60 count and are immune to poison. The player may not be fighting to gain this benefit. Fighting will interrupt the count and cause the player to start over when they stop fighting. The last five seconds of the count must be said aloud and audible to fifty feet.

L: Will not work on armor of any sort. It will not work on those killed by poison or disease, those killed by fire (excluding Call Lightning and Lightning Bolt), Sphere of Annihilation, or those subjected to Sever Spirit, Desiccate, or Seppuku under any circumstances.

Reincarnate

C: Druid 6

M: Dead person, appropriate garb, monster handout

I: Repeat x5 "I call upon the forces of nature to grant you life in a new form."

E: Player sacrifices lives (listed in the monster description) to play as a monster with one life

L: Restricted to the following monsters: Lizard man, Dryad, Unicorn, Hill Giant, Regenerating Troll, Centaur, Brownie, Minotaur and Siren. Must be approved by the appropriate group officers.

N: The garb for the monster must meet required standards. Once the monster dies, it is out of the game. May be removed via Dispel. Player does not get the sacrificed lives back if this is done.

Reincarnated players no longer play by their class rules, but by the rules of the class they have become.

Release

C: Healer 4, Bard 6, Druid 5

I: Repeat x3 "From thy bindings thou art released."

R: 20 ft

E: Dispels the effects of one subdual or control magic such as Yield, Entangle, or Petrify, upon the target. Target is immediately freed.

N: If cast on someone in a Legend, they may not be retargeted by that Legend spell for its duration.

Resurrect

C: Healer 3

M: Dead Person

I: State once: "Resurrect" followed by a 30 second count followed by "The gentle power of healing hath resurrected thee."

R: Touch

E: The dead person is alive, negating the last death and removing all negative effects such as Yield or poison (as if he never died). Enchantments remain intact. Expended spells or abilities are not regained.

L: A dead person cannot move on his own nor speak in order to encourage a caster to Resurrect him. A person that was killed by a Sphere of Annihilation cannot be Resurrected except by means of the Summon Dead spell. Will not turn monsters back to human. Monsters created by magic may not be Resurrected. All wounds and damage to natural armor the dead person had prior to dying are repaired.

N: A dead person may remain on the field as long as he wishes, but may not affect the battle or impede play. Enchantments not eliminated by combat effects or not specifically prohibited may be retained by a Resurrected person. Protection from Magic, Sever Spirit, Desiccate, and Seppuku will prevent Resurrect.

Rot

C: Druid 1

M: Victim in Ensnare or Entangle

I: Repeat x3 "I call upon the powers of entropy to release you."

E: The target is freed of the effects of an Entangle upon completion of this spell.

Safe Passage

C: Bard 3

I: Repeat x5, "Song of Safe Passage" and then begin performing in some manner.

E: 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.

L: The Bard may make no hostile moves toward the enemy during this time, nor may the Bard approach

within 20' of a base.

N: 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.

Safe Zone

C: Healer 6

M: 30 ft. silver cloth or rope (app. 10 ft diameter)

I: Repeat x5 "Let the gentle power of healing make a place of sanctuary for those in need of it."

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

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

N: 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.

Sever Spirit

C: Healer 4, Wizard 4

M: Already dead victim

I: Repeat x2 "I sever thy spirit."

R: Touch

E: Targeted corpse is impossible to Resurrect, Reanimate, Reincarnate, Regenerate or bring back to life in any manner.

L: May only be used on corpses (undead creatures must be killed before this spell will affect them).

N: Will permanently kill undead creatures, including Lich.

Shove

C: Wizard 1

I: Repeat x3 "I shove thee."

R: 20 ft.

E: Forces victim to back up 20 feet directly away from the caster.

L: Cannot force a person into a mundanely physically dangerous position.

N: Will work against persons under effects of Iceball, Entangle, Petrify, Stun, Paralyzing Pit, and Sleep magic, as well as those who are wounded.

Silence

C: Healer 5

R: 50 ft

I: Repeat x5 "Let all sounds forsake thee."

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

N: Speaking requirements used in normal class abilities are not affected and may still be used.

L: 2nd level Monks are immune to this spell.

Sleep

C: Bard 3, Healer 2

I: Repeat x5 "Close your eyes and sleep in peace."

R: 20 ft.

E: Victim must "Sleep" for a 60 count. The target is awakened when struck, even if blow is ineffective.

N : Offers no special protection to its target.

Sphere of Annihilation

C: Wizard 6

M: Black padded "sphere" ball with streamers.

I: Hold ball in hand and repeat x5 "Sphere of Annihilation."

E: Will destroy anything it touches that is not Invulnerable; even Enchanted or Hardened items.

Counts as one hit against Invulnerability. Is not stopped by non-invulnerable armor. Objects destroyed by Sphere may not be Repaired or Mended. Will stop Berserk. Players killed by Sphere may still be Resurrected. It is Engulfing.

L: Bounces do not count. Invulnerability does work against this magic. Protection from Magic will not stop a Sphere. Only one bolt may be carried.

N: A shield struck by a Sphere of Annihilation is destroyed, and the player is also affected as if he were struck directly.

Splinter

C: Druid 3

I: Repeat x3 "By the power of nature, I destroy that (object)."

R: 20 ft.

E: The target object is completely destroyed.

L: This spell cannot affect bases or game items.

Hardened objects may not be Splintered.

N: Splintered objects cannot be Mended or Repaired. Any enchantment on the item is lost.

