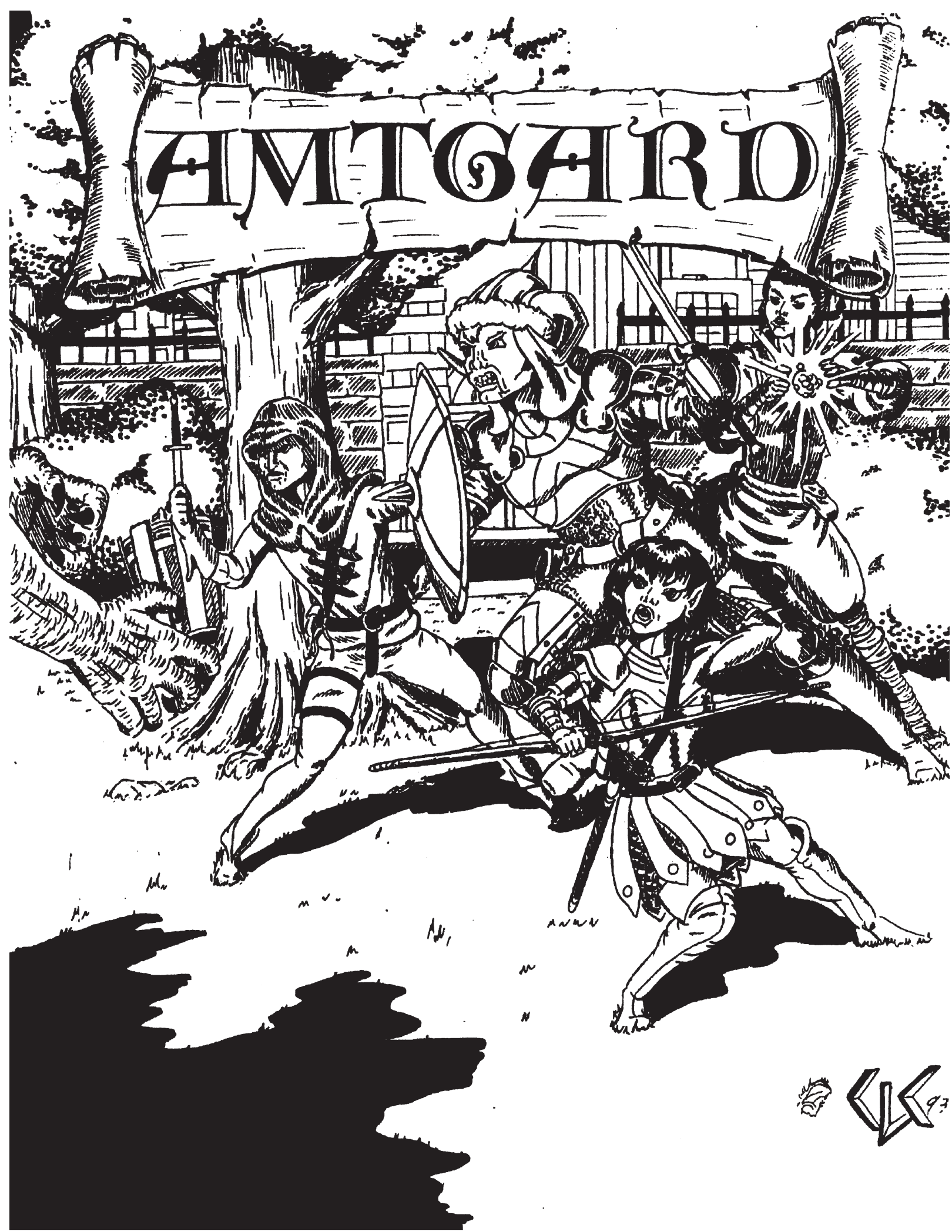


# AMTGAIRD



# Forward

It has been nearly 8 months, 10 drafts, and over 1,000 pages of submitted material from over 100 different people since the project to update the 5th edition rules to 6th edition status began. The enclosed product is the fruition of all that work. I wish I could say it is perfect, but it is not. The old hackneyed phrase "living in an imperfect world" is true. There is compromise in here, for I did try to balance peoples' opinions, and the fact is, there are things I would change if I could. However, the whole point of the 6th edition is to ensure that the game we have been playing for over a decade is still the same game as the first 5 editions of rules. To that end this is more of a conservative update than a revision or total rewrite, with changes made in 5 broad categories:

- A. neater typesetting and layout, and the removal of typos, to give Amtgard a more professional appearance,
- B. to clarify contradictory, confusing, or incorrect items (example Scouts may never use throwing axes),
- C. to bring loose areas more into line with the rest of the rules (such as the standardization of magical wording and the utilization of purchased magics for bards and 4th level healers),
- D. to seal unclear areas that have been subject to abuse (i.e., monsters are classes, not player races),
- E. and to make the game easier for new people by setting down longstanding unwritten rules into print ("whip shots" do not count, paladin immunities do not extend to their equipment, etc.).

