

PLAYTEST CHANGES + QOL LOG

VERSION: V8.5P.230301 "SPICY B"

Mid-Playtest Change Date: March 1, 2023

Mid-Playtest Changes listed in order they appear. All page numbers reflect the location in the current version of the rules.

P.17 ARROWS (SHAFTS)

a. CURRENT (Spicy A)

The tip of shafts must be built up to at least **0.5"** in diameter in a solid manner such as:

- Wrapping in fiberglass strapping tape and capping with a steel disc
- Affixing a **non-zinc** washer into the shaft with a glued-in screw.
- Other similar methods.

MID-PLAYTEST CHANGES (Spicy B)

The tip of shafts must be built up to at least **0.75"** in diameter in a solid manner such as:

- Wrapping in fiberglass strapping tape and capping with a steel disc
- Affixing a washer into the shaft with a glued-in screw.
- Other similar methods. **Replacing the washer or disc with a penny is not considered 'similar' to those construction methods.**

b. CURRENT (Spicy A)

Shafts longer than 28" must have a draw stop (generally a ring of tape or similar) **around the shaft physically preventing drawing the arrow past 28"**.

MID-PLAYTEST CHANGES (Spicy B)

Shafts longer than 28" must have a draw stop (generally a ring of tape or similar) **placed around the shaft no more than 28" from the inside of the arrow's nock where the string rests.**

P.37 BARD

a. PLAYTEST SPELL CHANGES

See Battlefield Triage

P.39 DRUID

a. CURRENT (Spicy A)

Corrosive Mist - Level: 1

MID-PLAYTEST CHANGES (Spicy B)

Corrosive Mist - Level: 2

P.50 RESISTANT

a. CURRENT (Spicy A)

Resistances always take effect after Immunities and Traits.

MID-PLAYTEST ADDS (Spicy B)

Resistances always take effect after Immunities and Traits, **but before any other abilities.**

P.51 TRAITS

a. CURRENT (Spicy A)

Traits always take effect before Immunities and Resistances.

MID-PLAYTEST ADDS (Spicy B)

Traits always take effect before Immunities, Resistances, **and any other abilities.**

P.51 IMMUNE

a. CURRENT (Spicy A)

Immunities always take effect before Resistances and after Traits.

MID-PLAYTEST ADDS (Spicy B)

Immunities always take after Traits but before Resistances **and any other abilities.**

P.54 BATTLEFIELD TRIAGE

a. CURRENT

M: Four yellow strips

E: Bearer is Stopped. Bearer may cast **Greater Heal** by announcing "<Player> thou art made whole". Bearer must remove an Enchantment strip after each use of **Greater Heal**.

PLAYTEST

M: Three yellow strips

E: Bearer may cast Heal by announcing "<Player> thou art made whole". Bearer must remove an Enchantment strip after each use of **Heal**.



VERSION: V8.5P.220724 "SPICY A"

Playtest Start Date: August 14, 2022

Playtest Changes listed in order they appear. All page numbers reflect the location in the current version of the rules.

QUALITY OF LIFE (NOT HIGHLIGHTED)

- a. Fixed typos, spacing, and grammar.

Typo/Fixes Version - V8.230301.1729

P.2 REEVES

- a. CURRENT

This identifier will be either a **gold sash...**

PLAYTEST

This identifier will be either a **black and white sash, in either checkerboard or stripes...**

P.3 PARAGON

- a. CURRENT

The reserved symbol of a Paragon is a sash in the color of their class with silver trim.

PLAYTEST

The reserved symbol of a Paragon is a sash in the color of their class with silver trim, **or in the case of Anti-Paladin, gold trim.**

P.6 POSTING

- a. CURRENT

If the player cannot place their dead knee in contact with the ground, the player must immediately notify their opponent(s) of this by stating "posting" in order to avoid dropping to their knees.

PLAYTEST

If the player cannot **or chooses not to** place their dead knee in contact with the ground, the player must immediately notify their opponent(s) of this by stating "posting" in order to avoid dropping to their knees.

P.11 SYNTHETICS

- a. PLAYTEST ADDS

Gambeson: +1 The armor is worn over a Gambeson

P.16 JAVELINS

- a. PLAYTEST ADDS

Hits from Javelins when thrown are Armor Breaking and Shield Crushing.

P.16 MAGIC BALLS

- a. CURRENT

These are thrown to represent various magical attacks and are not projectile weapons but follow the same construction requirements except as noted below.

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 **weapons** are exempt from a minimum foam depth for Strike-Legal.
4. Will score a hit from any portion of the object.