Stack

C: Wizard 6

E: You may place one extra enchantment on a single player or his equipment. May be used on self.

L: May not be Stacked on itself. May not be used with enchantments cast by other players. Stack cannot be used with Attuned or Item Enchantment. If both enchantments are used on the player's body, they should be tied in different places.

N: The cost must still be paid for the two enchantments to be used. Does not expire with the caster's death if cast on another player.

Stoneskin

C: Druid 4

M: Blue enchantment cloth

I: Touch target, repeat x5 "May nature protect thee

from all forms of attack," tie cloth to players arm.

E: Player gains one point of invulnerability and one point of armor.

L: Cannot be used with any other armor.

N: This enchantment can be simulcast up to four times, giving the target four points of invulnerability and four points of armor. May be cast on players that cannot normally wear armor.

Stone to Flesh

C: Druid 4

M: Petrified victim

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

R: 20 ft.

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

Stun

C: Healer 3

I: State the target and repeat x 5 "I stun thee."

R: 20 ft.

E: Affected player may not move, speak, cast magic, fight, or use class abilities for a 100 count. They are considered completely senseless to the world around them. Will affect Barbarians.

Stun Weapon

C: Wizard 1, Healer 1

M: Grey enchantment cloth

I: Repeat x5 "May this weapon stun its victim," tie cloth to weapon.

E: Allows any weapon to be used to subdue.

L: Does not allow the weapon to affect monsters that are only affected by magic weapons. May only be used by members of the caster's team.

Summon Dead

C: Healer 5

I: Repeat x5 "I summon thy corpse."

R: 50 ft.

E: Dead person must go to the healer but is not again alive. Remains with the Healer until dismissed or a subsequent spell on the dead body is completed.

N: May be used on people in Nirvana (if in range); death count is suspended until the body returns to Nirvana.

Swords to Plowshares

C: Healer 2

I: Repeat x2 "Cast down your weapons and return to the earth"

R: 20 ft.

E: Target wounded person is healed of all wounds. One weapon carried or wielded by target is

destroyed (casters choice).

N: May only be used on a wounded person carrying or wielding weapons.

Talk to Dead

C: Healer 1, Wizard 1, Bard 2

M: Dead Person

I: Repeat x3 "Reveal your secrets from beyond the grave."

R: Touch

E: Dead person must answer one "yes or no" question truthfully with "yes," "no," or "I don't know."

L: The spell fails if the dead player wore an undispeled Protection from Magic or was subjected to Sever Spirit, Desiccate, or Seppuku.

Teleport

C: Healer 6, Wizard 4

I: Repeat loudly x5 "Teleport;" upon arrival loudly x5 "Arriving."

R: Touch

E: Target goes to any one location of the caster's choice. Cannot harm others nor be harmed during transit. Treat as Out of Game until at location, and may not be affected until the final "Arriving" has been stated. Example: A player casts Teleport and chooses as his destination the base of his enemy. The enemy cannot notice his transit to the area, but does notice when he starts repeating "arriving" and may not affect him in any way until he finishes the final "arriving."

L: Must go straight to location unless tracked (may then take indirect route). Should quietly tell reeve or teammate destination. May not be followed (Exception - Tracking). Location must be a fixed location, cannot be something like "Where the bandits are hiding the captives" if this location is not known. Cannot be used on unwilling targets and attempting to do so results in the spell being wasted.

Theater

C: Bard 5

M: 45 ft. blue marker cloth or rope (approximately 15 ft diameter)

I: Repeat x5 "All ye gentle souls, gather close and listen well, for the show is about to begin!"

E: Anyone within the circle is immune to game effects so long as the Bard is performing. No combat, spell casting, or ability use may be made inside the circle (even other Bard magics).

L: Theater may not be placed within 50' of a base. Game Items may not enter Theater. Large-area effects from outside Theater (Doomsday, Mass Sleep, etc.) will affect those inside Theater, as will some battlefield effects (floods, volcanoes, etc).

Projectile siege weapons may be fired into Theater.

N: Anyone, including the caster, is free to enter or

exit the Theater without dispelling it. The death of the caster will end the effects of a Theater.

Thornwall

C: Druid 2

M: 15 ft. brown cloth.

I: Lay cloth in straight line, raise hand in air, repeat x5 "Thorns come forth."

E: Creates a 15 ft long impassable wall of sharp thorns.

L: This wall can be destroyed by 10 hits with a melee weapon, a hit from a flame effect (Fireball, Flameblade, Flame Arrow, etc) or Sphere of Annihilation. If struck by a flame effect, the wall is treated as a Flamewall for a 100 count before being consumed and disappearing. The barrier will stop all verbal spells, melee and missile combat, and spell balls.

Touch of Death

C: Healer 4, Wizard 3

M: Black enchantment cloth

I: Repeat x20 "Touch of death," tie strip on person.

E: Bearer's touch kills (via either hand).

L: Works through clothes, but not armor of any sort.

N: Does not have to be discharged on the next person touched after the enchantment is cast, but can be saved until it is needed; must be announced when discharged. The magic itself is Sorcery, but its effect when released is Death magic. Targets may not be touched in an illegal, dangerous, or offensive manner. Counts as one hit against invulnerability and invulnerable armor. One use only.

Touch of Paralyzation

C: Druid 2

M: Grey enchantment cloth

I: Repeat x10 "Paralyzation." Tie cloth on person.

