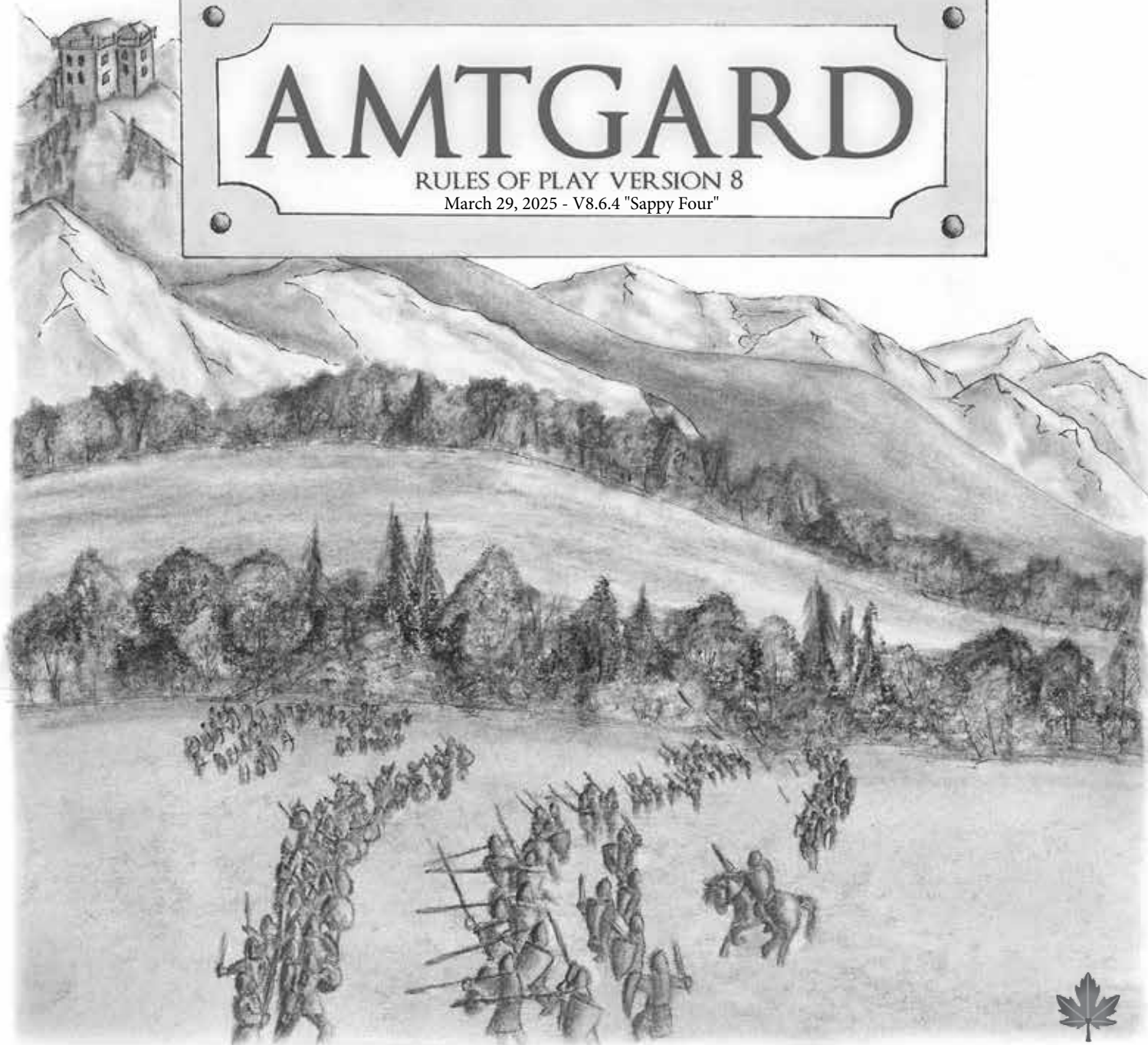


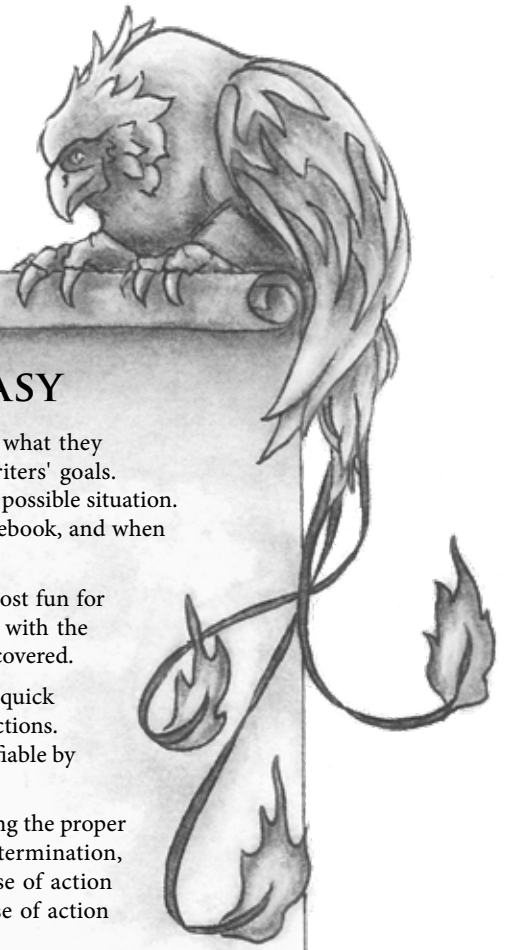


AMTGARD

RULES OF PLAY VERSION 8

March 29, 2025 - V8.6.4 "Sappy Four"





THIS RULEBOOK MADE EASY

Rulebooks are confusing things. They are often written by people who know what they are trying to accomplish but written for people who have no idea of the writers' goals. Understandably, it is impossible for the writers to foresee and account for every possible situation. With this in mind, please consider the following when reading through this rulebook, and when applying the rules on the field:

1. Amtgard requires cooperation, honor, and fair play in order to ensure the most fun for all participants. Please read these rules thoroughly. The more familiar you are with the rules, the better equipped you will be to handle situations that are not explicitly covered.
2. On your first few reads through this rulebook, or if you're just looking to get a quick overview of the system, you'll want to pay special attention to the "Made Easy" sections. They highlight the most important concepts in each section and are easily identifiable by the presence of our lovable rulebook mascot, Clippy the phoenix.
3. If something is ambiguous, it is important to use common sense in adjudicating the proper ruling and course of action. Safety should always take precedence in any determination, followed by fairness, then playability, then thematic considerations. If a course of action goes against safety or fairness for the benefit of thematic elements, that course of action should not be taken.
4. Abilities only do explicitly what they say they do, and do not have additional powers beyond what is explicitly stated within the rules.
5. Read the rules in their entire context. Some rules may give one impression when read in a vacuum, but make sense when viewed within the larger context of the game.
6. Don't play in the gray areas of the rules. Gray areas and loopholes will not be considered or accepted by reeves.
7. If a term is not defined in this rulebook, the commonly accepted definition of the term should be applied. If multiple definitions exist, the one that makes the most sense in terms of safety, then fairness, then playability should be applied.

When in doubt, play fair. In a free-form game like Amtgard there are bound to be interactions and situations that come up that were not imagined or considered by the authors. If those interactions are unclear or there is some combination of abilities that grant a significant advantage through an interaction that does not appear to be intended, then the players should adjudicate the situation in the most fair and equitable way possible, preferably avoiding the unintended interaction, until an official ruling can be made.

Have fun with it! There are a plethora of options and possibilities in the Amtgard rules. Try something new or goofy. Creativity counts for a lot and teamwork is always overpowered.

Flavor Text in this Book

This rulebook also contains stories and quotes that provide historical tidbits and suggestions for how our game mechanics might be explained through role-play. These bits of flavor text are not rules and should not be used to justify rule interpretations.

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The creation of this rulebook was truly a community effort incorporating feedback and suggestions from countless Amtgarders. The committee in charge of creating the rules and incorporating feedback was comprised of Sir Brennon Viridian, Sir Korderellin Blackhand, Sir Medryn Harlequin, Sir Phocion, and Sir Roger Shrubstaff. The artwork in this book was provided by Dame Casca Eruoy and Ebarra Emberclaw, while design and layout was completed by Sir Grix. Revisions after August 2020 were coordinated by Sir Manama Proster and Sir Gorovan Dramsson, with design and layout maintained by Sir Wunjo Ballo. Revisions after 2024 were coordinated by Heron Lamana and Sir Gorovan Dramsson, with design and layout maintained by Kodiak Rubus and additional art provided by Sir Vidalia.

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INTRODUCTION

WHAT IS AMTGARD?

Amtgard is a swords and sorcery styled medieval combat, culture, and sciences organization. Amtgard was founded in El Paso, Texas in 1983 and has since spread throughout North America and the rest of the world. With over ten thousand active members representing a diverse swath of humanity it's safe to say there is something for everybody in Amtgard. Whether you're a teenager in high school or an established adult you will be able to find an inviting peer group that is excited to welcome you to the game.

WHAT CAN AMTGARD OFFER ME?

Amtgard is an excellent way to encourage interest in medieval combat, arts, and sciences. It's also a fun and exciting way to get exercise while meeting new people. Here are some of the common activities Amtgardians engage in:

Medieval team combat using safe foam replicas
Leather working
Metal working
Armor making
Tournament combat using safe foam replicas
Sewing
Brewing and cooking
Singing and performance
Wood working

GETTING STARTED

Getting started in Amtgard is easy and fun. Here are a few simple guidelines a new player can follow to get started in the organization.

Read the 'Combat Rules' section of the rulebook. It's only a couple of pages and shouldn't take more than ten minutes or so. Don't worry if you find some of it confusing, it's much easier to do than it looks on paper.

Read the 'Playing in Battlegames Made Easy' section in this rulebook. This will explain the basic concept behind team games in Amtgard.

Read the 'Magics, Abilities, States and Special Effects Made Easy' section in this rulebook. This will explain the basics of how the non-combat game mechanics work.

Find a group near you and visit it! That's it, nothing more complicated than that. In fact, you're encouraged to skip directly to step 4 and jump in with both feet. The best way to learn is from friendly and experienced veterans. Find a park near you at amtgard.com.

NEXT STEPS

Once you've made contact with your local group there are a few next steps to start thinking about. Don't worry about any of these too much, they're just details that help fill in your Amtgard experience. Move at your own pace and have fun with it.

1. Read the flavor text in this rulebook to get a feel for the backstory and culture of Amtgard. This will help you understand and fit in better with your local groups.
2. Pick a character name. This is what people will call you when you attend the park, so make sure you pick something you want to hear frequently and for a long time. Good examples of character names would be 'John of Longbridge', 'Samuel Ironstone', or 'Darius Elfsblood'. Avoid cliché names, names of famous people, names of literary characters, and names of people that already exist in your local group. For example, there are already dozens named "Shadow" in Amtgard. Try and pick something unique for yourself.
3. Consider having a backstory or character history. This isn't required, but it sometimes helps to drive your interactions and experiences with other players.
4. Acquire or make some gear. Eventually you are going to want your own weapons, shields, and garb (Amtgard specific clothing). Many people at your local park will be willing to help you out making equipment and there are numerous online vendors who sell Amtgard legal equipment if you would rather go that route.
5. Join in with the wider organization. Amtgard has an online presence on Facebook and Discord. These can be great resources to meet new people, learn about what is going on in the world of Amtgard, and get ideas about fighting, crafting, and anything else that might interest you.

E.P. 32, 18th of Winter

The geography of this plane is of particular interest to me; its constantly changing nature is fascinating. New lands and whole kingdoms can form out of the Boundary Mists almost without warning. They spring out of nothing complete with history, people, and culture. I have yet to determine if these new provinces are indeed created whole-cloth, or are transported from elsewhere.

- Journal of Makros the Traveler



AMTGARD THE ORGANIZATION

Amtgard is more than just a game; it's also an extensive organization spread across the globe. Over the more than 30 years since its inception Amtgard has evolved a very stable representative government to help administer the various activities needed to keep everything running smoothly. Each group has its own culture, behavior, and individual set of rules governing how it operates, but there are some common elements.

CIRCLE OF MONARCHS

The Circle of Monarchs (CoM) is the ruling body of Amtgard and is formed by the heads of state for each Amtgard kingdom. The Circle has a number of powers and duties including (but not limited to):

1. Amending the rules (requires a 75% vote of all represented kingdoms at a meeting)
2. Adjudicating disputes between kingdoms
3. Approving new kingdoms
4. Serving as the court of last resort for player grievances

KINGDOMS

Kingdoms in Amtgard are large geographic regions responsible for all of the Amtgard groups (called 'Parks') and members within their area of influence. Kingdoms have authority over their constituent Parks and are responsible for helping them succeed and grow. Kingdoms typically have the following leadership positions (called 'Officers') which are elected every six months:

MONARCH: In charge of organizing the group for the duration of their reign in office. They are the highest authority in the kingdom.

REGENT: Assists the monarch in the organization of the arts and sciences during their reign in office by doing such things as holding workshops, cultural tournaments, and craft nights.

PRIME MINISTER: Assists the monarch by making sure the kingdom financial records and attendance records are in order during their reign.

CHAMPION: Assists the monarch by running fighting tournaments, organizing battlegames, and checking weapons and equipment for safety during their reign.

GUILDMASTER OF REEVES: The head reeve is in charge of settling any rules disputes, making sure that all reeves are qualified and doing their job well, and advising the other elected officers on any rules issues they may have.

PARKS

In order to play Amtgard, one must have other people to play with. Parks are groups of people that get together on at least a bi-weekly basis to play the game and spend time with one another. All Parks start as a Freehold, by signing a Freehold Contract with Amtgard International. Most Freeholds will become a Sponsored Park by joining a Kingdom, allowing them to progress in name as their size increases. Your local

Kingdom corpora will provide specific details about the names and privileges of increasing Park sizes.

Parks typically have the same leadership positions as kingdoms do and are elected on the same six month schedule. Not all Parks need to have all positions filled at all times. Some smaller Parks only need a monarch while larger groups need a full complement of officers.

REEVES

In order to ensure that the Park is following the rules, and that the game is being run fairly for all participants, members of the park may also choose to become members of the Reeves Guild and take credit in the Reeve class. Reeves are the judges or referees of the game and will wear or carry a unique identifier to reflect this status. This identifier will be either a black and white sash, in either checkerboard or stripes, a tunic or tabard of alternating stripes of contrasting high-visibility colors (black and white, neon green and purple, etc.), or a "Reeve's Staff" (a padded staff at least 5' long with padded ends at least 2" in diameter and covered in alternating stripes or spiraling contrasting high-visibility colors as above). The identifier will be communicated to players before the start of a game. Reeves should have in-depth knowledge of the rules, and are tested by the current Guildmaster of Reeves to become members of the guild. When a reeve is in charge of a battlegame, their word is final on disputes involving game play. If a player wishes to dispute a reeve's decision, they may do so after the game with the reeve in question or with the Guildmaster of Reeves. However, while the game is occurring, the decision may not be disputed. Arguing with a reeve on the field may result in being penalized or even ejected from the game. Consistent arguing may result in being removed from play for an extended period.

COMPANIES AND HOUSEHOLDS

In addition to the Park structure, groups of people either within or between different Parks and/or Kingdoms may choose to band together due to a common interest. There are two types of social organizations of this nature: Companies, and Households. Companies are typically groups that focus on fighting or competition. Traditionally, most companies have a leader (e.g. Captain), a second-in-command (e.g. Lieutenant or Sergeant), and heraldry of some type. Given the normal semi-competitive nature of companies, people traditionally only belong to a single company at any given time. Households are typically non-fighting groups that focus on non-competitive aspects of the game, such as arts and sciences, service, etc. Households also traditionally have a leader (e.g. House Lord or House Lady) and heraldry. Because of the traditional non-competitive nature of households, a person may be a member of any number of households.



AWARDS AND SYMBOLS

Amtgard has an extensive award system that is used to recognize and promote excellence in a wide variety of different areas such as service, fighting, arts and sciences, honor, etc.

Please see Appendix A for a full breakdown of the shared awards system that all Kingdoms adhere to.

Each Park may choose to have additional awards as they deem necessary with the approval of their Kingdom officers. Some of the more recognized awards are listed here below.

APPRENTICE: Apprentices are individuals who have a formal student-mentor relationship with a Paragon. Apprentices are taught the ways of the Paragon's class and have a desire to improve their abilities within that class. Players are typically Apprenticed to only a single Paragon at a time. Paragons of a class may themselves be Apprenticed to a Paragon of a different class. The reserved symbol of an Apprentice is a belt favor in the color of their Paragon's class trimmed in silver. For classes that use Class Symbols, belt favors trimmed in silver bearing their Class Symbol are the reserved symbol of an Apprentice. For Anti-Paladins, use gold trim.

AT-ARMS AND PAGES: At-Arms or Pages are usually individuals who are sworn to Knights, Squires, or Nobles. In Amtgard, being an At-Arms or Page denotes a special relationship between the individual and their mentor, who is typically a Knight, Noble, or Squire. At-Arms can generally be recognized by either a black belt with silver trim, or a green belt. Pages can generally be recognized by a yellow belt. At-Arms may also go by Man-at-Arms, Woman-at-Arms, Comrade-at-Arms, Sword-at-Arms, Shieldmaiden, Shield Brother, or other similar terms.

COLOR: A catch-all class for members of Amtgard who do not participate in the combat portion of the game. These players are often very valuable to the organization as they provide logistics, leadership, and support to keep the rest of the game moving smoothly. Examples can include war bearers, heralds, event organizers, and Serpent Knights.

KNIGHTS: Knights are members of Amtgard who have been recognized as exemplars in a given area as well as role-models. Knighthood is a recognition of character in addition to possessing a level of skill equal to that of a Master in their field. Knights are recognized by a variety of reserved symbols, such as a white belt, an unadorned chain, spurs, and a white or black phoenix. There are five orders of Knighthood in Amtgard, each of which recognizes a different skill and has its own belt trim color:

BATTLE: Awarded for battlegame excellence. Its symbol is a white belt trimmed in blue.

CROWN: Awarded for excellence in elected office. Its symbol is a white belt trimmed in gold.

FLAME: Awarded for excellence in service. Its symbol is a white belt trimmed in red.

SERPENT: Awarded for excellence in the arts and sciences. Its symbol is a white belt trimmed in green.

SWORD: Awarded for martial excellence. Its symbol is a white belt trimmed in silver.

Knighthood may only be bestowed at the Kingdom level.

MASTERS: Masterhood may be granted in recognition of outstanding skill in a given area, and has a reserved symbol of a gold phoenix on a solid color background. Masterhood may only be granted at the kingdom level.

BATTLE: Gold phoenix on a tan background.

CROWN: Gold phoenix on a black background.

DRAGON: Gold phoenix on a green background.

GARBER: Gold phoenix on a blue background.

LION: Gold phoenix on a purple background.

OWL: Gold phoenix on a brown background.

ROSE: Gold phoenix on a white background.

SMITH: Gold phoenix on a gray background.

WARRIOR: Gold phoenix on a red background.

NOBLES: Monarchs may award titles of nobility for service to Amtgard. The specific titles and symbols will be listed in your local Kingdom corpora.

PARAGON: Sometimes referred to as a 'Class Masterhood' this is an award given to a player for consistently being an excellent example of their class in full-class battlegames. A player should look like, role-play, and be highly effective at playing their class to be bestowed a Paragon title. A Paragon should take the lead in teaching new players how to play their class, assist them with getting the necessary equipment, etc. A player may receive multiple Paragon titles, one for each class. The reserved symbol of a Paragon is silver trim on their class sash. Paladins may trim their Class Symbol phoenix in silver, and Monsters use a silver eye. Anti-Paladins use gold trim instead of silver for their sashes and Class Symbols.

PHOENIX: The phoenix is the symbol of Amtgard and is generally only worn by Knights, Masters, or as part of a Kingdom or Park heraldry.

SQUIRES: Squires are individuals who have been sworn to a knight. Historically, squires were arms bearers, servants, or trainees of a Knight. In Amtgard, however, it may be bestowed by a knight for a myriad of reasons and most often takes the form of a mentor - student relationship. Their reserved symbol is a red belt.

E.P. 31, 66th of Harvest

Time itself seems subject to the elastic nature of reality on the plane of Amtgard. While all inhabitants (and indeed, even visitors if my own experience is typical!) can recite the same date without thinking, the actual flow of time itself seems inconstant. At some points many days can seem crammed into a single date, while across the Arbiters Line in the next kingdom time flows with what I perceive as 'normal'. Everything from monarch's reigns to massive wars can be condensed here, with only a few years separating the present from 'Ancient History.'

-Journal of Makros the Traveler



CODE OF CONDUCT

Amtgard strives to maintain a fun, friendly, welcoming environment for mature players. As such the following behaviors are not acceptable and may lead to ban from combat or attending:

1. Speech that would cause a reasonable person to fear for their property or safety.
2. Physical violence outside of the normal bounds of combat conduct.
3. Sexual harassment or inappropriate sexual contact.
4. Theft or willful destruction of other peoples' property.
5. Repeated unwillingness to follow game rules.
6. Creating a hostile environment detrimental to the enjoyment of the group as a whole. This includes engaging in online or in person harassment.
7. Violating the *Amtgard Youth Policy*, which can be found at www.amtgard.com/documents or in the Annexure at the end of this document.

The Monarch, with the joint agreement of either the Prime Minister or the Guildmaster of Reeves, may ban a player from their group (and subgroups) for any of the reasons including, but not limited to, the list above at their discretion for any amount of time they feel appropriate. Any Monarch, with the joint agreement of either the Prime Minister or the Guildmaster of Reeves, may end a ban on a player at any time with the exception that a park Monarch may not overturn a ban instituted at the Kingdom level.

Any Kingdom level ban placed by a player's Kingdom of residence or Kingdom of physical residence for items 1 through 5 and 7 is automatically extended to all Kingdoms and their Subgroups. For purposes of this section "Kingdom of residence" means the Kingdom where a player's records are maintained and "Kingdom of physical residence" means the Kingdom in which the player has obtained the majority of their credits in the past three months. It is the responsibility of the Monarch enacting the ban to notify the Kingdoms using the Circle of Monarchs communication tools. Any Kingdom Monarch, with the joint agreement of either the Prime Minister or the Guildmaster of Reeves, may exempt their Kingdom from this extension by choosing to assume responsibility for the banned player and allowing the banned player to engage in Amtgard activities within their Kingdom and Subgroups, except that a Monarch may not exempt their Kingdom from a ban under item 3. In making an exemption, that Monarch is stating that they believe the following is true:

1. The banned player adds no additional threat to the safety of the players in this Kingdom or its Subgroups.
2. The presence of the banned player will not create a hostile or unwelcoming environment for other players attending functions of this Kingdom or its Subgroups related to the nature of the ban.
3. There is a compelling reason that having the banned player participate in the functions of this Kingdom and its Subgroups is beneficial to the functioning of those same groups.

No person who has ever been convicted of a felony level sexual offense in any jurisdiction of the United States may participate in any Amtgard function at any time. The same is true for equivalent offenses in other countries.

No person who is currently listed on a sexual offender registry for any jurisdiction within the United States based upon conviction of a crime may participate in any Amtgard function at any time. The same is true for equivalent public registries in other countries.

AGE OF COMBATANTS

Combat in Amtgard is reserved for players of at least fourteen years of age. However, a monarch may choose to assume responsibility for allowing a child under fourteen to engage in combat, provided after evaluation, the monarch determines that the following minimum requirements are met:

1. The child's legal guardian must agree to assume all responsibility for the safety of the child and execute an additional waiver to that effect, acknowledging the risks inherent in Amtgard combat, especially for children engaging in combat with adults, and assuming responsibility for those risks.
2. The child's legal guardian must be present and within sight of the child during the time combat is taking place.
3. The child must be of a sufficient size and health as to not pose a safety risk to themselves, or others, within the normal parameters of Amtgard combat.
4. The child must consistently follow the rules of combat and behave in an honorable manner on the field.
5. The child must be mentally and emotionally capable of handling the combat environment without becoming upset or agitated.

Children under the age of fourteen may still engage in combat with children of similar age and size, provided they do so separately from other players, have a signed waiver, and are supervised by their legal guardians.



ROLE-PLAYING IN AMTGARD



Just as with the other aspects of Amtgard, role-play in Amtgard is limited only by the imagination. The rules of play are intended to provide a framework and opportunity that allow players to engage in role-play to whatever level they wish to experience. Each player has a different level of interest and expectation of role-playing. This is also true of each park and kingdom. This section provides tips to understanding the role-play culture of Amtgard, incorporating role-play, and getting the role-play experience you are looking for.

ROLE-PLAYING IN AMTGARD MADE EASY

GENERAL TIPS

Make sure you are having fun: If you aren't having fun, you're doing it wrong. Role-play should contribute positively to the Amtgard experience of everyone involved.

Be realistic: Interest in role-playing differs greatly among Amtgard players. Don't try to role-play with people who obviously are not going to join. Move on to those that want to be part of it.

Don't hide: Don't hide behind the excuse of role-playing. There is a fair level of treatment that one should expect when role-playing. It is inexcusable to hide the mistreatment of others behind role-playing or use role-playing as an opportunity to strike out at someone.

Take responsibility: Don't expect anyone else to introduce role-play into your games. If you want to role-play, do so. Other interested players will join in and some won't.

CHARACTER DEVELOPMENT

Keep it relevant: Develop a character that supports the medieval-fantasy atmosphere of Amtgard.

Keep it short: Play a character you can sum up in 25 words or less. If people want to hear more, they'll ask. Better yet, introduce it through role-play. Role-play is about the experience, not the story telling.

Keep it humble: It's hard to explain why you are the greatest warrior in the land if you are still learning the rules. Take time to hone your skills and play the game. You will have stories to share with friends that will be better than any story you can dream up.

Don't limit yourself: Ignore the class name. Think of the abilities that you want your character to have and select that class. You do not have to play Paladin to play a Holy Warrior. Warrior, Barbarian, Scout and Healer all offer abilities that could support that. Want to be a Pirate? Check out Wizard or Scout. Let your character define the class; don't let the class define your character.

Keep it simple: If you role-play some horrifically powerful were-vamp-dragon hybrid, it will send the wrong message and likely discourage interest in involving you in role-play. Instead, find a way to tone it down and let your character's story develop on its own. Remember you are only a star in your own story. To everyone else, you are supporting cast.

GROUP ROLE-PLAY

Teamwork is the key; Amtgard groups consist of players with a range of interests. Opportunities should be made for those interested in role-playing and those who aren't interested. This allows everyone to enjoy their time at Amtgard. Keeping Amtgard diverse is a key to keeping it strong.

Likewise, selecting someone to play a monster who is not interested in role-playing can give false hope to the role-players involved and be counter-productive. Get people who are willing to role-play to play non-player characters and Monsters in quests.



COMBAT RULES

Combat is at the core of the game of Amtgard and represents a significant portion of the time spent at Parks each week.

HIT LOCATIONS

Players have five locations which may be wounded: left arm, right arm, left leg, right leg, and torso.

ARM: From just below the outside point of the shoulder to the tips of the fingers.

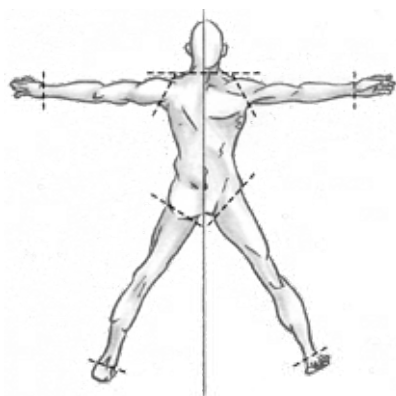
A hand is not wounded if struck below the wrist while wielding a melee weapon, shield, or bow. Treat hits below the wrist to a hand wielding a melee weapon, shield, or bow as though they had hit the melee weapon, shield, or bow wielded instead.

LEG: From just below the end of the buttocks in the back, the hip socket in the front, and an imaginary line between them on the sides down to and including the foot.

A foot on the ground is not wounded if struck below the ankle and all effects of weapons, projectiles, and Magic Balls are ignored.

TORSO: Everything that isn't an arm or leg, including the groin, shoulders, and collar bones up to the vertical rise of the neck.

NOTES:



1. Players may not be struck in the neck or head. A strike to the head is invalid, and will not count as a hit.
2. Players may not block shots with their neck or head. Intentional head blocking can result in being called dead by a reeve.
3. A wounded arm may carry equipment, but may not wield equipment or cast abilities, and must be kept out of combat. A wounded arm is capable of receiving an additional wound.
4. Players who receive a leg wound must decide if they are going to kneel or post with that leg. A player can switch between kneeling and posting by declaring as such with no living enemies within 20', or when instructed by a reeve.
 - a. If a player chooses to kneel, their wounded leg must have the knee in contact with the ground. The knee of the wounded leg may be lifted from the ground briefly to enable movement so long as the unwounded leg has a knee on the ground.

- b. If a player chooses to post, the player must immediately notify their opponent(s) of this by stating "posting". While posting, the player may not voluntarily move the foot of the wounded leg, although it may be used to pivot.

5. Players with a wounded leg who are affected by abilities which allow or require movement may choose to ignore the requirement for dead legs to have the knee on the ground (or, if "posting," to not voluntarily move the foot of the wounded leg) for the purposes of completing the movement. While moving in this manner, the wounded player may not attack or cast abilities, but may defend themselves. Once the player has completed the movement, they must once again place their knee in contact with the ground, or re-declare "posting". This 'forced movement accommodation' may not be used for the ability Blink.
6. A wounded leg is capable of receiving an additional wound (even if "posting"), except when the knee is on the ground or during the initial placement of the knee on the ground after receiving a wound.
7. A player with a wounded leg may 'hobble' by declaring "hobbling" and then moving slowly, taking no more than one step per second, and dragging a leg as long as there are no living enemies within 20'. While moving in this manner, the wounded player must chant "hobbling" and may not attack or cast abilities, but may defend themselves. Afterwards, the player must either kneel or re-declare "posting".

COMBAT CONTACT

A broad range of contact is allowed in combat. The rules below outline what is and is not acceptable. No action is acceptable if it is performed in an unsafe manner. The responsibility for the results of an action always rests squarely on the actor. Unsafe behavior on the field can result in suspension from play at the discretion of the Champion, Monarch, or Guildmaster of Reeves.

ALLOWED: The following actions are acceptable.

1. Weapon to weapon contact is allowed.
2. Weapon to body contact is allowed on valid Hit Locations using Strike-Legal portions.
3. Body to weapon contact: Weapons may be pushed, swept, and otherwise manipulated with your body so long as the weapon is not trapped or grabbed. Pushing or sweeping a Strike-Legal surface results in a valid hit to the location used for contact.
4. Weapon to shield contact is allowed.
5. Shield to weapon contact: Shields may be used to deflect, move or pin an opponent's weapon.
6. Shield to shield contact: Shields may be used to deflect, turn, or pin an opponent's shield so long as the wielder of the struck shield is not moved. Bashing a shield is prohibited.



DISALLOWED: The following actions are unacceptable. Some amount of incidental contact is expected in a contact sport but repeated or egregious offenses will result in suspension.

1. Body to body contact is prohibited.
2. Body to shield contact is prohibited.
3. Active shield to body contact is prohibited; passively using a shield to prevent an opponent's forward movement is acceptable and does not count as body to shield contact on the part of the recipient.
4. Active weapon to body contact using portions of a weapon other than Strike-Legal is prohibited; passively planting the shaft of a weapon to block an incoming opponent is acceptable.
5. Forcing a player's weapons against them with your body or shield is prohibited.

INFLECTING WOUNDS

Wounds may be inflicted by contacting a Hit Location with the Strike-Legal portion of a weapon. Shots from melee weapons fall into two broad categories:

SLASH: A valid slash must be percussive (contact with an audible pop) and stop on or deflect off the victim.

STAB: A valid stab must strike with the tip and stop on or deflect off the victim.

These requirements do not apply to projectiles. Any contact from the Strike-Legal portion of a projectile weapon is considered a valid hit.

Some contacts which partially fulfill the above criteria are listed here as examples of invalid shots.

EXAMPLES OF INVALID SHOTS:

GRAZES: Slashes that are neither percussive nor stop/deflect.

DRAW CUTS: Stabs which fail to strike with the tip. These contacts slide against a victim instead of impacting cleanly.

PUSHES: These contacts are pushed into or slid against a victim after the initial motion was completely blocked and the initial motion had stopped.

DEATH

Any two wounds, or a wound to the torso, results in a death. Dead players:

1. May not speak to living players or interact with game play in any manner.
2. May move to avoid mundane danger or interfering with living players. This does not count as moving for the purposes of abilities so long as no game advantage was derived.
3. May retrieve their own equipment from the field while dead, but may not interfere with play in any way and must stay at least 10' from any living opposing players while doing so.
4. May only be affected by mechanics that work on dead players in specific, such as Resurrect or Raise Dead. Otherwise the player and their carried equipment are not affected by combat, abilities, etc.

COMBAT NOTES

Miscellaneous rules necessary for the smooth operation of combat.

1. Shots that only strike garb, armor, or carried equipment do not count as a hit unless:
 - a. Said items blocked a blow that would have struck a combatant (i.e. garb, carried equipment, etc. are not shields and do not count as armor). Strikes to unwielded equipment are treated as having struck that equipment as well as whatever they would have made contact with were the equipment not there.
 - b. The shot is Engulfing. Engulfing effects do trigger on garb and equipment hits.
2. If a person is wounded in an arm that is throwing a shot, or is killed, shots they threw into motion before being struck still count as a hit if the shot lands within a half second of the throwing arm being struck. In the case of a two-handed weapon, the wielder must remove their wounded hand from the weapon within a half second for the shot to count. This should be a clear case of finishing an already thrown shot, meaning that it requires no change of direction and the last action required to finish the shot has already been started prior to being struck. If you have any questions, ask your kingdom/group level Guildmaster of Reeves. A reeve's call is always final in determining if a shot is in time or late.
3. Carried equipment includes both wielded and unwielded equipment in hand, as well as any equipment held or worn on the player's person in any way.
 - a. A player may hold more than one weapon in a single hand, but may not wield more than one weapon in a single hand at the same time.
 - b. It must be visually clear at all times which weapons are wielded and which weapons are unwielded. If this is not the case, all of the player's weapons are considered unwielded. Example: A player may hold a Dagger in one of the two hands wielding a Great weapon, but could not hold two Shorts in the same hand and only consider one of them wielded.
 - c. A player may fire multiple non-Specialty arrows simultaneously, but may not throw multiple thrown weapons, Javelins, or Magic Balls at once from a single hand.
4. Players may always choose to take a death. Players who take a death may not return to play except by respawning, may not cast any 'on death' abilities such as True Grit, have all Enchantments removed (including Persistent ones), and do not benefit from any abilities that prevent death such as Phoenix Tears.
 - a. Intentionally causing your own death is the same as taking a death. Examples include striking yourself with a weapon, casting Finger of Death on yourself, and jumping into lava or off a bridge.



COMBAT ETIQUETTE

Combat is fast-paced and highly competitive. In order to minimize misunderstandings and confusion on the field it is important to observe the following rules.

HANDLING EQUIPMENT

1. Never handle anyone's personal property without first having their permission.

CALLING YOUR SHOTS

1. When you are dead announce it immediately and clearly. A player who does not declare their death promptly will likely be struck again.
2. Communicate early and often with your opponents. If you made a close block or feel your opponent's shot was invalid, communicate it immediately.
3. If you are unsure if your opponent's shot was good enough, it was. Only shots which are clearly invalid should be treated as such. If you have to think about it, take it.
4. If an opponent hits you with a shot you think is late, ask them if they think it was in time. If they believe it was in time or are unsure if it was in time, take the shot.
5. When dead, immediately move yourself the minimum distance necessary to avoid interfering with ongoing combat. Visually indicate that you are dead by placing your hand or weapon on or above your head.
6. If asked you must promptly declare your current wounded status.

DELIVERING SHOTS

1. Do not call shots on other players unless you are reeveing or the player in question asks your opinion.
2. If you have an issue with a player not taking a shot you believe connected, ask them about it politely and directly in the form of a question. If you are not satisfied with their response then bring the issue to a reeve.

3. If an opponent takes a wound from you which you do not believe was from a valid shot, tell them not to take it. If they insist, let it go.
4. If you hit an opponent with a shot that was late, immediately let them know not to take it.
5. If you strike an opponent in the head or neck and derive a combat advantage from it, stop fighting and allow them to recover. If necessary back up to the point of the shot and resume the fight.

SAFETY

1. If you become upset or angry go take a break. Come back when you're ready to continue.
2. If you believe a weapon on the field is unsafe, or being used in an unsafe manner, then immediately address it politely with the wielder. If the issue persists then address it with the Champion, reeve, or a park official.
3. If you become injured on the field immediately inform any player engaged with you and remove yourself from the field of play. If you need assistance in removing yourself from play notify a nearby player or reeve.
4. If a player becomes injured in your immediate vicinity move yourself a short distance away and continue play. If the injured player appears unable to leave the field or otherwise requires assistance then remove yourself from play to offer assistance. Under no circumstances should a player attempt to stop the field of play because one person has become injured unless it is necessary to provide for the safety of the injured player.
5. If it is necessary to notify nearby players of a safety situation which requires them to stop play, then the player recognizing the situation should announce loudly "safety" to get the attention of nearby players and direct them away from the situation. If it is necessary to stop play for the entire field a player should announce loudly "emergency". All players must avoid safety incidents while continuing play. All players must immediately stop play and cease moving until an emergency incident has been resolved.

On the Nature of Death in the World of Amtgard

Perhaps you have merely heard rumor of immortals, and perhaps you have thought it but a myth. Let me assure you, it is no myth. Immortals walk among us. I suppose it is not for us to know why we were selected, or how many of us exist, or to what end this gift was laid upon us.