Keeping in mind that as little as possible was altered so that everyone would not have to relearn the rules, there were also good ideas that could not be included such as:

- A. complete explanation of all class magical-like abilities rather than references to the magics' listings (redundant),
- B. an alphabetical listing of all magics (confusing if not cross indexed),
- C. a chart listing the effects of all attacks versus all defenses—this was my idea (space inefficient, the rules are already very long at 60 pages),
- D. names and separate colors for the six levels of all classes (impractical to keep track of and enforce),
- E. etc.—juggling playability, rules length, ease of understanding and play balance all had an impact.

So what it all comes down to is this 6th edition. It cannot be denied that this is superior to the 5th edition in that it addresses the bulk of the problems that have cropped up in 5 years of 5th edition usage. Credit for major contributors are listed on page 1, but I would especially like to offer thanks to the various jurisdictions of Amtgard, most notably the Board of Directors and the Monarchies of 5 of the kingdoms. It was refreshing to see so many diverse government bodies supporting the same basic goal. Despite our differences, we all share a lot through our common venue of Amtgard. Enjoy, and long live the dream—

In service,

J.W. Donnelly  
(aka Aramithris of Meadowlake)  
October, 1993

# TABLE OF CONTENTS

SECTION	PAGE NO.
FORWARD	Back of Cover
INTRODUCTION	1
Persona Guidelines	2
Heraldry	2
Companies	2
Households	2
Events	2
FIGHTING CLASSES	3
Anti-Paladin	3
Archer	4
Assassin	4
Barbarian	6
Bard	6
Druid	7
Healer	7
Monk	7
Monster	8
Paladin	9
Scout	9
Warrior	10
Wizard	10
NOTES FOR COMBAT PARTICIPATION	11
Non-Fighting Types	11
DAMAGE AND WOUNDS TO YOU	11
WEAPON TYPES	12
Notes on Weapon Types	13
Weapon Construction	13
Armor Construction	14
Shields	14
Archery	15
Other Projectiles	15
DESTROYED ITEMS	15
SUBDUALS AND PRISONERS	15
DEATHS AND LIVES	15
HOLDS	16
BATTLEGAME RULES	16
Battlegame Restrictions	16
Game Etiquette	17
GARB	17
WEAPON CONSTRUCTION & GARBMAKING	
Sword Construction	18
Shield Construction	18
Common Weapons	19
Pole Arms	20
Arrow Construction	20
Basic Garb	21

# TABLE OF CONTENTS

SECTION	PAGE NO.
AMTGARD MAGIC	
The Rules of Magic	22
Magic Clarifications	24
MAGICAL RELICS	25
MAGICAL DEFINITIONS	26
MAGIC CLASSES	26
Weapon Costs for Magic Users	27
Magic Points	27
WIZARD MAGIC	28
1st Level Spells	29
2nd Level Spells	31
3rd Level Spells	32
4th Level Spells	34
5th Level Spells	36
6th Level Spells	37
HEALER MAGIC	39
1st Level Spells	40
2nd Level Spells	41
3rd Level Spells	42
4th Level Spells	43
5th Level Spells	44
6th Level Spells	44
DRUID MAGIC	45
1st Level Spells	46
2nd Level Spells	47
3rd Level Spells	48
4th Level Spells	49
5th Level Spells	50
6th Level Spells	51
BARD MAGIC	52
1st Level Spells	52
2nd Level Spells	53
3rd Level Spells	53
4th Level Spells	54
5th Level Spells	55
6th Level Spells	55
ART CREDITS	56

# AMTGARD

## handbook on the rules of play:

Copyright: 1986/1987/1993 by Amtgard, Kingdom of the Burning Lands  
The 6th edition rulebook, being an update of the 5th edition rules in the reigns of:  
the kings of the 6 kingdoms- Aramithris, Cabal, Michael, Rift, Zol, Hunter