E: If bearer touches a player, that player is paralyzed and may not move for a 100 count. Bearer must state "Paralyzation" as he touches the victim. The effect is similar to a subdual blow.

L: Works through clothes, but not armor of any sort.

N: Does not have to be discharged on the next person touched after the enchantment is cast, but can be saved until it is needed; must be announced when discharged. The magic itself is Sorcery, but its effect when released is Subdual magic. Targets may not be touched in an illegal, dangerous, or offensive manner. Counts as one hit against invulnerability and invulnerable armor. One use only.

Transform

C: Wizard 6

M: Appropriate monster garb and monster handout.

I: As player dresses in monster garb, caster repeats

x5 "I transform thee into a (Monster's name)."

E: Player sacrifices lives as listed in the monster description to play a monster for one life.

L: Target must be willing. When playing a summoned monster, their player persona is considered out of the game, and is not used. If the monster has levels, the player may play the monster at his class level or monster level, whichever is lower. Restricted to the following monsters: Mummy, Giant, Dryad, Unicorn, Gorgon, Gargoyle, Siren, Goblin, Troll, Pegasus, and Skeleton. Must be approved by the appropriate officers.

N: The garb for the monster must meet required standards. Once the monster dies, it is out of the game. May be removed by Dispel Magic, thus killing the monster. Player does not recover the sacrificed lives back if this is done. Transformed players no longer play by their class rules, but by the rules of the monster class they have become.

Truth

C: Bard 2

I: State "Truth" followed by a single yes or no question. The Bard may ask one question per the Bard's level.

R: 20 ft

E: The target must answer the question truthfully, either 'yes,' 'no,' or 'I don't know.'

Vigor

C: Druid 5, Healer 6

M: Green enchantment cloth

E: The caster is immune to Poison and Disease.

N: Lasts for the entire game

Visit

C: Bard 1

I: While standing at a base, very loudly state; "What a wonderful day! I think I will go and pay a completely harmless visit to those nice friendly people on the other side of the field!" The caster may take no hostile actions or Visit is cancelled.

E: The caster may enter and sit within/at the enemy base and/or position, and perform and talk with them. Neither the caster nor the enemy may attack one another or cast hostile magic at each other. To end the "Visit" the caster must declare that he is leaving and tag his base before returning to the game. The caster is immune to attack, but is not immune to game effects or mass spells.

L: Monsters may ignore Visit.

Vivify

C: Wizard 5

E: Gives the caster one additional life.

Voice

C: Bard 6

E: Allows the caster to purchase five points of druid magic from any level. They are considered to be druid magic, regardless of the caster's class.

L: May not be used to purchase neutral magic. Voice does not allow the caster to exceed the maximum number of uses of the magic that may be purchased i.e. you may only purchase up to two Fingers of Deaths. You may not purchase any druid magic that is also on your native spell list.

Warp Wood

C: Druid 1

I: Repeat x2 "By the power of nature I warp that (object)."

R: 20 ft.

E: Item is useless until Mended or dispelled.

L: Only works on objects made of wood such as: arrows, bows, shields, spears, pole arms, madus, staves, and any other game item declared to be wooden. Does not work on armor, unless it is wooden armor.

N: Warp Wood will not affect Hardened items or Enchanted Shields.

Warskill

C: Wizard 5, Healer 5, Druid 5, Bard 4

E: Caster may use a single weapon (not weapon type) at no cost to spell points.

Wind

C: Wizard 5, Druid 6

I: Repeat x5: "Sleeping force of Wind I hail, send you forth a mighty gale. Buffet, whip them to the bone, toss them in a pile at home."

R: Line of Sight

E: All enemies in sight are blown back to their base and considered out of game until they arrive.

Wounding

C: Healer 3, Wizard 2

I: Repeat x2 "From my heart I strike off your (right or left/arm or leg)."

R: 20 ft.

E: Victim's designated limb is wounded.

L: The victim must be unwounded prior to spell casting. Has no effect on an injured player.

N: May be cast while moving. Spell books or scrolls are not required to cast. Will outright kill monsters that die on wounds. May only be cast on non-wounded players.

Yield

C: Bard 3, Healer 3, Wizard 3

I: Repeat x3 "Yield thy arms and resist no longer, come unto me and be my captive."

R: 50 ft.

E: Victim lowers weapons and surrenders, moving in a straight line at a brisk walk -- until at the caster's side -- where they then begin a 300 count. During this spell they stay by the caster's side and cannot

fight, cast magic, or use abilities. The caster may free the victim at any time for any reason. If they are not killed before the spell ends, they must return to their base and are then able to act freely. May not be physically restrained to prevent the player from returning to base or going to the caster. If the caster dies the count immediately expires.

N: Other magic may still affect the victim during the duration of Yield.

Chapter 9 : Monsters

The Monster Class

Monster is a special class. Credit in Monster can only be taken twice a month but, as you increase levels in Monster, you increase it for ALL monsters. Thus, if you have enough credits to play a 2nd level Brownie, you can also play a 2nd level Dragon, Troll, or whatever.