You might think that such a thing would be a blessing; It is not always so. When armies bent on conquest march through your village and slaughter your families and neighbors, plunder and burn the work of your back... To see the sword come crashing down upon your head, or cut open your belly; to know that you will awaken and have nothing about you but the ashes of your failure... It is a thankless gift for sure.

- Megiddo sel Esdraelon



ARMOR

Armor is period protective gear which grants an advantage to the wearer in combat by protecting them from physical blows. Armor can be based in history or fantasy.

ARMOR COMBAT RULES

Armor is rated by its ability to stop wounds and is referred to as Armor Points. Armor with an Armor Point value rating higher than allowed to a Player Class may be worn for the highest value allowed to the Player Class.

Hits to armor in a hit location affect that hit location, regardless of if a physical piece of armor covers multiple hit locations. Example: Hitting the sleeve of a chainmail shirt will only affect that arm, and not the torso. There are four possible mechanics involved with counting blows to armor:

1. A hit to armor from any weapon will remove one Armor Point from the location hit.
2. A hit to armor from a weapon, Magic Ball, etc with the Armor Breaking Special Effect.
3. A hit to armor from a weapon, Magic Ball, etc with the Armor Destroying Special Effect.
4. A hit to armor from a weapon, Magic Ball, etc with the Siege Special Effect.
5. Contacts to armor from objects which do not fall into the above categories will have no effect on the armor and pass through to the location underneath unless otherwise noted.

See Special Effects Defined for more information on these effects.

Armor with no remaining Armor Points no longer interacts with hits from weapons, Magic Balls, etc.

Armor only protects the area that it covers. Example: You have armor on the front of your leg, but a gap on your thigh, and are struck in the area left open by the gap. You are wounded and the armor itself takes no damage.

Armor present on a wounded hit location will continue to function and stop blows as per normal. This does not exempt wounded arms from the requirement to be kept out of combat.

Hits to armor covering a foot that strike below the ankle while that foot is on the ground have no effect on the armor and pass through to the location underneath unless otherwise noted.

Armor worn under garb or other armor must be partially visible, and must be declared if asked.

ARMOR MADE EASY

The armor rules can look intimidating at first glance but it can be boiled down to a few simple rules that allow you to interact with the armor system in combat.

Armor stops hits by losing points in the location it is hit. Once a location is out of points the armor doesn't stop hits anymore and the player is hit. All hits remove a single point from the armor in the location struck unless the strike is Armor-Breaking or Armor-Destroying. The three most common Armor-Breaking strikes are from an arrow, a great weapon swung two-handed, or a strike from a Barbarian. Armor-Destroying strikes are much rarer.

Armor-Breaking strikes will reduce the armor to zero in the location struck unless the player struck is wearing more than three points of armor in that location. That can only happen if they are playing Warrior, Paladin, or Anti-Paladin. If the player struck has more than three points of armor in the location struck, then all hits to their armor remove a single point until they are at three points or less and then it behaves as stated earlier.

Armor-Destroying strikes will reduce armor to zero in the location struck regardless of how much armor remains.

Keeping track of your own armor is simple. If you are playing any class other than Warrior, Paladin, or Anti-Paladin then each hit removes a single point of armor unless it's one of the above types of strikes, which reduces your armor to zero. If you are playing a Warrior, Paladin, or Anti-Paladin and wearing more than three points of armor then all Armor Breaking strikes do one point in the location struck until you get to three points, and then it behaves as above. An Armor-Destroying strike gets rid of all of the armor, period.

There are a few more abilities that interact in different ways with armor, but this covers the vast majority of the situations encountered on the field of play. If you want more information read the Abilities section. If you run into a situation you are not sure of you can always ask a reeve or the player who affected you.



ARMOR RATING AND SAFETY

1. The Monarch, Champion, Guildmaster of Reeves, and Game Reeves rate armor.
2. Armor that is of mixed values across the same area will be averaged based on the percentage of each type of coverage of the area, rounding fractions to the nearest whole number. Example: An arm with a Plate bracer (6 Armor Points) covering 50% of the arm and a Cloth/Padded sleeve (1 Armor Point) covering 50% of the arm will result in an armor value of $(6 \times 0.5) + (1 \times 0.5) = 3.5$, which rounds up to 4 Armor Points across the entire location.
3. Straps and other such material that hold your armor on do not count as part of the armor, for either coverage or averaging purposes, unless they are specifically built as such. Example: the leather strap across your back holding on your steel breastplate does not protect you from hits.
4. Armor that is initially rated as zero points does not count as armor. Armor that has been depleted continues to be considered armor, but does not continue to stop wounds until restored.
5. Obviously modern materials and obviously modern protective gear such as sports shin pads and hockey chest pads may never be considered as armor; such materials and items may be used as a base for armor, but the final product must have the appearance of actual armor rather than modern protective gear. Wholly inappropriate materials such as cardboard, tinfoil, and foam may never be considered as armor.
6. All armor must be safe, with no protruding edges that could injure someone. All corners on any armor that will not deform under contact must come to a point no sharper than the radius of a penny (3/8").

ARMOR TYPES AND MODIFIERS

Each Armor Type is rated with base points equal to its tier. Armor may also receive bonuses and penalties, which change its rating by one Armor Point. These modifiers may not result in the armor type receiving more than its maximum rating, except for Heavy Helms.

APPEARANCE: Exceptionally aesthetically pleasing armor may be awarded a bonus. Armor that is well below standard in appearance may be given a penalty.

CONSTRUCTION: Exceptionally durable or well-crafted armor may be given a bonus. Some examples of this would be being made from at least 75% steel, being made of significantly thicker material than standard, riveted or welded chainmail rings, and so on. A penalty may be given if armor is in poor repair, is made of thinner materials than standard, and so forth.

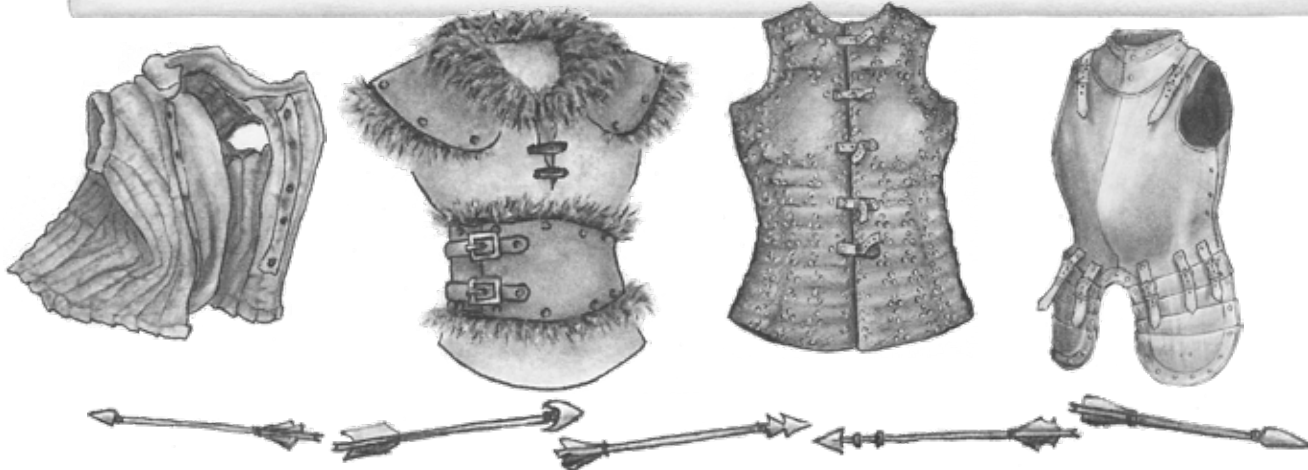
LAYERED ARMOR: Where multiple layers of armor overlap, such as chainmail over cloth or leather over chainmail, the overlapping area is given a bonus over the highest rated armor's usual rating.

HELM BONUS: Helms provide a bonus to the Torso location, and are divided into two categories: Light Helms, and Heavy Helms. The helm must cover at least 50% of the area from the base of the neck upwards.

Light Helms must meet the requirements of at least a Tier 2 armor type. The torso bonus received for a Light Helm may not exceed the maximum value for the armor type.

Heavy Helms must meet the requirements of at least a Tier 4 armor type. The torso bonus received from a Heavy Helm may allow the wearer to exceed the maximum value for the armor type.

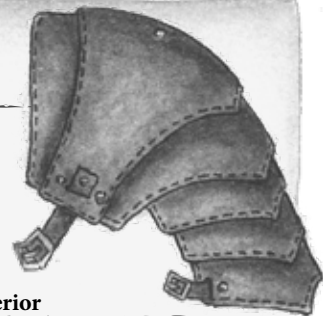
Tier	Maximum Points	Armor Types
1	2	Cloth/Padded
2	3	Light Leather, Flexible Synthetic
3	4	Heavy Leather, Butcher's Mail, Rigid Synthetic
4	5	Light Scale, Chainmail
5	6	Heavy Scale, Butted Plate (Splint, Kikko, etc)
6	7	Lamellar, Laminar, Brigandine, Plate
Special		Ambiguous Armor



CONSTRUCTION REQUIREMENTS

All armor must meet certain construction requirements according to its type.

1. Armor that is made from materials thinner than the minimum thickness is not allowed.
2. Armor that is made from materials significantly above the standard may qualify for the Superior Construction bonus.
3. All Tier 4-6 armor is assumed to be made of metal, as well as butcher's mail.



Material	Minimum	Standard	Superior
Cloth	Cannot be substandard	1/16"	1/8"
Flexible Synthetic	Cannot be substandard	3/32"	1/8"
Light Leather	4oz (1/16")	6oz (3/32")	8oz (1/8")
Heavy Leather	Cannot be substandard	10oz (5/32")	12oz (3/16")
Rigid Non Metal/Rigid Synthetic	Cannot be substandard	3/16"	1/4"
Aluminum Round Rings	18ga swg (0.048")	16ga swg (0.064")	14ga swg (.080")
Aluminum Flat Rings	20ga swg (0.036")	18ga swg (0.048")	16ga swg (0.064")
Aluminum Scales	20ga (0.030")	18ga (0.040")	16ga (0.051")
Aluminum Sheet Metal	18ga (0.040")	16ga (0.051")	14ga (0.064")
Steel Round Rings	20ga swg (0.036")	18ga swg (0.048")	16ga swg (0.064")
Steel Flat Rings	22ga swg (0.028")	20ga swg (0.036")	18ga swg (0.048")
Steel Scales	22ga (0.030")	20ga (0.036")	18ga (0.048")
Steel Sheet Metal	20ga (0.036")	18ga (0.048")	16ga (0.060")

CLOTH

Must be visually distinct from garb.

BUTCHER'S MAIL/SHARKMAIL

This armor type is for machine-welded chain mesh. There are no material thickness requirements for this armor, and it may receive no modifiers for superior construction. Any weave pattern is permitted, but it must not allow a 1/8" dowel to pass through.

RIGID NON-METAL/SYNTHETIC ARMOR

Rigid armor that utilizes unusual materials must meet any non-material requirements for the style of armor that it is mimicking. The density of the material must be at least equal to 0.9g/cm³, equal to HDPE plastic.

CHAINMAIL

Any weave is permitted, but a 1/2" dowel must not pass through. Rings must have an aspect ratio (AR) of 8 or less.

LIGHT SCALE

Consists of unbacked small metal scales directly attached to one another by metal rings or similar methods. Scales must overlap by at least 10%, and the backing must not be visible through the scales. Scales are individually mobile.

HEAVY SCALE

Consists of metal scales attached to a heavy cloth or similar backing. Scales must overlap by at least 10%, and the backing must not be visible through the scales. Scales are held rigidly together.

BUTTED PLATE (Splint, Kikko, etc)

Consists of numerous non-overlapping plates. Plates are spaced no more than 1/2" apart, and cover at least 75% of the armor.

LAMELLAR/LAMINAR

Plates must overlap by at least 10%, and connect to one another with no supportive backing.

BRIGANDINE

75% of plates must overlap by at least 10%. Plates are attached to a backing and are held firmly together when worn.

PLATE

75% of the plates used must be large enough to cover 10% of the full hit location, excepting joint articulations.

AMBIGUOUS ARMOR

Armor that doesn't clearly fit into any of the typical armor styles should be rated at the discretion of the reeve and matched to the nearest style. If it is not made of metal, it should be rated no higher than Tier 3.

If an armor type is not listed here, it has no special construction requirements beyond material thickness.



WEAPONS

GENERAL NOTE

Most non-explosive, non-chemical weapons that might have been in existence before 1650 AD are allowed.

WEAPON SAFETY

A safe weapon is one that will not break bones, teeth, or regularly leave bruises when it strikes a person. Every weapon must be checked for legality by the Champion or a designated reeve prior to its use on the field each day. The hallmark of weapon legality is player safety, and as such safety will always trump technical compliance with weapon construction requirements. While a weapon may meet the technical requirements for legality it may still be unsafe in its construction or in the manner in which it is used. Some examples of technically legal but unsafe weapons might be: weapons with cores so flexible as to risk core failure or other safety issues during reasonable combat; weapons made with overly hard foam; weapons with excessive tape; or weapons with excessive mass. Use of unsafe weapons or safe weapons in an unsafe manner may result in removal from play by the Champion, a reeve, or other group official.

WEAPON DEFINITIONS

CORE: This refers to the base of the weapon to which padding is affixed. For melee weapon cores the best things to use are carbon/graphite rods (such as from non-metallic golf clubs), kite spar, bamboo, PVC tubing or fiberglass. Other materials will be checked for safety on a case-by-case basis. Metal and wooden cores are not legal, although metal may be used to counter-weight weapons provided it is permanently attached, and not in a place that may inadvertently strike an opponent. The ends of all weapon cores must be blunted by capping them with a layer of foam and tape at a minimum. For thrown weapons acceptable options are denim, loose rubber bands, sweatshirt material, or similar.

HANDLE: Refers to the unpadded part of the weapon (where it is often held).

POMMEL: This refers to the padded portion of a weapon at the end of the handle, not intended for striking. The end of the pommel must have at least a 2" cross section perpendicular to the handle and must be padded.

CROSS GUARD: This refers to an optional piece at the juncture of the blade and handle designed to deflect blows and protect the hand from injury. Cross guards must be padded and all tips must have at least a 2" cross section parallel to the handle.

DOUBLE-ENDED: Only Weapon Types with this descriptor may have a striking surface at both ends. This may be either a Stabbing Tip or a Slash edge unless otherwise restricted by the Weapon Type. Weapons may only have up to two ends.



STABBING TIP: This refers to the end of a weapon that is not the pommel, regardless of whether or not it is used to stab. Stabbing tips must not protrude more than 1.5" through a 2.5" ring when uncompressed, nor end in an angle less than 90 degrees and must be Strike-Legal. You must not be able to feel core through a stabbing tip.

PADDED OR COURTESY PADDING: This refers to the portion of the weapon that is designed to limit injuries from incidental contact with that part of the weapon and is not intended for striking. These portions of a weapon must have at least 1/2" of foam over the weapon's core. A weapon is required to have courtesy padding over the entire circumference of its Strike-Legal length.

STRIKE-LEGAL: This refers to the portions of the weapon that are sufficiently padded to prevent injury when used to strike an opponent at full force. These portions may not break bones, teeth, or regularly leave bruises when it strikes a person and must have at least one 2.5" cross section from edge to edge. Example: the distance from one edge to the other of the flat of a flat blade. The thickness of the striking edge can be any amount that still results in a safe weapon. Strike-Legal surfaces must have at least 1" of foam over the weapon core, measured from the furthest point on the blade to the surface of the core. Stab-only weapons (other than projectiles) are still required to have 6" of Strike-Legal surface extending from the end of the weapon down its length on any stabbing end for safety. Strike-Legal must be covered in a durable, opaque cloth. Cloth tape is not an acceptable cover. Non-striking padded surfaces within 1/2" of a striking surface must still be covered with a cloth cover.

HEAVY PADDING: This refers to portions of the weapon that meet all of the requirements of Strike-Legal, and in addition have at least a 4" cross section from edge to edge (instead of 2.5") and at least 1" of foam over the weapon core. It is considered Strike-Legal for the purposes of scoring hits.

TOTAL LENGTH: Refers to the distance from the bottom of the pommel (or one Stabbing Tip of a Double-Ended weapon) to the furthest point of the weapon measured from the bottom of the pommel in a straight line parallel to the core of the weapon. Example: You measure a scimitar from the bottom of the pommel to the tip of the weapon, not "along the curve."

SWING/SLASH: Indicates a weapon intended to be able to score a hit by swinging the weapon in such a way that the side (as opposed to the tip) of the weapon strikes an opponent.

THRUST/STAB: Indicates a weapon intended to be able to score a hit by thrusting the weapon in such a way that the tip (as opposed to the sides) of the weapon strikes an opponent. Stab-only weapons must have at least 6" of Strike-Legal padding.



WEAPON TYPES, SHIELDS, AND EQUIPMENT



MELEE

All melee weapons require a rigid core and may be used to block, parry, or score hits with their Strike-Legal portion. Some melee weapons allow for Heavy Padding Substitution for a given length. A melee weapon is considered wielded if gripped in hand, to be used in combat. A destroyed melee weapon cannot be wielded or used to block, and is considered unwielded carried equipment when held in hand.

HEAVY PADDING SUBSTITUTION

All melee weapons require a portion of their length to be Strike-Legal, as noted in the individual weapon descriptions. Heavy Padding Substitution allows you to replace a portion of Strike-Legal with Heavy Padding. For each inch of Heavy Padding added you may also replace an additional inch of Strike-Legal with Courtesy Padding.

Heavy Padding added must start within 3" of the stabbing tip and proceed continuously towards the handle. Courtesy Padding added in this manner must begin at the top of the handle and proceed continuously towards the tip.

For example: A 48" Long weapon is typically required to have 32" of Strike-Legal followed by 16" of Handle. Using Heavy Padding Substitution you could have 16" of Heavy Padding, followed by 16" of Courtesy Padding, and then 16" of Handle.

DAGGER

1. May stab and slash.
2. At least 10" up to a maximum of 18".
3. At least 10" of its length must be Strike-Legal.

SHORT

1. May stab and slash.
2. Over 18" up to a maximum of 36".
3. At least 2/3 of its length must be Strike-Legal.
4. Allows for 1/3 of its length to be substituted for Heavy Padding.

LONG

1. May stab and slash.
2. Over 36" up to a maximum of 48".
3. At least 2/3 of its length must be padded.
4. If used to slash at least 2/3 of its length must be Strike-Legal.
5. Allows for 1/3 of its length to be substituted for Heavy Padding.
6. May be Double-Ended.
 - a. Each end of a Double-Ended long weapon must be padded 1/3 the total length of the weapon, continuous from the tip. If an end is used to slash, that end must be Strike-Legal for 1/3 the total length of the weapon. This requirement replaces the standard requirement for padding on long weapons.

HINGED

1. No more than 36" in length.
2. Has a single articulating head which must be entirely Strike-Legal and cannot contain a rigid core.
3. The chain of a hinged weapon:
 - a. Is not a legal striking edge.
 - b. Must be wrapped in foam with less than 0.5" of the rope exposed at any point.
4. The combined rope and striking edge may not exceed 18" in length.
5. The top half of the non-rope and Strike-Legal portion of the weapon must be padded.

GREAT

1. May stab and slash.
2. Greater than 48" in length.
3. Must be padded on upper 1/2 of length or at least 3', whichever is less.
4. If used to slash must have at least 18" of Strike-Legal surface.
5. Great weapons, when wielded in a two handed manner, may gain the Shield Crushing and Armor Breaking Special Effects if built to one of the two standards below:
 - a. If the weapon has 18" of Heavy Padding, starting within 3" of the tip and continuous down the core
 - b. If the weapon has a total length of no more than 72" and additionally is Strike-Legal for 2/3 of its total length.
6. May be Double-Ended.
 - a. Each end of a Double-Ended Great weapon must be padded 1/3 the total length of the weapon, or 3', whichever is less, continuous from the tip. This requirement replaces the standard requirement for padding on Great weapons.

MAGIC STAFF

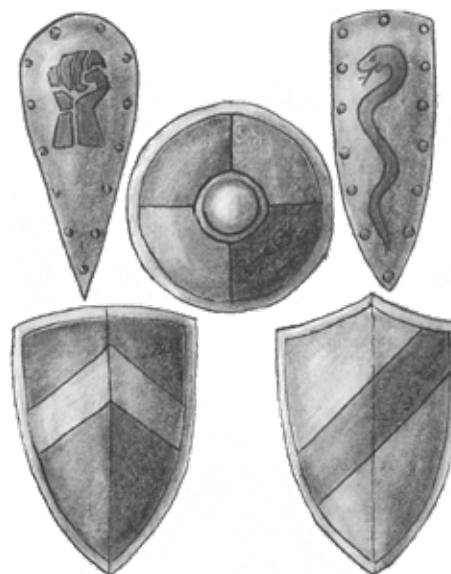
1. May not be used to strike.
2. Between 36" and 72" long.
3. Must be padded along their entire length, and each end must meet the requirements of a pommel.
4. A player wielding a Magic Staff may not wield any other weapons or shields except for Daggers.
5. Wielding an unbroken Magic Staff does not count against having an empty hand for the purpose of casting abilities or the Charge incantation.
6. May not be easily confused for a Reeve Staff or for a different category of weapon.



SHIELDS

Shields are used to block shots from weapons and are impervious to harm except from certain abilities. All shield measurements are the exterior surface area on a flat plane.

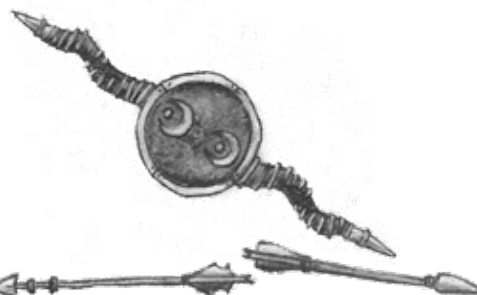
1. Must not break or bend significantly during the course of combat. Rigid or easily breakable foam, or low-density foams, are inappropriate for all-foam shield construction. Some acceptable materials are:
 - a. Sturdy high-density foam.
 - b. Plywood.
 - c. High impact plastics.
 - d. Aluminum.
2. Must have an opaque, durable cover such as cloth, PlastiDip, duct tape, or leather.
3. The rim and face of the shield must be padded by at least 1" of closed cell foam.
 - a. All-foam shields do not require any additional padding so long as the foam itself would be considered padding.
4. Hard edges may not be exposed on any surface which can reasonably come into contact with another player or their equipment.
5. A player may only wield one shield at a time.
6. Must be gripped in a hand in order to be considered wielded. An open hand inside a shield handle is not enough to consider that shield wielded.
 - a. A shield that is gripped in a hand may also have a support strap around the arm.
 - b. A blow that strikes a non-wielded shield strapped to a player, such as a shield slung across a back, is considered to strike the player as if the shield had not been there.
 - c. A small shield may be strapped to an arm instead of wielded in a hand.
7. A small shield is between 36 square inches (6.8 inch diameter) and three square feet (23.45 inch diameter).
8. A medium shield is no larger than five square feet (30.28 inch diameter).
9. A large shield is no larger than eight square feet (38.3 inch diameter).
10. Shield shapes may not cause confusion on the field. A shield cannot look like armor or a weapon.
11. A shield may be tossed in a manner that keeps it (relatively) perpendicular to the ground. While in the air, such a shield is considered a terrain effect, though it is still vulnerable to things that would normally affect a shield (such as Fireball or Destruction Arrow). A shield may not be tossed into another player or their wielded equipment.
12. A destroyed shield cannot be wielded or used to block, and is considered unwielded carried equipment when held in hand.



MADU

A shield joined to a melee weapon.

1. Counts as both a shield and a weapon.
2. Only usable if a class can use both a melee weapon and shield of the length and size types of the madu.
3. Weapon Destroying will affect the entirety of the madu if it strikes any part of the weapon portion.
4. Shield Crushing and Shield Destroying affect the entirety of the madu if it strikes any part of the shield portion.
5. Abilities that affect any part of the madu, such as Imbue Shield or Heat Weapon, affect its entirety.
6. Melee weapon portion must conform to Dagger, Short, Long, or Great melee weapon requirements. Shield portion must conform to Small, Medium, or Large shield requirements.
 - a. In a single-ended madu, the weapon length should be measured from tip to farthest edge of the shield portion
7. Any shield with melee weapons affixed to it in any form is considered a madu and must conform to these rules.
8. If built to slash (these replace the normal strike-legal length requirements for a melee weapon of the madu's length):
 - a. At least 1/3rd of its length (excluding the shield portion) must be Strike-Legal.
 - b. At least 12" must be Strike-Legal.
 - c. The entirety of the non-Strike-Legal portion must be courtesy padded.
9. May be Double-Ended.



PROJECTILES

This category includes thrown weapons (Light Thrown and Heavy Thrown), Rocks, Magic Balls, thrown Javelins, and arrows. Projectiles may not be used to parry, block, or melee, are indestructible, and affect all targets struck while in motion. Projectile weapons are considered wielded if gripped in hand, to be used in combat. Strikes to a projectile are treated as having struck whatever they would have made contact with were the projectile not there. Only projectiles may be thrown (i.e. you may not throw your sword). Projectiles may not have rigid or granular cores such as solid rubber balls, wrapped balls of rubber bands, tennis balls, etc. Suggested acceptable materials are sweatshirt material, loose rubber bands, etc. Protrusions or tips on a projectile must meet the requirements for stabbing tips.

THROWN WEAPONS

LIGHT THROWN

These weapons represent throwing daggers and the like.

1. Between 2.5" and 6" in total length.
2. All parts must be Strike-Legal.
 - a. These weapons are exempt from a minimum foam depth for Strike-Legal.
3. May be covered in non-abrasive cloth tape instead of cloth.
 - a. Duct tape may not be used as a cover.
4. Will score a hit from any portion of the weapon.
5. May not be of a color and shape which may reasonably be confused with a Magic Ball.

HEAVY THROWN

These weapons represent throwing axes and the like.

1. Between 9" and 18" in total length.
2. All parts must be Strike-Legal.
 - a. These weapons are exempt from a minimum foam depth for Strike-Legal.
3. May be covered in non-abrasive cloth tape instead of cloth.
 - a. Duct tape may not be used as a cover.
4. Will score a hit from any portion of the weapon.

ROCKS

1. Must be at least 10" in each dimension.
2. All parts must be Strike-Legal.
 - a. These weapons are exempt from a minimum foam depth for Strike-Legal.
3. May be covered in non-abrasive cloth tape instead of cloth.
 - a. Duct tape may not be used as a cover.
4. Will score a hit from any portion of the weapon.
5. Hits from Rocks are Armor Breaking and Shield Crushing.
6. Items that meet the criteria to be classified as a Rock may not also be classified as Heavy Thrown.

JAVELINS

Javelins are a hybrid throwing/melee weapon. They are considered a melee weapon when wielded, but are considered a projectile otherwise. Destroyed Javelins cannot be wielded nor thrown. Javelins are only available to those classes explicitly granted Javelins.

1. Between 36" and 72" long.
2. Must have between 6" and 12" of Strike-Legal.
3. Must be padded along their entire length.
4. May be thrown and used in melee (including blocking).
5. Stab only for both melee and throwing.
6. Hits from Javelins when thrown are Armor Breaking and Shield Crushing.
7. Must strike point-first to score a hit.
8. Must have a rigid core.
9. Pommel is not required to meet the requirements for a stabbing tip.
10. May be Double-Ended.
 - a. Each end of a Double-Ended Javelin must have between 6" and 12" of Strike-Legal.



MAGIC BALLS

These projectiles are thrown to represent various magical attacks and are not considered weapons. They represent magical energy, motes of elemental force, alchemical mixtures, and the like.

1. Must be a spherical object at least 2.5" in diameter.
2. Must have a streamer between 1" and 6" long.
3. All parts must be Strike-Legal.
 - a. These projectiles are exempt from a minimum foam depth for Strike-Legal.
4. May be covered in non-abrasive cloth tape instead of cloth.
 - a. Duct tape may not be used as a cover.
5. Will score a hit from any portion of the object.



AMMUNITION

Not explicitly granted to anybody, ammunition is a class of projectiles used in conjunction with other types of weapons, and by itself is not considered a weapon.

ARROWS

Includes bolts and any other similar items.

NOTE: Improperly constructed or maintained arrows can pose a serious safety hazard. Before building your first arrows take the time to study an online construction tutorial or practice with an experienced player.

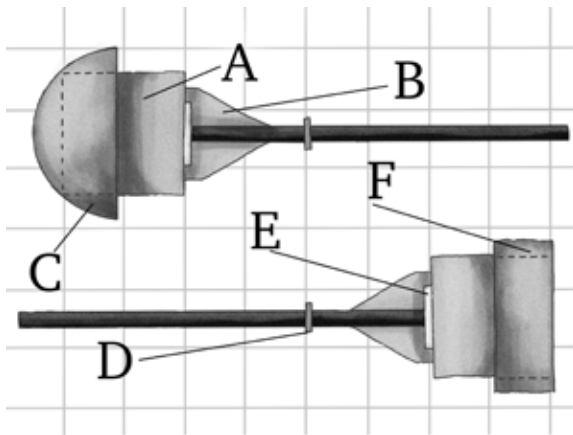
GENERAL

1. Must strike point-first to score a hit.
2. Affects all targets struck while in motion.
3. Hits from arrows are Armor Breaking.
4. Hits from arrows are Weapon Destroying.
5. Must be clearly labeled with their owner's name.
6. Arrows without labels are not allowed on the field.
 - a. Using arrows without labels can result in immediate suspension from the field.
 - b. Broken or poorly mended arrows are not to be used.
7. Like any other equipment, arrows may only be used by their owner unless the owner grants specific permission for another player to use their arrows.
 - a. The owner of an arrow is responsible for the safety of the arrow even if fired by another player.
 - b. Specialty arrows may never be shared.
8. Swinging at an arrow in flight is illegal.
 - a. Arrows may only be passively blocked by placing an object in the flight path.

SHAFTS

The shaft of the arrow or bolt is the stick portion to which the head is affixed.

1. Must be carbon, aluminum, or fiberglass.
2. Any real arrowheads or hunting tips must be removed.
3. Shafts must have a drawstop preventing drawing the arrow past 28", unless the shaft is already shorter than this length. This is measured from the inside of the nock where the string rests to the draw stop.
4. The nock and any vanes/fletching present must be in good repair.
5. The orientation of vanes/fletchings (or the lack thereof)



(A) 2" diameter, 2" thick foam in front of the blunt (B) 1.5" Build-up around blunt (C) Minimal domed striking surface (D) Draw Stop, if necessary (E) 1" Blunt (F) Minimal flat striking surface



must not cause chaotic or unpredictable flight.

BLUNTS

The blunt is the reinforced tip of the shaft upon which the striking portion, the arrow head, will be constructed.

1. All blunts must be solidly built, stiff enough to carry anticipated loads without excessive deformation, and able to support typical Amtgard archery impacts repeatedly without failure or degradation.
2. The end of the shaft must be securely capped with a circular, impact-resistant disc at least 1" in diameter.
 - a. The disc must be centered over the end of the shaft.
 - b. If a metal disc is used, it must be at least 1/16" steel or equivalent.
 - c. Discs of any other material must be durable, impact-resistant, and at least 1/4" thick.
3. The blunt must then be further built up to at least 1.5" in diameter. The non-disc portion of the blunt can be constructed from any material, including foam, so long as it ensures that the foam arrowhead built upon it is not able to move easily in relation to the shaft. This includes but is not limited to: plunging up and down, wobbling from side to side, twisting-without-return, etc.
4. The entire blunt can be a single unit (such as a 3D-printed piece) as long as the resulting structure is equivalent or safer than the above requirements.

HEADS

The arrow head is the Strike-Legal portion at the end of an arrow or bolt, after the blunt.

1. There must be at least a 2" depth of foam in front of the blunt that has a 2" or greater circular cross section.
2. The foam immediately in front of the blunt must not deform around the arrow shaft or blunt on impact.
3. Any additional foam used to meet the 2" depth requirement should be chosen with the goal of making the arrow as safe and comfortable to be struck by as possible, specifically in regards to accidental strikes to the face and eyes.
4. For flat-faced arrowheads, The physical striking surface of the arrowhead must include at least 1" foam with a circular diameter of 2.5".
5. Domed arrowheads are allowed but must not pass more than 1" through a 2.5" ring. (For example, a 2.75" diameter hemisphere would meet this requirement.)

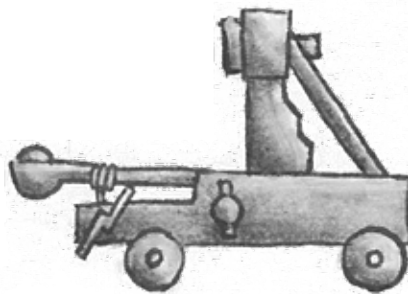
COVERS

1. The striking surface of the arrow must be covered in a durable, opaque cloth. Cloth tape may not be used on the striking surface.
2. Non-striking surfaces may be covered in non-abrasive cloth tape instead of cloth.
 - a. Duct tape may not be used as a cover.
3. Specialty Arrows must be covered with the appropriate color.
 - a. Properly colored strips may be affixed to the shaft in lieu of colored head covers. These strips must be clearly visible from at least 20' away and not impact the safe use of the arrow.
4. Covers for regular arrows must be a color or combination of colors that cannot be reasonably mistaken for a specialty arrow.
 - a. The colors reserved for specialty arrows are: Red, Yellow, Green, Purple, and Gray.

BOWS

Includes bows and crossbows. Bows are considered wielded weapons when gripped in hand, and are exclusively used with arrows or bolts. Other devices which aid in accelerating projectiles are not considered Bows. This includes devices such as slingshots, slings, and atlatls.

1. The maximum limit for a bow's pull is 35 pounds with a maximum 28" draw length.
 - a. A bow intended for less than a 28" draw may be used, provided that its wielder exclusively uses arrows with draw stops that prevent drawing past the point where the bow would measure greater than a 35 pound draw weight.
2. Crossbows are limited to no more than 450 inch-pounds.
3. No compound bows are allowed.
4. At 20' or less bows must be no more than half drawn.
 - a. Half-Draw is half the distance between the brace height and 28 inches. Example: If your bow has a brace height of 8 inches, its Half Draw is 18 inches.
 - b. Crossbows do not have to be half drawn within 20'.
5. May only be used to passively block (i.e. may not be swung towards an incoming strike in order to block). If hit by the Strike-Legal portion of any weapon, the bow is destroyed. Destroyed Bows held in hand are considered unwielded carried equipment.



SIEGE WEAPONS

Siege Weapons are extremely powerful engines of destruction that, historically, were used for everything from anti-personnel to tearing down walls from a great distance. Examples of this type of weapon include ballistas, catapults, onagers, and trebuchets. The abilities and limitations of siege weapons are as follows:

1. You may only have siege weapons at the discretion of the game runner.
2. Siege weapons should have a historical or fantasy counterpart that they mimic in form and function. Ammunition from siege weapons must conform to the following rules, and cannot have any additional powers unless specified by the game designers:
 - a. Siege Weapons that fire a single projectile will impart the Siege special effect. This is stopped by the enchantments Protection from Projectiles and Song of Deflection, but cannot be stopped by Missile Block.
 - b. Siege weapons that fire multiple projectiles simultaneously (such as a grapeshot catapult) count as firing Armor Breaking projectiles. Each strike from a separate projectile counts as an individual Armor Breaking strike. Both Protection from Projectiles and Missile Block may be used against these type of siege attacks. No effect on shields.
 - c. A siege weapon may not fire at a player within 20'.
 - d. Siege ammunition must, at minimum, conform to the standards of one of the following projectiles: light thrown, heavy thrown, rocks, javelins, or arrows.
 - e. Siege Weapons are special weapons and the Game designer shall dictate how and if they can be destroyed.
3. Siege weapons must be approved by the game reeve prior to being used. Safety is of the utmost concern when determining whether a siege weapon should be allowed on the field.



OTHER EQUIPMENT

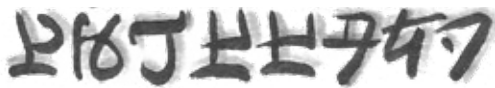
SASHES

Sashes are used to denote certain classes by their color in games where classes are used. All sashes must be at least 2" wide and be worn from shoulder to opposite hip across the body.

CLASS SYMBOLS

Class Symbols are used for the garb requirement for some classes.

1. Class Symbols must be primarily a solid color as specified by the class. Small color variations in details are allowed.
2. Background must be of a contrasting color to the symbol.
3. Symbols must protrude past all edges of a 5" square.
4. Must wear at least two symbols. They must be located on opposite sides of the body.
5. Symbols must be clearly visible from 20' away.



STRIPS

Strips are used to denote certain types of Enchantments and Special Effects for quick on-field identification. The most common use of strips is to denote enchantments or abilities that function as enchantments.

1. Strips must have at least 6" of continuous visible drape, and cannot be covered by garb or equipment.
2. Strips on players must be attached in a visible location when viewing a player from the front.
3. Strips have a cohesive color-coding system.
 - a. Offensive Enchantments and Special Effects are denoted by red strips.
 - b. Defensive Enchantments and Special Effects are denoted by white strips.
 - c. Miscellaneous Enchantments and Special Effects are denoted by yellow strips.
4. Enchantments and Special Effects that require enchantment strips do not function if the enchantment strips are not present. It is the responsibility of the bearer to ensure their strips are present in order for the enchantment or ability to function.
5. Traits do not require strips unless they require activation. Traits that are an always-on part of a class do not require strips.

EQUIPMENT CHECKING

Before any day of combat begins all combat equipment brought to the field must be checked by the Champion or their appointed representative. Equipment which does not pass a check may not be used on the field. Equipment that is checked as one type of equipment may not be used as another. Equipment should be re-checked as necessary throughout the day. Using unchecked equipment on the field is grounds for immediate suspension from combat for the day at the discretion of the Champion. Issues with the performance of Equipment checks may be adjudicated by the Monarch and the Guildmaster of Reeves.