Editor- Aramithris Typesetting- Gwynne and Terarin Cover art- Labrynthe  
previous edition rulebooks: Aramithris, Gilos, Nashomi

Thanks and credits for their help in updating this handbook:

Kingdom of the Burning Lands Board of Directors, Kingdom of the Iron Mountains Rules Committee, Alaeric, Astrean, Blackthorn, Carnellion, Crosser, Dustin, Franchesca, Gilos, Greywalker, Gwynne, Hunter, Labrynthe, Ladyhawke, Michael, Moss, Rift, Talinor, Tawnee, Terarin, Thorn, Wieloc, Wolfram, Zol and everyone else in the populace for their ideas and suggestions. Note that for ease of play, the 5th and 6th edition rules are virtually interchangeable.

\*\*\*\*\*

The handbook is a guide to play. It cannot cover all possibilities. Common sense and a sense of fair play should be applied when problems crop up. Amtgard is a non-profit, non-sectarian group devoted to recreating elements of the medieval, ancient, and fantasy genres. The thrust of Amtgard is both recreational and educational, with major group efforts devoted to reconstructions of medieval combat. Amtgard weapons are safe, foam-padded replicas of the real things. Anyone may join. To become a member you must:

- 1) obtain a copy of the handbook and read it.
- 2) develop a persona and persona history.
- 3) make a costume for yourself that is fitting to your persona.
- 4) fill out a membership form and waiver and turn them in to the Prime Minister. Minors must have their waivers signed by the parents or legal guardians. Minors under the age of 14 may not participate in combat without special permission from the Monarch.



Subject to the preceding criteria, anyone may participate in Amtgard functions. However, there are certain advantages for those whom choose to financially support Amtgard. Donations to the treasury (informally referred to as "dues") are \$6 every 6 months, payable to the Prime Minister of the group to which a member belongs. No one may simultaneously belong to more than one Amtgard group. People up to date on their "dues" are considered to be contributing members. This status entitles a member to receive a copy of the handbook and issues of the Amtgard newsletter. It also, with a minimum attendance stated by the Monarch, allows the member to vote in Amtgard government (the Allthing). Funds received in this manner are used to support Amtgard functions and activities such as printing fees for handbooks/newsletters/fliers/etc., renting sites for feasts, purchasing prizes for tourneys and quests, and so on. No one is required to pay "dues" (although some officers are required to be paid up). We have no "pay for play" rules. Non-donating members are allowed to participate in all activities and receive all benefits not specifically listed as exceptions in this paragraph. Members of all groups may participate in the events of other groups. Note: the terms Monarch and Prime Minister apply to the specific officers of each group.

Further notes— There are other Amtgard publications of importance:

- A. **Corpora of Amtgard bylaws**— group criteria, Amtgard government structure, awards and honors, etc. Important for all groups, essential for medium/large groups.
- B. **The Amtgard contract**— legal agreement that all groups must sign with the Amtgard, Kingdom of the Burning Lands' Board of Directors. (Basically it ensures that groups will abide by Amtgard rules and bylaws).
- C. **Other publications of note** (but which are not mandatory) include Amtgard supplements (garb making, weapon construction, etc.), various incarnations of the monster handbook, newsletters, etc.

## PERSONA GUIDELINES

**Real History:** a persona should be based on an Earth type human who could have truly lived before 1650 A.D. The name, weapons, clothing, etc. should be historically correct. Please do not impersonate a famous historical figure.

**Fantasy:** the persona should be based on a book, movie, historical mythology, or may even be a unique creation of your own. Again, do not impersonate a character from the medium you choose. **REMEMBER:** everyone must be either medieval or ancient era, or swords and/or sorcery related.

**HERALDRY** Create a device or insignia to display on your flags, banners, coat of arms, etc. the device should be unique or at least in keeping with your persona and/or company. You may register the device with the Guildmaster of Heraldry and the Prime Minister.

**COMPANIES** People who are friends and/or are of the some persona types may wish to band together as a fighting group. This group is called a company. The company should choose a name, captain, second in command and device.

**HOUSEHOLDS** People who wish to form a non-fighting group within the club can create a household. The household should choose a name, a Lord and Lady of the House and a device.

## EVENTS

There are many types of battlegames we hold and participate in as well as other events.