Monsters are listed in much the same ways as normal classes, though monsters tend to have a much larger list of special traits and abilities than the normal classes do. When playing a monster, you must always carry a complete description of the monster with you, have a copy for the reeve, and wear the appropriate garb. If you are a magic-user casting summoning magic, remember that both the garb and the descriptions are part of the magic component. There are a number of ways you can play a monster in a game. They include:

Standard Battlegame: You must get the permission of the Monarch and Guildmaster of Reeves, and cannot play Quest monsters or monsters with a 4:1 or greater ratio. If you play a monster with a ratio of 2:1 or 3:1, when you are added to a side, the other side then gets to pick 2 (or 3 if 3:1) people for the other side. When playing a monster in a standard battlegame, you play the monster as your standard monster level.

Note: a Reeve may let you to play a monster in violation of these rules if he feels it is important to the battlegame. In this case, you operate under the Senior Reeve's directions and are part of the battlegame, not a player.

Summoned Monsters: Some monsters can be summoned in a standard battlegame. These do not normally require Reeve's permission, though a reeve can always state what can and cannot be used in a battlegame. When playing a summoned monster, a player will sacrifice lives to play the monster for one life. That player will be considered enchanted. If a player is dispelled while playing a summoned monster, it kills him instantly.

Player lives/life: This is the number of lives a player must give up to play this monster for one life. The player cannot gain more than one life as a monster unless otherwise stated in the monster description. Players cannot give up lives they do not have. Slain monsters cannot be reanimated. If Resurrected, or given a life by a monk, they return as their normal class, not as the monster.

Level: When playing a summoned monster, a player's level is equal to the number of lives that were sacrificed or that player's Monster level - whichever is lower.

Quests Monsters: Quests are simply special battlegames. The reeves and designers of these make special rules, and often have special monsters, which are not used in the standard games.

Level: When playing monsters in Quests and other special battlegames, the designer of the Quest or the reeve will generally set each player's monster level based on what they wish or require. Summoned monsters still have the restrictions in level.

Monster Definitions

Monsters are listed much as the player character classes, though they have a few more aspects to them.

Garb = A person playing a monster should look as much like it as possible. The reeve can always disallow someone playing a monster if they feel this criteria is not met. Summoned monsters should be given slightly more latitude, but they must have the minimum garb requirements and act in character.

Q/M Ratio = This is a general indicator of how powerful the monster is. It defines how many player characters of the same level as the monster should be required to kill the monster. When designing Quests, one uses this number to balance the sides. This assumes you use the 10 to 1 rules for magic casters and 5 to 1 rules for archers.

Shields = Due to the infrequent use of shields, it is stated if a monster can use them in the armor descriptions.

Natural Lives = While summoned monsters usually only have one or two lives, monsters used in Quests use the Natural number of lives listed for the monster. If extra NATURAL lives are gained through leveling, summoned monsters ARE NOT given an extra life.

Type = There are a number of monster types, each with special information regarding it. Some monsters are more than one type of creature.

Animations: These creatures are immune to control, subdual, and death magic as well as poison. If a Dispel Magic is cast on them, they act as if under the effects of an Iceball. If placed in an Anti-Magic field, they act as under a Petrify spell until the field is removed or they are removed from the field in which case they act as if just healed from the Petrify. These cannot carry enchantments.

Beast: These are non-humanoid creatures, most often with more than two legs.

Extra-Planar: These creatures are not from our world but another. They include angelic creatures, demons, and elementals. Extra-Planar creatures are immune to Death magic and poison. These cannot carry enchantments save for the one used to summon them.

Fey: These are fairy folk. They are not immune to Bardic Charm (Control magic cast by bard), but are immune to other forms of Control magic.

Humanoid: These creatures have 2 legs and walk upright. Only humanoids can use normal

weapons and shields, creatures without this designation can only use their natural weapons.

Mystical: Mystical Creatures hit with a Dispel Magic lose all their magic-like abilities and innate abilities for that life. They may not use their magical or innate abilities while in an Anti-Magic zone.

Multi-Person: These are monsters played by multiple people. They have a number of special rules, detailed individually for each one. They are ALWAYS Quest monsters.

Undead: These are immune to Control and Death magic as well as poison. These cannot carry enchantments save for the one used to summon them.

Traits = Traits are attributes that function all of the time without activation being required. This includes things like extra lives, immunities, the ability to regenerate, etc

Magic-caster: Monsters with magic ability will list what class magics they get, what level they get them at, and how many points they get. Natural weapons never count against magic points.

Innate Abilities: These are abilities the monster has that have a limited number of uses. In many cases they act just like magics. These require the person to stand still as per casting a magic unless noted otherwise. If a School is listed, a magic that protects from that School, protects from the abilities. Otherwise only invulnerability will protect from the ability (though some have immunity to poison and traps, and thus are unaffected by them). Unless listed as magical, they are non-magical in nature. Magical innate abilities cannot be used in Anti-Magic areas and are stopped by Protection from Magic on those they target.

Magic-Like Abilities = These are magical abilities of the class that act in all ways as per the magic listed, save they do not cost magic points, do not require a free hand, and are given a number of uses. These cannot be used in Anti-Magic areas. These require the person to stand still as per casting a magic.

Vulnerabilities = These are special magics or effects that break the rules. They take precedence over immunities. For example air elementals are immune to subdual magics, but have Iceball as a vulnerability, and as such are affected as described.

Description = This is a description of what the monster represents and would look like.

Monster Abilities and Traits

Aquatic

Does not have to go to knees to move through water.