CHECKING PROCESS

This is an outline for checking equipment. This is not exhaustive, but serves as a short checklist.

WEAPONS

1. Opaque cloth cover in good repair.
2. Tips at least 2.5" in diameter.
3. Pommel at least 2" in diameter.
4. Strike-Legal is in good repair and is the minimum required length.
5. Core cannot be felt when used to stab in a reasonable manner by both an average user and the intended user.
6. The weapon does not break bones or teeth, or consistently leaves marks or bruises, when used in a reasonable manner by both an average user and the intended user.

SHIELDS

1. Opaque, durable cover in good repair.
2. No unpadded bolts, zip-ties, or other solid protrusions on the shield edge or face.
3. No solid, rigid core may be felt through either the face or the edge of the shield when struck solidly with the palm of the hand.

ARMOR

1. All corners of rigid armor must be penny-round. This means a curve with a 3/8 inch (0.375") radius.
2. No spikes, thin ridges, or sharp edges which could damage equipment or players in the normal course of combat.
3. Chain armor does not have broken or separated links which could catch on equipment or players in the normal course of combat.



BATTLEGAMES

Battlegames are competitive matches between two or more teams using a variety of different possible mechanics. Victory is determined by any number of pre-set conditions. The variety and combinations of possible games are limited only by the imagination. This section describes the mechanics and components of battlegames, how to build your own, and lists some example common battlegames.

BATTLEGAME COMPONENTS

These are the individual pieces that make up how a game works. These parts can be mixed and matched to create any number of possible different games. A game essentially has seven parts:

LIVES: How many times players can return to life. This can be a fixed number per player, a fixed number per team, unlimited, or something else.

RESPAWN: Where and when players return to life. This can be after a period of time, instantly, in groups of a minimum size, at base, where they died, in a central location or something else. Players who Respawn do so with all of their carried equipment intact, wounds healed, non-Persistent Enchantments removed, and all States and Ongoing Effects removed. When designing a game keep in mind that dying should generally be the worst thing that can happen on the field. For instance when designing a Full-Class game your Respawn counts should not be shorter than the longest negative field effect (60 seconds because of Magic Balls). Alternatively dying can be penalized by having a finite life pool for the team as a whole.

BASE: Some abilities refer to 'returning to base' or otherwise reference the location of a base. Determine what the bases will be for these abilities for each team. This can be a fixed location, a team reeve, or something else. A player who remains at their base for 30 seconds may heal a wound; repair a weapon, bow, or shield; or repair all armor in one location.

GAME TYPE: The Game Type refers to the set of rules used to play a Battlegame. The common Game Types are:

DITCH: No classes, no armor, no projectiles, no siege, shields are unbreakable.

MILITIA: No classes, armor is used, projectiles are used, shields are breakable.

FULL-CLASS NO MAGIC: Classes are used except for Magic Users.

FULL-CLASS: All classes are used.

QUEST: See 'Quests' below.

OTHER: See your group leaders for the rules for Juggling, Orcball, Phoenix League, etc.

TEAMS: The number of teams that play in the game. This is commonly two or three, but may also be:

BY SIZE: Players divide into any number of teams with no more than X players per team

FREE FOR ALL: Every player for themselves

OBJECTIVES: The win condition for the teams. This can be eliminate the other team, eliminate a specific player, score points, survive, or something else.

PLAYING IN BATTLEGAMES MADE EASY

Battlegames are a core part of the Amtgard experience. Two people fighting together is sparring, but three or more people playing together is typically considered a Battlegame of some sort. In order to play in any given Battlegame you need to know the following:

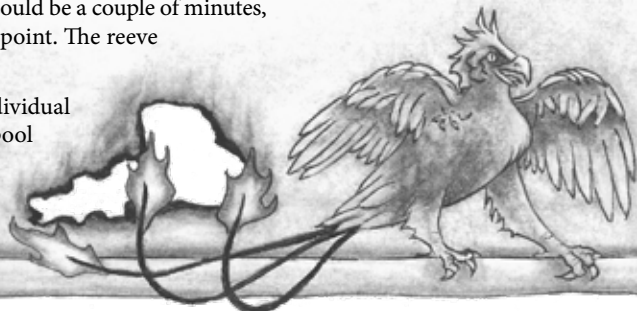
"WHO IS ON MY TEAM?" Typically teams are static and will be assigned before the game starts. Look around when your team is together and try to get a feel for who your friends are.

"WHAT IS THE OBJECTIVE?" Game objectives are generally straight-forward and will be announced before the game starts. Make sure you and your team are working towards the goal.

"WHERE DO I GO WHEN I DIE?" Typically each team has a spawn point and dead players will return to their spawn, or an out-of-the-way place near it, when they die.

"WHAT IS THE RESPAWN COUNT?" Respawn counts could be a couple of minutes, a few seconds, or as soon as you reach your spawn point. The reeve will let you know before the game starts.

"HOW ARE LIVES HANDLED?" Lives could be an individual pool (example: each player has four lives), a team pool (each team has a total of 40 lives), unlimited, or something else. The reeve will announce how lives are handled before the game starts.



REFRESH: How and when per-Refresh abilities are returned to full uses in Class games. This could be none, every 30 minutes, when teams rotate, when a point is scored, or something else. Refreshes should be infrequent in order to encourage players to use their per-Refresh abilities tactically and thoughtfully.

SCENARIO RULES: Any specific rules that modify the way the game is played. This could involve monsters, ruling out specific classes, creating off-limit areas, creating special-effect areas, or anything else. The battlegame designer may also adjust ability durations, modify ability effects, add/remove abilities, or add magic items as needed to suit the scenario and ensure fun.

Combine different components in different ways to create entirely different game types to suit the needs of the group. A good battlegame is fast-paced and focuses on providing constructive conflict for all opposing teams. Combat is a means of resolving conflict, but should not be a goal in and of itself. Downtime for players should be minimal, but killing an opponent should still provide a meaningful advantage to the killer or their team.

BATTLEGAME EXAMPLES

Battlegames can take any form imaginable or desirable by the group. The best game type for the group will be dictated by the size of the area, number of players, available time, and available terrain. The games listed here are just common examples to stir the imagination and can be played as they are or customized in any way.

CAPTURE THE FLAG

Two or more teams compete to secure a flag at their base in order to score points. First team to three points wins. The flag is considered a game object. This game is fun to play in the woods or other areas with interesting terrain.

TEAMS: 2+
LIVES: Unlimited
RESPAWN: Instant at base
PLAYERS: 5+ per team
OBJECTIVE: Bring the game flag to your base and hold it there for five seconds in order to score a point. Once a point is scored all teams reset to their bases.
REFRESH: Every 45 minutes of play time
TYPES BEST SUPPORTED: All

DITCHING

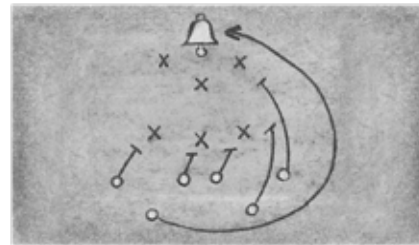
Two teams line up across from each other just out of melee range and fight until one team is eliminated. New players join the losing team before the next round starts. If no new players are ready to join then the first dead on the winning team switches to the losing team before the next round starts. This is the simplest of all Battlegames and a good pickup game. Best played in medium-sized, open areas.

TEAMS: 2
LIVES: 1
RESPAWN: Start of round at base
PLAYERS: 2+ per team
OBJECTIVE: Eliminate the other team. Once one team is eliminated each team resets to their side.
REFRESH: Not applicable, no classes used
TYPES BEST SUPPORTED: Ditch, Militia

RING THE BELL

Two teams attempt to hit the 'Bell' at the other teams base first. Bells must be touched by a player, or by a weapon under 36" currently held by a player, to be rung. First team to three points wins. This game is fun to play in small, open areas.

TEAMS: 2
LIVES: Unlimited
RESPAWN: Start of round at base
PLAYERS: 3+ per team
OBJECTIVE: To strike the opposing teams bell and score a point. Upon a point being scored each team resets to base.
REFRESH: Not applicable, no classes used
TYPES BEST SUPPORTED: Ditch, Militia



VERY HEAVY OBJECT

Two teams attempt to bring the Object to their opponents base to score a point. The Object must be kept at the opponents base for five seconds in order to score a point. The Object is considered a game item and should weigh at least 30lbs. First team to three points wins. This game is fun to play in medium sized areas with interesting terrain.

TEAMS: 2
LIVES: Unlimited
RESPAWN: Groups of two or more at base
PLAYERS: 3+ per team
OBJECTIVE: Move the Object to the other teams base and keep it there for five seconds in order to score a point. After a point is scored each team returns to base and the Object starts with the team with the lowest score.
REFRESH: Every 30 minutes of play time
TYPES BEST SUPPORTED: All

CASTLE DEFENSE

One team defends, two teams attack. Rotate teams so each team has a chance to defend and two chances to attack. The team that wins is the team that defends the castle (or any given location) the longest before being eliminated. This game is fun to play in any place where you have a defensible location.

TEAMS: 3
LIVES: Unlimited for the attackers, life pool for the defenders
RESPAWN: Groups of three or more for the attackers at their base. Instant for the defenders at their base. Defender respawns reduce the available life pool.
PLAYERS: 5+ per team
OBJECTIVE: The defending team with the longest duration in the castle wins. After the defenders are eliminated the teams rotate who is in the castle.
REFRESH: Each time the teams rotate
TYPES BEST SUPPORTED: All



HOLD THE LOCATION

Three or more teams compete to hold a single central location for the longest cumulative time. Team bases should be spaced equidistantly around a central location. Game runs for a set amount of total time, normally 30 minutes. This game is fun to play in medium sized, open areas

TEAMS: 3+

LIVES: Unlimited

RESPAWN: Instant at base

PLAYERS: 5+ per team

OBJECTIVE: The team with the highest cumulative time controlling the location wins. The location is controlled by the team of the last player that touched it.

SCENARIO RULES: A team must control the location for at least ten seconds in order to get any credit for their possession; this makes it easier to accurately count and award time to each team.

REFRESH: None

TYPES BEST SUPPORTED: All

MUTUAL ANNIHILATION

Two teams fight until all the players on one team are out of lives, or 'shattered'. This game is fun to play in small environments with interesting terrain.

TEAMS: 2

LIVES: Each player has a set life pool that runs out individually. Once out of lives, players must wait for the next game.

RESPAWN: Players respawn at base after a 150 second death count

PLAYERS: 3+ per team

REFRESH: None

SCENARIO RULES: If at any time all players on one team are dead, all players are set to their bases and all dead players are advanced to their next life.

TYPES BEST SUPPORTED: Militia, Full-Class



REEVING MADE EASY

Reeves are an extremely important part of the Amtgard experience, as they are the individuals who are charged with attempting to ensure the safety and enjoyment of the game participants. Here are some helpful suggestions to being an effective reeve.

1. As the reeve, your decision is final. If a snap decision is required, make the call that you believe is correct, and consult the rulebook after the fact to confirm the decision. If your call was incorrect, make sure to note that for the future.
2. Your responsibility as a reeve is to facilitate the safety and enjoyment of the game participants. This may require you to make calls that are unpopular with some individuals in order to allow the game to proceed smoothly. You should attempt to remain fair and impartial in all of your calls, and apply the rules objectively.
 - a. Sometimes the rules don't perfectly accommodate all conditions, and when that happens reeves are encouraged to use discretion locally to adjust the rules as needed for the enjoyment of everyone. For example, allowing a player with no hands at all to cast magic, or giving grace to a player with a speech impediment or stutter when considering if their incantation is interrupted.
3. It is important to adhere to the spirit of the rules in addition to the letter of the rules. It is impossible in a game as varied as Amtgard for the rulebook to cover all contingencies. If you encounter a situation where a player's actions negatively impact safety, playability, or the enjoyment of the participants, you are justified in disallowing that action. Here are a couple of examples of situations where it is reasonable for a reeve to intervene:
 - a. A player using a weapon in a manner that provides them with an advantage that their class would not normally receive (e.g. Monks with unusually large weapons for blocking, or a Wizard claiming that a large shield is allowable because it is actually a Magic Staff)
 - b. A player wielding otherwise legal equipment in an unsafe manner.
 - c. A player knowingly attacking someone whom they are unable to affect (e.g. Insubstantial or frozen players).
 - d. Any situation where the player's justification is "But the rules don't say I can't..."
4. Making required declarations and explaining what abilities do to other players should not interrupt existing incantations or ongoing chants. The point of declaring enchantments is to keep the game flowing smoothly for all involved. A player is not punished for pausing an incantation to aid in the flow of gameplay. If a Bard, for example, paused their Chant to explain to a new player what the Chant represents, they may resume the chant when they are finished. A player may also communicate what states are affecting them at any time. When in doubt, give leeway to players who go out of their way to help other players during a game.

QUESTS

Quests are a special type of battlegame that offer a more free-form set of objectives than what is normally available. A good quest should contain multiple objectives and have multiple methods of achieving those objectives. A good quest allows players to achieve success by thinking and role-playing as well as by fighting. Finally, quests typically make use of the Quest Abilities available to each class.

EXAMPLE RELIC QUEST

Individual teams scour the forest to find powerful magic items protected by various monsters and held in chests spread throughout the forest. The chests are locked and the monsters have unmarked keys that they hand out when they are defeated. Each monster should also have a demand. Demands should be straight-forward tasks the questers can perform to get a key from the monster. A good example demand might be 'bring me the magic orb hidden in the forest'. Demands should only be stated by the monsters when asked. Questers must role-play in order to discover a monster's demand. For added realism, have real locks on real wooden boxes and have the monsters hand out actual keys when they are searched by questers. The questers can choose to either turn in relics they find to their team reeve when they are found or to start using them in the quest. If they use them in the quest then the relics may be looted from their bodies by other quest teams.

TEAMS: 2+

LIVES: Unlimited. The quest ends after 1 hour.

RESPAWN: Players respawn at their team reeve in 60 seconds once their team is out of combat

PLAYERS: 2+ per team, a neutral reeve for every team, a head reeve, and 1 monster for every three players

REFRESH: Abilities Refresh at the 30 minute mark

TYPES BEST SUPPORTED: Full Class

QUEST ABILITIES

Quest Abilities are designed to give players more tools in role-play situations that are common in Quest-type battlegames. These abilities are typically not useful in standard battlegames as they focus more on interaction with a storyline and monsters than they do with combat between players. Quest Abilities are chosen by, or assigned to, each player before the a battlegame begins. The reeve in charge of the battlegame will announce which Quest Abilities, if any, are available to be chosen for a given game and how they are to be selected.

REEVING QUEST ABILITIES

The use of Quest Abilities should emphasize theatricality and story-telling over strict adherence to mechanics and rules. It is encouraged that each party of players have a reeve designated to them to help adjudicate the interaction between Quest Abilities and the battlegame challenges. If a player can use a Quest Ability in a novel or interesting way that adds to the storyline without being disruptive for other players, allow it. If a player uses a Quest Ability in a way that is disruptive to play or derives an unbalancing gameplay advantage, disallow it.

CREATING NEW QUEST ABILITIES

New Quest Abilities can be created as-needed for new Battlegames and Quests at the discretion of the game organizer. Here are some basic guidelines for creating new Quest Abilities.

1. Should not fundamentally change the nature of any class.
2. Should not replicate the behavior or feel of any ability.
3. Should not eliminate the need to overcome a challenge.
4. Should not be something that players would want to use in a normal Battlegame.
5. Should not be useful against other players.
6. Should be easily described in a couple of lines.
7. Should be designed to encourage role-play and creativity without being abusable.
8. Should be fun.

QUEST ABILITY HOOKS

Quest Abilities work best when a battlegame has challenges or obstacles that are designed to work with them. Collectively these challenges and obstacles are referred to as Hooks. Here are some basic guidelines for working Hooks into Quests.

1. Hooks should never be unsolvable without a Quest Ability; just more difficult or require a different approach.
2. Hooks should never preclude a player's natural abilities, just augment them. For example if a player is confronted by town guards they could attempt to fight their way through or run. The player could also choose to try and name-drop their relationship (real or fake) with a powerful noble in an attempt to bypass a fight. A player who invokes Court Knowledge is more likely to be believed by the guards than a player without it, given the same performance.
3. Encourage your NPCs, monsters, and reeves to have fun with Quest Abilities by playing along and acting out the effects of a Quest Ability dramatically where appropriate.
4. Don't feel obligated to provide Hooks for every Quest Ability, but do provide Hooks for a variety of different Quest Abilities that fit with the theme and content of your game. Turn Undead might not be useful when raiding an orc village, and that's okay. Tribal Knowledge probably would be.
5. Hooks should add to the flavor and fun of a battlegame, not slow it down or detract from it. It's better to cut a bad Hook rather than try and cram it when it doesn't belong.

QUEST ABILITIES DEFINED

Quest Abilities are activated by announcing the name of the Quest Ability at an appropriate time to the flow of the Quest. For instance Hallowed Ground would need to be announced before combat is initiated whereas Menace can be announced before or after a player attempts to threaten and bully a group of monsters.

AFFINITY FOR NATURE

Player is in tune with nature, and the beings who live in harmony with nature. This player will generally be considered a friend by such monsters and NPCs. They will also have knowledge about animals and natural locations.

CALM

Player gives off an aura of calm. This player will have an advantage when negotiating or dealing with non-hostile monsters and NPCs.

CHARM

Player can initiate a performance that entrances a monster or NPC. The monster will not attack anybody for the duration of the performance or until they feel threatened. The performance must be either a song, a joke, a dance, or a story and may last no longer than 2 minutes. 1/Game.

COURT KNOWLEDGE

Player is familiar with the customs and behaviors of the royal court. The player will have an advantage when dealing with politicians and nobles.

DISARM TRAPS

Player has an affinity for mechanical traps. If this player fails to disarm a trap they fare better than other players.

HALLOWED GROUND

Player creates a fixed 20' radius area where no offensive actions can occur for 2 minutes. Actions that are initiated outside the 20' radius may still affect individuals in the area. 1/Game.

MAGICAL KNOWLEDGE

Player has experience with reading magical auras. They can detect and identify magical locks and traps. They also have background information about magical beings and locations.

MENACE

Player gives off an aura of menace that can be sensed by hostile monsters and will have an advantage when attempting to intimidate hostile monsters.

PERSUASION

Intelligent monsters and NPCs find the players arguments more convincing than they otherwise would and are more likely to be influenced by the player.

PICK LOCKS

Player has an affinity for mechanical locks. If this player fails an attempt to pick a lock they fare better than other players.

E.P. 7, 45th of Harvest

It is the second week since the Emerald Hills has betrayed us and they have laid siege to Barad Duin. I suspect the Burning Lands is behind this.

None of our missives for help are getting out, and I believe our kingdom will fall within a fortnight.

*- Nithanalorn, Pharoh Fean Cala Ra,
of Barad Duin.*

PRESENCE

Player may converse safely with a group of players, monsters, or NPCs so long as the player takes no hostile action towards them. Monsters and NPCs that are not capable of intelligent thought (animals, slimes, mindless undead, etc) are not affected. Players may choose not to converse but may still not harm the player. May not last longer than 3 minutes. May not be used for scouting or reconnaissance. 1/Game.

TALK TO DEAD

Dead players, intelligent monsters, and intelligent NPCs can be asked one yes or no question, and must answer truthfully to the best of their ability. May only be used once per target.

TRACKER

Player is an experienced tracker in almost any environment. Player will often be able to determine more information about the kind of monsters and NPCs in the area as well as possible locations of game objectives.

TRIBAL KNOWLEDGE

Player is familiar with the tribal and clan customs of many cultures. This player will have an edge understanding and negotiating with monsters and NPCs who live in a clan or tribe.

TURN UNDEAD

Monster and NPC undead (including monsters and NPCs affected by Undead Minion, Vampirism, etc) must stay 50' away from the player and may not initiate any hostile actions towards them. Any undead that is targeted by a hostile action is no longer affected by Turn Undead and may act normally. Lasts for 2 minutes. 1/Game.

PREPARED

Player is an experienced campaigner and is aware before a Quest starts of any special equipment or circumstances that may be encountered. The reeve in charge of the Quest should privately give the player a brief overview of the monsters and challenges they are likely to encounter.



MAGIC, ABILITIES, STATES AND SPECIAL EFFECTS

One of the key concepts of Amtgard is the abilities that classes have access to in battlegames. These concepts are broken into three basic categories that are further defined individually in this section.

Abilities are typically actions that are performed by a player using an incantation. It might range from hiding in the shadows to picking a lock to throwing a fireball. Each ability is individually defined later on in this section.

States are normally the result of an ability used by a player. A State is a result that stays on a player until it is removed by

the duration ending, respawning, or another ability. See the States section for more information.

Special Effects are typically triggered events that have a specific result. Special Effects are often tied to hits from weapons, Magic Balls, or Verbals. A Special Effect differs from a State in that it has an instantaneous result. The result may continue, but the Special Effect is done once it has triggered. For instance if armor is destroyed by the Armor Destroying Special Effect from a Fireball then the only way to get the armor back is to repair it using Mend (or a similar ability).

ABILITIES, STATES, AND SPECIAL EFFECTS MADE EASY

The number and variety of Abilities, States, and Special Effects can seem overwhelming, but it doesn't have to be. Here are a few quick steps to help you learn what you need to know to play on the field with magic and abilities.

Only three things can adversely affect you: Weapons, Magic Balls, and Verbals.

Most weapons and Magic Balls have to physically hit you or your equipment to have an effect. No hit, no effect, no problem.

Certain Magic Balls and weapons are Engulfing (Iceball, Pinning Arrow, etc), meaning that they can also affect you by hitting your carried equipment or garb. Everything else has to hit your body.

Verbal abilities generally follow the same format: They state your name, point at you, and say an incantation of three repetitions of a phrase that casts the Verbal.

All offensive Verbals have very descriptive incantations. The incantation typically contains the School and the State of the ability being used. Example: The incantation for Hold Person is "I command thee to stop" three times; the School is 'Command' and the State it inflicts is 'Stopped'.

No Verbal has a range greater than 50'. If you can get further away from the caster than that you won't be affected.

There are lots of abilities, but only a few results. If you read through and understand the States Defined and Special Effects Defined sections below you will understand the result of any ability used against you in combat on the field. All offensive combat abilities (with very few exceptions) result in one of those States or Special Effects. If you don't know what an ability does by its incantation don't worry; ask the caster to explain and they can communicate to you in just a couple of words exactly what happened using States and Special Effects.

Immunities are also very simple: If the ability targeting you is of a given School (which is always part of the incantation) and you have Immunity to that School, then the ability has no effect on you. The only exceptions are if they affect your equipment or your Enchantments instead of you yourself, but there are only a few abilities that do that. If you are unaffected by an ability, you must declare so when the ability is complete. You can also let them know before hand if you're feeling generous.

Declaring means to give information of the game state verbally. Some abilities and mechanics require declaration. Other things, such as your States, Ongoing Effects, armor points, safety information, etc can be declared at any time. You may make declarations even if you otherwise would not be able to speak, such as by being Frozen or Stunned.



ENCHANTMENTS: Enchantments are ongoing abilities that remain until they are used up or removed.

1. Players may only carry one magical enchantment at a time. A player may not have more than one (ex) enchantment of the same name.
2. Enchantments may only be cast on willing players.
3. Enchantments are always worn by players. An Enchantment can always be cast onto a player, regardless of any Immunity or other Enchantment, except for restrictions that affect Enchantments specifically such as Essence Graft.
4. If a player bearing an Enchantment is killed the Enchantment remains but becomes inactive. Respawn removes any Enchantments from a player unless the Enchantments are Persistent. If the person is returned to life, as opposed to respawning, then Enchantments are preserved and will function again, unless removed by the ability that returned the player to life.
 - a. If a player voluntarily takes a death, all Enchantments carried are removed.
5. Enchantments that have a definite number of uses, such as Blessing Against Harm or Snaring Vines, are removed when their last use is expended even if ineffective against their target. For example, discharging Poison against a target Immune to the Death School still expends that use of Poison.
6. Uses of abilities granted by an Enchantment are tracked separately from a player's own abilities, and are recharged separately.
7. States, Abilities, and Ongoing Effects imparted as an inherent part of Enchantments to their bearer cannot be removed in any way while the Enchantment is active and are removed when the Enchantment is removed unless otherwise noted, except for Cursed. This does not apply to States nor Ongoing Effects incidentally caused by the Enchantment which have a normal exit condition or expiration timer. Those can be removed normally. Example One: A player bearing Heart of the Swarm is Stopped. When they die the Enchantment becomes inactive and the player is no longer Stopped since all States other than Cursed are removed on death. If the player is returned to life in a manner that preserves their Enchantments then they will again become Stopped as Heart of the Swarm becomes active again and re-applies the State. Example Two: A player is enchanted with Phoenix Tears and "killed". Phoenix Tears activates, making the player alive and Frozen. Another player could remove this Frozen with Release. If the player is "killed" again, Phoenix Tears will make them alive and Frozen, and then remove itself. Removal of the Enchantment does not remove Frozen.
 - a. Cursed imparted by an Enchantment cannot be removed in any way while the Enchantment is worn, whether it is active or inactive. If the Enchantment is removed, Cursed is not removed. Example One: A player bearing Vampirism dies. Their enchantment becomes inactive, but the Cursed State remains. If the enchantment were removed with Sever Spirit, Vampirism would be removed, but the Player would remain Cursed.

8. Enchantments worn (or a summary of their effects) must be declared at the beginning of an engagement if possible. Enchantments worn must always be declared when requested. Persistent enchantments must be declared as such.
9. Players may remove any worn enchantments from themselves by declaring that they are doing so. This must be audible out to 20 feet.

ENGULFING: Engulfing effects affect the target if they strike a valid hit location, garb, or carried equipment.



IMMUNE: The bearing player or object is unaffected by abilities from a given School.

1. Immunity granted as a Trait does not prevent players from making use of their own class abilities.
2. Unless otherwise noted, Immunities do not extend beyond the player or object that has them. Example: A player with Immunity to Flame can still have their armor destroyed by a Fireball.
3. If a player is Immune to an effect which would remove a State or Ongoing Effect, the State/Ongoing Effect is not removed. Example: A player who is Immune to Sorcery cannot be Released from Frozen, as they cannot be affected by Release, a Sorcery School ability.
4. Players with Immunities may still be targeted by abilities of the given School. Example: A player with Immunity to Flame can still be the target of Pyrotechnics which would still destroy their equipment (as Immunities do not extend to equipment unless noted).
5. A target becoming Immune to the source of an Ongoing Effect or State while it is applied does not remove Ongoing Effects or States currently affecting the target. Example: If a player who is Stopped by Hold Person casts Song of Determination on themselves, that player remains Stopped.

The Shifting of the Planes

As I travel through the foothills, I know I'm not imagining it this time. Arrows spring out of the mist, and the source disappears just as quick. Last time I caught the assailant, I ended up in a strange place full of shadows. This time I'm ready. Next time I'm pulling myself back with them, it's the key to getting home. It's a shame how we've had to go into hiding, but my Kingdom will strengthen in the shadows.

-Sir Render of the Mirage Mountains

INCANTATION: The verbal component required by some abilities that initiates their function.

Abilities used at a Range greater than Touch require that the target be indicated by name. Example: *"Timmy, I command thee to stop, I command thee to stop, I command thee to stop."* If the name of the target is not known, or if the casting player prefers, they may instead point at the target with a free hand and say two descriptors for the target, such as their class and the color of their tunic. Example: *<Point with a free hand> "Warrior in blue, I command thee to stop..."* When targeting a piece of equipment, the caster must identify the equipment in addition to the player most recently using it. Example: *"Timmy, blue sword on hip, I call upon flame to heat that sword..."*

All Incantations:

1. Must be said loudly and clearly enough to be heard within 50' or by the recipient, whichever is closer. Incantations for abilities which target self must be audible to within 20'. In the event of a disagreement over audible range, consult a reeve.
2. Unless otherwise noted in the ability description a player may not move their feet when incanting. If a player moves their feet the incantation is interrupted.
3. Improper wording, mispronunciation, a gap of more than two seconds between words, or omitting words will all result in an interrupted incantation.
4. An interrupted incantation does not result in an ability being consumed. Interrupted incantations must be restarted from the beginning.
5. Require the caster to have an empty hand with the exception of holding Material Components or the target of a Touch or Other Range magic. Incantations listed as Extraordinary (ex) do not require a free hand. Any hand that is touching a shield or weapon is not considered an empty hand, with the exception of hands touching a magic staff or incidentally touching Small shields that are strapped securely to the arm.
6. Starting an incantation renders the player's active Magic Balls inactive and interrupts any other Incantation or Chant the player has in progress.
7. The target of an ability must be at least partially visible at the completion of an Incantation. The target being out of sight at any other point does not prevent or interrupt the casting attempt. If a piece of equipment is the target, the physical equipment itself is what needs to be at least partially visible. If the incantation is completed and the target is not at least partially visible, the Magic or Ability has no effect but is still expended.

Completing an incantation results in an ability being used up, regardless of if the target was valid or affected.



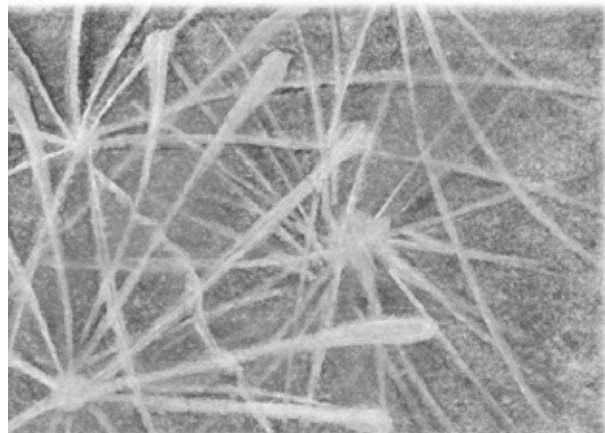


MAGIC ARMOR: Magic Armor is provided by some Enchantments. The specific enchantment will denote a number of points of Magic Armor that are granted to each hit location.

1. If Magic Armor is granted from two different sources only the highest value present is used and all others are ignored. Example: A player is wearing both Stoneskin (2 points of Magic Armor) and Barkskin (1 point of Magic Armor). Since Stoneskin is the highest value the Magic Armor from Barkskin is ignored. If Stoneskin is removed the player will have a new Magic Armor maximum of 1 point. All locations greater than 1 point will be lowered to 1 point while all locations at 1 point or lower will remain unchanged.
2. Magic Armor may be the target of abilities that affect armor such as Armor Breaking, Fireball, etc.
3. Magic Armor may be repaired like any other armor.
4. Magic Armor covers all locations on a player without any gaps in coverage.
5. Unless it is inherently part of the Enchantment, Magic Armor can never benefit from armor enhancement abilities such as Ancestral Armor or Imbue Armor.
6. Players may wear more Magic Armor than their class maximum allows. A class which cannot wear any armor can still wear Magic Armor.
7. Magic Armor behaves identically to normal armor.
8. The presence of Magic Armor must be declared to any opponents at the beginning of an engagement if possible; Magic Armor should not result in a 'surprise survival'.
9. Enchantments which grant Magic Armor fail when targeting a player with worn armor. Players may not don worn armor while bearing an enchantment which grants magic armor. (If you are only wearing armor that was rated initially as zero points it may be worn with Magic Armor.)

MAGIC BALLS: Magic Balls which are thrown and strike a player or object can have various effects.

1. Players may only carry or bring on to the battlefield a number of Magic Balls up to the maximum uses allowed to them.
 - a. Owners of Magic Balls may grant other players permission to carry their Magic Balls in order to return them to the owner or to the owner's base. They may also grant other players permission to use their Magic Balls if the other player has the ability to do so.
2. A Magic Ball must be held in the caster's hand by the end of the incantation to become active.
3. A Magic Ball will become inactive if the caster begins an incantation or the Magic Ball stops being held in hand and has not been thrown. The caster can transfer an active Magic Ball from one hand to the other without it becoming inactive and can wield a weapon or shield in a hand that is also holding an active Magic Ball.
4. A player may only have one Magic Ball active at a time.
5. Magic Balls 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.
6. Magic Balls discharge and attempt to affect the first valid player or wielded equipment they strike, if any, before deactivating upon striking the terrain. Magic Balls are not Engulfing unless noted.
7. Garb strikes count as hitting the player if the Magic Ball would have continued on to hit the player. Example: You may not block Lightning Bolts with your cloak.
8. Magic Balls are not stopped by Protection from Projectiles, Song of Deflection, or similar abilities.



META-MAGIC: A type of ability which alters the typical behavior of other abilities.

1. Meta-Magic follows all the standard rules for Incantations, except for Ambulant, which may be cast while moving.
2. Meta-Magic must be stated immediately after indicating the target and prior to beginning the incantation for the modified ability.
3. Abilities that are labeled with a Meta-Magic in the class description are affected as per that Meta-Magic, but do not require the player to state the incantation for that Meta-Magic.
4. Meta-Magics do not affect other Meta-Magics, but may be combined in any number so long as all restrictions are observed. Example: A player may cast an ability using Extension and Ambulant, however Extension must be stated without moving the feet as it is unaffected by Ambulant.
5. Meta-Magics are considered expended as soon as their incantation is finished regardless of whether or not the altered ability was completed.
6. May not be used to modify the behavior of Magic Items or abilities granted by Enchantments such as Heat Weapon from Gift of Fire.

RANGE: The target of an ability must be in range at the completion of an Incantation. The target being out of range at any other point does not prevent or interrupt the casting attempt. If a piece of equipment is the target, the physical equipment itself is what needs to be in range. If the incantation is completed and the target is not in range, the ability has no effect but is still expended.

- Self: Target must be the caster.
- Touch: Target may be Self or Other. Any physical contact between caster and target is sufficient, or placing one's hand within six inches of the target.
- Other: Target must be other players or equipment that are in Touch range.
- 20': Target must be within 20' upon completion of the incantation.
- 50': Target must be within 50' upon completion of the incantation.

Abilities that are cast at Touch range may only be used provided at least one of the following is true:

- The target is willing
- The target is Dead
- The target is Stunned
- The target is Frozen
- The target is Insubstantial and unable to move from their current location.

RESISTANT: The player is unaffected by the next effect of a given type. Players must declare "resistant" upon triggering.

WOUNDS: Does not receive the next wound that would otherwise be inflicted.

SCHOOL: Immune to the next ability from the given School.

SCHOOL: Abilities are divided into Schools. Each School specializes in a certain genre of magic and typically the effects of the different abilities within a School are similar.

COMMAND: Typically compels or forbids action. All offensive abilities from the Command School are Verbals and have the word "Command" in the incantation.

DEATH: Typically causes injury or destruction. Most abilities from the Death School have the word "Death" in the incantation.

FLAME: Typically causes injury or destruction. Most abilities from the Flame School have the word "Flame" in the incantation.

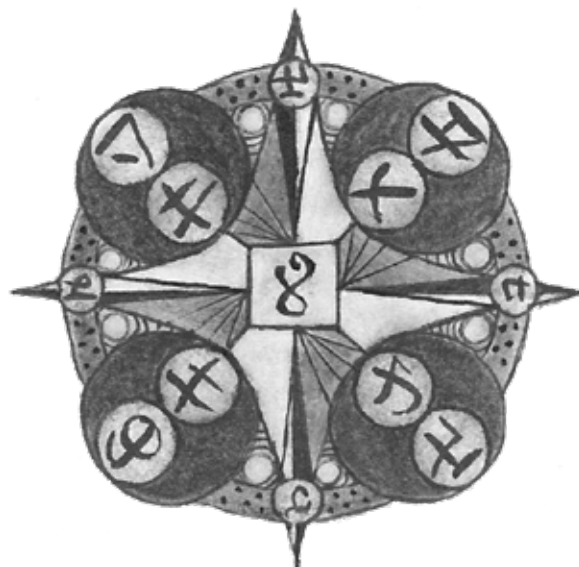
NEUTRAL: Typically has effects that alter game rules for the user in some manner and do not directly affect other players.

PROTECTION: Typically prevents injury or destruction. There are no offensive abilities in the Protection School.

SORCERY: May cause any effect, serving as a catch-all School. Many abilities from the Sorcery School have the word "Power" in the incantation.

SPIRIT: Typically supportive abilities pertaining to injuries, death, and other ill affects. Many abilities from the Spirit School have the word "Spirit" in the incantation.

SUBDUAL: Typically prevents movement or actions. All abilities in the Subdual School are Magic Balls.



SPECIALTY ARROWS: Specialty Arrows which strike a player or object can have various effects.

1. Players may only bring a number of Specialty Arrows on to the battlefield equal to the maximum uses allowed to them. Likewise, players may also only carry up to that amount at any given time.
 - a. Owners of Specialty Arrows may grant other players permission to carry their Specialty Arrows in order to return them to the owner or to the owner's base, but may not grant anyone else permission to use them.
2. Specialty Arrows must be fired alone.
3. Incantations for Specialty Arrows must be said immediately prior to firing, and said loudly and clearly enough to be heard within 50'.
4. All Specialty Arrow incantations are treated as Ambulant but do not require the statement of "Ambulant" before their incantation.
5. Properly cast Specialty Arrows count as a normal hit from an arrow to the location struck in addition to their listed effects.