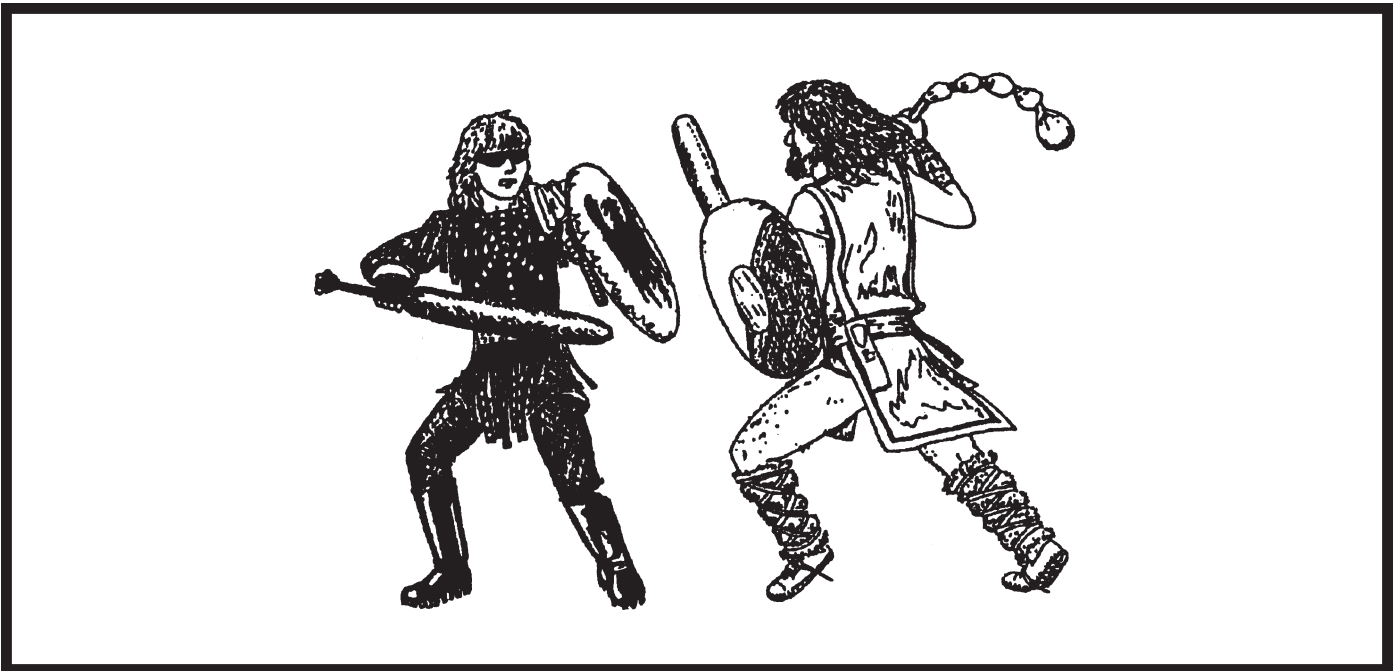
These include:

- 1) tournaments— competitions between individuals or groups for awards, honors, or challenges.
- 2) battles— involves two or more armies attacking each other for various reasons.
- 3) special events— quests, feasts, demos, trips, revels, fairs, workshops, and other 'games', etc.

**FIGHTING CLASSES** If you wish to fight or participate in a battlegame you must conform to one class for each game. The following are the basic rules of all the fighting classes. Note that each class has a semiannually elected Guildmaster who is responsible for the discipline and maintenance of the class. All classes gain new levels and abilities of the following rate:

1st Level	0-12 weeks experience in that class
2nd Level	13-24 weeks experience in that class
3rd Level	25-36 weeks experience in that class
4th Level	37-48 weeks experience in that class
5th Level	49-60 weeks experience in that class
6th Level	61+ weeks experience in that class

Class abilities gained per level are additive unless otherwise stated.



### ANTI-PALADIN

Experience: Must have been a Knight for at least 12 weeks.  
 Garb: Must have a black phoenix device openly displayed on their clothing or armor.  
 Weapons: Any melee weapon and javelins.  
 Armor: Up to 4 points.  
 Shield: Any.  
 Immunities: Immune to all wizard spells except the following- *iceball*, *magic bolt*, *lightning bolt*, *sphere of annihilation*. Note that they are affected by enchantments.