Armor, Invulnerability

Not to be confused with invulnerability, this is a magical armor particular to some monsters and not normally usable by the standard classes. Functions just like invulnerability, except that it is sectional like normal armor. Thus 2 points of invulnerable armor grants 2 points of protection to each hit location. Magic casters must specify which hit location of invulnerability that they destroyed with Verbal magic. If the caster fails to specify, or in the cases of spells of mass destruction like Doomsday, it is at the location of the target's choice. Invulnerable armor can be Mended.

Armor, Natural

This armor cannot be damaged by Pyrotechnics or otherwise removed from the monster (except by damage). Can be Mended or Healed. It otherwise acts in all ways as normal armor. If protection magics that do not protect normal armor (Protection from Flame for instance), will protect natural armor. Natural invulnerable armor can be Mended or Healed. If normal armor can be worn, it is always destroyed BEFORE natural armor in a given location.

Blend

Incantation: Repeat x10 "Forest hide and protect me." To end the effect repeat x2 "Forest release me"
Effect: You are considered out of the game. You may move anywhere you like, as long as you remain within 50 ft of a tree. When you wish to return to the game, recite the phrase to end the effect.

Limitation: If you go more than 50 ft from a tree, you can NOT recite the phrase to end the effect until you are again within 50 ft of a tree. Someone within 20 ft can use tracking to "dispel" this ability.

Bloodless

Immune to the piercing/stabbing attacks.

Bone

Immune to the piercing/stabbing attacks of weapons.

Camouflage

As per the normal (scout) ability.

Home Tree

Must pick a tree, and denote it to the reeves. Any death before the home tree is struck by 10 strikes from a blue or red weapon, or hit by a flame magic (destroying the tree, which can not be Mended), does not count towards its total number of lives lost. Instead you must go to your home tree and count to 300 before returning to the game.

Large

Does not have to go to knees to move through water. May use melee weapons to attack flying players.

Many-Legged

The first time a many-legged creature's leg is injured, it forces them to walk instead of dropping to one knee. A second leg shot that would injure the creature acts as normal (creature drops to one knee, and further shots to the same leg have no effect).

Natural Flight

Incantation: Repeat x5 "I take Flight," to land repeat x5 "Landing."

Effect: Creature cannot be attacked by melee weapons while flying unless the attacker is also flying or Large. Creatures flying must still drop to their knees if wounded in the leg (simulates Wounding the wings). Creature must flap its arms or state "Flying" every 2 seconds to denote this. Magic and magic-like abilities still require the being to stand still to cast and only verbals and innate abilities can be used while flying.

Limitation: To take off and land, the creature must stand still.

Natural Weapons:

Cannot be Heated, Warped, or Enchanted. Things that destroy the weapon take the arm as well. Spells that destroy everything they touch (Fireball, Sphere of Annihilation, etc) that strike natural weapons affect the target as though they hit them in the arm. Touch based abilities, such as touch of death, can be extended through natural weapons (both ways, by the monster, and by those attacking it). If a touch-based ability is used through its weapon, the creature must denote the effect immediately following the weapon hitting the victim.

Monster Descriptions

Brownie

Description: A small (18 inch tall) being that is a distant relative of elves and leprechauns. They are usually very shy and leery of strangers, but can be helpful if treated well. They have pointed ears, and long pointed noses. Being creatures of the woods, typically wear clothing of brown, green, and other earthy tones.

Garb: Brown or green tunic or tabard.

Suggested: Pointed ears, exaggerated smile.

Summoned: Druid 6 (Reincarnate)

Player lives per life: 2

Type: Mystical Fey Humanoid

Q/M Ratio: 1/1

Armor: 1 point natural armor with up to 3 additional points of normal armor.

Weapons: May use a single dagger or short sword.

Immunities: Control. (save for Bardic Charm)

Natural Lives: 3

Abilities & Traits:

Magic-like Abilities: Flight (1/life), Lost (1/life), Teleport (1/life)

Innate Abilities: Camouflage (1/life), Blend (Unlimited)

Levels

1st - No additional abilities

2nd - Camouflage becomes 2/life

3rd - Lost becomes (2/life)

4th - Flight becomes (2/life)

5th - Lost becomes (3/life)

6th - Flight becomes (unlimited)

Centaur

Description: These creatures are half-horse, half humanoid of unknown origin. Centaurs are usually neutral, and are fierce defenders of their homes.

Garb: Furred leggings and yellow or white shoe covers. **Suggested:** a horse tail, and anything that would make your lower half look more like a horse.

Summoned by: Druid 6 (Reincarnate)

Player lives per life: 2

Type: Fey Humanoid

Q/M Ratio: 2/1

Armor: Up to 4 points of normal armor, any shield can be used.

Weapons: Melee weapons and Shortbows (no crossbows allowed).

Immunities: Control (except for Bardic Charm)

Natural Lives: 4

Abilities & Traits:

Many Legged

Innate Abilities: Attuned (2/game): As per the scout ability. If summoned, may carry two

enchancements in addition to the one used to summon the centaur.

Tracking (1/life): As per scout ability.

Bowyer (1/life): As archer ability.

Stun Arrow (1/unlimited): As the archer ability.

Flame Arrow (1/unlimited): As the archer ability.

Levels

1st - No additional abilities

2nd - Innate Magical Ability: Armor-Piercing Arrow (1/unlimited): As the archer ability.

3rd - Innate Magical Ability: Penetration Arrow (1/unlimited): As the archer ability.