SOFT CLARIFICATION (No functional change)

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.



P.16 ARROWS

a. PLAYTEST ADDS

Arrows with shafts longer than 28" must have a draw stop (generally a ring of tape or similar) around the shaft physically preventing drawing the arrow past 28.

b. CURRENT

The tip of shafts must be built up to at least 0.5" in diameter in a solid manner such as:

- Wrapping in duct tape and capping with a penny
- Affixing a washer into the shaft with a glued-in screw.
- Other similar methods.

PLAYTEST

The tip of shafts must be built up to at least 0.5" in diameter in a solid manner such as:

- Wrapping in fiberglass strapping tape and capping with a steel disc
- Affixing a non-zinc washer into the shaft with a glued-in screw.
- Other similar methods.

P.18 SIEGE WEAPONS

a. CURRENT

You may only have one siege weapon per twenty people on a team.

PLAYTEST

You may only have siege weapons at the discretion of the game runner.

b. CURRENT

Siege weapons are considered normal weapons for purposes of being destroyed.

PLAYTEST

Siege Weapons are special weapons and the Game designer shall dictate how and if they can be destroyed.



P.19 CLASS SYMBOLS

a. PLAYTEST ADDS

CLASS SYMBOLS

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

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

P.24 BASE

a. CURRENT

Bases may also be used to repair a broken weapon, bow, or shield after 60 seconds at base, though this may be adjusted by the game designer.

TO

Bases may also be used to repair a destroyed weapon, bow, shield, or all armor in one location after 60 seconds at base, though this may be adjusted by the game designer.

P.31 ARCHER

a. CURRENT

2nd Level: Mend 1/life (ex)

PLAYTEST

2nd Level: Mend 1/life (ex) Charge x5

b. SOFT CLARIFICATIONS (No functional changes)

See Pinning Arrow, Suppression Arrow, and Reload.

P.32 ASSASSIN

a. SOFT CLARIFICATIONS (No functional changes)

See Assassinate and Coup De Grace



P.33 BARBARIAN

a. CURRENT

Look The Part: Blood and Thunder 1/Refresh (ex)

PLAYTEST

Look The Part: **Fight After Death** 1/Refresh (ex) (Ambulant)

b. CURRENT

5th Level : Brutal Strike 1/Life (ex) (Ambulant)

PLAYTEST

5th Level: Brutal Strike 1/Life **Charge x3** (ex) (Amb)

c. CURRENT

6th Level: Blood and Thunder 2/Refresh (ex)

PLAYTEST

6th Level: Blood and Thunder **Unlimited** (ex)

d. SOFT CLARIFICATIONS (No functional changes)

See Berserk

P.34 MONK

a. CURRENT

Look The Part: Heal (self-only) 1/Life(ex)

PLAYTEST

Look The Part: Heal 1/Life(ex)

b. CURRENT

Weapons: All Melee

PLAYTEST

Weapons: All Melee, **Heavy Thrown**

c. CURRENT

2nd Level: **May use Heavy Thrown (T)**

PLAYTEST

2nd Level: **Banish** 1/Life **Charge x5** (ex)

d. CURRENT

4th Level: Heal (self-only) 1/Life(ex)

PLAYTEST

4th Level: Heal 1/Life(ex)

e. CURRENT

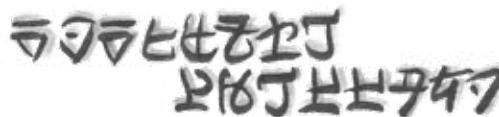
5th Level: Resurrect 1/Refresh **Charge x10** (m)

PLAYTEST

5th Level: Resurrect 1/Refresh **Charge x5** (m)

f. SOFT CLARIFICATIONS (No functional changes)

See Sanctuary



P.35 SCOUT

a. CURRENT

6th Level: Adaptive **Blessing** (self-only) 1/Life (ex)

PLAYTEST

6th Level: Adaptive **Protection** (self-only) 1/Life (ex)

P.36 WARRIOR

a. PLAYTEST SPELL CHANGES

See Insult

P.37 BARD

a. PLAYTEST SPELL CHANGES

See Agoraphobia, Awe, Insult, Song of Power, Song of Survival, and Terror

b. SOFT CLARIFICATIONS (No functional changes)

See Combat Caster, Dervish, and Legend

P.39 DRUID

a. PLAYTEST SPELL CHANGES

See Corrosive Mist, Essence Graft, and Grasping Tentacles.

b. SOFT CLARIFICATIONS (No functional changes)