#### Levels:

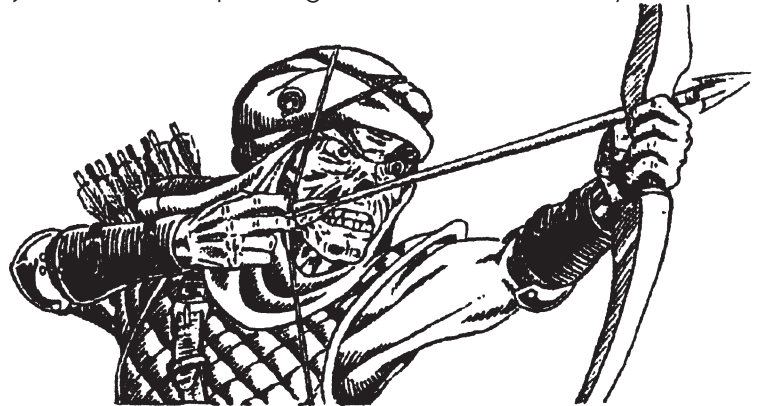
1st- Steal life from any dead person still on the field.  
 2nd- 1 touch of death (same as the assassin nonmagical ability) per game.  
 3rd- 1 additional touch of death per game (total of 2).  
 4th- 1 additional touch of death per game (total of 3).  
 5th- 1 poisoned edged melee weapon once per game.  
 6th- 1 reanimate (as per the wizard class) per game.

#### Notes:

- 1) Steal Life— Anti-paladins can steal 1 life per game from a dead person and add it to their own by stating "I take your life" and placing their hand over the dead person's heart.

## ARCHER

- Garb: Any tunic, and a bow is required.
- Weapons: Any bow, no hinged weapons, any other weapon under 4 ft. in length used exclusively for melee.
- Armor: Up to 3 points.
- Shield: None initially.
- Levels:
- 1st- Repair bow once per life.
  - 2nd- 1 stun arrow (reusable).  
1 flame arrow (reusable).
  - 3rd- +1 damage with all arrows (3 damage with shortbow, etc.).
  - 4th- +1 life (total of 5).  
1 armor piercing arrow (reusable).
  - 5th- May use a small shield.
  - 6th- 1 penetration arrow (reusable).
- Notes:
- 1) Repair bow- requires 100 count, and may only be done on one's own bow.
  - 2) Arrow types (ribbons tied to arrow shafts).
    - a) Flame (red ribbon)- it will destroy a shield if the shield is hit and then not tapped upon the ground five times within 5 seconds of the hit. It will destroy a siege weapon with 2 hits. Only 1 flame arrow may be lit at once, and the arrow will stay lit for 2 minutes before it must be relit. Must say "flame arrow" x5 to ignite.
    - b) Stun (grey ribbon)- treat as a subdual blow.
    - c) Armor Piercing (blue ribbon)- this arrow will pierce any armor and hit the target.
    - d) Penetration (white ribbon)- as an armor piercing arrow but also destroys shields.