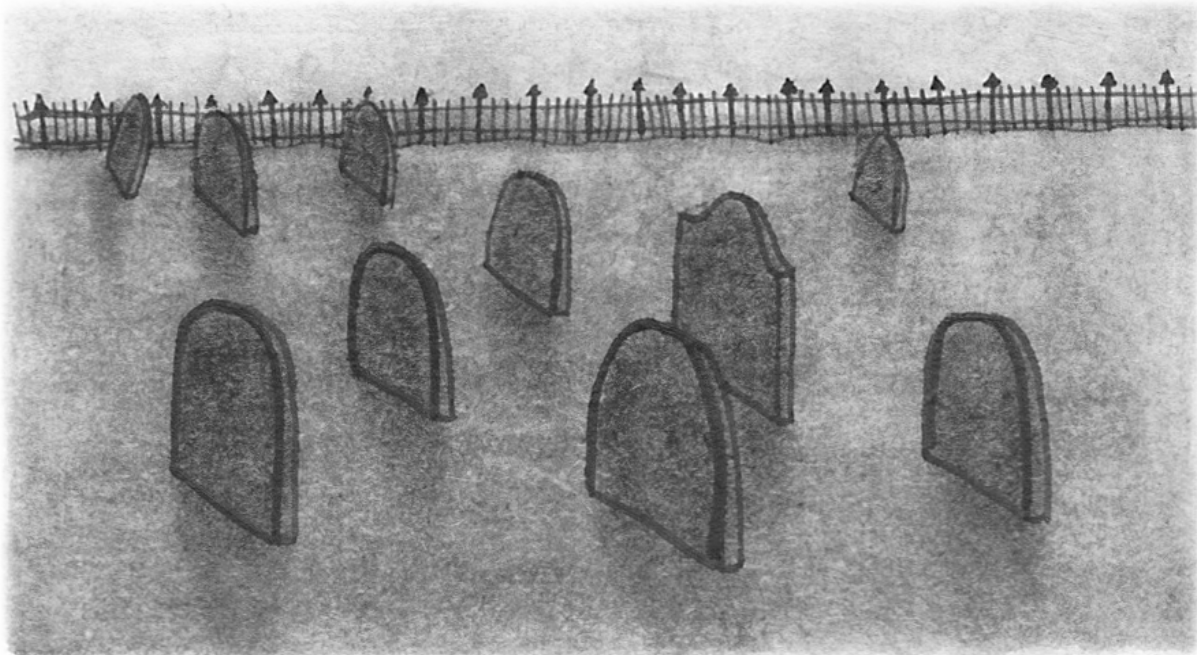
TRAITS: Class abilities that function all of the time without activation being required. Includes such things as Immunity and the ability to use extra equipment. Traits are denoted with a (T) and are not considered States nor Enchantments. Traits may not be removed by any means and persist after respawn. Immunities granted by Traits persist after death. Traits are not enchantments, and do not count towards enchantment limits or count for the purposes of Attuned, Essence Graft, or similar abilities. Note: Some Traits mimic other abilities, but these Traits are still always on and ignore any incantation or Material Requirements listed.

TRIGGER: Some abilities have special circumstances that must be met before they can be cast.

KILL TRIGGER: Can only be used within 30 seconds after the striking an enemy with the final blow or causes the activation of any effects which allow the enemy struck to avoid death (Troll Blood, Phoenix Tears, and Song of Survival). The caster must be outside of 10' of a living enemy, and may only use one Kill Trigger ability per eligible killing blow.

WOUND TRIGGER: Can only be used immediately after the caster causes a wound to an enemy (even if that wound kills the enemy; but not if the wound is not received, e.g. by a Resistance).

VERBAL: Abilities that require an incantation to be cast. Verbals can have an immediate effect or impart a State or an Ongoing Effect. Ongoing Effects may have a duration, after which it expires. If a player would gain an Ongoing Effect they are already affected by, the Ongoing Effect's duration will simply be adjusted to the new duration if it is longer than the current duration. An Ongoing Effect without a duration continues until it is removed by some outside force or until a condition is met. Unless otherwise noted, Ongoing Effects cannot apply to dead players and are removed when a player dies or has an ability activate which allows the player struck to avoid death (Troll Blood, Phoenix Tears, Song of Survival).



STATES DEFINED

All abilities (with a few exceptions) make use of a small set of common terms to explain the result they have on the player. These results are referred to as a 'State' or 'States'. A player can have any number of different States simultaneously. A State conferred by a class Trait, such as Immunity to Subdual, is always on and may not be removed by respawn, death, or any other means.

A State may have a duration, after which it expires. If a player would gain a State they are already affected by, the State's duration will simply be adjusted to the new duration if it is longer than the current duration. A State without a duration continues until it is removed by some outside force or until a condition is met. Unless otherwise noted, States cannot apply to dead players and are removed when a player dies or has an ability activate which allows the player struck to avoid death (Troll Blood, Phoenix Tears, Song of Survival).

States imparted at the same time as a killing blow are considered to have taken effect prior to death. If a State which prevented a player from moving expires due to its duration ending, the player it affected must declare, "No longer [State that ended]". This must be audible out to 20 feet.

CURSED: Player becomes Immune to Spirit. Has no effect on abilities already cast or ongoing. Cursed persists after death but is removed on respawn. Cursed imparted by an Enchantment cannot be removed in any way while the Enchantment is worn, whether it is active or inactive. If the Enchantment is removed, Cursed is not removed.

FRAGILE: Player dies on the next wound.

FROZEN: Player may not move, speak, or take any action. Can only be affected by mechanics that work on States in general (such as Release) or Frozen in specific (such as Shatter). Otherwise the player and their carried equipment is not affected by combat, abilities, etc.



INSUBSTANTIAL: Player may not physically interact with game items, objectives, or other players unless specified by the ability that made them Insubstantial, other than retrieving equipment. Players may only target themselves with abilities that are able to affect insubstantial players. May use Meta-Magic and Charge abilities. Insubstantial players:

1. May not move from their starting location unless specified by the ability that made them Insubstantial. This is different from Stopped in that you can still move your feet.
2. Can only be affected by mechanics that work on States in general (such as Release) or Insubstantial in specific (such as Dimensional Rift). Player and their carried equipment are otherwise unaffected by combat, abilities, etc.
3. Are not affected or stopped by game terrain such as walls, lava pits, traps, etc, unless otherwise indicated by the reeve or game designer.
4. May remove this State from themselves at any time by incanting "*I return to the physical world*" x2, provided they are the cause of the State and the State was not imparted by an Enchantment. Otherwise, they must end the State as per the description of the responsible ability. This incantation is not interrupted by the player moving their feet, and does not require a free hand.
5. Must declare their Insubstantial State by saying "Insubstantial" if asked, attacked, or targeted by an ability.
6. May not delay the game excessively. For instance, you may not use this State to avoid being killed if you are the last player alive in a Mutual Annihilation battlegame. The reeve's decision is final.

INVULNERABLE: The player and their carried equipment are not affected by combat, abilities, etc that do not specifically work on Invulnerable players. The player is incapable of physically interacting with game items, objectives, or other players in any way other than abilities that specifically allow them to. This does not prevent you from retrieving equipment.

STOPPED: Player may not move their feet. Abilities that allow or require movement fail only if they are cast while the target is Stopped. If an Enchantment effect activates while a player is Stopped, the activated effect is still applied but cannot be completed until the Stopped State ends. Example: A player is enchanted with Gift of Air and is later Stopped, then hit with a melee weapon. They remain Stopped for the duration of the Stopped effect, then may choose to return to base.

STUNNED: Player is unable to act in any manner. May still be affected as per normal.

SUPPRESSED: Player is unable to cast abilities or use the Charge incantation. Has no effect on abilities already cast, Chants already in progress, or Enchantments activating such as Phoenix Tears.



SPECIAL EFFECTS DEFINED

Special Effects are a common language used to define battlefield events. Special Effects typically trigger when a player or object is hit by a weapon, Magic Ball, or targeted by a completed Verbal. A single event typically only has one relevant Special Effect. For instance a Destruction Arrow is both Armor Destroying and Shield Destroying, but there is no situation in which both of those matter simultaneously. Likewise a sword may be both Armor Breaking and Wounds Kill, but players are not affected by Armor Breaking and armor is not affected by Wounds Kill.

When using a melee weapon which causes a Special Effect you must declare it to your opponent at the beginning of an engagement and periodically during the engagement when reasonable. Example: a Barbarian moving to engage an unarmored Scout need not declare 'Armor Breaking'; however if an armored Paladin moves into the engagement the Barbarian should declare 'Armor Breaking' at their soonest reasonable opportunity. The game flows more smoothly and everybody has more fun when Special Effects are stated ahead of time rather than kept as surprises.

Special Effects granted to equipment are always Extraordinary. They have no associated School, except for Wounds Kill, which is always of the Death School.

ARMOR BREAKING: A hit to armor from a weapon, Magic Ball with the Armor Breaking Special Effect will immediately remove all Armor Points from the location struck if it currently has three or less Armor Points. Otherwise, the armor is affected as per a normal hit.

ARMOR DESTROYING: A hit to armor with weapons or abilities with the Armor Destroying Special Effect reduces the Armor Points to zero in that location.

PHASING: Hits from equipment with the Phasing special effect, and any other special effect delivered by it, do not interact with ongoing abilities nor Traits. For example:

1. An Imbued Shield hit three times with Shield Crushing from a Phasing weapon would be destroyed.
2. The armor granted by Stoneskin would be bypassed.
3. A player enchanted with Phoenix Tears would remain dead after being killed.
4. A Paladin would die to a Wounds-Kill hit delivered by a Phasing weapon.

Phasing hits do not bypass States. For example, a Frozen player would not be affected. Denoted by declaring "Phase".

SHIELD CRUSHING: A shield that has received any Shield Crushing hits is damaged. A shield that has been damaged any amount may be repaired. Three hits to a shield from a weapon, Magic Ball, etc. with the Shield Crushing Special Effect destroys the shield. Hits do not all have to be from the same source; hits from different sources are cumulative. Denoted by declaring "*Shield Crushing*".

SIEGE: A hit to a player or their carried equipment with weapons or abilities with the Siege Special Effect will kill a Player and Destroy all their carried equipment.

SHIELD DESTROYING: A hit to a shield from a weapon, Magic Ball, etc. with the Shield Destroying Special Effect destroys the shield. Denoted by declaring "*Shield Destroying*".

WEAPON DESTROYING: A weapon hit by an effect with the Weapon Destroying Special Effect is destroyed.

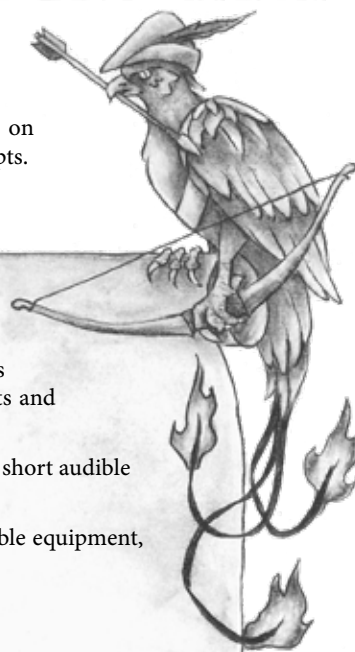
WOUNDS KILL: Players wounded by objects with the Wounds Kill Special Effect are killed. Denoted by declaring "*Wounds Kill*".



CLASSES

Playing a class in an Battlegame is a chance to combine physical abilities with tactical and strategic acumen to achieve victory. Classes in Amtgard are designed so that each one brings a unique and valuable set of skills to the field which can be used as part of a team.

Often abilities which do not seem useful to you personally may be invaluable when used on teammates. Before picking a class for a game it is important to understand a few simple concepts.



CLASSES MADE EASY

Classes have levels. Each level unlocks new abilities you can use. Your level in a class is determined by the number of times you have signed in as that class before. See 'Credits and Levels' for more information.

Except for Traits, all abilities require an Incantation in order to be activated. That's just a short audible sentence that announces to everybody what is going on.

All classes also have a list of weapons and armor they can use regardless of level. Available equipment, along with any additional restrictions or limitations, is listed in the class description.

Classes are grouped into two broad categories:

MAGIC USERS: Bard, Druid, Healer, and Wizard.

MARTIAL CLASSES: Anti-Paladin, Archer, Assassin, Barbarian, Monk, Paladin, Scout, and Warrior

Magic Users have access to a broad array of Magical abilities, which are listed along with their class description. Fighting classes have fewer, but more focused, abilities to go along with their expanded equipment availability.

Abilities for martial classes are listed like this: **NAME [FREQUENCY] ([CATEGORY]) ([NOTES])**

NAME: The name of the ability.

USES: How often the ability can be used. Possible options are:

UNLIMITED: This ability may be used any number of times.

'X'/LIFE: This ability may be used X number of times each life. Each time you respawn you have a fresh set of these 'per life' abilities.

'X'/REFRESH: This ability may be used X number of times per Refresh. You start the game with a full set of these 'per Refresh' abilities, but they are only refilled when a Reeve announces a Refresh.

CHARGE: May be used in conjunction with per life or per Refresh, or on its own. Charge abilities can be used any number of times, but must be Charged after the initial uses are expended. See the definition of Charge under the section 'Abilities, States, and Special Effects Defined' for a full explanation of how Charge works.

NOT LISTED: This ability isn't a cast ability.

CATEGORY: What kind of ability it is. Possible options are:

(T): FOR TRAIT: This is an always-on ability which cannot be removed from the bearer in any way and never requires an Incantation of any sort to start and does not require an Enchantment Strip or count towards the bearer's Enchantment limit.

(EX): FOR EXTRAORDINARY: This ability is not Magical in nature. It could represent poison from a vial or using a piece of twine to fix a broken arrow. An ability listed as (ex) which is defined as being an Enchantment in its ability definition generally behaves as an Enchantment but does not count towards the limit of Enchantments that may be worn by a player. See the definition of Enchantment under the section 'Abilities, States, and Special Effects Defined' for more information.

(M): FOR MAGICAL: This Ability is Magical in nature. If the definition of this ability lists it as an Enchantment then it follows all the rules for Enchantments and counts towards the limit of Enchantments that may be worn by a player.

NOTES: Anything non-standard about the ability. Typical examples might be Ambulant or Persistent.



PORTRAYING A CLASS

This section contains a few examples of archetypal medieval and fantasy character types. While the names of the classes reflects a European centric viewpoint, that does not define how you must portray them. You can easily play the Barbarian or Warrior classes as a samurai or the Healer as a necromancer. With a little flair and creativity, the Scout class makes an excellent pirate. Your character and persona are defined through your actions and behavior, not the name of the class that gives you your abilities. The classes exist in a strict form to maintain game balance on the field; it is up to you to give them life, substance, and personality.

Classes are listed in the following manner:

NAME: The name of the class.

ROLE-PLAY SUGGESTION: This lists historical or fantasy examples of each class plus a brief overview.

GARB: Garb that is required to denote playing the class. You are required to dress in medieval/swords and sorcery looking garb in addition to the class specific garb. Failure to do either will result in playing the Peasant class.

REQUIREMENT: A few classes list experience requirements. If you do not meet these requirements you may not play nor gain credits in that class.

LOOK THE PART: Look the Part is an additional bonus granted prior to the game for having made a visually significant effort to contribute to the swords-and-sorcery atmosphere of Amtgard. This can be in the form of accessories, visually impressive garb, or anything else that promotes a more immersive visual experience. Note that this portrayal need not be specific to a given class, but instead specific to the character portrayed. Look The Part abilities are available at first level and are in addition to all other class abilities. Example: A player has a Look The Part ability of Scavenge 1/Life and a normal class ability of Scavenge 1/Life would have Scavenge 2/Life. Look The Part is a game-by-game bonus awarded by the game reeve.

ARMOR: Maximum point value of armor the class may wear. You can wear armor with a point value higher then you are allowed use of, but in these cases the armor simply gives you the maximum allowed for your class. Example: a Scout wearing full plate still only gets three points from it.

SHIELDS: Largest size shield available to a class.

WEAPONS: Types of weapons the class can use.

LEVELS AND ABILITIES: Most classes receive abilities at each level. Some abilities are presented as a choice. Ability choices may be changed before each new game. When an ability is made chargeable at a higher level or through an Archetype, all instances of that ability gained through the class are made chargeable, including Look the Part. Any ability choice presented as 'Pick x of y' allows you to choose up to x of the following y abilities. No duplicates may be chosen.

MONSTER

No sword and sorcery setting is complete without monsters, those creatures from imagination or legend, both good and evil, that are somehow more (or less) than human. Monsters in Amtgard can represent the smallest, friendliest sprite, the largest most fearsome dragon, or anything else in between.

EXAMPLES: Centaurs, Dragons, Dwarves, Werewolves, Vampires, Deadly Slime.

Monster is a special class, playable only in games where the game designer and local monarch have given their permission for the class to be used. A player playing Monster in a class battlegame is identified by wearing two Eye Class Symbols. The eyes may be of any solid color, with silver reserved for paragons, on a contrasting background. A player's level in the Monster class determines which Monsters they may portray. For more information and rules regarding the Monster class please refer to the Dor Un Avathar.

PEASANT

Players who do not meet the garb requirement for any class may only participate in battlegames by playing the Peasant class. This class has no armor, shields, or abilities. The weapons available to them are Daggers and Short Weapons, though they may only use one at a time.



CREDITS AND LEVELS

Only one attendance credit may be given on a single day, in any class. Following their corpora, Kingdoms are allowed to award a maximum of 12 total bonus credits (credits above and beyond attendance credits) to any player in a single month and no more than 3 bonus credits may be issued per 1 attendance credit.

If you wish to fight or participate in a battlegame, you must conform to one class for each game. A person must have the requisite credits in order to play higher class level, though you may take credits in any class. All classes gain new abilities and levels at the following rate:

All classes gain new levels at the following rate:

1st	Less than 5 credits in that class
2nd	At least 5 and less than 12 credits in that class
3rd	At least 12 and less than 21 credits in that class
4th	At least 21 and less than 34 credits in that class
5th	At least 34 and less than 53 credits in that class
6th	53 or more credits in that class





ANTI-PALADIN

The Anti-Paladin class is designed for aggressive front-line combat, with a focus on offense and disrupting enemies.

EXAMPLES: Mordred, the Black Knight, Sir Francis Dashwood, Xolotl

GARB: Metallic silver sash and medieval/sword and sorcery-looking garb. Knights may wear a white belt and a black phoenix Class Symbol instead.

REQUIREMENTS: Must be 6th level in at least one class.

LOOK THE PART: Terror 1/Life (m)

ARMOR: 4pts

SHIELDS: Large

WEAPONS: All Melee, Javelins

Anti-Paladin Abilities By Level

1st	Immune to Command (T) Immune to Flame (T)
2nd	Poison (Self) 1/Life Charge x3 (ex)
3rd	Steal Life Essence 1/Life Charge x5 (m)
4th	Brutal Strike 1/Life Charge x10 (ex) (Ambulant)
5th	Terror 1/Life (m)
6th	Flame Blade (Self) 2/Refresh (ex) Optional – Pick one: Infernal (A) Corruptor (A)

CLASS ABILITIES

TERROR

T: Verbal **S:** Death **R:** 20'

I: "Death makes thee terrified" x3

E: Target may not attack or cast Magical abilities at the caster or their carried equipment. Target must remain at least 50' away from the caster unless forced there by another ability. Lasts 30 seconds.

N: If the caster attacks the target, begins casting another Magical ability at the target or their carried equipment, or dies, this ability's effect is negated.

POISON

T: Enchantment **S:** Death **R:** Self

I: "I coat these weapons with a deadly poison" x2

M: Red strip

E: The next wound dealt by the bearer with a wielded melee weapon is Wounds Kill.

N: If the target does not actually receive a wound, e.g. by a Resistance, Poison is not expended.

STEAL LIFE ESSENCE

T: Verbal **S:** Death **R:** Touch

I: "Steal life"

E: Caster may heal a wound or instantly Charge an ability. May only be used on a dead player. That player is Cursed.

L: Does not work on Cursed players. The caster does not gain the effect if the dead player is unaffected.

N: In order to charge an ability, the name of the ability being charged must still be stated immediately after the incantation.

BRUTAL STRIKE

T: Verbal **S:** Death **R:** Unlimited

I: "And stay down!"

E: Target is Cursed. Target is also Suppressed for 30 seconds.

L: Wound Trigger.

N: Brutal Strike targets the wounded or dead player and does not require verbal targeting.

FLAME BLADE

T: Enchantment S: Flame R: Self

I: *"The element of fire shall infuse your weapons" x3*

M: Red strip and white strip

E: Bearer's wielded melee weapons are Armor Breaking and Shield Crushing. Bearer and their wielded weapons are Immune to Flame.

INFERNAL

T: Archetype S: Neutral

E: Gain Fireball 2 Balls / Unlimited (m). Flame Blade becomes (Self) 2/Refresh Charge x5.

L: May not wield shields and lose all instances of Steal Life Essence.

FIREBALL

T: Magic Ball S: Flame

I: *"The flame of fire is mine to evoke" x3*

M: Red Magic Ball

E: Fireball will have one of the following effects on the object first struck:

1. A weapon hit is destroyed
2. A shield hit is subject to Shield Destroying
3. Armor hit with Armor Points remaining is subject to Armor Destroying.
4. A player hit dies.

CORRUPTOR

T: Archetype S: Neutral

E: Gain Void Touched (Self) 2/Refresh (m). All uses of Terror become 1/Life Charge x10 (m).

L: May not wield Great Weapons or Javelins and lose all instances of Flame Blade.

VOID TOUCHED

T: Enchantment S: Sorcery R: Self

I: *"Embrace the old ones and surrender thyself" x3*

M: Red strip and white strip

E: Bearer's wielded melee weapons are Armor Breaking. Bearer gains Shadow Step 1/Refresh Charge x30 (ex), Steal Life Essence Unlimited (ex), and is unaffected by Magical abilities from the Sorcery, Spirit, and Death Schools. May still benefit from their own Steal Life Essence. Player is Cursed.

N: This effect does not interact with other Enchantments worn by the bearer.

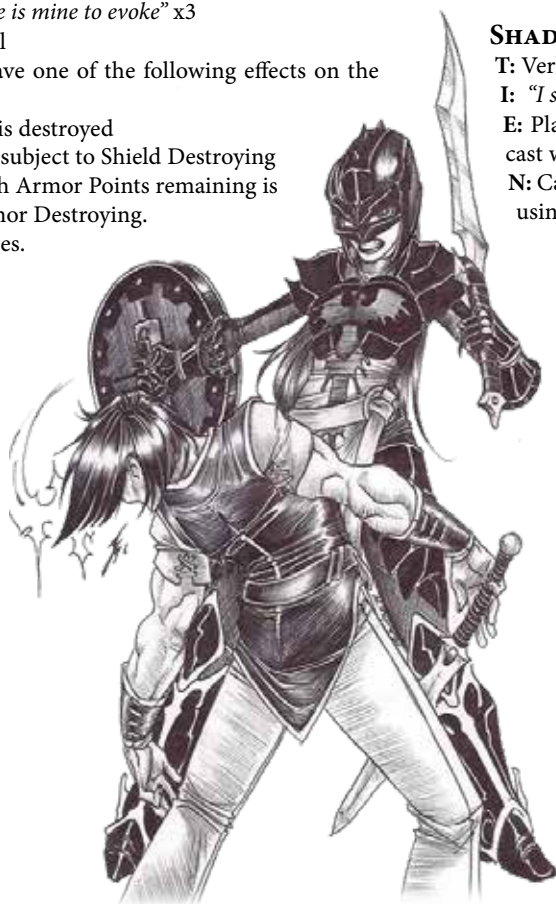
SHADOW STEP

T: Verbal S: Sorcery R: Self

I: *"I step into the shadows"*

E: Player becomes Insubstantial. Shadow Step may be cast while moving.

N: Caster may end this Insubstantial State at any time by using the exit incantation for Insubstantial.



ARCHER

The Archer class is designed for ranged combat, with a focus on strategic use of enhanced arrows.

EXAMPLES: William Tell, Odysseus, Paris of Troy, Minamoto Tametomo

GARB: Orange sash and medieval/sword and sorcery looking garb

LOOK THE PART: Pick One Ability: Destruction Arrow, Poison Arrow, Pinning Arrow; 1 Arrow / Unlimited (ex)

ARMOR: 2pts

SHIELDS: None

WEAPONS: Dagger, Short, Bow

Archer Abilities By Level

1st	Reload 1/Refresh Charge x3 (ex) Pick two of three: Destruction Arrow - 1 Arrow / Unlimited (ex) Pinning Arrow - 1 Arrow / Unlimited (ex) Poison Arrow - 1 Arrow / Unlimited (ex)
2nd	Mend 1/Life Charge x5 (ex)
3rd	Pick two of three: Destruction Arrow - 1 Arrow / Unlimited (ex) Pinning Arrow - 1 Arrow / Unlimited (ex) Poison Arrow - 1 Arrow / Unlimited (ex)
4th	Suppression Arrow - 1 Arrow / Unlimited (ex)
5th	Pick two of three: Destruction Arrow - 1 Arrow / Unlimited (ex) Pinning Arrow - 1 Arrow / Unlimited (ex) Poison Arrow - 1 Arrow / Unlimited (ex)
6th	Phase Arrow - 1 Arrow / Unlimited (ex) Optional - Pick one: Sniper (A) Artificer (A)

REMINDER: All Specialty Arrow incantations are treated as Ambulant but do not require the statement of "Ambulant" before their incantation.

CLASS ABILITIES

DESTRUCTION ARROW

T: Specialty Arrow **S:** Sorcery

I: "Destruction Arrow"

M: Arrow with red head cover labeled 'Destruction'.

E: This arrow is Armor Destroying and Shield Destroying. Armor Destroying and Shield Destroying are applied after the normal effect of being hit with an arrow is applied.

PINNING ARROW

T: Specialty Arrow **S:** Sorcery

I: "Pinning Arrow"

M: Arrow with yellow head cover labeled 'Pinning'.

E: A player struck by this arrow is Stopped for 30 seconds. Engulfing.

POISON ARROW

T: Specialty Arrow **S:** Death

I: "Poison Arrow"

M: Arrow with green head cover labeled 'Poison'.

E: This arrow is Wounds Kill.

RELOAD

T: Verbal **S:** Sorcery **R:** Self

I: "I nocked my arrows to my bow, I let them fly, my quiver is low. Now I pause to go reload." x3

E: Player becomes Invulnerable and may move about the field retrieving their arrows. The player may remove their Invulnerable State in the location they started or at base by stating, "I return with a full quiver" x3.

L: Must stay at least 10' away from other players at all times. A player may not exit Reload at an alternate base location, such as Heart of the Swarm, in this way.

N: May ask reeve for assistance in retrieving arrows that are within 10' of other players.

MEND

T: Verbal **S:** Sorcery **R:** Touch

I: "I make this item whole again" x5

E: Destroyed or damaged item is repaired. One point of armor in one location is repaired.

SUPPRESSION ARROW

T: Specialty Arrow **S:** Sorcery

I: "Suppression Arrow"

M: Arrow with purple head cover labeled 'Suppression'.

E: A player struck by this arrow is Suppressed for 30 seconds. Engulfing.



PHASE ARROW

T: Specialty Arrow S: Sorcery

I: "Phase Arrow"

M: Arrow with gray cover labeled 'Phase'.

E: This arrow is Phasing.

SNIPER

T: Archetype S: Neutral

E: May physically carry any number of Specialty Arrows of each type. The frequency of each type of Specialty Arrow ability becomes 1 Arrow/Life Charge x3. Gain Momentum Unlimited (ex) (Ambulant). Look the Part becomes Mend 1/Life.

L: May not fire normal arrows.

MOMENTUM

T: Verbal S: Sorcery R: Self

I: "Momentum"

E: May be used to instantly Charge a single ability by stating its name.

L: Kill Trigger

ARTIFICER

T: Archetype S: Neutral

E: May wield a Small shield. Gain Greater Mend 2/Refresh Charge x10 (ex). Mend becomes 2/Life Charge x3 (ex). Casting Mend on weapons or shields does not consume a use of Mend.

L: Rather than the normal amount of Specialty Arrows for an Archer, gain:

- Pinning Arrow 3 Arrows / Unlimited (ex)
- Phase Arrow 1 Arrow / Unlimited (ex)
- Suppression Arrow 1 Arrow / Unlimited (ex)

Look the Part becomes a fourth Pinning Arrow.

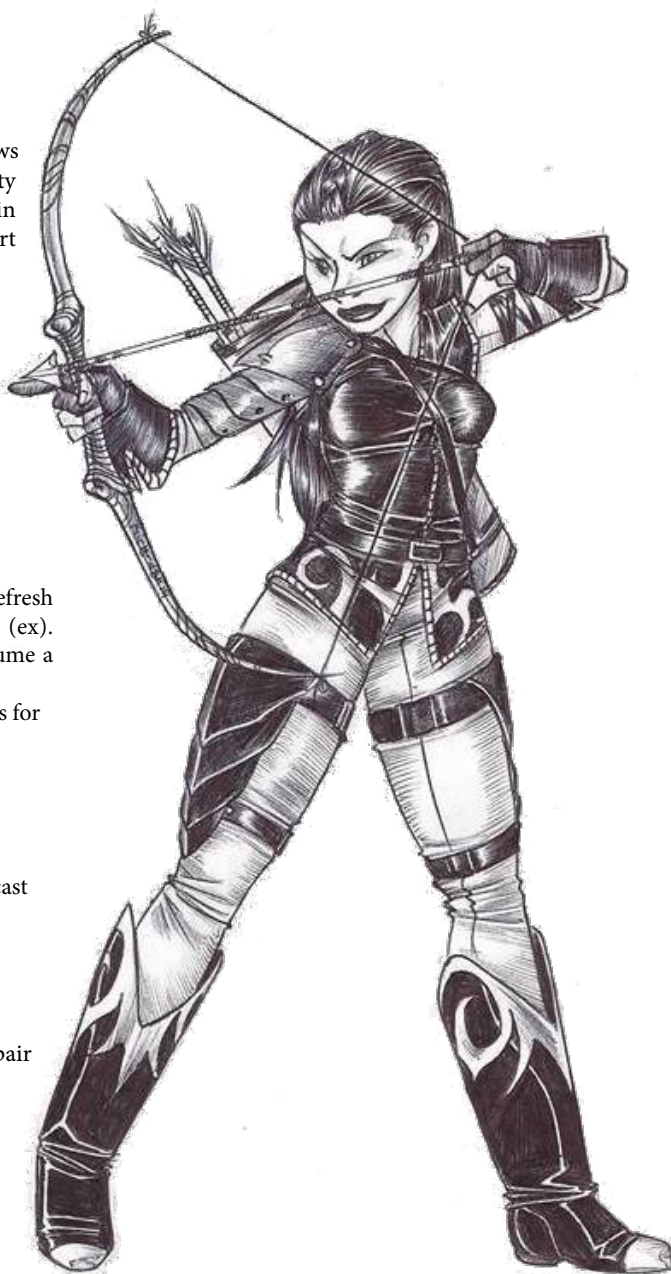
N: Player must still have a use of Mend remaining to cast on weapons or shields.

GREATER MEND

T: Verbal S: Sorcery R: Touch

I: "Return this <object name> to its former glory" x5

E: Will restore all armor points in one location or repair a damaged or broken item.





ASSASSIN

The Assassin class is designed for high-mobility, stealth-based play, with a focus on precision and hit-and-run tactics.

EXAMPLES: Ninja, Hassan-I-Sabah, Inaros, Loki

GARB: Black sash and medieval/sword and sorcery looking garb

LOOK THE PART: Pick one:

Poison (Self) 1/Life Charge x3 (ex)

Poison Arrow - 1 Arrow / Unlimited (ex)

ARMOR: 2pts

SHIELDS: None

WEAPONS: Dagger, Short, Long, Light Thrown, Heavy Thrown, Bow

Assassin Abilities By Level

1st	Trickery (T) Assassinate Unlimited (ex) (Ambulant) Shadow Step 2/Life (ex)
2nd	Pick one: Poison (Self) 1/Life Charge x3 (ex) Poison Arrow - 2 Arrows / Unlimited (ex)
3rd	Blink 2/Life (ex) (Ambulant)
4th	Hold Person 1/Life (m)
5th	Teleport (Self) 2/Life (ex)
6th	Coup de Grace 1/Life (m) Optional - Pick one: Rogue (A) Spy (A)

CLASS ABILITIES

TRICKERY

T: Granted as a Trait **S:** Sorcery **R:** Self

E: Bearer may cast Blink, Shadow Step, and Teleport on themselves while they are already Insubstantial, provided that they were the cause of the initial Insubstantial State and entered it voluntarily. Doing so removes the original Insubstantial effect.

SHADOW STEP

T: Verbal **S:** Sorcery **R:** Self

I: *"I step into the shadows"*

E: Player becomes Insubstantial. Shadow Step may be cast while moving.

N: Caster may end this Insubstantial State at any time by using the exit incantation for Insubstantial.

ASSASSINATE

T: Verbal **S:** Death **R:** 50'

I: *"Assassinate"*

E: The target is Cursed.

L: May only be used immediately upon killing an enemy.

N: Assassinate targets the killed enemy and does not require verbal targeting.

POISON

T: Enchantment **S:** Death **R:** Self

I: *"I coat these weapons with a deadly poison" x2*

M: Red strip

E: The next Wound dealt by the bearer with a wielded melee weapon is Wounds Kill.

N: If the target does not actually receive a wound, e.g. by a Resistance, Poison is not expended.

POISON ARROW

T: Specialty Arrow **S:** Death

I: *"Poison Arrow"*

M: Arrow with green head cover labeled 'Poison'.

E: This arrow is Wounds Kill.



BLINK

T: Verbal S: Sorcery R: Self

I: *"I vanish from sight"*

E: Player becomes Insubstantial. While Insubstantial in this way, player can move as they wish as long as they remain within 50' from their starting point.

L: Caster may not end State within 10' of a living enemy.

N: If the Insubstantial State is ended, the rest of the effect is ended as well. Caster may end this Insubstantial State at any time by using the exit incantation for Insubstantial.

HOLD PERSON

T: Verbal S: Command R: 20'

I: *"I command thee to stop"* x3

E: Target player becomes Stopped for 30 seconds.

TELEPORT

T: Verbal S: Sorcery R: Self

I: *"I travel through the aether"* x5

E: Target willing player becomes Insubstantial and moves directly to a chosen location chosen by the caster at the time of casting. This must be a fixed location (not relative to a player or to a moveable object). Upon arrival, they must immediately end the effect as per Insubstantial.

N: If the player's Insubstantial State is removed before they have reached their destination, the effects of Teleport end. If Teleport is cast on self, the caster may end this Insubstantial State at any time by using the exit incantation for Insubstantial.

COUP DE GRACE

T: Verbal S: Death R: 20'

I: *"Death shall come for thee"* x3

E: Target player dies.

L: Target must be wounded when the caster begins the Incantation.

N: Even if the target has no wounds at the end of the Incantation they will still die.

ROGUE

T: Archetype S: Neutral

E: Regain a use of Coup de Grace upon killing a player with a thrown weapon.

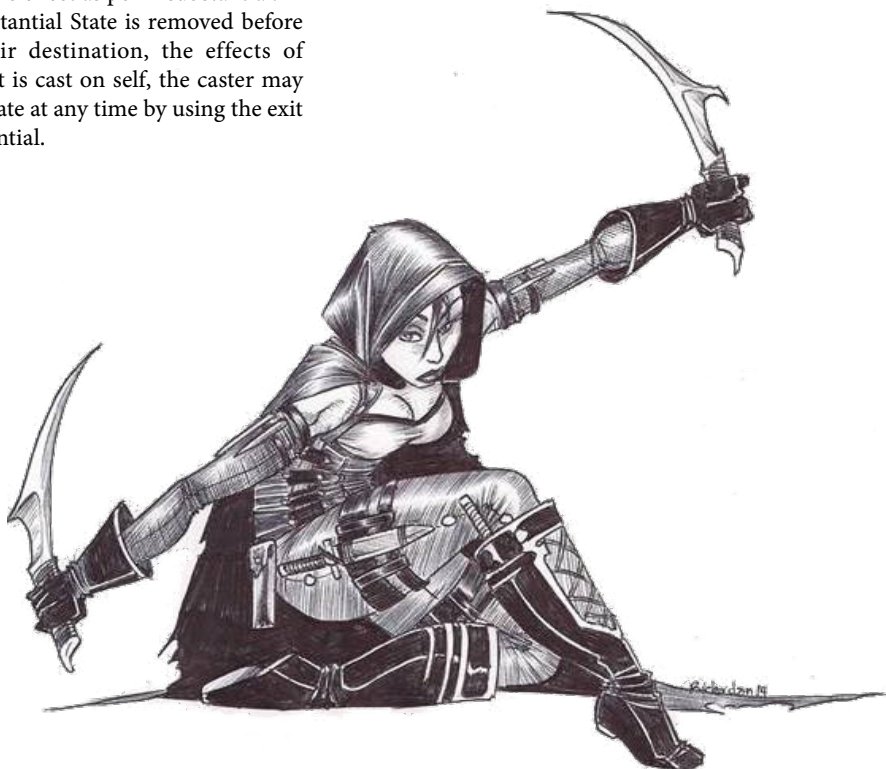
L: May not wield Long weapons or Bows.

SPY

T: Archetype S: Neutral

E: Blink and Shadow Step become Charge x3 (ex).

L: May not wear Armor.



BARBARIAN

The Barbarian class is designed for aggressive front-line fighting, with a focus on melee fighting and endurance.

EXAMPLES: Leif Eriksson, Attila the Hun, Alaric the Vandal

GARB: White sash and medieval/sword and sorcery looking garb

LOOK THE PART: Rage 1/Refresh Charge x10 (ex) (Ambulant)

ARMOR: 3pts

SHIELDS: Medium

WEAPONS: All Melee, Javelins, Rocks

Barbarian Abilities By Level

1st	Berserk (T) Immune to Command (T) Immune to Subdual (T)
2nd	Rage 1/Refresh Charge x10 (ex) (Ambulant)
3rd	Adrenaline - Unlimited (ex)
4th	Rage 1/Refresh Charge x10 (ex) (Ambulant)
5th	Brutal Strike 1/Life Charge x3 (ex) (Ambulant)
6th	Blood and Thunder - Unlimited (ex) Optional - Pick one: Raider (A) Berserker (A)

CLASS ABILITIES

BERSERK

T: Granted as a Trait **S:** Sorcery **R:** Self

E: Bearer's wielded melee weapons are Armor Breaking.