See Avatar of Nature, Ranger, and Summoner

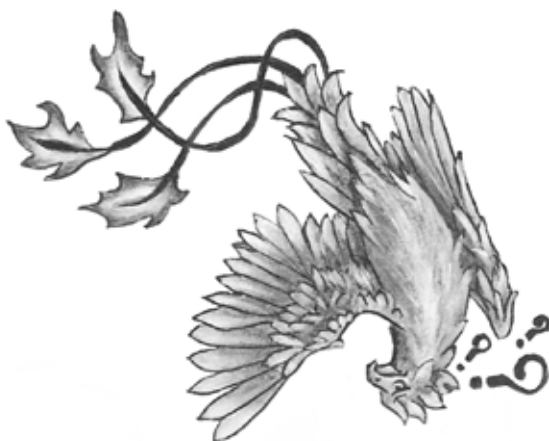


P.41 HEALER

- a. CURRENT
Adaptive Blessing - **Max: 2**
PLAYTEST
Adaptive Blessing - **Max: -**
- b. CURRENT
Ancestral Armor - **Cost: 2**
PLAYTEST
Ancestral Armor - **Cost: 1**
- c. CURRENT
Greater Harden - **Cost: 2**
PLAYTEST
Greater Harden - **Cost: 1**
- d. CURRENT
Imbue Shield - **Freq: 1/Refresh, Max: -**
PLAYTEST
Imbue Shield - **Freq: 2/Refresh, Max: 2**
- e. SOFT CLARIFICATIONS (No functional changes)
See Necromancer, Priest, and Warder

P.43 WIZARD

- a. CURRENT
Force Barrier - **Freq: 1/Refresh**
PLAYTEST
Force Barrier - **Freq: 1/Life**
- b. SOFT CLARIFICATIONS (No functional changes)
See Battlemage, Evoker, and Warlock



P.45 ANTI-PALADIN

- a. CURRENT
Garb: **Openly displayed black dragon on clothing or armor and medieval/sword and sorcery looking garb. Knights may wear a white belt and black phoenix instead.**
PLAYTEST
Garb: **Silver sash and medieval/sword and sorcery looking garb. Knights may wear a white belt and a black phoenix Class Symbol instead.**
- b. CURRENT
Look The Part: **Awe 1/life (m)**
PLAYTEST
Look The Part: **Terror 1/life (m)**
- c. CURRENT
2nd Level: **Poison (self-only) 1/Refresh Charge x3 (ex)**
PLAYTEST
2nd Level: **Poison (self-only) 1/Life Charge x3 (ex)**
- d. CURRENT
3rd Level: **Steal Life Essence 1/life (m)**
PLAYTEST
3rd Level: **Steal Life Essence 1/life Charge x5 (m)**
- e. CURRENT
4th Level: **Brutal Strike 1/Life (ex) (Ambulant)**
PLAYTEST
4th Level: **Brutal Strike 1/Life Charge x10 (ex) (Amb)**
- f. CURRENT
5th Level: **Awe 1/life (m)**
PLAYTEST
5th Level: **Terror 1/life (m)**
- g. CURRENT
6th Level: **Undead Minion 2/Refresh (m)**
PLAYTEST
6th Level: **Flameblade (self-only) 2/Refresh (ex)**
- h. PLAYTEST SPELL CHANGES
See Terror



P.46 PALADIN

a. CURRENT

Garb: **Openly displayed white dragon on clothing or armor and medieval/sword and sorcery looking garb. Knights may wear a white belt and white phoenix instead.**

PLAYTEST

Garb: **Gold sash and medieval/sword and sorcery looking garb. Knights may wear a white belt and a white phoenix Class Symbol instead.**

b. CURRENT

2nd Level: **Heal 1/Refresh Charge x3 (m)**

PLAYTEST

2nd Level: **Greater Heal 1/Life Charge x3 (m)**

c. CURRENT

4th Level: **Resurrect 2/Refresh (m)**

PLAYTEST

4th Level: **Greater Resurrect 2/Refresh (m)**

d. PLAYTEST SPELL CHANGES

See Awe and Extend Immunities

P.48 ARCHETYPE DEFINITION

a. PLAYTEST ADDS

Archetypes: Class abilities which modify base rules about their class. Archetypes are denoted with an (A) and are always active throughout the game. Archetypes may not be removed by any means and persist after respawn. Archetypes are not enchantments, and do not count towards enchantment limits or count for the purposes of Attuned, Essence Graft, or similar magic and abilities. You do not have to have an archetype, even if one is available to you.

P.49 KILL TRIGGER

a. CURRENT

...can only be used within 30 seconds after the caster strikes the final blow to kill an enemy **in melee combat** (or causes the activation of any effects which allow the player struck to avoid death...