## ASSASSIN

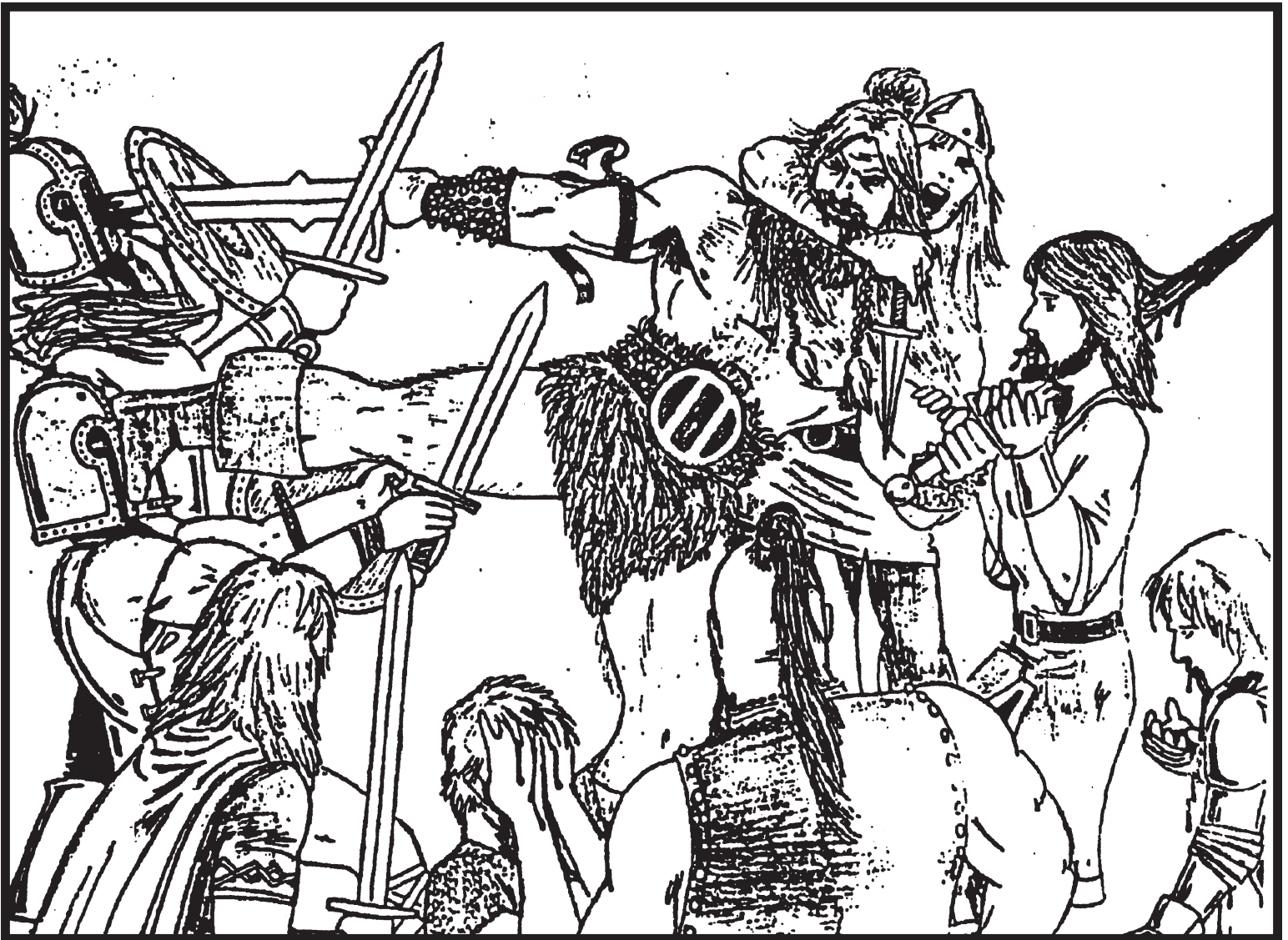
- Garb: Mask that covers the mouth and nose, headbands of the appropriate color are required after 1st level.
- Weapons: Any throwing weapons, no hinged weapons except nunchuku, any other melee weapon under 4 ft. in total length.
- Armor: None initially.
- Shield: None initially.
- Levels:
- 1st- no headband As listed.
  - 2nd- blue headband 1 poison edged weapon (reusable), or the ability to make traps, or a short bow.
  - 3rd- green headband 1 touch of death per life, or the antidote to poison.
  - 4th- brown headband 2 point armor, or a 5 ft. javelin.
  - 5th- black headband Small shield.
  - 6th- red headband
    - a) Choose 1 additional ability from above.
    - b) 1 teleport per game (only usable on self).



Notes:

- 1) Touch of death— This is not magic and is non-magical in nature. It is charged by saying "Touch of death" x20. It will stay charged for 5 minutes. Otherwise treat as per the wizard enchantment of the same name.
- 2) Traps— A circle of cloth or noose placed upon the ground. Activated by a victim stepping into it. The victim must cut at each leg 10 times before he is free. Maximum trap diameter is 3 ft. May only affect one person at a time.
- 3) Antidote to poison— Works exactly like the healers' *cure poison*. Allows one dose per life, and the assassin must carry a small vial or container. This is non-magic.
- 4) Teleport— This is non-magical. Say "teleport" x10. See the wizard *teleport* enchantment for a more detailed description.

## BARBARIAN



## BARBARIAN

- Garb: Blue or brown cloth (earth tones), leather, fur, grasses, flowers, leaves, reeds, wood, native and aboriginal jewelry and decorations, etc.
- Weapons: Any melee weapon, rocks, throwing axe, javelin, short bow.
- Armor: Up to 2 points.
- Shield: Any.
- Immunities:
- 1) Cannot be held or subdued, magically or otherwise (exception- healers *stun* spell).
  - 2) Cannot be made *lost*.
  - 3) May not carry enchantments.
  - 4) May not carry relics other than Odin's Hammer.