4th - May now use Longbow

5th - Tracking becomes (2/life). Flame and Stun Arrow each become (2/unlimited).

6th - Armor-Piercing Arrow becomes (2/unlimited).

Dryad

Description: These creatures are beautiful, mischievous wood spirits. Little is known about them, except they command powerful magic, and always demand a high price for their benevolence. This price is often a male who is seldom seen again.

Garb: Seductive attire adorned with leaves and twigs. **Suggested:** Pointed ears, sparkling green makeup.

Summoned by: Druid 6 (Reincarnate), Wizard 6 (Transform)

Player lives per life: 2

Type: Mystical Fey Humanoid

Q/M Ratio: 1/1

Requirement: Suggested be female to play a Dryad.

Armor: None

Weapons: Single Dagger.

Immunities: Control (save for Bardic Charm)

Natural Lives: 3

Abilities & Traits:

Home Tree

Magic-like Abilities: Commune (Unlimited), Heal (Unlimited), Yield (3/life).

Levels

1st - No additional abilities

2nd - Gain 1 point of natural invulnerable armor

3rd - Magic-like Abilities: Heat Weapon (1/life), Warp Wood (1/life)

4th - No additional abilities

5th - Heat Weapon and Warp Wood both become (2/life)

6th - Natural Invulnerable armor increases to 2 points.

Giant, Hill

Description: Standing 10-15 feet tall, these are slow and simple-minded humanoids. Of the wide variety of giants, hill giants are the most common.

Garb: White and Brown tunic. Suggested: Anything that makes you look bigger, a smear of white or brown face paint.

Summoned by: Druid 6 (Reincarnate)

Player lives per life: 2

Type: Humanoid

Q/M Ratio: 1/1

Requirement: Must be a 2nd level monster to play a Hill Giant. If summoned, the class sacrificed does not have to be 2nd level, but the player must be a 2nd level monster to play a hill giant.

Armor: 2 points natural armor, up to 2 additional points of normal armor.

Weapons: Melee weapons and boulders.

Immunities: None

Natural Lives: 2

Abilities & Traits:

Large, Strong

Levels

None

Goblin

Description: These are small humanoids who become threats only in large numbers. They are notoriously weak-willed and devious. They are also often cruel, jealous, selfish, petty and suspicious.

Garb: Green ears, most often sewn to a head band. Suggested: Browns and tans for garb.

Summoned by: Wizard 6 (Transform)

Player lives per life: 0.5. Players who are summoned as goblins, sacrifice 1 life to gain 2 lives as goblins. When the first goblin is killed, the player plays the "next" goblin in a 50 count as per sheer numbers. If the enchantment is dispelled from the first "goblin" the player still gets to play the second life. Treat this as though the player was enchanted and created two separate goblins, each with the enchantment on them.

Type: Humanoid

Q/M Ratio: 0.5

Armor: Up to 1 point of normal armor.

Weapons: Single melee weapon under 4 ft in length.

Immunities: None

Natural Lives: 8

Abilities & Traits:

Sheer Numbers: Each player playing a goblin actually represents a horde of them. When a goblin dies, the player must lie down and count to 50, only to rise again as "another goblin takes his place." When coming alive, the goblin must do so within 50 ft of where he died, and at least 20 ft away from others if possible. When coming live the goblin must

shout loudly "alive!"

Vulnerabilities:

Weak: Limb shots kill goblins.

Levels

1st - No additional abilities

2nd - Lives (sheer numbers) increase to 10.

3rd - May use a short bow, or a medium shield.

4th - Lives (sheer numbers) increase to 12.

5th - Lives (sheer numbers) increase to 15.

6th - May wear up to two points of armor.

Lich

Description: Liches are wizards who have used their arts to prolong their existence through becoming undead.

Garb: Yellow Sash. Suggested: a skull mask or other "undead" looking garb and makeup.

Summoned by: Wizard 6 (Lich)

Player lives per life: 0. Wizards who become Liches gain additional lives.

Type: Undead Humanoid

Q/M Ratio: 2/1

Armor: None

Weapons: As per Wizard.

Immunities: Control, Death, Poison

Natural Lives: 1 per time taken as a magic.

Abilities & Traits:

Magic-caster: As per the wizard who became the Lich. It is treated as an additional life for the wizard for all purposes, including magics. Liches who use Mutual Destruction kill their target, but do not lose a life, instead they act as if banished. Liches who use the Transform magic can only Transform beings into undead monsters.

Lizardman

Description: Lizardmen are dangerous, tribal reptilians who are quite primitive. They can be found in any climate but most often in marshes and swamps.

Garb: Green tunic, preferably with cloth scales.

Suggested: Green face paint, and green cloth-covered flail for his tail.

Summoned by: Druid 6 (Reincarnate)

Player lives per life: 2

Type: Humanoid

Q/M Ratio: 2/1

Armor: 1 point natural armor, up to a small shield can be used.

Weapons: All melee weapons, single natural flail. This is his tail and is considered a red weapon.

Immunities: Poison

Natural Lives: 4

Abilities & Traits:

none

Levels

1st - No additional abilities

2nd - Can use thrown weapons and javelins.
 3rd - Natural armor increases to 2 points.
 4th - Camouflage (1/life)
 5th - Natural armor increases to 3 points.
 6th - May wear up to 3 points of additional normal armor.