PLAYTEST

...can only be used within 30 seconds after the caster strikes the final blow to kill an enemy (or causes the activation of any effects which allow the player struck to avoid death...

P.51 WOUND TRIGGER

a. CURRENT

Magics and abilities with the Wound Trigger Limitation can only be used immediately after the caster causes a wound to an enemy **in melee combat** (even if that wound kills the enemy).

PLAYTEST

Magics and abilities with the Wound Trigger Limitation can only be used immediately after the caster causes a wound to an enemy (even if that wound kills the enemy).

P.50 RESISTANT

a. PLAYTEST ADDS

Resistances always take effect after Immunities and Traits.

P.51 TRAITS

a. PLAYTEST ADDS

Traits always take effect before Immunities and Resistances.

P.51 IMMUNE

a. PLAYTEST ADDS

Immunities always take effect before Resistances and after Traits.

P.53 ADAPTIVE BLESSING

a. CURRENT

May not be worn with any other Enchantments from the Protection School.

SOFT CLARIFICATION (No functional change)

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

P.53 AGORAPHOBIA

a. CURRENT

Target must remain at least 20' away from all other players unless forced there by another Magic or Ability.

PLAYTEST

Target must remain at least 20' away from all other living players unless forced there by another Magic or Ability.



P.53 ASSASSINATE

a. CURRENT

I: Say the word “Assassinate” immediately upon killing a person.

E: The victim is Cursed.

SOFT CLARIFICATION (No functional change)

I: “Assassinate”

E: The victim is Cursed.

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

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

P.54 AVATAR OF NATURE

a. CURRENT

T: Neutral

SOFT CLARIFICATION (No functional change)

T: Archetype

P.54 AWE

a. CURRENT

If the caster attacks or begins casting another magic at the target, this spell’s effect is negated.

PLAYTEST

If the caster attacks, begins casting another magic at the target, **or dies**, this spell’s effect is negated.

P.54 BATTLEMAGE

a. CURRENT

T: Neutral

SOFT CLARIFICATION (No functional change)

T: Archetype

P.54 BERSERK

a. CURRENT

All weapons wielded in melee are Armor Breaking.

SOFT CLARIFICATION (No functional change)

Bearer’s melee weapons are Armor Breaking.

P.54 BLESSING AGAINST WOUNDS

a. CURRENT

May not be worn with any other Enchantments from the Protection School.

SOFT CLARIFICATION (No functional change)

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

P.55 COMBAT CASTER

a. CURRENT

T: Neutral

SOFT CLARIFICATION (No functional change)

T: Archetype

P.55 CORROSIVE MIST

a. CURRENT

M: Five red strips

E: Bearer is Stopped. Bearer may cast Destroy Armor by...

PLAYTEST

M: Three red strips

E: Bearer may cast Destroy Armor by...

P.55 COUP DE GRACE

a. CURRENT

L: Target must be Wounded when the caster begins the Incantation. Although it still functions even if they are healed by the end of the Incantation.

SOFT CLARIFICATION (No functional change)

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

N: Even if the target has no Wounds by the end of the Incantation they still die.

P.55 DERVISH

a. CURRENT

T: Neutral

SOFT CLARIFICATION (No functional change)

T: Archetype



P.56 ESSENCE GRAFT

- a. CURRENT
I: "Open up and receive my power" x3
PLAYTEST
I: "I enchant thee with essence graft" x3
- b. CURRENT
L: Bearer may only wear Enchantments...
SOFT CLARIFICATION (No functional change)
L: Bearer may only wear (m) Enchantments...

P.56 EVOKER

- a. CURRENT
T: Neutral
SOFT CLARIFICATION (No functional change)
T: Archetype

P.57 EXTEND IMMUNITIES

- a. CURRENT
E: The target player gains either Resistant to Command or Resistant to Death.
PLAYTEST
E: The target player gains either Immunity to Command or Immunity to Death.

P.58 GRASPING TENTACLES

- a. CURRENT
Name: **Grasping Tentacles**
M: **Five** red strips
E: **Bearer is Stopped.** Bearer may cast Hold Person by...
PLAYTEST
Name: **Snaring Vines**
M: **Three** red strips
E: Bearer may cast Hold Person by...

P.60 INSULT

- a. CURRENT
I: "I command thy attention **sirrah**" x3
PLAYTEST
I: "I command thy attention" x3
- b. PLAYTEST ADDS
N: If the caster of Insult dies, the victim's effect is negated.