RAGE

T: Verbal **S:** Sorcery **R:** Self

I: "I am filled with rage!"

E: Caster is unaffected by Verbal abilities and their wielded melee weapons are Shield Crushing and Armor Breaking for seven seconds. Caster must count this time out loud, audible to 50'; failure to count ends the effect.

ADRENALINE

T: Verbal **S:** Spirit **R:** Self

I: "Adrenaline"

E: Player heals a wound.

L: Kill Trigger.

BRUTAL STRIKE

T: Verbal **S:** Death **R:** Unlimited

I: "And stay down!"

E: Target is Cursed. Target is also Suppressed for 30 seconds.

L: Wound Trigger.

N: Brutal Strike targets the wounded or dead player and does not require verbal targeting.

BLOOD AND THUNDER

T: Verbal **S:** Spirit **R:** Self

I: "Blood and Thunder!"

E: Player gains Blessing Against Wounds (ex).

L: Kill Trigger.

N: Player must still wear a white strip to denote Blessing Against Wounds.

BLESSING AGAINST WOUNDS

T: Enchantment **S:** Protection **R:** Self

M: White strip

E: Resistant to wounds. Does not count towards a player's Enchantment limit.

L: May not be worn with any other Enchantments from the Protection School unless the other Enchantment is (ex).



RAIDER

T: Archetype S: Neutral

E: Gain Bear Strength (Self) 1/Life (ex). Look the Part becomes an additional use of Brutal Strike.

L: Lose all instances of Rage.

BEAR STRENGTH

T: Enchantment S: Sorcery R: Other

I: *"I enchant thee with the strength of the bear"* x3

M: Red strip

E: Bearer's wielded melee weapons are Shield Crushing.

BERSERKER

T: Archetype S: Neutral

E: Gain Momentum Unlimited (ex) (Ambulant).

L: May not wear Armor, and loses all instances of Blood and Thunder.

MOMENTUM

T: Verbal S: Sorcery R: Self

I: *"Momentum"*

E: May be used to instantly Charge a single ability by stating its name.

L: Kill Trigger



MONK

The Monk class is designed for support and skirmishing, with a focus on melee combat and supporting allies.

EXAMPLES: Benkei, Shaolin Monks, the Curetes, Sumo Wrestlers

GARB: Gray sash and medieval/sword and sorcery looking garb

LOOK THE PART: Heal 1/Life (ex)

ARMOR: 1pt

SHIELDS: None

WEAPONS: All Melee, Heavy Thrown

Monk Abilities By Level

1st	Enlightened Soul (T) Missile Block (T)
2nd	Banish 1/Life Charge x5 (ex)
3rd	Sanctuary 1/Life Charge x5 (ex) (Ambulant)
4th	Heal 1/Life Charge x3 (ex)
5th	Resurrect 1/Refresh Charge x5 (m)
6th	Innate 1/Life (ex) Optional – Pick one: Medium (A) Mystic (A)

CLASS ABILITIES

ENLIGHTENED SOUL

T: Granted as a Trait **S:** Protection **R:** Self

E: Player is unaffected by Verbal Magical abilities used at a Range greater than Touch.

L: Affects beneficial as well as harmful Magical abilities.

N: Does not affect (ex) abilities, abilities with a Range of Touch, nor abilities whose Range is greater than Touch but are used at a Range of Touch anyway.

MISSILE BLOCK

T: Granted as a Trait **S:** Protection **R:** Self

E: Player may block arrows, projectile weapons, and Magic Balls with their hands and wielded melee or thrown weapons. Any arrow, projectile weapon or magic ball blocked is nullified.

HEAL

T: Verbal **S:** Spirit **R:** Touch

I: “The white light of healing hath healed thee.” x5

E: Target player heals a wound.

BANISH

T: Verbal **S:** Spirit **R:** 20'

I: “The spirits banish thee from this place” x3

E: Target Insubstantial player must return to their base where their Insubstantial State immediately ends.

N: The target's Insubstantial State is replaced with a new Insubstantial State from Banish. If the Insubstantial State is ended before reaching the base, the rest of the effect is ended as well. If Banish is cast on self, the caster may end this Insubstantial State at any time by using the exit incantation for Insubstantial.

SANCTUARY

T: Verbal **S:** Protection **R:** Self

I: “Sanctuary”

E: Player and their carried equipment are unaffected by hostile actions originating from within 20'. Must Chant “sanctuary”. Player may end Sanctuary at any time by ceasing to chant and declaring “No longer in sanctuary” or by picking up a weapon with their hand.

L: If the player is voluntarily touching (other than blocking) or carrying weapons in any fashion (tucked under arms, tied to thongs, etc) at any point during Sanctuary then they may only voluntarily end Sanctuary within 20' of a friendly base, and must continue chanting until there. Player may not cast this ability while they have any weapons in hand. Cannot interact with game items nor game objectives, nor impede the play of other people in any manner, and must immediately move to avoid such situations. May not come within 20' of a non-friendly base.

N: The exit declaration must be audible out to 20 feet.

RESURRECT

T: Verbal **S:** Spirit **R:** Other

I: “Sword Cut, spear stab mace smash, arrow jab,

Let the white light of healing descend on thee.

Let the white light of healing stop thy spilling blood.

Let the white light of healing mend thy bones.

Let the white light of healing close thy wounds.

Let the white light of healing restore thy vigor.

The white light of healing hath resurrected thee.”

E: Target dead player who has not moved more than 5' from where they died is returned to life. Non-Persistent Enchantments on the player are removed before the player returns to life. Any wounds on the player are healed.



INNATE

T: Meta-Magic S: Neutral

I: "Innate"

E: May be used to instantly Charge a single ability by stating its name.

MEDIUM

T: Archetype S: Neutral

E: Gain Blessing Against Wounds (Touch) 1/Life (ex), Sever Spirit 1/Life Charge x3 (ex), and Swift 2/Life (ex). Abilities in the Spirit school become Charge x3.

L: May not wear Armor nor wield Great weapons.

BLESSING AGAINST WOUNDS

T: Enchantment S: Protection R: Touch

I: "I enchant thee against wounds" x3

M: White strip

E: Resistant to wounds. Does not count towards a player's Enchantment limit.

L: May not be worn with any other Enchantments from the Protection School unless the other Enchantment is (ex).

SEVER SPIRIT

T: Verbal S: Spirit R: 20'

I: "The spirits lay a curse on thee." x3

E: Target dead player is Cursed. Any Enchantments on the player are removed.

L: Target must be dead when the caster begins the Incantation.

N: Will always remove enchantments if successfully cast on a valid target, regardless of the player's Traits, States, Immunities, Ongoing Effects, or Enchantments.

SWIFT

T: Meta-Magic S: Neutral

I: "Swift"

E: Abilities require only a single iteration of the incantation. For multi-line Incantations use the last line.

L: May only be used on abilities at a range of Touch, Other, Self, or on Magic Balls. May not be used on the Charge Incantation.

MYSTIC

T: Archetype S: Neutral

E: Gain Force Bolt 4 Balls / Unlimited (m). Gain Suppression Bolt 2 Balls / Unlimited (m).

L: May not wield Heavy Thrown. Lose all instances of Resurrect.

FORCE BOLT

T: Magic Ball S: Sorcery

I: "Forcebolt" x3

M: Blue Magic Ball

E: Force Bolt will have one of the following effects on the object first struck:

1. A weapon hit is destroyed
2. Armor hit with Armor Points remaining is subject to Armor Breaking.
3. A player hit receives a wound to that hit location.

SUPPRESSION BOLT

T: Magic Ball S: Subdual

I: "The strength of suppression is mine to evoke" x3

M: Purple Magic Ball

E: Target is Suppressed for 60 seconds. Engulfing.





PALADIN

The Paladin class is designed for support and tank roles on a team, with a focus on defense and healing.

EXAMPLES: Joan of Arc, Galahad, King Arthur, Roland, Don Quixote, Arcite, Dietrich von Bern

GARB: Metallic gold sash and medieval/sword and sorcery looking garb. Knights may wear a white belt and a white phoenix Class Symbol instead.

REQUIREMENTS: Must be 6th level in at least one class.

LOOK THE PART: Awe 1/Life (m)

ARMOR: 4pts

SHIELDS: Large

WEAPONS: All Melee, Javelins

Paladin Abilities By Level

1st	Immune to Command (T) Immune to Death (T)
2nd	Greater Heal 1/Life Charge x3 (m)
3rd	Extend Immunities 1/Refresh Charge x5 (ex)
4th	Greater Resurrect 1/Life (m)
5th	Awe 1/Life (m)
6th	Protection from Magic (Touch) 2/Refresh (m) Optional – Pick one: Guardian (A) Inquisitor (A)

CLASS ABILITIES

AWE

T: Verbal **S:** Command **R:** 20'

I: "I command thee awed" x3

E: Target may not attack or cast Magical abilities at the caster or their carried equipment. Target must remain at least 20' away from the caster unless forced there by another ability. Lasts 30 seconds.

N: If the caster attacks the target, begins casting another Magical ability at the target or their carried equipment, or dies, this ability's effect is negated.

GREATER HEAL

T: Verbal **S:** Spirit **R:** Touch

I: "By the grace of the divine thou art healed" x5

E: All wounds are healed. Ignores the Cursed State.

EXTEND IMMUNITIES

T: Enchantment **S:** Protection **R:** Other

I: "May the blessing of my god protect thee" x3

M: White strip

E: The target player gains either Immune to Command or Immune to Death.

L: Type of Ability must be chosen at the time of casting and may not be changed. The caster may only have one instance of Extend Immunities at a time.

GREATER RESURRECT

T: Verbal **S:** Spirit **R:** Other

I: "By the grace of the divine thou art resurrected" x5

E: Target dead player who has not moved more than 5' from where they died is returned to life.

Any wounds on the player are healed. Works regardless of any States on the target, and removes Cursed if present.

N: Enchantments on the player are retained.



PROTECTION FROM MAGIC

T: Enchantment S: Protection R: Touch

I: *"I enchant thee with protection from magic"* x3

M: White strip

E: Bearer is unaffected by Magical abilities from any school. Upon death the player is Cursed.

N: This effect does not interact with other Enchantments worn by the bearer.

GUARDIAN

T: Archetype S: Neutral

E: Gain Imbue Shield (Touch) 1/Life (m) and Martyr (Other) 2/Life Charge x3 (ex).

L: Loses all instances of Extend Immunities and Protection from Magic. May only have one instance of Imbue Shield at a time.

IMBUE SHIELD

T: Enchantment S: Protection R: Touch

I: *"This shield shall neither bend nor break"* x3

M: White strip

E: Shield wielded by the player cannot be destroyed nor damaged. Engulfing effects hitting the wielded shield are ignored.

MARTYR

T: Verbal S: Spirit R: Other

I: *"Thy burdens are mine to bear."*

E: A single State is removed from target willing player. The caster gains the removed State with a new duration of 10 seconds.

L: Cannot be cast while Cursed. Caster may not remove themselves from Insustantial states gained this way.

INQUISITOR

T: Archetype S: Neutral

E: Gain Sacred Blades (Self) 1/Life (ex).

L: Player loses all instances of Greater Resurrect.

SACRED BLADES

T: Enchantment S: Sorcery R: Self

I: *"I sanctify these weapons to smite the wicked"* x2

M: White strip and Red strip

E: Bearer's wielded weapons are affected as per Harden. Bearer's wielded melee weapons and any special effects delivered by them ignore magic armor and resistances that prevent wounds.



SCOUT

The Scout class is designed for versatile support and control on a team, with a focus on mobility and disruption.

EXAMPLES: Megasthenes, Davy Crockett, Little John, Robin Hood, Robert Baden-Powell

GARB: Green sash and medieval/sword and sorcery looking garb

LOOK THE PART: Heal 1/Life (ex)

ARMOR: 3pts

SHIELDS: Small

WEAPONS: Dagger, Short, Long, Heavy Thrown, Bow

Scout Abilities By Level

1st	Tracking 2/Life Charge x3 (ex) (Ambulant)
2nd	Heal 1/Life (ex) Release 1/Life Charge x3 (ex)
3rd	Dispel Magic 1/Refresh Charge x5 (ex) Shadow Step 1/Life (ex)
4th	Pick one: Hold Person 1/Life (m) Pinning Arrow - 1 Arrow / Unlimited (ex)
5th	Evolution (T)
6th	Adaptive Protection (Self) 1/Life (ex) Optional - Pick one: Hunter (A) Apex (A)

CLASS ABILITIES

HEAL

T: Verbal **S:** Spirit **R:** Touch

I: *"The white light of healing hath healed thee."* x5

E: Target player heals a wound.

TRACKING

T: Verbal **S:** Sorcery **R:** 20'

I: *"Tracking"* x3

E: Target Insubstantial player immediately has their Insubstantial effect ended.

RELEASE

T: Verbal **S:** Sorcery **R:** Touch

I: *"From thy bindings thou art released"* x5

E: A single Ongoing Effect or State is removed from the target. Casters choice.

L: Cannot remove Cursed. When used to end a State or Ongoing Effect imposed by an ability with multiple effects, all other States and Ongoing Effects from the same source are also ended.

SHADOW STEP

T: Verbal **S:** Sorcery **R:** Self

I: *"I step into the shadows"*

E: Player becomes Insubstantial. Shadow Step may be cast while moving.

N: Caster may end this Insubstantial State at any time by using the exit incantation for Insubstantial.

DISPEL MAGIC

T: Verbal **S:** Sorcery **R:** 20'

I: *"By my power I dispel that magic"* x3

E: All Enchantments on target are removed.

N: Will always remove Enchantments if successfully cast on a valid target, regardless of the player's Traits, States, Immunities, Ongoing Effects, or Enchantments (except Sleight of Mind).

HOLD PERSON

T: Verbal **S:** Command **R:** 20'

I: *"I command thee to stop"* x3

E: Target player becomes Stopped for 30 seconds.

PINNING ARROW

T: Specialty Arrow **S:** Sorcery

I: *"Pinning Arrow"*

M: Arrow with yellow head cover labeled 'Pinning'.

E: A player struck by this arrow is Stopped for 30 seconds. Engulfing.

EVOLUTION

T: Granted as a Trait **S:** Sorcery **R:** Self

E: May wear an additional Enchantment. Evolution does not count towards the bearer's Enchantment limit.

N: This ability does work in conjunction with Attuned, Essence Graft, or Phoenix Tears so long as the other limitations of those Enchantments are followed.



ADAPTIVE PROTECTION

T: Enchantment S: Protection R: Self

I: *"I enchant thee with this protection"* x3

M: White strip

E: Bearer becomes Immune to one of the following Schools: Death, Flame, Subdual, Command, Sorcery. School is chosen at the time of casting.

HUNTER

T: Archetype S: Neutral

E: May wield Great Weapons and Javelins. Pick one:

-Hold Person becomes 1/Life Charge x3 (m).

-Pinning Arrow becomes 2 Arrows / Unlimited (ex)

L: May not wield shields. Loses all instances of Release and Evolution.

N: Gain the benefit of an option only if that ability was chosen at level 4.

APEX

T: Archetype S: Neutral

E: Gain Mend 1/Life (ex) and Sleight of Mind (Self) 1/Life (ex).

L: Lose all instances of Evolution, Hold Person, and Pinning Arrow.

MEND

T: Verbal S: Sorcery R: Touch

I: *"I make this item whole again"* x5

E: Destroyed or damaged item is repaired. One point of armor in one location is repaired.

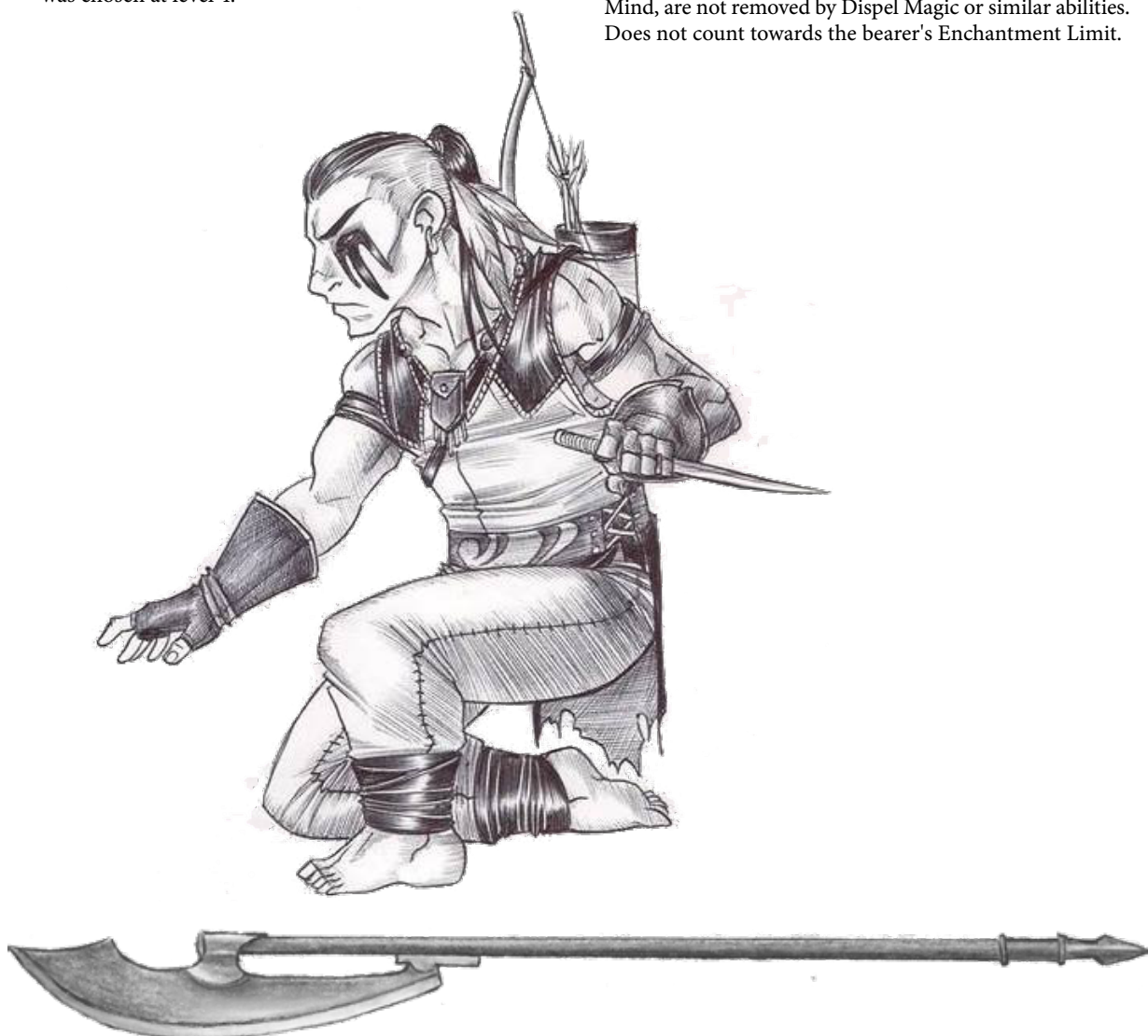
SLEIGHT OF MIND

T: Enchantment S: Sorcery R: Self

I: *"May thy power remain"* x3

M: Yellow strip

E: Enchantments worn by the bearer, other than Sleight of Mind, are not removed by Dispel Magic or similar abilities. Does not count towards the bearer's Enchantment Limit.



WARRIOR

The Warrior class is designed for frontline combat and resilience, with a focus on durability and disruption.

EXAMPLES: William Wallace, Lancelot, Achilles, Spartacus, Miyamoto Musashi, Roman Praetorians

GARB: Purple sash and medieval/sword and sorcery looking garb

LOOK THE PART: Insult 1/Life (m) (Ambulant)

ARMOR: 6pts

SHIELDS: Large

WEAPONS: All Melee, Javelins

Warrior Abilities By Level

1st	Harden (Self) 1/Life (ex)
2nd	Scavenge - Unlimited (ex)
3rd	True Grit 2/Refresh (ex)
4th	Insult 1/Life (m) (Ambulant)
5th	Shake It Off 1/Refresh Charge x3 (ex)
6th	Ancestral Armor (Self) 3/Refresh Charge x10 (ex) (Swift) Optional – Pick one: Marauder (A) Juggernaut (A)

CLASS ABILITIES

INSULT

T: Verbal **S:** Command **R:** 20'

I: "I command thy attention" x3

E: Target is unable to attack or cast Magical abilities at anyone other than the caster or their carried equipment for 30 seconds, or until either party dies. If the target of Insult is attacked or has Magical abilities cast on them or their carried equipment by someone other than the caster, the target of Insult becomes able to choose to attack the offending party as well.

N: The target may still charge and throw Magic Balls at the caster.

HARDEN

T: Enchantment **S:** Protection **R:** Self

I: "I enchant thee with harden" x3

M: White strip

E: Bearer's wielded weapons or shield may only be destroyed by Magic Balls/Verbals which destroy objects, e.g. Fireball or Pyrotechnics.

L: Will only affect either the weapons or the shield of the bearer, not both.

SCAVENGE

T: Verbal **S:** Sorcery **R:** Self

I: "Scavenge"

E: Destroyed or damaged item is repaired, or one point of armor in one location is repaired.

L: Kill Trigger.

TRUE GRIT

T: Verbal **S:** Spirit **R:** Self

I: "The wicked flee when I pursue" immediately after dying

E: Player returns to life with their wounds healed and is immediately Frozen for 30 seconds.

N: Enchantments on the player are retained.

SHAKE IT OFF

T: Verbal **S:** Spirit **R:** Self

I: "I shall overcome"

E: 10 seconds after casting Shake It Off the player may remove from themselves any number of States or Ongoing Effects of their choice. Shake It Off may be cast at any time the player is alive, even while the player would otherwise be prevented from casting abilities by Stunned, Suppressed, or similar.



ANCESTRAL ARMOR

T: Enchantment **S:** Protection **R:** Self

I: "May this armor protect thee from all forms of harm"

M: White strip

E: The effects of a Magic Ball, projectile weapon, or melee weapon which just struck armor worn by the player are ignored, even if the object would not otherwise affect the armor. The armor loses one point of value in the location struck. This effect will not trigger if the armor has no points left in the location struck. Ancestral Armor is not expended after use and will continue to provide protection until removed with Dispel Magic or similar abilities.

L: Phase Arrow and Phase Bolt interact with armor worn by the bearer as though Ancestral Armor was not present.

N: Engulfing Effects that do not strike the bearer's armor and abilities that ignore armor entirely do not trigger Ancestral Armor.

MARAUDER

T: Archetype **S:** Neutral

E: Gain Momentum Unlimited (ex) (Ambulant). Insult becomes 1/Life Charge x5 (m) (Ambulant).

L: Maximum Armor becomes 4pts. May not wield Large shields. Ancestral Armor is no longer chargeable.

MOMENTUM

T: Verbal **S:** Sorcery **R:** Self

I: "Momentum"

E: May be used to instantly Charge a single ability by stating its name.

L: Kill Trigger

JUGGERNAUT

T: Archetype **S:** Neutral

E: Gain Imbue Armor (T) and Phoenix Tears (Self) 3/ Refresh (ex) (Swift). Replace Harden with Greater Harden (Self) (ex) at the same frequency.

L: Loses all instances of Ancestral Armor and True Grit.

GREATER HARDEN

T: Enchantment **S:** Protection **R:** Self

I: "I enchant thee with Greater Harden" x3

M: White strip

E: Shields and weapons wielded by the player are affected as per Harden.

PHOENIX TEARS

T: Enchantment **S:** Spirit **R:** Self

I: "May the tears of the phoenix wash over thee"

M: Two white strips

E: Enchanted player does not die as normal. When the player would otherwise die they instead become Frozen for 30 seconds. If the player is still enchanted when the Frozen State elapses or is removed:

1. Remove all wounds.
2. Remove all States that would be removed by death or respawning.
3. Remove all Ongoing Effects with a timer.
4. Repair all carried equipment.
5. Remove all non-persistent enchantments other than Phoenix Tears.
6. Remove a strip.

Additionally, Phoenix Tears allows you to wear an extra Enchantment from the Protection School. This extra enchantment is considered Persistent as long as Phoenix Tears is present. The additional Enchantment is not removed once Phoenix Tears is removed.

N: Phoenix Tears is removed when the last strip is removed. If Phoenix Tears is removed, the bearer chooses which (m) Enchantments to lose to meet their new Enchantment limit, if necessary.

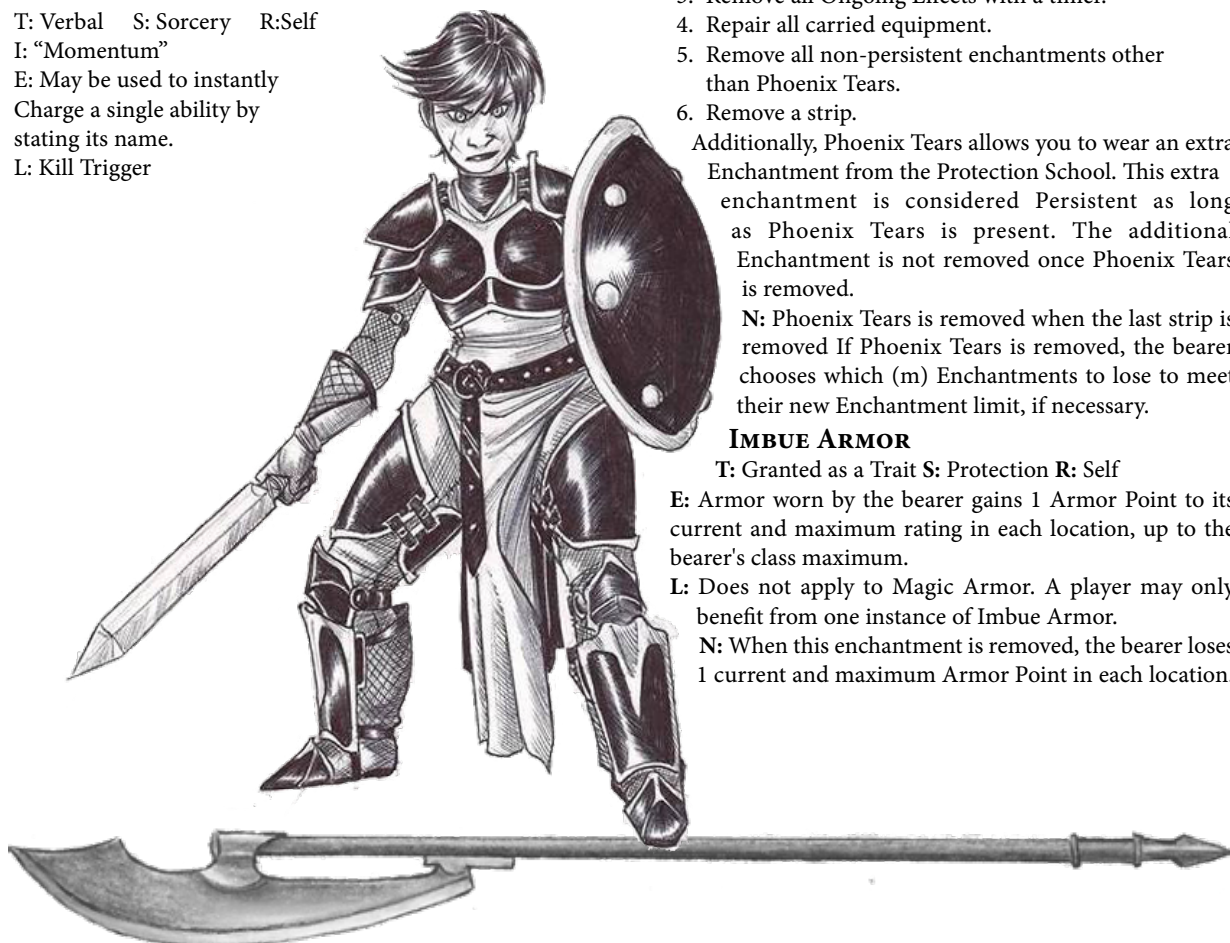
IMBUE ARMOR

T: Granted as a Trait **S:** Protection **R:** Self

E: Armor worn by the bearer gains 1 Armor Point to its current and maximum rating in each location, up to the bearer's class maximum.

L: Does not apply to Magic Armor. A player may only benefit from one instance of Imbue Armor.

N: When this enchantment is removed, the bearer loses 1 current and maximum Armor Point in each location.



BARD

The Bard class is designed for battlefield control, with a focus on enhancing itself and allies while hindering enemies.

EXAMPLES: William Shakespeare, Alan-a-Dale, Homer, Scheherazade, Circe, Bragi, Snorri Sturluson

GARB: Light blue sash and medieval/sword and sorcery looking garb

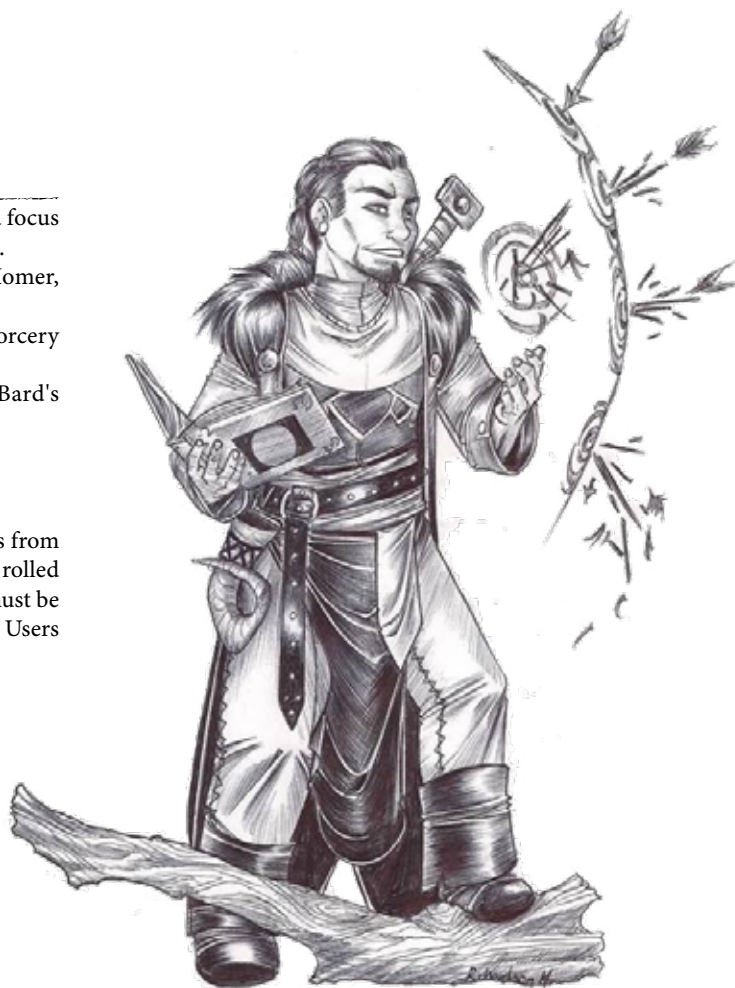
LOOK THE PART: 1 extra magic point at the Bard's highest level.

ARMOR: None

SHIELDS: None

WEAPONS: Dagger, Magic Staff

MAGIC USER: Bards may purchase five magic points from each level. Unused points from higher levels can be rolled down to lower levels. A list of all magic purchased must be carried at all times. All abilities purchased by Magic Users are Magical abilities.



Name	Cost	Max	Frequency	Type	School	Range
1st Level						
Confidence	1	-	1/Refresh Charge x5	Verbal	Sorcery	Other
Equipment: Weapon, Short	2	2	-	Neutral	Neutral	-
Experienced	2	2	-	Neutral	Neutral	-
Insult	1	-	1/Life	Verbal	Command	20'
Release	1	-	1/Life	Verbal	Sorcery	Touch
Shove	1	-	1/Life	Verbal	Sorcery	20'
Song of Determination	1	1	Unlimited	Enchantment	Protection	Self
2nd Level						
Empower	1	-	2/Refresh	Verbal	Sorcery	Other
Equipment: Armor, 1 Point	3	1	-	Neutral	Neutral	-
Greater Release	1	-	1/Refresh	Verbal	Sorcery	20'
Innate	1	4	1/Refresh	Meta-Magic	Neutral	-
Mend	1	-	1/Life	Verbal	Sorcery	Touch
Song of Battle	1	1	Unlimited	Enchantment	Protection	Self
Song of Visit	1	1	Unlimited	Enchantment	Protection	Self



Name	Cost	Max	Frequency	Type	School	Range
3rd Level						
Awe	1	-	1/Life	Verbal	Command	20'
Battlefield Triage	1	1	1/Refresh	Enchantment	Spirit	Touch
Break Concentration	1	4	1/Life	Verbal	Command	20'
Extension	1	2	1/Life	Meta-Magic	Neutral	-
Equipment: Shield, Small	2	1	-	Neutral	Neutral	-
Song of Freedom	1	1	Unlimited	Enchantment	Protection	Self
4th Level						
Amplification	1	4	1/Refresh	Enchantment	Sorcery	Touch
Equipment: Weapon, Long	3	1	-	Neutral	Neutral	-
Restoration	1	-	1/Refresh	Verbal	Sorcery	Other
Sleight of Mind	1	-	1/Refresh	Enchantment	Sorcery	Other
Song of Deflection	1	1	Unlimited	Enchantment	Protection	Self
Song of Power	1	1	Unlimited	Enchantment	Protection	Self
Suppress Aura	1	-	1/Refresh	Verbal	Command	50'
Swift	1	2	1/Life	Meta-Magic	Neutral	-
Terror	1	-	1/Refresh	Verbal	Death	20'
5th Level						
Agoraphobia	1	-	1/Refresh	Verbal	Command	20'
Ambulant	1	2	1/Life	Meta-Magic	Neutral	-
Discordia	1	1	1/Refresh	Enchantment	Command	Self
Equipment: Shield, Medium	3	1	-	Neutral	Neutral	-
Heart of the Swarm	1	-	1/Refresh	Enchantment	Spirit	Self
Lost	1	-	1/Life	Verbal	Command	20'
Song of Survival	1	1	Unlimited	Enchantment	Protection	Self
6th Level						
Combat Caster	2	1	-	Archetype	Neutral	-
Dervish	2	1	-	Archetype	Neutral	-
Equipment: Armor, 1 Point	2	1	-	Neutral	Neutral	-
Legend	1	1	-	Archetype	Neutral	Self
Silver Tongue	1	-	1/Refresh	Enchantment	Sorcery	Touch
Song of Interference	1	1	1/Refresh Charge x5	Enchantment	Protection	Self
Stun	1	-	1/Refresh	Verbal	Sorcery	20'

E.P. 13, 81st of Sowing

"Look around you," the old man said, leaning on his staff. "History is important. All you see is a thriving Duchy at the end of the rainbow bridge, but this place was built on the ashes of Barad Duin, brought low by their hubris and the anger of the Lands that Burn. Learn your history, so you don't share the Black Tower's fate."

- Lazarus, scholar of Bifost



DRUID

The Druid class is designed for versatile support and fighting, with a focus on empowering allies and hindering enemies.

EXAMPLES: Johnny Appleseed, Lady of the Lake, Baba Yaga, Bé Chuille

GARB: Brown sash and medieval/sword and sorcery looking garb

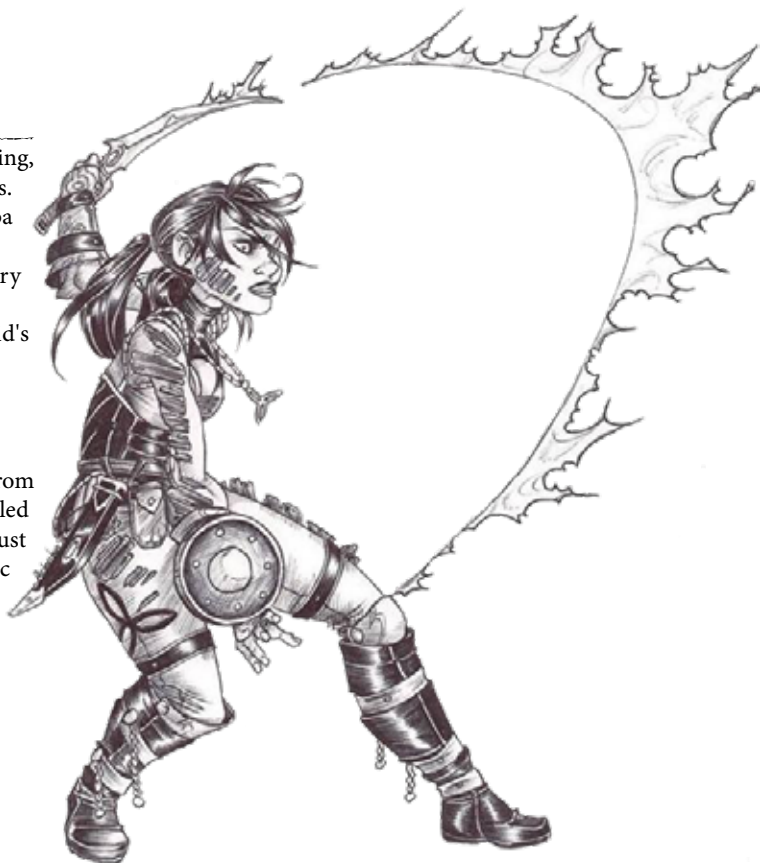
LOOK THE PART: 1 extra magic point at the Druid's highest level.

ARMOR: None

SHIELDS: None

WEAPONS: Dagger, Magic Staff

MAGIC USER: Druids may purchase five magic points from each level. Unused points from higher levels can be rolled down to lower levels. A list of all magic purchased must be carried at all times. All abilities purchased by Magic Users are Magical abilities.