Mummy

Description: Mummies are undead creatures, the corpses of humanoids wrapped in bandages and filled with preserving fluids. They are usually associated with a curse. If something concerning the mummy has been desecrated, the mummy may come back to life to kill the guilty party. Other times, it is merely a spirit that has inhabited a body to wreak havoc. They are quite mindless, and will destroy anything that gets in their way.

Garb: Mostly wrapped in bandages.

Summoned by: Wizard 6 (Transform)

Player lives per life: 4

Type: Undead Humanoid

Q/M Ratio: 3/1

Armor: 1 point natural armor.

Weapons: Single Short Sword.

Immunities: Control, Death, Sorcery, Subdual,

Poison

Natural Lives: 3

Abilities & Traits:

Bloodless

Innate Ability: Touch of Death (Unlimited): as per the assassin ability.

Levels

1st - No additional abilities

2nd - Strong

3rd - Natural armor increases to 2 points.

4th - Natural armor increases to 3 points.

5th - Magic Like Ability: Awe/Fear (2/life)

6th - Magic Like Ability: Heal (2/life), self only.

(This represents rejoining its body parts).

Pegasus

Description: These winged horses are extremely intelligent beasts and sought after by every facet of society for many reasons, not all of which would benefit the Pegasus. They are extremely intelligent beasts. They generally choose to ignore most other races, though Pegasi will go out of their way to annoy harpies.

Garb: A pair of white feather wings and white fur leggings.

Summoned by: Wizard 6 (Transform)

Player lives per life: 2

Type: Mystical Beast

Q/M Ratio: 1/1

Armor: 1 point of natural armor.

Weapons: 2 natural short hacking or bludgeoning weapons (no stabbing allowed). These

represent hooves.

Immunities: Control

Natural Lives: 3

Abilities & Traits:

Many-Legged, Natural Flight

Magic-Like Ability: Awe (1/life)

Levels

1st - No additional abilities

2nd - Mount: May carry one rider.

3rd - Awe becomes (2/life)

4th - Magic-Like Ability: Charm (1/game)

5th - Charm becomes (1/life)

6th - Awe becomes (3/life)

Siren

Description: These beings are a race resembling human females, but are something very inhuman. They sing most of their lives, luring unsuspecting travelers to their doom. To help them along, they are both incredibly seductive and extremely beautiful.

Garb: Seductive gray, blue, or green dress.

Aquatic looking if possible. Suggested: Blue and green glitter makeup.

Summoned by: Druid 6 (Reincarnate)

Player lives per life: 1

Type: Mystical Humanoid.

Q/M Ratio: 1/1

Requirement: Suggest female to play a Siren

Armor: None

Weapons: Single Dagger.

Immunities: None

Natural Lives: 3

Abilities & Traits:

Magic-like Abilities: Circle of Protection (1/life), Yield (2/life)

Vulnerabilities:

Bound: Sirens are bound to within 50 ft of a single object that is chosen each life. Denote the chosen object to a reeve. This item cannot be one that is moveable (very large rock, tree, body of water, etc).

Levels

1st - No additional abilities.

2nd - 1 point of armor can be worn.

3rd - Circle of Protection becomes (2/life).

4th - Yield becomes (3/life).

5th - Circle of Protection becomes (3/life).

6th - Gain any two bardic Verbal Spells.

Skeleton

Description: Skeletons are the animated bones of a corpse. They are mindless and follow the directions of their creators without fear or question. They tend to interpret orders in the most literal way.

Garb: White skull mask or face makeup and black tunic. Suggested: skeleton-like painted gloves, anything that makes you look more skeletal.

Summoned by: Wizard 6 (Transform)

Player lives per life: 1

Type: Undead Humanoid

Q/M Ratio: 2/1

Armor: Up to 2 points of normal armor. Any shield can be used.

Weapons: Melee weapons.

Immunities: Control, Death, Poison

Natural Lives: 1

Abilities & Traits:

Bone, Regeneration (from death)

Vulnerabilities:

Weak: Limb shots kill skeletons.

Lightning Bolt and Call Lightning: These act as an Iceball (frozen for a 100 count) on a skeleton due to fused limbs. They cannot be used to kill a skeleton.

Resurrection: If used on a skeleton (save those summoned by the spell Transform), this forces the skeleton to play out that life as a warrior of the same level as the skeleton.

Levels

1st - No additional abilities

2nd - Normal armor increases to 3 points.

3rd - Natural lives increase to 2.

4th - Normal armor increases to 4 points.

5th - May use javelins.

6th - Natural lives increase to 3.

Troll, Regenerating

Description: A troll is a vicious; disgusting creature who's very Presence is one which strikes fear into most. Their hide is a nauseating mixture of moss greens, grays, blacks, and mottled greens. They are relentless when attacking due to their pea-sized brains.

Garb: Dirty green or gray tunic with fur/skin loincloth. Suggested: Crude clothing, tusk-like fangs.

Summoned by: Druid 6 (Reincarnate)

Player lives per life: 4

Type: Mystical Humanoid

Q/M Ratio: 3/1

Armor: 1 point of natural armor.

Weapons: Two Red natural 2 point short swords, These are the troll's claws. Melee weapons.

Immunities: None

Natural Lives: 2

Abilities & Traits:

Regeneration, Strong

Levels

1st - No additional abilities

2nd - Magic-Like Ability: Awe/Fear (1/life)

3rd - Natural armor increases to 2 points.

4th - Natural lives increase to 3.

5th - Natural armor increases to 3 points.