P.60 LEGEND

- a. CURRENT
T: Neutral
SOFT CLARIFICATION (No functional change)
T: Archetype

P.61 NECROMANCER

- a. CURRENT
T: Neutral
SOFT CLARIFICATION (No functional change)
T: Archetype

P.62 PINNING ARROW

- a. CURRENT
E: A player struck by this arrow is Stopped for 30 seconds.
N: Engulfing.
SOFT CLARIFICATION (No functional change)
E: A player struck by this arrow is Stopped for 30 seconds. Engulfing.

P.62 PRIEST

- a. CURRENT
T: Neutral
SOFT CLARIFICATION (No functional change)
T: Archetype

P.62 PROTECTION FROM PROJECTILES

- a. SOFT CLARIFICATION (No functional change)
N: Equipment can still be affected by projectiles. Does not protect bearer against Magic Balls.



P.62 RANGER

a. CURRENT

T: Neutral

SOFT CLARIFICATION (No functional change)

T: Archetype

P.63 RELOAD

a. CURRENT

E: Player becomes Out of Game and may move about the field retrieving their arrows.

L: Must stay at least 10' away from other players at all times. The player may only remove their Out of Game state in the location they started by stating, "I return with a full quiver" x3.

SOFT CLARIFICATION (No functional change)

E: Player becomes Out of Game and may move about the field retrieving their arrows. The player may remove their Out of Game state in the location they started by stating, "I return with a full quiver" x3.

L: Must stay at least 10' away from other players at all times.

P.63 SANCTUARY

a. CURRENT

I: State "Sanctuary" without any weapons in hand.

L: Player may not carry any weapons in hand during Sanctuary. Cannot carry nor affect game items or game objectives while in Sanctuary. Players in Sanctuary may not impede the play of other people in any manner, and must immediately remove themselves from any such situations they find themselves in. May not come within 20' of a non-friendly base.

SOFT CLARIFICATION (No functional change)

I: "Sanctuary"

L: Player may not activate this ability while they have any weapons in hand and cannot carry any weapons in hand during Sanctuary. Cannot carry nor affect game items or game objectives while in Sanctuary. Players in Sanctuary may not impede the play of other people in any manner, and must immediately remove themselves from any such situations they find themselves in. May not come within 20' of a non-friendly base.

P.64 SNIPER

a. CURRENT

T: Neutral S: Sorcery

SOFT CLARIFICATION (No functional change)

T: Archetype S: Neutral

P.64 SONG OF POWER

a. CURRENT

I: "I sing to inspire my **brothers-in-arms**"

PLAYTEST

I: "I sing to inspire my **comrades-in-arms**"

P.64 SONG OF SURVIVAL

a. CURRENT

The caster treats the triggering event as though it had no effect on them other than triggering Song of Survival. Bearer may choose to return directly to their base immediately after Song of Survival activates.

PLAYTEST

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.

b. CURRENT

L: Once Song of Survival has activated to protect the bearer it may not be **cast** again on the same life.

PLAYTEST

L: Once Song of Survival has activated to protect the bearer it may not **activate** again on the same life.



P.65 SUMMON DEAD

a. CURRENT

May be used on a dead player who has not moved from where they died or who is at their base.

SOFT CLARIFICATION (No functional change)

May be used on a dead player who has not moved from where they died or who is at their respawn.

P.65 SUMMONER

a. CURRENT

T: Neutral

SOFT CLARIFICATION (No functional change)

T: Archetype

P.65 SUPPRESSION ARROW

a. CURRENT

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

N: Engulfing.

SOFT CLARIFICATION (No functional change)

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

P.66 TERROR

a. CURRENT

N: If the caster attacks or begins casting another magic at the target, this spell's effect is negated.

PLAYTEST

N: If the caster attacks, begins casting another magic at the target, or dies, this spell's effect is negated.

P.67 WARDER

a. CURRENT

T: Neutral

SOFT CLARIFICATION (No functional change)

T: Archetype

P.67 WARLOCK

a. CURRENT

T: Neutral

SOFT CLARIFICATION (No functional change)

T: Archetype

A Note About These Playtest Rules

This log contains a list of every change that will go to an approval vote at the annual Circle of Monarchs meeting in 2023 and potentially be added to the official rulebook. Each change will be assessed individually. Some changes may be approved while other changes may be reverted.

This is an Amtgard-wide playtest. It officially starts on August 14th, 2022, but your Park/Kingdom can start using these rules any time before that. After August 14th, your group is expected to participate in the playtest and play with the new rules.

If you wish to provide feedback about these changes, contact your Kingdom Rules Representative.

Thanks!

- Rules Team