Name	Cost	Max	Frequency	Type	School	Range
1st Level						
Barkskin	1	2	1/Refresh Charge x10	Enchantment	Protection	Other
Entangle	1	2	2 Balls / Unlimited	Magic Ball	Subdual	-
Equipment: Weapon, Short	2	2	-	Neutral	Neutral	-
Experienced	2	2	-	Neutral	Neutral	-
Heat Weapon	1	-	1/Life Charge x3	Verbal	Flame	20'
Imbue Armor	1	-	1/Life	Enchantment	Protection	Other
Mend	1	-	1/Life	Verbal	Sorcery	Touch
2nd Level						
Corrosive Mist	1	1	1/Refresh	Enchantment	Death	Touch
Equipment: Shield, Small	4	1	-	Neutral	Neutral	-
Force Bolt	1	2	2 Balls / Unlimited	Magic Ball	Sorcery	-
Gift of Earth	1	2	1/Refresh	Enchantment	Protection	Other
Heal	1	-	1/Life	Verbal	Spirit	Touch
Innate	1	4	1/Refresh	Meta-Magic	Neutral	-
Poison	1	-	1/Life	Enchantment	Death	Other
Release	1	-	1/Life	Verbal	Sorcery	Touch
Stoneform	1	-	1/Refresh Charge x3	Verbal	Protection	Self



Name	Cost	Max	Frequency	Type	School	Range
3rd Level						
Attuned	1	2	1/Refresh	Enchantment	Sorcery	Other
Bear Strength	1	-	1/Refresh	Enchantment	Sorcery	Other
Dispel Magic	1	-	1/Refresh	Verbal	Sorcery	20'
Extension	1	2	1/Life	Meta-Magic	Neutral	-
Gift of Fire	1	2	1/Refresh	Enchantment	Flame	Other
Greater Mend	1	-	1/Refresh	Verbal	Sorcery	Touch
Icy Blast	1	2	1/Life	Verbal	Sorcery	20'
Regeneration	1	-	1/Refresh	Enchantment	Spirit	Other
Stoneskin	1	2	1/Refresh	Enchantment	Protection	Other
4th Level						
Equipment: Weapon, Long	4	1	-	Neutral	Neutral	-
Flame Blade	2	2	1/Refresh	Enchantment	Flame	Other
Gift of Water	1	2	1/Refresh	Enchantment	Sorcery	Other
Golem	1	-	1/Refresh	Enchantment	Sorcery	Other
Iceball	1	2	1 Ball / Unlimited	Magic Ball	Subdual	-
Lycanthropy	1	2	1/Refresh	Enchantment	Death	Other
Swift	1	2	1/Life	Meta-Magic	Neutral	-
Teleport	1	2	1/Life	Verbal	Sorcery	Touch
5th Level						
Ambulant	1	2	1/Life	Meta-Magic	Neutral	-
Equipment: Weapon, Great	5	1	-	Neutral	Neutral	-
Essence Graft	1	-	1/Refresh	Enchantment	Sorcery	Other
Gift of Air	1	2	1/Refresh	Enchantment	Protection	Other
Heart of the Swarm	1	2	1/Refresh	Enchantment	Spirit	Self
Ironskin	1	2	1/Refresh	Enchantment	Protection	Other
Poison Glands	1	2	1/Refresh	Enchantment	Death	Other
Resurrect	2	-	1/Refresh	Verbal	Spirit	Other
Troll Blood	1	2	1/Refresh	Enchantment	Protection	Other
6th Level						
Avatar of Nature	1	1	-	Archetype	Neutral	-
Call Lightning	1	-	1/Refresh	Verbal	Flame	20'
Imbue Weapon	1	-	1/Refresh	Enchantment	Death	Other
Naturalize Magic	1	2	1/Refresh	Enchantment	Sorcery	Self
Ranger	2	1	-	Archetype	Neutral	-
Snaring Vines	1	1	1/Refresh	Enchantment	Command	Self
Summoner	2	1	-	Archetype	Neutral	-
Word of Mending	1	-	1/Refresh	Verbal	Sorcery	Touch



HEALER

The Healer class is designed for support and protection, with a focus on restoring and fortifying allies.

EXAMPLES: Hippocrates, Chiron, Galenus, and the Hospitaller

GARB: Red sash and medieval/sword and sorcery looking garb

LOOK THE PART: 1 extra magic point at the Healer's highest level.

ARMOR: None

SHIELDS: None

WEAPONS: Dagger, Magic Staff

MAGIC USER: Healers may purchase five magic points from each level. Unused points from higher levels can be rolled down to lower levels. A list of all magic purchased must be carried at all times. All abilities purchased by Magic Users are Magical abilities.



Name	Cost	Max	Frequency	Type	School	Range
1st Level						
Banish	1	-	1/Life	Verbal	Spirit	20'
Blessing Against Wounds	1	-	1/Life	Enchantment	Protection	Other
Equipment: Shield, Small	2	1	-	Neutral	Neutral	-
Equipment: Weapon, Short	3	2	-	Neutral	Neutral	-
Experienced	2	2	-	Neutral	Neutral	-
Harden	1	-	1/Refresh	Enchantment	Protection	Other
Heal	1	1	Unlimited	Verbal	Spirit	Touch
Release	1	-	2/Life Charge x3	Verbal	Sorcery	Touch
2nd Level						
Adaptive Blessing	1	-	1/Life	Enchantment	Protection	Other
Entangle	1	4	2 Balls / Unlimited	Magic Ball	Subdual	-
Equipment: Weapon, Hinged	3	1	-	Neutral	Neutral	-
Greater Release	1	-	1/Refresh	Verbal	Sorcery	20'
Hold Person	1	-	1/Life Charge x3	Verbal	Command	20'
Innate	2	2	1/Life	Meta-Magic	Neutral	-
Sever Spirit	1	-	1/Life Charge x3	Verbal	Spirit	20'
Shove	1	-	1/Life	Verbal	Sorcery	20'
Summon Dead	1	-	1/Life Charge x3	Verbal	Spirit	50'



Name	Cost	Max	Frequency	Type	School	Range
3rd Level						
Adaptive Protection	1	-	1/Refresh	Enchantment	Protection	Other
Astral Intervention	1	-	1/Life Charge x3	Verbal	Command	20'
Equipment: Shield, Medium	2	1	-	Neutral	Neutral	-
Extension	1	2	1/Life	Meta-Magic	Neutral	-
Greater Harden	1	-	1/Refresh	Enchantment	Protection	Other
Iceball	1	3	1 Ball / Unlimited	Magic Ball	Subdual	-
Mend	1	-	1/Life	Verbal	Sorcery	Touch
Raise Dead	1	-	1/Life	Verbal	Death	Other
Resurrect	1	-	1/Refresh Charge x5	Verbal	Spirit	Other
4th Level						
Blessing Against Harm	1	-	1/Refresh	Enchantment	Protection	Other
Circle of Protection	1	1	1/Refresh Charge x10	Verbal	Protection	Self
Dispel Magic	1	-	1/Refresh	Verbal	Sorcery	20'
Greater Heal	1	-	1/Life	Verbal	Spirit	Touch
Imbue Shield	1	2	2/Refresh	Enchantment	Protection	Other
Protection from Projectiles	1	-	1/Refresh	Enchantment	Protection	Other
Swift	1	2	1/Life	Meta-Magic	Neutral	-
Teleport	1	2	1/Life	Verbal	Sorcery	Touch
5th Level						
Abeyance	1	2	1 Ball / Unlimited	Magic Ball	Subdual	-
Ambulant	1	-	1/Refresh	Meta-Magic	Neutral	-
Blessed Aura	1	-	1/Refresh	Enchantment	Protection	Other
Enlightened Soul	1	-	1/Refresh	Enchantment	Protection	Other
Greater Resurrect	1	-	1/Refresh	Verbal	Spirit	Other
Steal Life Essence	1	2	1/Life	Verbal	Death	Touch
Undead Minion	2	-	1/Refresh	Enchantment	Death	Other
6th Level						
Ancestral Armor	1	-	1/Refresh	Enchantment	Protection	Other
Mass Healing	1	1	1/Refresh	Enchantment	Spirit	Self
Necromancer	1	1	-	Archetype	Neutral	-
Persistent	1	-	1/Life	Meta-Magic	Neutral	-
Phoenix Tears	1	-	1/Refresh	Enchantment	Spirit	Other
Priest	1	1	-	Archetype	Neutral	-
Protection from Magic	1	-	1/Refresh	Enchantment	Protection	Other
Stun	1	4	1/Refresh	Verbal	Sorcery	20'
Warder	2	1	-	Archetype	Neutral	-

WIZARD

The Wizard class is designed for powerful ranged offense and battlefield control, with a focus on damaging and disrupting enemies.

EXAMPLES: Morgana le Fey, Merlin, The Wicked Witch of the West, Carman, Abe no Seimei

GARB: Yellow sash and medieval/sword and sorcery looking garb

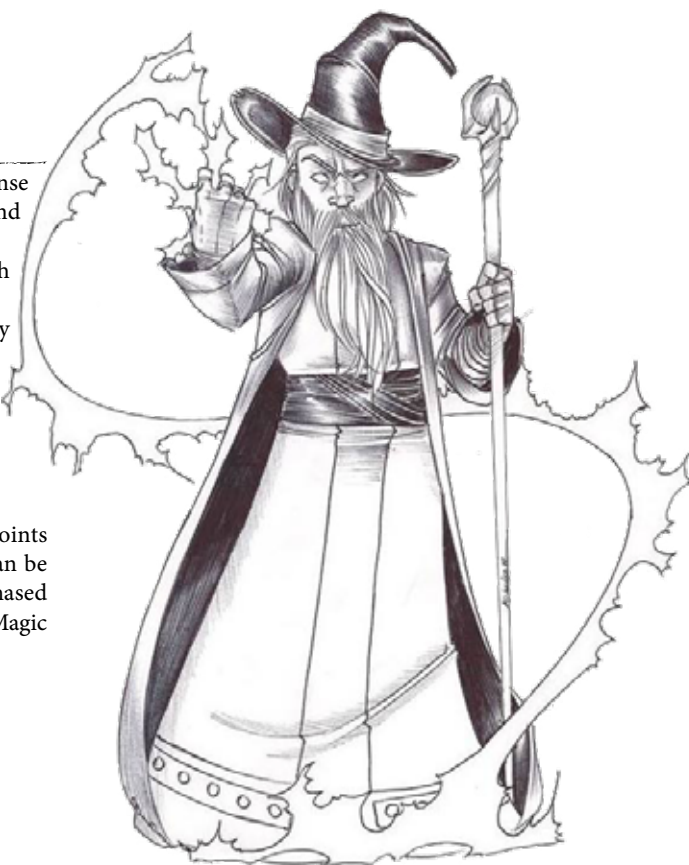
LOOK THE PART: 1 extra magic point at the Wizard's highest level.

ARMOR: None

SHIELDS: None

WEAPONS: Dagger, Magic Staff

MAGIC USER: Wizards may purchase five magic points from each level. Unused points from higher levels can be rolled down to lower levels. A list of all magic purchased must be carried at all times. All abilities purchased by Magic Users are Magical abilities.



Name	Cost	Max	Frequency	Type	School	Range
1st Level						
Banish	1	-	1/Life	Verbal	Spirit	20'
Equipment: Weapon, Short	2	1	-	Neutral	Neutral	-
Experienced	2	2	-	Neutral	Neutral	-
Force Barrier	1	-	1/Life	Verbal	Sorcery	Self
Force Bolt	1	8	3 Balls / Unlimited	Magic Ball	Sorcery	-
Heat Weapon	1	-	1/Life	Verbal	Flame	20'
Mend	1	-	1/Life	Verbal	Sorcery	Touch
Shove	1	-	1/Life Charge x3	Verbal	Sorcery	20'
2nd Level						
Astral Intervention	1	-	1/Life	Verbal	Command	20'
Break Concentration	1	-	1/Life	Verbal	Command	20'
Entangle	1	3	2 Balls / Unlimited	Magic Ball	Subdual	-
Innate	1	-	1/Refresh	Meta-Magic	Neutral	-
Planar Grounding	1	-	1/Refresh	Verbal	Sorcery	20'
Release	1	-	1/Life	Verbal	Sorcery	Touch
Suppression Bolt	1	3	1 Ball / Unlimited	Magic Ball	Subdual	-
Teleport	1	2	1/Life	Verbal	Sorcery	Touch



Name	Cost	Max	Frequency	Type	School	Range
3rd Level						
Dispel Magic	1	-	1/Refresh Charge x3	Verbal	Sorcery	20'
Dragged Below	1	-	1/Refresh	Verbal	Death	20'
Extension	1	2	1/Life	Meta-Magic	Neutral	-
Greater Mend	1	-	1/Refresh	Verbal	Sorcery	Touch
Hold Person	1	-	1/Life	Verbal	Command	20'
Iceball	1	3	1 Ball / Unlimited	Magic Ball	Subdual	-
Lightning Bolt	1	4	1 Ball / Unlimited	Magic Ball	Flame	-
Ravage	1	-	2/Life	Verbal	Death	20'
Shatter Weapon	1	-	1/Refresh	Verbal	Sorcery	20'
Throw	1	-	1/Refresh	Verbal	Sorcery	20'
4th Level						
Destroy Armor	1	-	2/Refresh	Verbal	Death	20'
Dimensional Rift	1	-	1/Refresh	Verbal	Sorcery	20'
Fireball	1	4	1 Ball / Unlimited	Magic-Ball	Flame	-
Icy Blast	1	-	1/Refresh	Verbal	Sorcery	20'
Shatter	1	-	1/Refresh	Verbal	Sorcery	20'
Suppress Aura	1	-	1/Refresh	Verbal	Command	50'
Swift	1	2	1/Life	Meta-Magic	Neutral	-
Vampirism	1	-	1/Refresh	Enchantment	Death	Other
Wounding	1	-	1/Refresh Charge x3	Verbal	Death	20'
5th Level						
Ambulant	1	2	1/Life	Meta-Magic	Neutral	-
Contagion	1	-	1/Refresh	Enchantment	Death	Other
Equipment: Weapon, Long	4	1	-	Neutral	Neutral	-
Phase Bolt	1	4	1 Ball / Unlimited	Magic Ball	Sorcery	-
Pyrotechnics	1	2	1/Refresh	Verbal	Flame	50'
Steal Life Essence	1	2	1/Life	Verbal	Death	Touch
Void Touched	1	2	1/Refresh	Enchantment	Sorcery	Other
Ward Self	1	2	1/Refresh	Enchantment	Protection	Self
6th Level						
Battlemage	2	1	-	Archetype	Neutral	-
Elemental Barrage	1	2	1/Refresh	Verbal	Sorcery	Self
Evoker	2	1	-	Archetype	Neutral	-
Finger of Death	1	-	1/Refresh	Verbal	Death	20'
Persistent	2	-	1/Refresh	Meta-Magic	Neutral	-
Protection from Magic	1	-	1/Refresh	Enchantment	Protection	Other
Sphere of Annihilation	2	1	1 Ball / Unlimited	Magic Ball	Sorcery	-
Warlock	2	1	-	Archetype	Neutral	-
Word of Mending	1	-	1/Refresh	Verbal	Sorcery	Touch



MAGIC AND ABILITIES

Abilities form the basis for class differentiation. In this section is a listing of all the different abilities you might use or encounter. Note: Traits are always on, and thus ignore any incantation requirement listed in an ability.

ABILITIES FORMAT KEY Classes and Levels

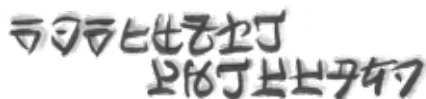
T: Type **S:** School **R:** Range (if any)
I: Incantation and gestures
M: Materials needed
E: Effect
L: Limitations or Restrictions
N: Note

ABEYANCE He 5

T: Magic Ball **S:** Subdual
I: "The strength of aether is mine to evoke" x3
M: Green Magic Ball
E: Target is Stunned for 60 seconds. Ignores armor.

ADAPTIVE BLESSING He 2

T: Enchantment **S:** Protection **R:** Other
I: "I enchant thee with this blessing" x3
M: White strip
E: Bearer becomes Resistant to one of the following Schools: Death, Flame, Subdual, Command, Sorcery. School is chosen at the time of casting. Does not count towards a player's Enchantment limit.
L: May not be worn with any other Enchantments from the Protection School unless the other Enchantment is (ex).



ADAPTIVE PROTECTION He 3, Sc 6

T: Enchantment **S:** Protection **R:** Other
I: "I enchant thee with this protection" x3
M: White strip
E: Bearer becomes Immune to one of the following Schools: Death, Flame, Subdual, Command, Sorcery. School is chosen at the time of casting.

ADRENALINE Bn 3

T: Verbal **S:** Spirit **R:** Self
I: "Adrenaline"
E: Player heals a wound.
L: Kill Trigger.

AGORAPHOBIA Bd 5

T: Verbal **S:** Command **R:** 20'
I: "I command thee to be alone" x3
E: Target must remain at least 20' away from all other living players unless forced there by another ability. Lasts 30 seconds.



AMPLIFICATION Bd 4

T: Enchantment **S:** Sorcery **R:** Touch
M: Yellow Strip
I: "My power amplifies thy voice" x3
E: Bearer gains Extension 1/Refresh Charge x3 (m). Other sources of Extension may not be utilized while Amplification is worn.
N: Does not use up any purchased instances of Extension.

AMBULANT Bd 5, Dr 5, He 5, Wi 5

T: Meta-Magic **S:** Neutral
I: "Ambulant"
E: An incantation may be said while moving.
L: May not be used on the Charge Incantation.
N: Using Ambulant allows both the target indication and Ambulant to be said while moving, but not other Meta-Magics.

ANCESTRAL ARMOR He 6, Wa 6

T: Enchantment **S:** Protection **R:** Other
I: "May this armor protect thee from all forms of harm. May the flames of the fire not burn thee. May the bolts from the heavens not strike thee. May the arrows of your enemies not pierce thee. May this armor protect thee from all forms of harm."
M: White strip
E: The effects of a Magic Ball, projectile weapon, or melee weapon which just struck armor worn by the player are ignored, even if the object would not otherwise affect the armor. The armor loses one point of value in the location struck. This effect will not trigger if the armor has no points left in the location struck. Ancestral Armor is not expended after use and will continue to provide protection until removed with Dispel Magic or similar abilities.
N: Engulfing Effects that do not strike the bearer's armor and abilities that ignore armor entirely do not trigger Ancestral Armor. Phasing equipment interacts with armor worn by the bearer as though Ancestral Armor was not present.

APEX Sc 6

T: Archetype **S:** Neutral
E: Gain Mend 1/Life (ex) and Sleight of Mind (Self) 1/Life (ex).
L: Lose all instances of Evolution, Hold Person, and Pinning Arrow.



ARTIFICER

Ar 6

T: Archetype **S:** Neutral**E:** May wield a Small shield. Gain Greater Mend 2/Refresh Charge x10 (ex). Mend becomes 2/Life Charge x3 (ex). Casting Mend on weapons or shields does not consume a use of Mend.**L:** Rather than the normal amount of Specialty Arrows for an Archer, gain:

- Pinning Arrow 3 Arrows / Unlimited (ex)
- Phase Arrow 1 Arrow / Unlimited (ex)
- Suppression Arrow 1 Arrow / Unlimited (ex)

Look the Part becomes a fourth Pinning Arrow.

N: Must still have a use of Mend remaining to cast on weapons or shields.**ASSASSINATE**

As 1

T: Verbal **S:** Death **R:** 50'**I:** "Assassinate"**E:** The target is Cursed.**L:** May only be used immediately upon killing an enemy.**N:** Assassinate targets the killed enemy and does not require verbal targeting.**ASTRAL INTERVENTION**

He 3, Wi 2

T: Verbal **S:** Command **R:** 20'**I:** "I command thee to retreat into the aether" x3**E:** Target player becomes Insubstantial for 30 seconds.**N:** If cast on self, the caster may end this Insubstantial State at any time by using the exit incantation for Insubstantial.**ATTUNED**

Dr 3

T: Enchantment **S:** Sorcery **R:** Other**I:** "I enchant thee with attune" x3**M:** Yellow strip**E:** May wear an additional Enchantment. Attuned does not count towards the bearer's Enchantment limit.**L:** This ability may not be used in conjunction with any other similar ability.**N:** If Attuned is removed, the bearer chooses which (m) Enchantments to lose to meet their new Enchantment limit, if necessary.**AVATAR OF NATURE**

Dr 6

T: Archetype **S:** Neutral**E:** All the casters Enchantments of level 4 and below are now range Self instead of their previous range. Does not apply to Golem.**AWE**

Bd 3, Pa 1

T: Verbal **S:** Command **R:** 20'**I:** "I command thee awed" x3**E:** Target may not attack or cast Magical abilities at the caster or their carried equipment. Target must remain at least 20' away from the caster unless forced there by another ability. Lasts 30 seconds.**N:** If the caster attacks the target, begins casting another Magical ability at the target or their carried equipment, or dies, this ability's effect is negated.**BANISH**

He 1, Mk 2, Wi 1

T: Verbal **S:** Spirit **R:** 20'**I:** "The spirits banish thee from this place" x3**E:** Target Insubstantial player must return to their base where their Insubstantial State immediately ends.**N:** The target's Insubstantial State is replaced with a new Insubstantial State from Banish. If the Insubstantial State is ended before reaching the base, the rest of the effect is ended as well. If Banish is cast on self, the caster may end this Insubstantial State at any time by using the exit incantation for Insubstantial.**BARKSKIN**

Dr 1

T: Enchantment **S:** Protection **R:** Other**I:** "I enchant thee with barkskin" x3**M:** White strip**E:** Bearer gains one point of Magic Armor.**BATTLEFIELD TRIAGE**

Bd 3

T: Enchantment **S:** Spirit **R:** Touch**I:** "Be a bastion of healing" x3**M:** Three yellow strips**E:** Bearer may cast Heal (m) by incanting "<Player> thou art made whole" and removing an enchantment strip. Enchantment is removed when the last strip is removed.**BATTLEMAGE**

Wi 6

T: Archetype **S:** Neutral**E:** Use of Ambulant becomes unlimited.**L:** May not purchase Enchantments or Magic Balls.**BEAR STRENGTH**

Dr 3, Bn 6

T: Enchantment **S:** Sorcery **R:** Other**I:** "I enchant thee with the strength of the bear" x3**M:** Red strip**E:** Bearer's wielded melee weapons are Shield Crushing.**BERSERK**

Bn 1

T: Enchantment **S:** Sorcery **R:** Self**M:** Red strip**E:** Bearer's wielded melee weapons are Armor Breaking.**BERSERKER**

Bn 6

T: Archetype **S:** Neutral**E:** Gain Momentum Unlimited (ex) (Ambulant).**L:** May not wear Armor, and lose all instances of Blood and Thunder.

BLESSED AURA He 5

T: Enchantment **S:** Protection **R:** Other
I: "I enchant thy person, arms, and armor" x3
M: White strip
E: Resistant to all effects from the next source which would inflict a wound, death, State, or negatively affect them or their carried equipment. Does not trigger against effects cast by the player.

BLESSING AGAINST HARM He 4

T: Enchantment **S:** Protection **R:** Other
I: "I enchant thee against all harm" x3
M: White strip
E: Resistant to all effects from the next source which would inflict a wound, death, State, or other negative effect. Does not trigger against effects cast by the player.

BLESSING AGAINST WOUNDS He 1, Mk 6

T: Enchantment **S:** Protection **R:** Other
I: "I enchant thee against wounds" x3
M: White strip
E: Resistant to wounds. Does not count towards a players Enchantment limit.
L: May not be worn with any other Enchantments from the Protection School unless the other Enchantment is (ex).

BLINK As 3

T: Verbal **S:** Sorcery **R:** Self
I: "I vanish from sight"
E: Player becomes Insubstantial. While Insubstantial in this way, player can move as they wish as long as they remain within 50' from their starting point.
L: Caster may not end State within 10' of a living enemy.
N: If the Insubstantial State is ended, the rest of the effect is ended as well. Caster may end this Insubstantial State at any time by using the exit incantation for Insubstantial.

BLOOD AND THUNDER Bn 6

T: Verbal **S:** Spirit **R:** Self
I: "Blood and Thunder!"
E: Player gains Blessing Against Wounds (ex).
L: Kill Trigger.
N: Player must still wear a white strip to denote Blessing Against Wounds.

BREAK CONCENTRATION Bd 3, Wi 2

T: Verbal **S:** Command **R:** 20'
I: "I command thee suppressed"
E: Target player is Suppressed for 10 seconds.

BRUTAL STRIKE Ap 4, Bn 5

T: Verbal **S:** Death **R:** Unlimited
I: "And stay down!"
E: Target is Cursed. Target is also Suppressed for 30 seconds.
L: Wound Trigger.
N: Brutal Strike targets the wounded or dead player and does not require verbal targeting.

CALL LIGHTNING Dr 6

T: Verbal **S:** Flame **R:** 20'
I: "I call lightning's flame to strike thee" x3
E: Target player dies.

CIRCLE OF PROTECTION He 4

T: Verbal **S:** Protection **R:** Touch
I: "Circle of Protection" x3
E: The caster and up to five willing players within Touch range of the caster immediately have all States and Ongoing Effects removed and then become Insubstantial.
All targets:
- May not move from their starting location, and are unaffected by abilities that allow or require the player to move.
- May use abilities on players and their carried equipment who became Insubstantial due to the same casting of Circle of Protection as though they were not Insubstantial.
- May end this Insubstantial State at any time by using the exit incantation for Insubstantial.
The caster may end Circle of Protection for all targets at any time by using the exit incantation for Insubstantial. If the Insubstantial State is ended for a target, the Ongoing Effects of Circle of Protection no longer apply to that player.
N: If a player is prevented from becoming Insubstantial, they are unaffected by Circle of Protection.

COMBAT CASTER Bd 6

T: Archetype **S:** Neutral
E: Does not require an empty hand to cast abilities.

CONFIDENCE Bd 1

T: Verbal **S:** Sorcery **R:** Other
I: "My power grants thee confidence"
E: Target player may instantly Charge a single ability.
L: May not be used within 20' of a living enemy.

CONTAGION Wi 5

T: Enchantment **S:** Death **R:** Other
I: "May thou bear this plague to all" x3
M: Red strip
E: Bearers wielded melee weapons are Wounds Kill. Bearer is Fragile.



CORROSIVE MIST

Dr 2

T: Enchantment S: Death R: Touch

I: *"The mists of corrosion surround thee"* x3

M: Three red strips

E: Bearer may cast Destroy Armor (m) by incanting "*<Player> the mists of corrosion destroy your <armor location> armor*" and removing an enchantment strip. Enchantment is removed when the last strip is removed.

CORRUPTOR

Ap 6

T: Archetype S: Neutral

E: Gain Void Touched (Self) 2/Refresh (m). All uses of Terror become 1/Life Charge x10 (m).

L: May not wield Great Weapons or Javelins and lose all instances of Flame Blade.

COUP DE GRACE

As 6

T: Verbal S: Death R: 20'

I: *"Death shall come for thee"* x3

E: Target player dies.

L: Target must be wounded when the caster begins the Incantation.

N: Even if the target has no wounds at the end of the Incantation they will still die.

DERVISH

Bd 6

T: Archetype S: Neutral

E: Equipment costs are doubled. Each Verbal purchased gives double the uses. Example: 1/Life Charge x3 becomes 2/Life Charge x3, 2/Life becomes 4/Life, 1/Refresh becomes 2/Refresh.

DESTROY ARMOR

Wi 4

T: Verbal S: Death R: 20'

I: *"Death destroys thy [hit location] armor"* x3

E: Remove all armor points from target hit location.

N: Destroy Armor targets the player but affects the Hit Location. Visibility can be drawn to any part of the player, not just the desired Hit Location. Immunities, resistances, and other protections will only protect the armor from Destroy Armor if they specifically extend to the armor, such as Blessed Aura. Abilities like Enlightened Soul, Protection from Magic, and Adaptive Protection (Death) do not extend to armor and thus cannot protect against Destroy Armor. Ancestral Armor does not protect against verbal magic and thus cannot protect against Destroy Armor.

DESTRUCTION ARROW

Ar 1

T: Specialty Arrow S: Sorcery

I: *"Destruction Arrow"*

M: Arrow with red head cover labeled 'Destruction'.

E: This arrow is Armor Destroying and Shield Destroying. Armor Destroying and Shield Destroying are applied after the normal effect of being hit with an arrow is applied.

DIMENSIONAL RIFT

Wi 4

T: Verbal S: Sorcery R: 20'

I: *"The power of the aether consumes thee"* x3

E: Target Insubstantial player dies.

DISCORDIA

Bd 5

T: Enchantment S: Command R: Self

I: *"My discordant melodies shall stymie my foes"* x3

M: Five red strips

E: Bearer may cast Break Concentration (m) by incanting "*<Player> thou art suppressed*" and removing an enchantment strip. Enchantment is removed when the last strip is removed.

DISPEL MAGIC

Dr 3, He 4, Sc 3, Wi 3

T: Verbal S: Sorcery R: 20'

I: *"By my power I dispel that magic"* x3

E: All Enchantments on target are removed.

N: Will always remove Enchantments if successfully cast on a valid target, regardless of the player's Traits, States, Immunities, Ongoing Effects, or Enchantments (except Sleight of Mind).

DROGGED BELOW

Wi 3

T: Verbal S: Death R: 20'

I: *"Death comes for thee from below"* x3

E: Target Stopped player dies.

ELEMENTAL BARRAGE

Wi 6

T: Verbal S: Sorcery R: Self

I: *"I am filled with the power of magic"*

E: Caster may use Magic Balls they are currently carrying by stating the name of the Magic Ball immediately prior to throwing the ball in place of the incantation.

L: This magic ends if the caster picks up any additional Magic Balls or begins casting any new Magical abilities.

N: The effect is not an incantation, and so is not stopped by being Suppressed, and may be used while moving, etc.

E.P. 31, 90th of Marching

A sharp sword and a strong arm? What need do I have of these things? I command the very power of the planes. With a word I can summon fire and storms, kill you, or send your body to the Aether. I have no need of steel for I can take your immortal soul.

- Lotus Brighthawk, Archmage



EMPOWER

Bd 2

T: Verbal **S:** Sorcery **R:** Other**I:** "I empower thee"**E:** Target player regains one use of any per-life ability they have expended.**L:** Does not function on Empower, Confidence, or Restoration.**N:** Does not allow a player to have more than their maximum uses of an ability.**ENLIGHTENED SOUL**

He 5, Mk 1

T: Enchantment **S:** Protection **R:** Other**I:** "A distant magic has no hold upon thy now enlightened soul" x3**M:** White strip**E:** Player is unaffected by Verbal Magical abilities used at a Range greater than Touch.**L:** Affects beneficial as well as harmful Magical abilities.**N:** Does not affect (ex) abilities, abilities with a Range of Touch, nor abilities whose Range is greater than Touch but are used at a Range of Touch anyway.**ENTANGLE**

Dr 1, He 2, Wi 2

T: Magic Ball **S:** Subdual**I:** "The strength of earth is mine to evoke" x3**M:** Brown Magic Ball**E:** Target is Stopped for 60 seconds. Engulfing.**EQUIPMENT: ARMOR, 1 POINT**

Bd 2, Bd 6

T: Neutral**E:** Your class maximum armor limit increases one additional point.**EQUIPMENT: SHIELD, MEDIUM**

Bd 5, He 3

T: Neutral**E:** May wield up to a Medium shield (but may carry extras).**EQUIPMENT: SHIELD, SMALL**

Bd 3, Dr 2, He 1

T: Neutral**E:** May wield a Small shield (but may carry extras).**EQUIPMENT: WEAPON, GREAT**

Dr 5

T: Neutral**E:** May wield one Great weapon at a time for each instance purchased (but may carry extras).**EQUIPMENT: WEAPON, HINGED**

He 2

T: Neutral**E:** May wield one Hinged weapon at a time for each instance purchased (but may carry extras).**EQUIPMENT: WEAPON, LONG**

Bd 4, Dr 4, Wi 5

T: Neutral**E:** May wield one Long weapon at a time for each instance purchased (but may carry extras).**EQUIPMENT: WEAPON, SHORT**

Bd 1, Dr 1, He 1, Wi 1

T: Neutral**E:** May wield one Short weapon at a time for each instance purchased (but may carry extras).**ESSENCE GRAFT**

Dr 5

T: Enchantment **S:** Sorcery **R:** Other**I:** "I enchant thee with essence graft" x3**M:** Yellow strip**E:** Bearer may wear up to three additional Enchantments. Essence Graft does not count towards the bearer's Enchantment limit.**L:** Bearer may only wear (m) Enchantments from the caster of Essence Graft. This ability may not be used in conjunction with any other similar abilities.**N:** If Essence Graft is removed, the bearer chooses which (m) Enchantments to lose to meet their new Enchantment limit, if necessary.**EVOKER**

Wi 6

T: Archetype **S:** Neutral**E:** May not purchase Verbals with a range of 20' or 50'. Elemental Barrage becomes Charge x10.**N:** Elemental Barrage must still be purchased.**EVOLUTION**

Sc 4

T: Enchantment **S:** Sorcery **R:** Self**E:** May wear an additional Enchantment. Evolution does not count towards the bearer's Enchantment limit.**N:** This ability does work in conjunction with Attuned, Essence Graft, or Phoenix Tears so long as the other limitations of those Enchantments are followed.**EXPERIENCED**

Bd 1, Dr 1, He 1, Wi 1

T: Neutral **S:** Neutral**E:** A single per-life Verbal purchased becomes Charge x5 in addition to the normal frequency OR a single per-refresh Verbal purchased becomes Charge x10 in addition to the normal frequency. This Verbal must be determined before the game begins and cannot be changed.**L:** Verbal must be 4th level or lower.

EXTEND IMMUNITIES

Pa 3

T: Enchantment **S:** Protection **R:** Other
I: *"May the blessing of my god protect thee"* x3
M: White strip
E: The target player gains either Immune to Command or Immune to Death.
L: Type of ability must be chosen at the time of casting and may not be changed. The caster may only have one instance of Extend Immunities at a time.

EXTENSION

Bd 3, Dr 3, He 3, Wi 3

T: Meta-Magic **S:** Neutral
I: *"Extension"*
E: Verbal becomes 50'. Only works on Verbals with a range of 20'.

FINGER OF DEATH

Wi 6

T: Verbal **S:** Death **R:** 20'
I: *"I call upon death to smite thee"* x3
E: Target player dies.

FIREBALL

Wi 4, Ap 6

T: Magic Ball **S:** Flame
I: *"The flame of fire is mine to evoke"* x3
M: Red Magic Ball
E: Fireball will have one of the following effects on the object first struck:
1. A weapon hit is destroyed
2. A Shield hit is subject to Shield Destroying
3. Armor hit with Armor Points remaining is subject to Armor Destroying.
4. A player hit dies.



FLAME BLADE

Ap 6, Dr 4

T: Enchantment **S:** Flame **R:** Other
I: *"The element of fire shall infuse your weapons"* x3
M: Red strip and white strip
E: Bearer's wielded melee weapons are Armor Breaking and Shield Crushing. Bearer and their wielded weapons are Immune to Flame.

FORCE BARRIER

Wi 1

T: Verbal **S:** Sorcery **R:** Self
I: *"I shall not be harmed"*
E: Player is Frozen for 10 seconds.



FORCE BOLT

Mk 6, Dr 2, Wi 1

T: Magic Ball **S:** Sorcery
I: *"Forcebolt"* x3
M: Blue Magic Ball
E: Force Bolt will have one of the following effects on the object first struck:
1. A weapon hit is destroyed
2. Armor hit with Armor Points remaining is subject to Armor Breaking.
3. A player hit receives a wound to that hit location.

GIFT OF AIR

Dr 5

T: Enchantment **S:** Protection **R:** Other
I: *"I grant thee a gift of the air"* x3
M: White strip
E: The effects of any weapon or ammunition which just struck the bearer are ignored, instead the bearer declares *"Gift of Air"* and becomes Insubstantial. If the bearer is wearing armor it is affected as normal in addition to triggering Gift of Air. Bearer may choose to return directly to their base immediately after Gift of Air activates. Melee weapons with the Siege, Armor Breaking, Armor Destroying, Shield Crushing, or Shield Destroying Special Effects will affect the bearer as normal and do not trigger Gift of Air.
L: Bearer may not wield weapons or Shields.
N: If the Insubstantial State is ended, the player is not required to continue returning to base. Bearer may end this Insubstantial State at any time by using the exit incantation for Insubstantial.

GIFT OF EARTH

Dr 2

T: Enchantment **S:** Protection **R:** Other
I: *"I grant thee a gift of the earth"* x3
M: White strip
E: Bearer gains one point of Magic Armor and is affected as per Harden.

GIFT OF FIRE

Dr 3

T: Enchantment **S:** Flame **R:** Other
I: *"I grant thee a gift of the fire"* x3
M: Red strip and white strip
E: Bearer gains Heat Weapon 1/Refresh Charge x3 (m) and is Immune to Flame.

GIFT OF WATER

Dr 4

T: Enchantment **S:** Sorcery **R:** Other
I: *"I grant thee a gift of the water"* x3
M: White strip and yellow strip
E: Bearer gains one point of Magic Armor and Heal (Self) Unlimited (m).



GOLEM

Dr 4

T: Enchantment **S:** Sorcery **R:** Other**I:** *"From earth and clay I form thee"* x3**M:** White strip and yellow strip

E: Bearer is Immune to Death. Bearer is Cursed. Bearer can remove a wound via Mend. Bearer may use the caster as an alternate respawn point while the caster is alive. Bearer may treat the caster as a base for the purposes of the effects which require the bearer to go to their base. Non-magical armor worn affected as per Imbue Armor. All Enchantments worn by the Bearer, including Golem, are Persistent while Golem is worn.

L: A caster may only have a single Golem Enchantment at a time.

N: Greater Mend and Word of Mending will not remove a wound.

GREATER HARDEN

Wa 6, He 3

T: Enchantment **S:** Protection **R:** Other**I:** *"I enchant thee with Greater Harden"* x3**M:** White strip

E: Shields and weapons wielded by the player are affected as per Harden.