6th - Magic-Like Ability: Awe/Fear becomes (2/life).

Unicorn

Description: These resemble great white horses with a golden horn springing from its head. They are kind-hearted and will often help those in need. They often shy away from violence.

Garb: White hooded cloak and golden horn. White fur leggings. Suggested: as horse-like as possible.

Summoned by: Druid 6 (Reincarnate) Wizard 6 (Transform)

Player lives per life: 3

Type: Mystical Fey Beast

Q/M Ratio: 2/1

Armor: None.

Weapons: Single natural magical short sword that deal 2 points thrusting and slashing - represents the unicorn's horn.

Immunities: Control (save for Bardic Charm)

Natural Lives: 3

Abilities & Traits:

Home Tree, Many-Legged

Magic-like Abilities: Heal (unlimited); Teleport (unlimited) requires the unicorn put its hood over its head in addition to the normal incantation.

Levels

1st - No additional abilities

2nd - Magic-like Ability: Resurrect (1/life), requires bringing the dead to the unicorn's home tree and having them and the unicorn touch it while casting the spell.

3rd - Resurrect becomes (2/life)

4th - Magic-like Ability: Lost (1/life)

5th - Resurrect becomes (3/life)

6th - Lost becomes (3/life)

Zombie

Description: foul unfortunate creatures doomed to walk the earth as undead. They are always in pain, and only brains sate that pain for a short time. These are the simple ones raised by dark means as little more than animated corpses.

Garb: Gray Rags and a gory face makeup. Suggested: the more gore the better.

Summoned by: Wizard 6 (Transform)

Player lives per life: 3

Type: Undead Humanoid

Q/M Ratio: 2/1

Armor: None initially

Weapons: 2 bludgeoning blunt clubs. These represent the zombie's fists.

Immunities: Control, Death, Poison

Natural Lives: 3

Abilities & Traits:

Rubbery: Immune to bludgeoning weapons.

Regeneration

Innate Abilities: Slow: Zombies may only walk,

and cannot run or jump. Must make constant noises like screaming, saying "brains," or other such unintelligent words.

Levels

- 1st - No additional abilities
- 2nd - Natural lives increase to 4
- 3rd - Natural lives increase to 5.
- 4th - Strong
- 5th - One point of natural armor.
- 6th - Natural lives increased to 6.

Note: This is a summoned zombie; Quest zombies and zombie game's zombies have infinite lives, 100 count deaths, 50 count wounds, and when they "kill" a player, the victim becomes a zombie.

Important Note About Monsters

Many players select a monstrous persona and want to play the Monster class as often as possible. While this is usually fine, Monsters can be extremely overpowering. This often leads to others playing Monsters just so they can compete. And that often leads to a Monster "Arms Race" to see who can play the baddest critter.

This is devastating to the newbie who barely knows the game and knows nothing about Monsters. It's not much fun if you constantly get eaten by ancient dragons and undead warlords within seconds of somebody shouting "Lay On!"

A word from the Editor;

Fourth time's the charm, right? Everything's in one book again, right? Not hardly. A lot didn't make it into this book, mostly advanced and optional rules that are in the supplements, like the Book of Reeves and the Warfighter's Guide. And beyond that, the Book of Monsters is a never-ending set of expansions.

So the beat goes on. And on... and on ...

A lot of people contributed to this volume in ways great and small. So here's to them; Nawguthion, Katrin, and Ophilia for the grunt work, the guys in Dragon's Talon for playtesting, everybody in Drakenfjord for being so patient (I'm only two years behind schedule!) and all the guys constantly hammering out ideas and issues on the HFS In Chaos forum.

Also, here's to the people who invented hot chocolate, popcorn, and cheap cigarettes that kept me fuelled and going. And special thanks to the waitresses at the Hot Biscuit that never threw me out no matter how long I stayed in that booth.

-- Cedric Aeschere Einarsson

-- April 1, 2009

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Reference Chart for Color Codes

	Spellball	Person	Item	Weapon	Arrow	Wall	Circle
Black	Sphere of - Annihilation	Touch of Death	poisoned	Poison Weapon Death Blade	Penetration - Arrow Death Strike	---	Killing Grounds
Blue	Magic Bolt	Bless Stoneskin	Enchant Shield Enchant Armor	---	Armor-Piercing - Arrow	Forcewall	Theater
Brown	Entangle	Barkskin Peg Leg	---	Hook Hand	---	Thornwall	Camouflage
Green	Acid Bolt	Regeneration Vigor	---	---	---	---	Trap
Grey	Petrify	Reanimate Touch of Paralyzation	---	Stun Weapon	Stun Arrow	---	Paralyzing Pit
Maroon	---	Confidence Presence Liplock Messenger	Harden	---	---	---	Cone of Quiet
Orange	Flame Bolt	Flames of - Freedom	Firebow	Flameblade	Flame Arrow	Flamewall	Fire Trap
Purple	bullet	---	Imp. Shield	Imprv. Weapon Family Weapon	---	---	Pirate Stand
Red	Fireball	Enrage	---	shield-breaker	---	---	---
Silver	---	---	Runeshield	Rune Weapon Adamantium Wepon	---	---	Safe Zone
White	Iceball	Protect Defend Any Protection spell	---	Healblade	---	---	Circle/Protection
Yellow	Lightning Bolt	Flight	---	Bladesharp	Magic Proj.	---	Anti-Magic