GREATER HEAL

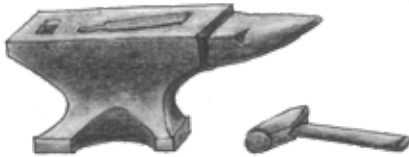
He 4, Pa 2

T: Verbal **S:** Spirit **R:** Touch**I:** *"By the grace of the divine thou art healed"* x5**E:** All wounds are healed. Ignores the Cursed State.**GREATER MEND**

Ar 6, Dr 3, Wi 3

T: Verbal **S:** Sorcery **R:** Touch**I:** *"Return this <object name> to its former glory"* x5

E: Will restore all armor points in one location or repair a damaged or broken item.

**GREATER RELEASE**

Bd 2, He 2

T: Verbal **S:** Sorcery **R:** 20'**I:** *"From all thine afflictions thou art released"* x2

E: All Ongoing Effects and States are removed from the target. The caster may choose to leave some States or Effects in place. Greater Release may target Dead players.

N: When used to end a State or Ongoing Effect imposed by an ability with multiple effects, all other States and Ongoing Effects from the same source are also ended.

GREATER RESURRECT

He 5, Pa 4

T: Verbal **S:** Spirit **R:** Other**I:** *"By the grace of the divine thou art resurrected"* x5

E: Target dead player who has not moved more than 5' from where they died is returned to life. Any wounds on the player are healed. Works regardless of any States on the target, and removes Cursed if present.

N: Enchantments on the player are retained.

GUARDIAN

Pa 6

T: Archetype **S:** Neutral

E: Gain Imbue Shield (Touch) 1/Life (m) and Martyr (Other) 2/Life Charge x3 (ex).

L: Lose all instances of Extend Immunities and Protection from Magic. May only have one instance of Imbue Shield active at a time.

HARDEN

He 1, Wa 1

T: Enchantment **S:** Protection **R:** Other**I:** *"I enchant thee with Harden"* x3**M:** White strip

E: Bearer's wielded weapons or shield may only be destroyed or damaged by Magic Balls/Verbals which destroy objects e.g. Fireball or Pyrotechnics.

L: Will only affect either the weapons or the shield of the bearer, not both.

HEAL

Dr 2, He 1, Mk 1, Sc 1

T: Verbal **S:** Spirit **R:** Touch**I:** *"The white light of healing hath healed thee."* x5**E:** Target player heals a wound.**HEART OF THE SWARM**

Bd 5, Dr 5

T: Enchantment **S:** Spirit **R:** Self

I: *"Let all those who oppose the hive feel the wrath of the swarm"* x3

M: Yellow strip

E: Bearer is Stopped. Any player on the bearer's team may use the bearer as their respawn point as per the normal game rules. Players respawning at the caster do so by announcing *"My life for the swarm."* Players on the bearer's team may treat the bearer as a base for the purposes of the effects which require the teammate to go to their base.

L: Players cannot respawn at the bearer if there are living enemy players or a game objective within 20' of the bearer.

HEAT WEAPON

Dr 1, Wi 1

T: Verbal **S:** Flame **R:** 20'**I:** *"I call upon flame to heat that [type of weapon]"* x3

E: Target weapon may not be wielded for 30 seconds. Players who are Immune to Flame may continue to wield the weapon.

N: The equipment, not the person, is the target of Heat Weapon. The equipment is the only thing required to be within range and visible for this ability to affect it.



HOLD PERSON

As 4, He 2, Sc 5, Wi 3

T: Verbal **S:** Command **R:** 20'

I: "I command thee to stop" x3

E: Target player becomes Stopped for 30 seconds.

HUNTER

Sc 6

T: Archetype **S:** Neutral

E: May wield Great weapons and Javelins.

Pick one:

-Hold Person becomes 1/Life Charge x3 (m).

-Pinning Arrow becomes 2 Arrows / Unlimited (ex)

L: May not wield shields. Lose all instances of Evolution and Release.

N: Gain the benefit of an option only if that ability was chosen at level 4.

ICEBALL

Dr 4, He 3, Wi 3

T: Magic Ball **S:** Subdual

I: "The strength of ice is mine to evoke" x3

M: White Magic Ball

E: Target player becomes Frozen for 60 seconds. Engulfing.

ICY BLAST

Dr 3, Wi 4

T: Verbal **S:** Sorcery **R:** 20'

I: "My power makes thee frozen" x3

E: Target player becomes Frozen for 30 seconds.

IMBUE ARMOR

Wa 6, Dr 1

T: Enchantment **S:** Protection **R:** Other

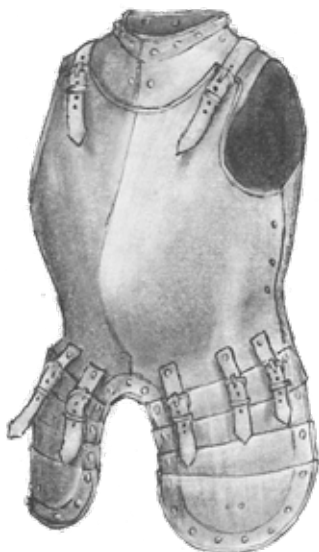
I: "I enchant thee with Imbued Armor" x3

M: White strip

E: Armor worn by the bearer gains 1 Armor Point to its current and maximum rating in each location, up to the bearer's class maximum.

L: Does not apply to Magic Armor. A player may only benefit from one instance of Imbue Armor.

N: When this enchantment is removed, the bearer loses 1 current and maximum Armor Point in each location.



IMBUE SHIELD

Pa 6, He 4

T: Enchantment **S:** Protection **R:** Other

I: "This Shield shall neither bend nor break" x3

M: White strip

E: Shield wielded by the player cannot be destroyed nor damaged. Engulfing effects hitting the wielded shield are ignored.

IMBUE WEAPON

Dr 6

T: Enchantment **S:** Death **R:** Other

I: "I enchant thee to slay all foes" x3

M: Red strip

E: Bearer's wielded melee weapons are Wounds Kill.

INFERNAL

Ap 6

T: Archetype **S:** Neutral

E: Gain Fireball 2 Balls / Unlimited (m). Flame Blade becomes (Self) 2/Refresh Charge x5.

L: May not wield shields and lose all instances of Steal Life Essence.

INNATE

Mk 6, Bd 2, Dr 2, He 2, Wi 2

T: Meta-Magic **S:** Neutral

I: "Innate"

E: May be used to instantly Charge a single ability by stating its name.

INQUISITOR

Pa 6

T: Archetype **S:** Neutral

E: Gain Sacred Blades (Self) 1/Life (ex)

L: Lose all instances of Greater Resurrect.

INSULT

Bd 1, Wa 1

T: Verbal **S:** Command **R:** 20'

I: "I command thy attention" x3

E: Target is unable to attack or cast Magical abilities at anyone other than the caster or their carried equipment for 30 seconds, or until either party dies. If the target of Insult is attacked or has Magical abilities cast on them or their carried equipment by someone other than the caster, the target of Insult becomes able to choose to attack the offending party as well.

N: The target may still charge and throw Magic Balls at the caster.

IRONSKIN

Dr 5

T: Enchantment **S:** Protection **R:** Other

I: "I enchant thee with Ironskin" x3

M: White strip

E: Bearer is Immune to Flame and gains two points Magic Armor affected as per Ancestral Armor.

JUGGERNAUT

Wa 6

T: Archetype **S:** Neutral

E: Gain Imbue Armor (T) and Phoenix Tears (Self) 3/Refresh (ex) (Swift). Replace Harden with Greater Harden (Self) (ex) at the same frequency.

L: Lose all instances of Ancestral Armor and True Grit.

LEGEND

Bd 6

T: Archetype **S:** Neutral
E: Each Extension purchased gives double the uses.
 Example: 1/Life becomes 2/Life. Swift may not be purchased or used.

LIGHTNING BOLT

Wi 3

T: Magic Ball **S:** Flame
I: *"The flame of storms is mine to evoke"* x3
M: Yellow Magic Ball
E: A player struck is subject to an Engulfing Stopped effect for 60 seconds. In addition Lightning Bolt will have one of the following effects on the object first struck:

1. A weapon hit is destroyed
2. Armor hit with Armor Points remaining is subject to Armor Breaking.
3. A player hit receives a wound in that hit location.

LOST

Bd 5

T: Verbal **S:** Command **R:** 20'
I: *"I command thee to be lost"* x3
E: Player becomes Insustantial and must move directly to their base. Player must end their Insustantial State as per normal once they reach their base.
N: If the Insustantial State is ended before reaching the base, the rest of the effect is ended as well. If Lost is cast on self, the caster may end this Insustantial State at any time by using the exit incantation for Insustantial.



LYCANTHROPY

Dr 4

T: Enchantment **S:** Death **R:** Other
I: *"I enchant thee with Lycanthopy"* x3
M: White strip and red strip
E: Bearer gains two points of magic armor. Bearer's wielded melee weapons are Shield Crushing. Bearer is Immune to Command.

MARAUDER

Wa 6

T: Archetype **S:** Neutral
E: Gain Momentum Unlimited (ex) (Ambulant). Insult becomes 1/Life Charge x5 (m) (Ambulant).
L: Maximum Armor becomes 4pts. May not wield Large shields. Ancestral Armor is no longer chargeable.

MARTYR

Pa 6

T: Verbal **S:** Spirit **R:** Other
I: *"Thy burdens are mine to bear."*
E: A single State is removed from target willing player. The caster gains the removed State with a new duration of 10 seconds.
L: Cannot be cast while Cursed. Caster may not remove themselves from Insustantial states gained this way.

MASS HEALING

He 6

T: Enchantment **S:** Spirit **R:** Self
I: *"Let the powers of healing flow through me"* x3
M: Five yellow strips
E: Caster may Heal (m) a player at Touch by stating *"I grant thee healing"* and removing an enchantment strip. Enchantment is removed when the last strip is removed.
N: The effect is not an incantation, and so is not stopped by being Suppressed, and may be used while moving, etc.

MEDIUM

Mk 6

T: Archetype **S:** Neutral
E: Gain Blessing Against Wounds (Touch) 1/Life (ex), Sever Spirit 1/Life Charge x3 (ex), and Swift 2/Life (ex). Abilities in the Spirit school become Charge x3.
L: May not wear Armor nor wield Great weapons.

MEND

Ar 2, Bd 2, Dr 1, He 3, Wi 1

T: Verbal **S:** Sorcery **R:** Touch
I: *"I make this item whole again"* x5
E: Destroyed or damaged item is repaired, or one point of armor in one location is repaired.

MISSILE BLOCK

Mk 1

T: Enchantment **S:** Protection **R:** Self
E: Player may block arrows, projectile weapons, and Magic Balls with their hands and wielded melee or thrown weapons. Any arrow, projectile weapon or magic ball blocked is nullified.

MOMENTUM

Ar 6, Bn 6, Wa 6,

T: Verbal **S:** Sorcery **R:** Self
I: *"Momentum"*
E: May be used to instantly Charge a single ability by stating its name.
L: Kill Trigger



MYSTIC

Mk 6

T: Archetype **S:** Neutral
E: Gain Force Bolt 4 Balls / Unlimited (m) and Suppression Bolt 2 Balls / Unlimited (m).
L: May not wield Heavy Thrown. Lose all instances of Resurrect.

NATURALIZE MAGIC

Dr 6

T: Enchantment **S:** Sorcery **R:** Self
I: *"I shall restore the balance"* x3
M: Three red strips
E: Bearer may cast Dispel Magic (m) by incanting "*<Player> thou art dispelled*" and removing an enchantment strip. Enchantment is removed when the last strip is removed.

NECROMANCER

He 6

T: Archetype **S:** Neutral
E: All abilities purchased in the Death School become Charge x3. You may have a combined total of five Undead Minion Enchantments.
L: You may not purchase any abilities from the Protection School.

PERSISTENT

He 6, Wi 6

T: Meta-Magic **S:** Neutral
I: *"Persistent"*
E: Enchantment returns with the user after respawning until it has been otherwise removed.
N: Persistent is a Meta-Magic; it must be used before another incantation, and affects the next ability cast by that same caster. Persistent does not retroactively make an enchantment already on a player Persistent. Persistent Enchantments with limited uses (Mass Healing, Corrosive Mist, etc.) will retain the number of uses they had remaining. Persistent Magic Armor behaves like normal armor: it will be repaired upon respawning or retain any prior damage if the bearer is returned to life by some other method, such as Resurrect.

PHASE ARROW

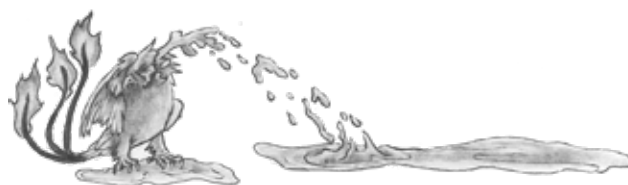
Ar 6

T: Specialty Arrow **S:** Sorcery
I: *"Phase Arrow"*
M: Arrow with gray cover labeled 'Phase'.
E: This arrow is Phasing.

PHASE BOLT

Wi 5

T: Magic Ball **S:** Sorcery
I: *"The power of sorcery is mine to evoke"* x3
M: Gray Magic Ball
E: This Magic Ball is Phasing. Additionally, will have one of the following effects:
1. A weapon hit is destroyed
2. Armor hit with Armor Points remaining is subject to Armor Breaking.
3. A player hit receives a wound in that hit location.



PHOENIX TEARS

Wa 6, He 6

T: Enchantment **S:** Spirit **R:** Self
I: *"May the tears of the phoenix wash over thee"*
M: Two white strips
E: Enchanted player does not die as normal. When the player would otherwise die they instead become Frozen for 30 seconds. If the player is still enchanted when the Frozen State elapses or is removed:
1. Remove all wounds.
2. Remove all States that would be removed by death or respawning.
3. Remove all Ongoing Effects with a timer.
4. Repair all carried equipment.
5. Remove all non-persistent enchantments other than Phoenix Tears.
6. Remove a strip.

Additionally, Phoenix Tears allows you to wear an extra Enchantment from the Protection School. This extra enchantment is considered Persistent as long as Phoenix Tears is present. The additional Enchantment is not removed once Phoenix Tears is removed.

N: Phoenix Tears is removed when the last strip is removed. If Phoenix Tears is removed, the bearer chooses which (m) Enchantments to lose to meet their new Enchantment limit, if necessary.

PINNING ARROW

Ar 1, Sc 5

T: Specialty Arrow **S:** Sorcery
I: *"Pinning Arrow"*
M: Arrow with yellow head cover labeled 'Pinning'.
E: A player struck by this arrow is Stopped for 30 seconds. Engulfing.

PLANAR GROUNDING

Wi 2

T: Verbal **S:** Sorcery **R:** 20'
I: *"My power closes the aether to you"* x3
E: Target player has their Insubstantial State removed and may not become Insubstantial for 30 seconds. May be cast on players who are not currently Insubstantial.
N: Planar Grounding causes Enchantments that automatically render their bearer Insubstantial, such as Gift of Air, to fail and be removed if they activate while Planar Grounding is in effect.

POISON

Ap 2, As 1, Dr 2

T: Enchantment **S:** Death **R:** Self
I: *"I coat these weapons with a deadly poison"* x2
M: Red strip
E: The next wound dealt by the bearer with a wielded melee weapon is Wounds Kill.
N: If the target does not actually receive a wound, e.g. by a Resistance, Poison is not expended.



POISON ARROW

Ar 1, As 2

T: Specialty Arrow **S:** Death
I: "Poison Arrow"
M: Arrow with green head cover labeled 'Poison'.
E: This arrow is Wounds Kill.

POISON GLANDS

Dr 5

T: Enchantment **S:** Death **R:** Other
I: "Thou shalt secrete poison from thy venomous glands" x3
M: Red strip
E: Bearer gains Poison (Self) 1/Refresh Charge x3 (ex).

PRIEST

He 6

T: Archetype **S:** Neutral
E: Meta-Magic may only be used on Spirit abilities. All Meta-Magics purchased become 1/Life Charge x3. Heal costs zero points.

PROTECTION FROM MAGIC

He 6, Pa 6, Wi 6

T: Enchantment **S:** Protection **R:** Other
I: "I enchant thee with protection from magic" x3
M: White strip
E: Bearer is unaffected by Magical abilities from any school. Upon death the player is Cursed.
N: This effect does not interact with other Enchantments worn by the bearer.

PROTECTION FROM PROJECTILES

He 4

T: Enchantment **S:** Protection **R:** Other
I: "I enchant thee with Protection from Projectiles" x3
M: White strip
E: Bearer is unaffected by ammunition, thrown javelins, rocks, and thrown weapons. Engulfing effects from those objects, such as Pinning Arrow, do not affect the player.
N: Equipment can still be affected by the above. Does not protect bearer against Magic Balls.

PYROTECHNICS

Wi 5

T: Verbal **S:** Flame **R:** 50'
I: "I call upon the element of flame to destroy thy belongings" x3
E: All shields and weapons carried by the target player are destroyed.
L: Only affects shields and weapons carried when the Verbal is completed.
N: Pyrotechnics targets the player but affects their equipment. Immunities, resistances, and other protections will only protect the equipment from Pyrotechnics if they specifically extend to the equipment, such as Blessed Aura or Flame Blade. Abilities like Enlightened Soul, Protection from Magic, and Adaptive Protection (Flame) do not extend to equipment and thus cannot protect from Pyrotechnics.

RAGE

Bn 1

T: Verbal **S:** Sorcery **R:** Self
I: "I am filled with rage!"
E: Caster is unaffected by Verbal abilities and their wielded melee weapons are Shield Crushing and Armor Breaking for seven seconds. Caster must count this time out loud, audible to 50'; failure to count ends the effect.

RAIDER

Bn 6

T: Archetype **S:** Neutral
E: Gain Bear Strength (Self) 1/Life (ex). Look the Part becomes an additional use of Brutal Strike.
L: Lose all instances of Rage.

RAISE DEAD

He 3

T: Verbal **S:** Death **R:** Touch
I: "Rise and fight again" x5
E: Target dead player who has not moved more than 5' from where they died is returned to life and is Cursed. Target is also Suppressed for 30 seconds. Non-Persistent Enchantments on the player are removed before the player returns to life. Any wounds on the player are healed.

RANGER

Dr 6

T: Archetype **S:** Neutral
E: May use Bows. The cost of all available Equipment is reduced to zero points. Enchantment costs are doubled.



RAVAGE

Wi 3

T: Verbal **S:** Death **R:** 20'
I: "Death shall make thee fragile" x3
E: Target player is Fragile.

REGENERATION

Dr 3

T: Enchantment **S:** Spirit **R:** Other
I: "I grant thee the power of regeneration" x3
M: Yellow strip
E: Bearer gains Heal (Self) Unlimited (m) (Swift).
L: The Heal granted by Regeneration may not be used within 10' of a living enemy.
N: Bearer must state Swift normally.



RELEASE

Bd 1, Dr 2, He 1, Sc 2, Wi 2

T: Verbal **S:** Sorcery **R:** Touch

I: "From thy bindings thou art released" x5

E: A single Ongoing Effect or State is removed from the target. Casters choice.

L: Cannot remove Cursed. When used to end a State or Ongoing Effect imposed by an ability with multiple effects, all other States and Ongoing Effects from the same source are also ended.

RELOAD

Ar 1

T: Verbal **S:** Sorcery **R:** Self

I: "I nocked my arrows to my bow, I let them fly, my quiver is low. Now I pause to go reload." x3

E: Player becomes Invulnerable and may move about the field retrieving their arrows. The player may remove their Invulnerable State in the location they started or at base by stating, "I return with a full quiver" x3.

L: Must stay at least 10' away from other players at all times. A player may not exit Reload at an alternate base location, such as Heart of the Swarm, in this way.

N: May ask reeve for assistance in retrieving arrows that are within 10' of other players.

RESTORATION

Bd 4

T: Verbal **S:** Sorcery **R:** Other

I: "I restore thee to thy full potency"

E: Player has all uses of their per-life abilities restored.

L: Does not function on Empower, Confidence, or Restoration.

RESURRECT

Dr 5, He 3, Mk 5

T: Verbal **S:** Spirit **R:** Other

I: "Sword Cut, spear stab, mace smash, arrow jab,

Let the white light of healing descend on thee.

Let the white light of healing stop thy spilling blood.

Let the white light of healing mend thy bones.

Let the white light of healing close thy wounds.

Let the white light of healing restore thy vigor.

The white light of healing hath resurrected thee."

E: Target dead player who has not moved more than 5' from where they died is returned to life. Non-Persistent Enchantments on the player are removed before the player returns to life. Any wounds on the player are healed.

ROGUE

As 6

T: Archetype **S:** Neutral

E: Regain a use of Coup de Grace upon killing a player with a thrown weapon.

L: May not wield Bows nor Long weapons.

Discovering Answers

In all my travels shifting through the plains and marching through the realms I found that few frustrations were constant.

One is foes with thickened skin or divine blessings that prevent blades from striking true.

I come to you with an answer from origins I could not say, for the memory was lost to me. But this ritual should work, even outside of the vanishing kingdom.

-Sir Render of the Mirage Mountains

SACRED BLADES

Pa 6

T: Enchantment **S:** Sorcery **R:** Self

I: "I sanctify these weapons to smite the wicked" x2

M: White strip and Red strip

E: Bearer's wielded weapons are affected as per Harden. Bearer's wielded melee weapons and any special effects delivered by them ignore magic armor and resistances that prevent wounds.

SANCTUARY

Mk 3

T: Verbal **S:** Protection **R:** Self

I: "Sanctuary"

E: Player and their carried equipment are unaffected by hostile actions originating from within 20'. Must Chant "sanctuary". Player may end Sanctuary at any time by ceasing to chant and declaring "No longer in sanctuary" or by picking up a weapon with their hand.

L: If the player is voluntarily touching (other than blocking) or carrying weapons in any fashion (tucked under arms, tied to thongs, etc) at any point during Sanctuary then they may only voluntarily end Sanctuary within 20' of a friendly base, and must continue chanting until there. Player may not cast this ability while they have any weapons in hand. Cannot interact with game items nor game objectives, nor impede the play of other people in any manner, and must immediately move to avoid such situations. May not come within 20' of a non-friendly base.

N: The exit declaration must be audible out to 20 feet.

SCAVENGE

Wa 2

T: Verbal **S:** Sorcery **R:** Self

I: "Scavenge"

E: Destroyed or damaged item is repaired, or one point of armor in one location is repaired.

L: Kill Trigger.



SEVER SPIRIT

Mk 6, He 2

T: Verbal **S:** Spirit **R:** 20'

I: "The spirits lay a curse on thee." x3

E: Target dead player is Cursed. Any Enchantments on the player are removed.

L: Target must be dead when the caster begins the Incantation.

N: Will always remove enchantments if successfully cast on a valid target, regardless of the player's Traits, States, Immunities, Ongoing Effects, or Enchantments.

SHADOW STEP

As 1, Sc 3

T: Verbal **S:** Sorcery **R:** Self

I: "I step into the shadows"

E: Player becomes Insubstantial. Shadow Step may be cast while moving.

N: Caster may end this Insubstantial State at any time by using the exit incantation for Insubstantial.

SHAKE IT OFF

Wa 5

T: Verbal **S:** Spirit **R:** Self

I: "I shall overcome"

E: 10 seconds after casting Shake It Off the player may remove from themselves any number of States or Ongoing Effects of their choice. Shake It Off may be cast at any time the player is alive, even while the player would otherwise be prevented from casting abilities by Stunned, Suppressed, or similar.

SHATTER

Wi 4

T: Verbal **S:** Sorcery **R:** 20'

I: "My power shatters thy body" x3

E: Target Frozen player dies.

SHATTER WEAPON

Wi 3

T: Verbal **S:** Sorcery **R:** 20'

I: "My power destroys thy [type of weapon]" x3

E: Target weapon is destroyed.

N: The equipment, not the person, is the target of Shatter Weapon. The equipment is the only thing required to be within range and visible for this ability to affect it.

SHOVE

Bd 1, He 2, Wi 1

T: Verbal **S:** Sorcery **R:** 20'

I: "My power shoves thee" x3

E: Target player is moved back 20' in a straight line away from the caster. Works on Stopped players. If the caster is the target, the caster may choose the direction they move.



SILVER TONGUE

Bd 6

T: Enchantment **S:** Sorcery **R:** Touch

I: "My power quickens thine" x3

M: Yellow strip

E: Bearer gains Swift 1/Refresh Charge x3 (m). Other sources of Swift may not be utilized while Silver Tongue is worn.

N: Does not use up any purchased instances of Swift.

SLEIGHT OF MIND

Bd 4

T: Enchantment **S:** Sorcery **R:** Other

I: "May thy power remain" x3

M: Yellow strip

E: Enchantments worn by the bearer, other than Sleight of Mind, are not removed by Dispel Magic or similar abilities. Does not count towards the bearer's Enchantment Limit.

SNARING VINES

Dr 6

T: Enchantment **S:** Command **R:** Self

I: "The hands of the earth rise to your bidding" x3

M: Three red strips

E: Bearer may cast Hold Person (m) by incanting "<Player> stop at my command" and removing an enchantment strip. Enchantment is removed when the last strip is removed.

SNIPER

Ar 6

T: Archetype **S:** Neutral

E: May physically carry any number of Specialty Arrows of each type. The frequency of each type of Specialty Arrow ability becomes 1 Arrow / Life Charge x3. Gain Momentum Unlimited (ex) (Ambulant). Look the Part becomes Mend 1/Life.

L: May not fire normal arrows.





SONG OF BATTLE

Bd 2

T: Enchantment **S:** Protection **R:** Self

I: *"I sing of my legendary prowess"*

E: Bearer's wielded melee weapons are Armor Breaking. Bearer must Chant *"Song of Battle"* or sing a song regarding their martial prowess. Singing in place of the normal Chant is still a Chant and must follow all Chant rules.

SONG OF DEFLECTION

Bd 4

T: Enchantment **S:** Protection **R:** Self

I: *"I sing of my nimble acrobatics"*

E: Bearer is unaffected by ammunition, thrown Javelins, Rocks, and thrown weapons. Engulfing effects from those objects, such as Pinning Arrow, do not affect the player. Bearer must Chant *"Song of Deflection"* or sing a song of their acrobatic prowess. Singing in place of the normal Chant is still a Chant and must follow all Chant rules.

N: Does not protect the bearer against Magic Balls.

SONG OF DETERMINATION

Bd 1

T: Enchantment **S:** Protection **R:** Self

I: *"I sing of my unwavering determination"*

E: Bearer is Immune to Command. Bearer must Chant *"Song of Determination"* or sing a song regarding their determination. Singing in place of the normal Chant is still a Chant and must follow all Chant rules.

SONG OF FREEDOM

Bd 3

T: Enchantment **S:** Protection **R:** Self

I: *"I sing of my unquenchable wanderlust"*

E: Bearer cannot receive the States Stopped, Frozen, or Insubstantial unless caused by the bearer or other enchantments they carry. Bearer must Chant *"Song of Freedom"* or sing a song of roving or rambling. Singing in place of the normal Chant is still a Chant and must follow all Chant rules.

SONG OF INTERFERENCE

Bd 6

T: Enchantment **S:** Protection **R:** Self

I: *"I sing a song of dark magic thwarted"*

E: As per Enlightened Soul. Bearer must Chant *"Song of Interference"* or sing a song about defeating/resisting the forces of magic. Singing in place of the normal Chant is still a Chant and must follow all Chant rules.

SONG OF POWER

Bd 4

T: Enchantment **S:** Protection **R:** Self

I: *"I sing to inspire my comrades-in-arms"*

E: Friendly players within 20' of the bearer have their Charging Incantation repetitions divided by 2, rounded down, to a minimum of 1. Bearer is Stopped. Bearer must Chant *"Song of Power"* or sing an inspiring song. Singing in place of the normal Chant is still a Chant and must follow all Chant rules.

L: Players can only benefit from one instance of Song of Power at a time.

SONG OF SURVIVAL

Bd 5

T: Enchantment **S:** Protection **R:** Self

I: *"I sing of my numerous close calls"*

E: When the bearer would otherwise die, they instead declare *"Song of Survival"* and become Insubstantial. The caster treats the triggering event as though it had no effect on them other than triggering Song of Survival. Song of Survival immediately ends and bearer must stop their Chant. Bearer may choose to return directly to their base immediately after Song of Survival activates. Bearer must Chant *"Song of Survival"* or sing a song regarding their many escapes from certain doom. Singing in place of the normal Chant is still a Chant and must follow all Chant rules.

L: Once Song of Survival has activated to protect the bearer it may not be cast nor activated again on the same life.

N: Bearer may end the Insubstantial State caused by Song of Survival at any time with the standard incantation. If the Insubstantial State is ended by any means before reaching the base, the rest of the effect is ended as well.

SONG OF VISIT

Bd 2

T: Enchantment **S:** Protection **R:** Self

I: *"I sing to entertain friend and foe" x3*

E: Bearer cannot be wounded and is Immune to all Schools. Bearer is Stopped. Bearer must Chant *"Song of Visit"* or sing a song regarding their general good nature and friendly disposition. Singing in place of the normal Chant is still a Chant and must follow all Chant rules. When Song of Visit is removed player becomes Insubstantial and must immediately move directly to their base. Upon arrival, they must immediately end the effect as per Insubstantial.

L: Bearer may not wield weapons, interact with game objects, impede play, gain further Enchantments, or target any player.

N: This Enchantment can be removed by Dispel Magic and similar abilities. If the Insubstantial State is ended, the rest of the effect is ended as well.





SPHERE OF ANNIHILATION

Wi 6

T: Magic Ball **S:** Sorcery

I: *"The power of void is mine to evoke"* x3

M: Black Magic Ball

E: This Magic Ball is Phasing and ignores armor. Additionally, will have one of the following effects:

1. A weapon hit is destroyed
2. A shield hit is subject to Shield Destroying.
3. A player hit dies and is Cursed.

L: Unlike most Phasing effects, Sphere of Annihilation does not ignore Traits, such as Missile Block.

SPY

As 6

T: Archetype **S:** Neutral

E: Blink and Shadow Step become Charge x3 (ex).

L: May not wear Armor.

STEAL LIFE ESSENCE

Ap 3, He 5, Wi 5

T: Verbal **S:** Death **R:** Touch

I: *"Steal life"*

E: Caster may heal a wound or instantly Charge an ability. May only be used on a dead player. That player is Cursed.

L: Does not work on Cursed players. The caster does not gain the effect if the dead player is unaffected.

N: In order to charge an ability, the name of the ability being charged must still be stated immediately after the incantation.

STONEFORM

Dr 2

T: Verbal **S:** Protection **R:** Self

I: *"I take the form of stone"*

E: Caster is Frozen. May end this State at any time by saying *"The earth release me"* x2.

STONESKIN

Dr 3

T: Enchantment **S:** Protection **R:** Other

I: *"May nature protect thee from all forms of attack"* x3

M: White strip

E: Bearer gains 2 points of Magic Armor affected as per Ancestral Armor.

STUN

Bd 6, He 6

T: Verbal **S:** Sorcery **R:** 20'

I: *"By the power of white light I stun thee"* x3

E: Target player is Stunned for 30 seconds.

SUMMON DEAD

He 2

T: Verbal **S:** Spirit **R:** 50'

I: *"I summon thy corpse"* x5

E: Target willing dead player must go directly to the caster. Upon reaching the caster, Summon Dead immediately ends. Wherever the player is when Summon Dead ends is treated as where the player died.

L: May be used on a dead player who has not moved more than 5' from where they died or who is at their respawn.

SUMMONER

Dr 6

T: Archetype **S:** Neutral

E: Each Enchantment purchased gives double the uses.

Example: 1/Life Charge x3 becomes 2/Life Charge x3, 2/Life becomes 4/Life.

L: May not purchase Verbals with a range other than Touch or Self. May not purchase equipment beyond 2nd level.

SUPPRESS AURA

Bd 4, Wi 4

T: Verbal **S:** Command **R:** 50'

I: *"I command thee powerless"* x3

E: Target is Suppressed for 30 seconds.

SUPPRESSION ARROW

Ar 4

T: Specialty Arrow **S:** Sorcery

I: *"Suppression Arrow"*

M: Arrow with purple head cover labeled 'Suppression'.

E: A player struck by this arrow is Suppressed for 30 seconds. Engulfing.

SUPPRESSION BOLT

Mk 6, Wi 2

T: Magic Ball **S:** Subdual

I: *"The strength of suppression is mine to evoke"* x3

M: Purple Magic Ball

E: Target is Suppressed for 60 seconds. Engulfing.

SWIFT

Mk 6, Bd 4, Dr 4, He 4, Wi 4

T: Meta-Magic **S:** Neutral

I: *"Swift"*

E: Abilities require only a single iteration of the incantation. For multi-line Incantations use the last line.

L: May only be used on abilities at a range of Touch, Other, Self, or on Magic Balls. May not be used on the Charge Incantation.



TELEPORT As 5, Dr 4, He 4, Wi 2**T:** Verbal **S:** Sorcery **R:** Touch**I:** *"I travel through the aether"* x5**E:** Target willing player becomes Insubstantial and moves directly to a chosen location chosen by the caster at the time of casting. This must be a fixed location (not relative to a player or to a moveable object). Upon arrival, they must immediately end the effect as per Insubstantial.**N:** If the player's Insubstantial State is removed before they have reached their destination, the effects of Teleport end. If Teleport is cast on self, the caster may end this Insubstantial State at any time by using the exit incantation for Insubstantial.**TERROR** Ap 1, Bd 4**T:** Verbal **S:** Death **R:** 20'**I:** *"Death makes thee terrified"* x3**E:** Target may not attack or cast Magical abilities at the caster or their carried equipment. Target must remain at least 50' away from the caster unless forced there by another ability. Lasts 30 seconds.**N:** If the caster attacks the target, begins casting another Magical ability at the target or their carried equipment, or dies, this ability's effect is negated.**THROW** Wi 3**T:** Verbal **S:** Sorcery **R:** 20'**I:** *"My power throws thee"* x3**E:** Target player is moved 50' in a straight line away from the caster. Works on Stopped players. If the caster is the target, the caster may choose the direction they move.**TRACKING** Sc 1**T:** Verbal **S:** Sorcery **R:** 20'**I:** *"Tracking"* x3**E:** Target Insubstantial player immediately has their Insubstantial effect ended.**TRICKERY** As 1**T:** Enchantment **S:** Sorcery **R:** Self**E:** Bearer may cast Blink, Shadow Step, and Teleport on themselves while they are already Insubstantial, provided that they were the cause of the initial Insubstantial State and entered it voluntarily. Doing so removes the original Insubstantial effect.**TROLL BLOOD** Dr 5**T:** Enchantment **S:** Protection **R:** Other**I:** *"The blood of the trolls sustains thee"* x3**M:** Three white strips**E:** Enchanted player does not die as normal. When the player would otherwise die they instead ignore the triggering effect as though it had not occurred, remove a strip, and become Frozen for 30 seconds. The bearer is treated as though they have the effects of Regeneration in addition to the above.**N:** Troll Blood is removed when the last strip is removed.**TRUE GRIT** Wa 3**T:** Verbal **S:** Spirit **R:** Self**I:** *"The wicked flee when I pursue"* immediately after dying**E:** Player returns to life with their wounds healed and is immediately Frozen for 30 seconds.**N:** Enchantments on the player are retained.**UNDEAD MINION** He 5**T:** Enchantment **S:** Death **R:** Other**I:** *"By the power of my will, arise my minion!"* x5**M:** Yellow strip**E:** Bearer is Cursed and cannot Respawn. While the bearer is enchanted, the caster gains Raise Dead (Unlimited) (m) which can only be cast with the bearer as the target, and ignores the requirement for the bearer to have not moved from where they died. For the duration of the Enchantment, the bearer may treat the caster as a base for the purposes of the effects which require the bearer to go to their base. This enchantment is Persistent, and remains active while the bearer is dead.**L:** The caster may not have more than three Undead Minion Enchantments.**VAMPIRISM** Wi 4**T:** Enchantment **S:** Death **R:** Other**I:** *"Thy hunger can never be sated"* x3**M:** Yellow strip and white strip**E:** Player gains Adrenaline Unlimited (ex), is Immune to Death, and is Cursed. Bearer's Adrenaline ability will work through their Cursed State.*Did you know?**Vampires have been illegal in the Kingdom of the Burning Lands ever since the infamous Edict of Ben's Living Room was passed over two decades ago.**The task of hunting down and destroying these undead creatures has been the responsibility of the Royal Amtgard Navy. Fortunately for the undead, the RAN is rather lax and easily bribed.*

VOID TOUCHED

Ap 6, Wi 5

T: Enchantment **S:** Sorcery **R:** Other**I:** "Embrace the old ones and surrender thyself" x3**M:** Red strip and white strip

E: Bearer's wielded melee weapons are Armor Breaking. Bearer gains Shadow Step 1/Refresh Charge x30 (ex), Steal Life Essence Unlimited (ex), and is unaffected by Magical abilities from the Sorcery, Spirit, and Death Schools. May still benefit from their own Steal Life Essence. Player is Cursed.

N: This effect does not interact with other Enchantments worn by the bearer.

WARD SELF

Wi 5

T: Enchantment **S:** Protection **R:** Self**I:** "The power of magic defends me" x3**M:** White strip

E: Resistant to all effects from the next source which would inflict a wound, death, or State. Does not trigger against effects cast by the player.

WARDER

He 6

T: Archetype **S:** Neutral

E: All abilities purchased in the Protection School give double the uses. Example: 1/Life Charge x3 becomes 2/Life Charge x3, 2/Life becomes 4/Life.

L: Player may not purchase any abilities from the Death, Command, or Subdual Schools.

WARLOCK

Wi 6

T: Archetype **S:** Neutral

E: Each Verbal purchased in the Death and Flame Schools gives double the uses. Example: 1/Life Charge x3 becomes 2/Life Charge x3, 2/Life becomes 4/Life.

L: Player may not purchase Verbals from any School other than the Death and Flame Schools.

WORD OF MENDING

Dr 6, Wi 6

T: Verbal **S:** Sorcery **R:** Touch**I:** "Spedoinkle"

E: All equipment carried by target player is repaired. All armor worn by target player is restored to full value.

L: May not be cast within 20' of a living enemy.

WOUNDING

Wi 4

T: Verbal **S:** Death **R:** 20'**I:** "Death strikes off thy [left/right] [arm/leg]" x3**E:** Target hit location on target player is wounded.**L:** Has no effect on players already wounded.

N: Wounding targets the player but affects the Hit Location. Visibility can be drawn to any part of the player, not just the desired Hit Location.

Studying the Archives of the Schools

In times past, scholars taught about the Schools of Magic. Back then, they believed that similar effects would commonly fall under the same School, or that you could find some form of common trends. Utter hogwash! You are likely to find yourself Suppressed by Command, Death, Sorcery, Subdual, or until recent advancements, even the Protection School! Death may be used to wound or kill, yes, but also to chip away at armor and drive a foe mad with fear, or to even bring power and protection

It is better to see the Schools as weights on the scale of order in the Universe. Do not try to assume something falls into a specific School because of the effects it causes, but because the Universe has decided that is where it should be due to some esoteric concept of Balance that often escapes even the most wizened of scholars.

- Dantalion the Wizard



MAGIC ITEMS

Items imbued with magic are a common part of Amtgard. Unlike temporary Enchantments, some Magic Items may be reused by their owners in each game. Magic Items may be acquired in a variety of ways. Some common examples are quests, themed battlegames, rewards for doing work for the group, or as part of reign-long campaign.

MAGIC ITEM RULES

1. Magical Items each have a category corresponding with their level of power from Trinket to Talisman to Artifact.
2. Magical Items are awarded at the discretion of the group officers.
3. The officers of the group are responsible for tracking what Magic Items are owned by whom.
4. Some Magic Items are one-use only. Magic Items which are used up are no longer available to the player and must be reported to the officers of the group.
5. Ownership of Magical Items resets at the beginning of each reign.
6. Magical Items may only be used by the person to whom they are given initially. Magical Items may not be transferred or traded to another player without the permission of the monarch who awarded them and the reeve of the battlegame.
7. All magical items require the player to carry a copy of the write-up in order to function.
8. Enchantments conferred by Magical Items function exactly as normal (m) Enchantments; they count towards your Enchantment limit, may be removed by Dispel Magic, require a strip, etc.
9. Some Magic Items have a material component requirement. These components must be present in order for the Magic Item to be used and must be verified by the reeve prior to the start of the battlegame. Identical material component requirements may all be served by the same physical object. You do not need a unique bottle for each potion.
10. Magic Items only function at the group level they were awarded and are unique to that group. For instance a player who receives a Magical Item at the park level may only use it at that park, but a player who receives a Magical Item at the kingdom level may use it at any park in that kingdom.
11. Magical Items may not be used at interkingdom events unless allowed by the host kingdom.
12. Magic items that may be destroyed cease to function in all ways while destroyed.
13. Uses of abilities granted by a Magic Item are tracked separately from a player's own abilities, and are recharged separately.

BATTELGAMING WITH MAGIC ITEMS

Here are some basic guidelines for how to use Magic Items in battlegames. These guidelines may be changed or adapted by the battlegame reeve. Reeves are always encouraged to consider game balance when determining what Magic Items are allowed in the game.

1. Magic Items are typically only used in full-class battlegames
2. The reeve always has final say over the use or behavior of Magic Items in a battlegame.
3. The reeve for the game has the final say in what Magical Items (if any) are allowed in a battlegame in all situations.
4. Typically games with less than 14 people are limited to Trinkets, 15 to 30 people may use up to Talismans, and games with more than 30 people may use Artifacts.
5. A player may use up to one Artifact in a battlegame.
6. A player may use up to two Talismans in a battlegame.
7. A player may use up to three Trinkets in a battlegame.

TRINKETS

Trinkets are lesser Magical Items that are not overly powerful and can safely be used in most battlegames.

POTION OF BARKSKIN

USE: One Use **R:** Self

I: "I drink a potion of barkskin"

M: A bottle measuring at least two cubic inches

E: Player casts Barkskin (m).

POTION OF REFRESHMENT

USE: One Use **R:** Self

I: "I drink a potion of refreshment"

M: A bottle measuring at least two cubic inches

E: Player casts Confidence (m).

POTION OF HEALING

USE: One Use **R:** Self

I: "I drink a potion of healing"

M: A bottle measuring at least two cubic inches

E: Player casts Heal (self).

POTION OF TRUE DEATH

USE: One Use **R:** Self

I: "I drink a potion of true death"

M: A bottle measuring at least two cubic inches

E: Player may not be the target of Raise Dead, Steal Life Essence, Undead Minion, or Vampirism for the duration of the game.

N: This effect is not removed by Release, Greater Release, or Respawn.



SCROLL OF ADAPTIVE BLESSING

USE: One Use R: Self

I: "I read from a scroll of adaptive blessing"

M: A scroll measuring at least fifteen square inches

E: Player casts Adaptive Blessing (m).

SCROLL OF AMBULANT

USE: One Use R: Self

I: "I read from a scroll of ambulant"

M: A scroll measuring at least fifteen square inches

E: Player's next magic is affected as per Ambulant.

L: May only be used by Magic Users.

SCROLL OF BLESSING AGAINST WOUNDS

USE: One Use R: Self

I: "I read from a scroll of blessing against wounds"

M: A scroll measuring at least fifteen square inches

E: Player casts Blessing Against Wounds (m).

SCROLL OF EXTENSION

USE: One Use R: Self

I: "I read from a scroll of extension"

M: A scroll measuring at least fifteen square inches

E: Player's next magic is affected as per Extension.

L: May only be used by Magic Users.

SCROLL OF HARDEN

USE: One Use R: Self

I: "I read from a scroll of harden"

M: A scroll measuring at least fifteen square inches

E: Player casts Harden (m).

SCROLL OF MEND

USE: One Use R: Self

I: "I read from a scroll of mend"

M: A scroll measuring at least fifteen square inches

E: Player casts Mend (m).



TALISMANS

Talismans are Magical Items of meaningful power that may require consideration before being allowed in some battlegames.

AMULET OF FORCE

USE: 1/Game R: Self

I: "By my amulet" + Force Barrier Incant

M: Pendant or amulet measuring at least one square inch which must be worn around the neck.

E: Player casts Force Barrier (m).

AMULET OF TELEPORT

USE: 1/Game R: Self

I: "By my amulet" + Teleport Incant

M: Pendant or amulet measuring at least one square inch which must be worn around the neck.

E: Player casts Teleport (m).

AMULET OF TRACKING

USE: 1/Game R: 20'

I: "By my amulet" + Tracking Incant

M: Pendant or amulet measuring at least one square inch which must be worn around the neck.

E: Player casts Tracking (ex).

AMULET OF SHADOWS

USE: 1/Game R: Self

I: "By my amulet" + Shadow Step Incant

M: Pendant or amulet measuring at least one square inch which must be worn around the neck.

E: Player casts Shadow Step (ex).

BRACELET OF ANTI-MAGIC

USE: 1/Game R: Self

I: "I draw upon the power of my bracelet of anti-magic"

M: Bracelet measuring at least 1" wide worn around the wrist. Must be made of leather or metal and may not be red, yellow, or white.

E: Player casts Protection From Magic (m).

BRACELET OF SOLIDITY

USE: Always on while worn

M: Bracelet measuring at least 1" wide worn around the wrist. Must be made of leather or metal and may not be red, yellow, or white.

E: Further Effects which make the player Insubstantial, including effects initiated by the player or beneficial effects, fail as per Planar Grounding. Bearer must announce "Immune to insubstantial" when this effect is triggered.

BRACELET OF STONESKIN

USE: 1/Game R: Self

I: "I draw upon the power of my bracer of stoneskin"

M: Bracelet measuring at least 1" wide worn around the wrist. Must be made of leather or metal and may not be red, yellow, or white.

E: Player casts Stoneskin (m).

WAND OF HEALING

USE: 2/Game R: Self

I: "My wand heals thee"

M: Rigid wand measuring at least 6" long and at least 0.5" in diameter.

E: Player casts Greater Heal (m).

WAND OF MENDING

USE: 2/Game R: Self

I: "My wand makes this item whole"

M: Rigid wand measuring at least 6" long and at least 0.5" in diameter.

E: Player casts Greater Mend (m)

WAND OF RELEASE

USE: 2/Game R: Self

I: "My wand releases thee"

M: Rigid wand measuring at least 6" long and at least 0.5" in diameter.

E: Player casts Greater Release (m).



ARTIFACTS

Artifacts are powerful Magical Items which require careful consideration before being allowed into any battlegame. Artifacts are unique; there may only be one of each Artifact awarded per kingdom at a time.

ANKH OF RAN

USE: Always on while worn

M: A white ankh measuring at least twenty-five square inches prominently displayed on garb/equipment, or worn as an amulet.

E: Bearer gains Terror (20') Unlimited (ex). Terror may only be cast on players bearing Undead Minion, Vampirism, or Void Touched and will affect those players regardless of immunities.

ANDALSA'S LAMENT

USE: Always on while worn

M: A helmet worn upon the head which qualifies for the helm armor modifier. Must have a white Enchantment strip tied to it.

E: Bearer is affected as per Imbue Armor. Does not count as an Enchantment.

CLOAK OF ENIGMAS

USE: Always on while worn

M: A black cloak that covers from the shoulders to the back of the knees.

E: Doubles the bearers normal use of Shadow Step, Teleport, and Blink. Does not count as an Enchantment.

L: May only be used by Assassin or Scout.

HOMESTONE

USE: Always on while carried

I: As per Greater Mend

M: A highly polished stone sphere at least 1" in diameter.

E: Bearer gains Greater Mend 1/Life Charge x3. Does not count as an Enchantment.

MICHAEL'S HAMMER

USE: Always on while carried

M: A Short weapon with a yellow cover or lightning decorations. Must have a red Enchantment strip tied to it. Must have at least 6" of Heavy Padding and be shaped like a hammer.

E: This weapon is Armor Destroying and Shield Destroying. Does not count as an Enchantment.

NUNTIVUS STAFF

USE: Always on

M: A double ended great weapon no longer than 6' or a Magic Staff.

E: May be used by any Magic User at no cost to magic points. Grants an additional two magic points at the user's highest level. Magic points gained are not removed regardless of what happens to the staff. Does not count as an Enchantment.

L: May only be used by Magic Users.

PHASE BLADE

USE: Always on while carried

M: A Short weapon with a gray cover or force themed decorations. Must have a red and a yellow Enchantment strip tied to it.

E: This weapon is Phasing. Does not count as an Enchantment.

SHIELD OF THE CHOSEN

USE: Always on

M: A medium shield with a black cover featuring a white device. Must have a white Enchantment strip tied to it.

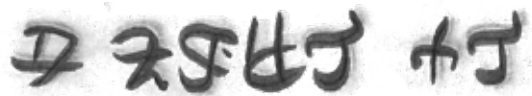
E: Shield is completely indestructible, including against other Magical Items. Engulfing effects striking the shield are nullified and ignored while it is wielded. Does not count as an Enchantment.

SWORD OF FLAME

USE: Always on while carried

M: A Short weapon with an orange cover or flame decorations. Must have a red and a white Enchantment strip tied to it.

E: The bearer and this weapon are Immune to Flame. This weapon is Armor Breaking and Shield Crushing. Does not count as an Enchantment.



CREATING NEW MAGIC ITEMS

For themed reigns, special battlegames, or just for fun local group officers may want to create their own Magic Items. Here are a few guidelines to follow when doing so.

1. Keep it simple. It should never take more than a couple of sentences to completely describe what an item does.
2. Re-use existing mechanics. Avoid creating new mechanics for use in items.
3. The item should not be an automatic "I Win" button. Items should be about giving more options and small advantages to augment a players existing skills. Items should never be more powerful than the players themselves.
4. Non-standard magic items should go away at the beginning of every reign.



RULES REVISION PROCESS

- I. A Rules Revision Organizer (RRO) will be appointed in odd years by the Amtgard International Circle of Monarchs (AICOM) by a simple majority vote at their Annual Meeting. An RRO may be removed from their position by the AICOM at any time by a simple majority vote; at which point the AICOM may install a pro-tem RRO for the remainder of the current term, also by simple majority vote. The responsibilities of the RRO are as follows:
 - a. To coordinate the Rules Revision Process described below in Section 3, and ensure that appropriate timeframes are met. The RRO will designate an online Rules Revision Discussion Forum for this purpose, and ensure that all Kingdom Rules Representatives (Rules Reps) have access.
 - b. To solicit Rules Reps for Proposed Rules Changes and facilitate discussion of these items. Proposed Rules Changes are items that require a substantive adjustment to the ROP. The RRO may discard any Proposed Rules Changes that are obviously inappropriate.
 - c. To advise the AICOM regarding the advisability and implications of approving Rules Change Proposals.
 - d. To work with the Rule Book Editor in order to ensure appropriate editing and publishing of the Amtgard Rules of Play to incorporate rules changes approved by the AICOM.
 - e. To issue clarifications of existing rules, or rules changes approved by the AICOM, based on feedback and discussion with the Rules Reps. Any Rules Clarifications issued by the RRO are binding, unless and until vetoed by the AICOM.
 - i. Clarifications are items that clarify the language regarding existing rules, Proposed Rules Changes or Rules Change Proposals but do not require a substantive adjustment to the Amtgard Rules of Play (ROP). Clarifications should resolve clear-cut instances of ambiguity in the ROP that are not related to game balance or game mechanics.
 - ii. Clarifications that require no adjustments to the ROP shall be issued directly, and are in force unless overturned by the AICOM.
 - iii. Clarifications that require an adjustment to the wording of the ROP, but that do not substantively change the ROP, shall have a 30-day period for public discussion, in a venue chosen by the RRO. Once the discussion period has ended, the RRO shall notify the Executive Committee of the clarification, and shall direct the Rule Book Editor to make the corresponding updates to the ROP.
- II. Each Kingdom must elect or appoint, by a process at their discretion, a Kingdom Rules Representative (Rules Rep). The Rules Rep must be a current member of the Kingdom in which they are to serve. A Kingdom may remove a Rules Rep from their position at any time by a process at their discretion.
 - a. Each Kingdom's designated Rules Rep is the only individual from each Kingdom authorized to participate in the Rules Revision Process: including participation in the Rules Revision Discussion Forum, presenting Proposed Rules Changes and making rules clarification requests.
 - b. Rules Rep positions are encouraged to be open-ended appointments, unless otherwise specified by each kingdom, in order to promote long term consistency and stability in the Rules Revision Process.
 - c. The main duties of the Rules Reps are as follows:
 - i. To solicit the populace of their Kingdom for Proposed Rules Changes and Rules Clarifications Requests. Rules Reps have the discretionary right to discard proposals submitted by their Kingdom populace that are obviously inappropriate.
 - ii. To bring these items to the Rules Revision Discussion Forum, discuss them with other Kingdom Rules Reps, and vote on them as directed by the RRO.
- III. New Rules Change Proposals are to be submitted in even years by the RRO to the AICOM at their Annual Meeting. Rules Change Proposals accepted by the AICOM in even years will undergo a 1-year play test period. In odd years, the AICOM will vote at their Annual Meeting to finalize and make permanent, or reject, Rules Change Proposals from the prior year's playtest period.
 - a. During even years, at least one month prior to the Annual Meeting of the AICOM, the RRO will compile the finalized list of Rules Change Proposals and submit them to the Executive Committee. Each Kingdom's Rules Rep will make the finalized list available to their Kingdom populace for discussion and feedback.
 - i. Only a Kingdom's designated AICOM representative may cast a vote on Rules Change Proposals.
 - ii. Rules Change Proposals must be on the finalized list presented to the Executive Committee to be considered for a vote at the Annual Meeting. Absolutely no Rules Change Proposals or Rules Clarification Requests proposed during the course of the Annual meeting will be considered by the AICOM.
 - iii. Rules Change Proposals require approval of the AICOM by a 75% majority of Kingdoms present at the Annual Meeting to gain approval for playtest.
 - b. During even years, the Rules Change Proposals, once passed, are then compiled by the RRO to be presented to Amtgard at large for playtesting until the next yearly Circle of Monarchs meeting. The scope of the playtest is at the discretion of the RRO.
 - i. During the playtest period, the Rules Reps can, by two thirds majority vote of all Rules Reps, make changes to Rules Changes currently under playtest. This should be done to improve the functionality of rules under playtest, based on player feedback. This can happen only once midway through the playtest period.
 - c. During odd years and no later than one month before the Annual Meeting of the AICOM, the Reps can, by two thirds majority vote of all Rules Reps, propose final changes to the playtest. These final versions of Rules Changes Proposals will be presented to the Executive Committee, and voted on by the AICOM at the Annual Meeting.
 - i. Rules Change Proposals require approval of the AICOM by a 75% majority of Kingdoms present at the Annual Meeting to gain final approval and be permanently added to the ROP.
 - ii. The RRO will present all approved Rules Changes to the Rule Book Editor for incorporation into the ROP.
 - iii. Approved Rules Changes become effective one month from the date of the Annual Meeting, and must be made available to the populace of Amtgard and posted on www.amtgard.com by this date.



AWARD STANDARDS

- I. The Kingdoms of Amtgard recognize through binding action by the Circle of Monarchs, that all Ladder Awards leading to the bestowal of Knighthood shall be unified through an agreed framework and that no kingdom shall add to, remove, or modify the agreed upon requirements independently nor will any kingdom alter their individual corporas to contradict this agreement. The monarch retains the ability to bestow any award or honor as granted by their respective kingdom corpora. This agreement does not prevent officers from creating non-Ladder Awards that do not impact the line of Ladder Awards.
- II. The Kingdoms of Amtgard resolve to remove definitions of the five orders of Knighthood (Flame, Crown, Serpent, Sword, Battle) as well as their associated Ladder awards and Masterhoods (Rose, Smith, Lion, Crown, Owl, Dragon, Garber, Warrior (Warlord), and Battle (Battlemaster)) from their respective corporas. In addition:
 - a. Definitions of Ladder Awards, Ladder Masterhoods and Knighthoods shall not fall under the standard Rules Revision Process.
 - b. Changes to the definitions of Ladder Awards, Ladder Masterhoods and Knighthoods can only be made by ninety percent (90%) approval of the existing Kingdoms of Amtgard.
 - c. No kingdom may replace or supplement any other award for an existing Ladder Award, Ladder Masterhood, or Knighthood.
- b. **MASTERHOOD:** Masterhoods are recognition of skill in a field of work. Meeting the criteria below does not automatically grant the associated Masterhood. Masterhoods are granted when a player has both the recommended requirements set forth herein and obvious expertise in their field.
 1. **MASTER ROSE:** A player may be eligible for the title of Master Rose upon earning their tenth Order of the Rose.
 2. **MASTER SMITH:** A player may be eligible for the title of Master Smith upon earning their tenth Order of the Smith.
 3. **MASTER LION:** A player may be eligible for the title of Master Lion upon earning their tenth Order of the Lion.
 4. **MASTER CROWN:** A player may be eligible for the title of Master Crown upon earning their tenth Order of the Crown.
 5. **MASTER OWL:** A player may be eligible for the title of Master Owl upon earning their tenth Order of the Owl.
 6. **MASTER DRAGON:** A player may be eligible for the title of Master Dragon upon earning their tenth Order of the Dragon.
 7. **MASTER GARBER:** A player may be eligible for the title of Master Garber upon earning their tenth Order of the Garber.
 8. **WARLORD:** A player may be eligible for the Masterhood title of Warlord upon earning their tenth Order of the Warrior.
 9. **BATTELMASTER:** A player may be eligible for the Masterhood title of Battlemaster upon earning their tenth Order of Battle.
- c. **LADDER AWARDS:** Ladder Awards start out at zero and progress to tenth level. Attaining the next rung on the ladder should require a demonstrable level of ability beyond that required for the previous rung. This does not necessarily require bettering a player's previous work so long as the work itself is sufficient to achieve the next rung. All levels must be earned consecutively. Monarchs have the discretion to award multiple levels of award to the same individual but all awards must be given in sequence.



III. Framework

- a. **KNIGHTHOOD:** Below are the recommended criteria for becoming eligible for the five orders of Knighthood. Having these awards only grants eligibility and does not require that Knighthood be bestowed. Whereas Masterhood is recognition of skill, Knighthood is also recognition of character in addition to having skill equal to that of a Master. It is suggested that orders that reflect a player's positive character (Griffin, Walker in the Middle, Jovious, Mask, etc.) be considered when determining any class of Knighthood.
 1. **FLAME:** A player may be eligible for Knight of the Flame after obtaining Masterhood in Rose, Smith, or Lion.
 2. **CROWN:** A player may be eligible for Knight of the Crown after obtaining Masterhood in Crown.
 3. **SERPENT:** A player may be eligible for Knight of the Serpent after obtaining Masterhood in Owl, Dragon, or Garber.
 4. **SWORD:** A player may be eligible for Knight of the Sword after obtaining the Masterhood title of Warlord.
 5. **BATTLE:** A player may be eligible for Knight of Battle after obtaining the Masterhood title of Battlemaster.

Note: The examples given in each category are meant as only guidelines as to what might be the appropriate level of service for those levels.

1. **ROSE:** Awarded for service to the club not necessarily related to an elected office. A first level Order of the Rose indicates a very minor service to the club such as picking up trash, while a tenth level Order of the Rose could be comparable to providing consistent, long-term service to the club.
2. **SMITH:** Awarded for organizing and running battlegames, quests, workshops, demonstrations, and the like while not in office, or for running such events above and beyond the requirements of one's office. A first level Order of the Smith might be awarded for running a good battlegame at park level. A tenth level Order of the Smith might be awarded for running a series of fun, immersive, and well-scripted battlegames or quests providing direction for an entire reign.



3. **LION:** Awarded for going above and beyond the call of duty in the execution of an office, or for leadership outside of office while performing a service to Amtgard. A first level Order of the Lion might be awarded for organizing Fighter practices on off-Amtgard days. A tenth Order of the Lion might be awarded for running a series of demonstrations that increase attendance and ingratiate the club with the local community.
4. **CROWN:** Awarded for serving with excellence in office from the local level to the kingdom level. A first level Order of the Crown might be for serving as a Shire Prime Minister and keeping all necessary records up to date. A tenth Order of the Crown might be awarded for serving as kingdom monarch and encourage your kingdom in such a way as to promote new player growth. This award may be stacked when given for a single term of office and groups are encouraged to do so.
5. **OWL:** Awarded for demonstrating ability in the construction sciences of Amtgard. Weapon construction, armor construction, furniture, shoes, belts, etc. A first level Order of the Owl could be awarded for constructing your first legal and functional sword. A tenth level Order of the Owl might be creating a full suit of decorated and articulated armor, or introducing critical new technologies and construction advancements that affect the group as a whole.
6. **DRAGON:** Awarded for demonstrating ability in the arts of Amtgard. Performance, painting, sculpting, photography, cooking, banners, artistically focused garb, writing, acting, role-playing, etc. A first level Order of the Dragon might be awarded for doing a good reading of a non-original poetry piece. A tenth level Order of the Dragon might be awarded for writing and directing an excellent play for entertainment at a large event.
7. **GARBER:** Awarded for the creation of garb: Tabards, pants, cloaks, gloves, sashes, pouches, etc. A first level Order of the Garber might be awarded for creating a simple, well-made pouch. A tenth level Order of the Garber might be awarded for making themed, elaborate and intricate garb for a group of people.

8. **WARRIOR:** Awarded for fighting prowess. Orders of the Warrior follow a regimented pattern for distribution:

- i. A 1st Order is granted for winning three consecutive matches in any tournament format, for taking at least 3rd overall in a shire-level tournament, or for battlefield prowess.
- ii. A 2nd Order is granted for winning five consecutive matches in any tournament format, for taking at least 2nd overall in a shire-level tournament, or for battlefield prowess.
- iii. A 3rd Order is granted for winning seven consecutive matches in any tournament format, for winning a shire-level tournament, for taking at least 3rd overall in a barony-level tournament, or for battlefield prowess.
- iv. A 4th level is granted for winning nine consecutive matches in any tournament format, for taking at least 2nd overall in a barony-level tournament, or for battlefield prowess.
- v. A 5th level is granted for winning eleven consecutive matches in any tournament format, for winning a barony-level tournament, for taking at least 3rd overall in a duchy-level tournament, or for battlefield prowess.
- vi. A 6th level is granted for winning thirteen consecutive matches in any tournament format, for placing at least 2nd overall in a duchy-level tournament, or for placing at least 3rd overall in a kingdom-level tournament.
- vii. A 7th level is granted for winning fifteen consecutive matches in any tournament format, for winning a duchy-level tournament, or placing at least 2nd overall in a kingdom-level tournament.
- viii. An 8th level is granted for winning seventeen consecutive matches in any tournament format or for winning a major kingdom-level tournament.
- ix. A 9th is granted for winning nineteen consecutive matches in any tournament format or for winning a second major kingdom-level tournament.
- x. A 10th is granted for winning twenty-one consecutive matches in any tournament format or for winning a third major kingdom-level tournament.

Note: Major kingdom-level tournament is defined as Weaponmaster, Warmaster (Crown Quals tournament), Olympiad, an inter-kingdom event tournament, or other events as defined by the Kingdom Monarch. The level of competition and number of entrants in all tournaments must be considered before handing out Orders of the Warrior above seven. The difficulty of the tournament must warrant the level of order awarded.

Words of Wisdom

No one can go back and make a brand new start, but anyone can start from now and make a brand new ending.



9. **BATTLE:** An Order of Battle is awarded to players who have an understanding of tactics in class battlegaming and/or effectiveness as a player in class battlegaming. This order ranges from individual excellence in multiple classes in Amtgard to being able to command multiple small units and/or large teams. Below are examples of a 1st order through to Battlemaster title for the Order of Battle. These are recommendations, but not requirements. The criteria mentioned are not meant to be comprehensive, and they are meant to work in conjunction with each other and not as individual avenues towards masterhood/knighthood.

- i. A 1st Order is granted for showing basic skill in class battlegaming.

Examples Include: Effective use of your abilities, or tactics that have a short term impact on games or class battlefield prowess. Recommended to be awarded at a shire or higher.

- ii. A 2nd Order is granted for showing consistent basic skills in class battlegaming.

Examples Include: Consistent effective use of your abilities, or tactics that have a short term impact on games or class battlefield prowess. Recommended to be awarded at a shire or higher.

- iii. A 3rd Order is granted for showing intermediate skills in class battlegaming.

Examples Include: Effective use of your abilities to successfully capture/defend an objective in class battlegames, leading a small unit effectively during a battlegame, or class battlefield prowess. Recommended to be awarded at a shire or higher.

- iv. A 4th Order is granted for showing consistent intermediate skills in class battlegaming.

Examples Include: Consistent effective use of your abilities to successfully capture/defend objectives in class battlegames, leading a small unit consistently during battlegames, or class battlefield prowess. Recommended to be awarded at barony or higher.

- v. A 5th Order is granted for showing advanced skills in class battlegaming.

Examples Include: Effective use of individual/team abilities to sway the momentum of a battle, effective use of individual abilities to successfully capture/defend multiple objectives, leading multiple small units or a large unit in class battlegames to victory. Recommended to be awarded at barony or higher.

- vi. A 6th Order is granted for consistently showing advanced skills in class battlegaming.

Examples Include: Consistent effective use of individual/team abilities to sway the momentum of a battle, consistent effective use of individual abilities to successfully capture/defend multiple objectives, consistently leading multiple small units or a large unit in class battlegames to victory. Recommended to be awarded at barony or higher.

- vii. A 7th Order is granted for showing individual or team strategy that has a game-changing effect in kingdom or duchy level class battlegaming.

Examples Include: Effective use of individual/team abilities to be a key component in victory

or a major obstacle during defeat in a kingdom or duchy battlegame, leading a large unit or multiple small units to successfully win a Kingdom or duchy battlegame, victory in a Kingdom or duchy class battlegaming tournament.

- viii. An 8th Order is granted for showing consistent individual or team strategy that has a game-changing effect in kingdom or duchy level class battlegaming.

Examples include: Consistent effective use of individual/team abilities to be a key component to victory or a major obstacle during defeat in kingdom or duchy battlegames, consistently leading a large unit or multiple small units to successfully win a Kingdom or duchy battlegame, a victory in a Kingdom or duchy class battlegaming tournament, or earning a Paragon.

- ix. A 9th Order is granted for continued consistent individual or team strategy that has a game-changing effect in kingdom level class battlegaming.

Examples include: Consistent effective use of individual/team abilities to be a key component to victory or a major obstacle during defeat in a kingdom battlegame, consistently leading a large team (25+) or multiple small units to successfully win a Kingdom battlegame, victory in a Kingdom class battlegaming tournament, or earning a Paragon.

- x. A 10th Order is granted for continued consistent individual or team strategy that has a game-changing effect in kingdom level class battlegaming.

Examples include: Consistent effective use of individual/team abilities to be a key component to victory or a major obstacle during defeat in a kingdom battlegame, consistently leading a large team (25+) or multiple small units to successfully win a Kingdom battlegame, victory in a Kingdom class battlegaming tournament, or earning a Paragon.

Notes: If Orders of Battle are given for paragons, eligible classes include the core 10 classes, Anti-paladin, Paladin, and Monster. It is suggested to have at least 1 caster class as a paragon.

If Orders of Battle are given for Class Battlegaming Tournaments, the player must heavily contribute to the victory in such a way that requires adequate skill. This does not necessarily mean 'number of kills' as being a highly aware, highly effective support role is of equal importance.

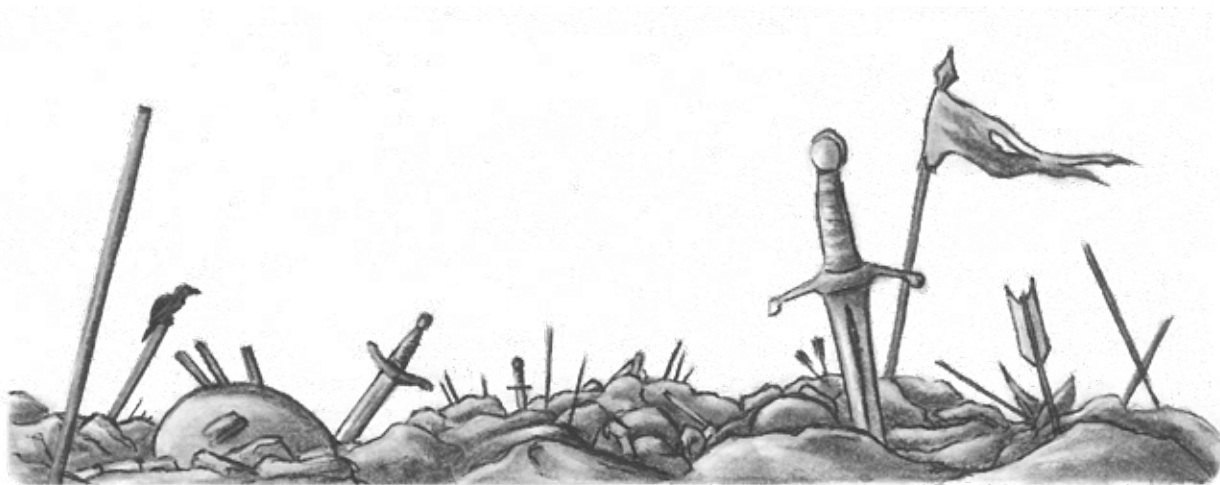
The suggested symbol for Orders of the Battle is a wand, arrow and sword.



KINGDOM BOUNDARIES & PARK SPONSORSHIP

The united Kingdoms of Amtgard, speaking with the voice and leadership of the Circle of Monarchs, believing that the growth of Amtgard is advanced through the responsible government of the various kingdoms, and seeking to encourage that growth with communication, high standards, and mindfulness of the future unity of Amtgard, do hereby endorse and ratify these guidelines regarding the sponsorship rights of contracted chapters and kingdoms.

- I. A contracted chapter may petition any kingdom for sponsorship, but permission will need to be granted by any kingdoms close to the chapter before the chapter can be sponsored.
- II. A chapter is considered to be close to the kingdom that has the nearest kingdom seat, the kingdom that has the nearest kingdom chapter, and the kingdom with the nearest kingdom seat in the same state as the chapter. This may result in a chapter being close to multiple kingdoms.
- III. A kingdom seat is the center of the city in which the kingdom's first kingdom-level monarch held office, unless otherwise specified by Amtgard, Inc. or the Circle of Monarchs.
- IV. A kingdom chapter is any chapter sponsored by a kingdom.
- V. If a chapter is within the same state as and within 75 miles of a kingdom seat, it may petition that kingdom without seeking permission from any other kingdoms.
- VI. If a chapter is more than 500 miles from any Amtgard chapter, it may petition any kingdom without seeking permission from any other kingdoms.
- VII. Chapters sponsored by kingdoms at the time of this agreement retain their sponsorship, but are subject to the terms of this agreement should they seek to change sponsorship.
- VIII. The Circle of Monarchs shall have authority to hear and resolve all issues related to this agreement.



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AMTGARD YOUTH POLICY



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1. Minors or youth are defined as anyone who has not reached the age of legal majority. This varies between countries, states and other jurisdictions. Be sure of the age(s) of majority in your area.
2. Amtgard is a member, family, and youth friendly social organization. Amtgard encourages the participation of minors in its activities, but typically does not hold any youth specific activities. Any Amtgard group holding youth specific activities shall adopt youth safety protocols including at a minimum: a "two-deep" leadership policy and a no one-on-one interaction policy regarding adults and youth involved in youth specific activities.
3. Whether or not youth specific activities are occurring, parents or guardians of minors shall have ultimate responsibility for the welfare and behavior of their minors at all times. It is the responsibility of the parent or guardian who is responsible for the minor to ensure that the minor is safe and not in danger. At events and activities in which minors participate in any way, participating minors must either have a parent or legal guardian present on site at the event/activity, or a temporary guardian present on site in possession of a properly executed document authorizing the temporary guardian, at a minimum, to obtain medical care for the minor. This document must designate an adult present on site at the event or activity as able to authorize medical treatment in the case of emergency (and for purposes of this policy is considered a type of temporary guardianship). No policies developed regarding minors relieve parents/guardians of their primary responsibility for the welfare and behavior of their minors. This policy requires parents/guardians to ensure that their minors are appropriately supervised at all times.
4. It is generally appropriate for law enforcement authorities to be contacted if a minor is involved in any crime. If a minor appears to have been the victim of a violent crime, law enforcement authorities MUST be contacted.
5. No one-on-one interactions: One on one interactions between adults and minor members must be avoided except for members of the minor's family, and any person designated as the temporary guardian of the minor by the minor's parent or legal guardian, except that one on one interactions between an adult and minor are permitted if they occur at an observable and interruptible distance by another adult. It shall not be a violation of this policy for an adult to have one-on-one interaction with a minor provided the adult is no more than three years older than the minor. Interaction means communication or direct involvement between an adult and a minor. Incidental contact or actions taken to avoid or promptly terminate one-on-one interactions are not considered interactions within the meaning of this policy.

EDITOR'S NOTE

The Amtgard Youth Policy is maintained and updated by Amtgard International and is included here purely as a reference for Code of Conduct #7 (p.4) . The Amtgard Youth Policy is not a part of the Amtgard Rules of Play, and as such it cannot be modified by the standard Rules Revision Process.

The most up-to-date version of this policy can be found at <https://www.amtgard.com/documents>.

The policy listed here is up-to-date as of September 27, 2024.



AMTGARD WHISTLEBLOWER POLICY



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The Circle of Monarchs encourages the protection of victims, whistleblowers, and officers engaging in good faith execution of their duties, and condemns retaliation against them all. Retaliation has a chilling effect on reporting; it creates a hostile environment for these people, and for others considering coming forward or acting in good faith; and it hurts the very people Amtgard's Code of Conduct is designed to protect. Therefore, the Circle of Monarchs establishes that retaliation is a violation of the Code of Conduct's prohibition against creating a hostile environment.

EDITOR'S NOTE

The Amtgard Whistleblower Policy is maintained and updated by Amtgard International and is included here purely as a reference for Code of Conduct #6 (p.4) . The Amtgard Whistleblower Policy is not a part of the Amtgard Rules of Play, and as such it cannot be modified by the standard Rules Revision Process.

*The most up-to-date version of this policy can be found at <https://www.amtgard.com/documents>.
The policy listed here is up-to-date as of September 27, 2024.*



AMTGARD INCLUSION POLICY



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It is the professed belief of the leadership of Amtgard that all people regardless of gender, nationality, race, ethnicity, age, sexual orientation, mental or physical ability, or religious affiliation should find Amtgard to be welcoming and inclusive. To that end, we encourage all members of Amtgard to embrace an appreciation of diversity and to take actions that help those who face systematic discrimination find a home within our community.

The leadership of Amtgard recognizes that we must hold our organization to a standard of inclusion. This standard is not merely a required minimum, but rather one that makes us actively appealing to those people who have historically been discriminated against. As such, it falls on us to strive not only for equality in our actions towards our vulnerable membership, but also for equity in order to raise them up to a level of security and acceptance that so many of us enjoy as a matter of course.

Therefore, the leadership of Amtgard resolves to dedicate itself as a matter of official policy and public record to ensuring that our publications, communications, governance, and behavior promote and further these stated beliefs so that all of our members can have the Amtgard they deserve.

EDITOR'S NOTE

The Amtgard Inclusion Policy is maintained and updated by Amtgard International and is included here purely as a reference. The Amtgard Inclusion Policy is not a part of the Amtgard Rules of Play, and as such it cannot be modified by the standard Rules Revision Process.

The most up-to-date version of this policy can be found at <https://www.amtgard.com/mission>

The policy listed here is up-to-date as of September 27, 2024.