### Levels:

- 1st- tribesman
- a) One less life than other classes (total of 3).
  - b) May go berserk on last life.
  - c) Heal self once per life.
- 2nd- barbarian 4 total lives.
- 3rd- clan leader Fight after death when berserk.
- 4th- chieftain 5 total lives.
- 5th- high chieftain 6 total lives.
- 6th- ring giver May go berserk on last 2 lives.  
or overlord

### Notes:

- 1) Berserk- Gives the following effects:
  - a. 2 points overall body armor (a *healing* spell will repair 1 point of armor on any specific area of the barbarian's body).
  - b. Melee weapons are considered *bladesharp* or *bludgeoned*.
  - c. Berserkers may not retreat unless outnumbered by 5 to 1 or more or when facing magic.
  - d. Must wear a red arm or head band.
  - e. Berserkers may not use projectiles, armor, or shields.
- 2) Heal self- The barbarian must carry a pouch with herbs (paprika, cloves, etc.). The barbarian eats the herb for a 100 count to be healed.
- 3) Fight after death- Berserkers may continue to fight for 10 seconds after they have died. Leg and arm shots against these berserkers still incapacitate the affected limb. Note that physical and/or dangerous contact is still not allowed. May not fight after death if killed by: siege weapons (or monsters' equivalent white weapons), *flamewall*, *firetrap*, *fireball*, *call lightning*, and *sphere of annihilation*.

## BARD

- Garb: Bardic blue worn on or with a bright tunic (white, yellow, orange, etc.). Bards must carry a musical instrument.
- Weapons: Any single handed sword, dagger, staff. Note that the use of weapons will deduct from the Bard's available magic points.
- Armor: None.
- Shield: Small round. Note that it will deduct from the available magic points.
- Magic: May cast spells and enchantments.
- Levels: See the handbook section on magic.

## DRUID

Garb: Brown robe, sash, or belt. Magical symbols and devices are encouraged.  
Weapons: Any non-hinged melee weapon except "red class" weapons types and/or slashing type polearms, shortbow. Note that the use of weapons will deduct from the Druid's available magic points.  
Armor: None.  
Shield: Small. Note that it will deduct from the available magic points.  
Magic: May cast spells and enchantments.  
Levels: See the handbook section on magic.

## HEALER

Garb: Red sash or baldric. Magical symbols and devices are encouraged.  
Weapons: Any single handed melee weapon under 4 ft. in length (this includes flails and other hinged weapons), staff, dagger. Note that the use of weapons will deduct from the Healer's available magic points.  
Armor: None.  
Shield: Small or medium; will deduct from the available magic points.  
Magic: May cast spells and enchantments.  
Levels: See the handbook section on magic.

## MONK

Garb: Gray belt or sash at 1st level, and a black belt or sash at higher levels.  
Weapons: Quarterstaff, nunchuku, polearms, dagger, short swords, or a single long sword (3 to 4 ft. in length), throwing weapons after 1st level.  
Armor: None.  
Shield: None.  
Levels:  
1st-  
a) May block projectiles with their weapons without penalty.  
b) Heal self once per life.  
c) Immune to *touch of death*, vibrating palm, and spell of *wounding*.  
2nd-  
a) May use throwing weapons.  
b) Immune to poison.  
c) May transfer one life to a teammate (excluding monsters) once per game.  
3rd-  
a) Immune to all magic that charms or controls.  
b) Vibrating palm once per life.  
4th-  
a) May turn undead once per life.  
b) May block projectiles with their hands without penalty.  
5th-  
a) May use the sanctuary chant once per life.  
b) Protection from death.  
6th-  
a) Immunity to traps  
b) 1 additional heal self per life (total of 2).

### Notes:

- 1) Heal self- Same as the healer spell *heal*. Is considered to be a form of body control and is non-magical in nature. Must recite full incantation to be healed.
- 2) Vibrating palm- Same as the assassin's touch of death but instead charge it by saying "Vibrating palm" x 20.
- 3) Protection from death- Exactly like the healer enchantment of the same name. However this is an inherent immunity, not a form of magic.
- 4) Immunity to charm or control- May still be trapped, *entangled*, subdued, frozen, or *petrified*. Are still affected by Bardic *visit* and Bardic *voice* (non-charm magic only).
- 5) Sanctuary- By chanting "sanctuary" once every five seconds, the monk may wander

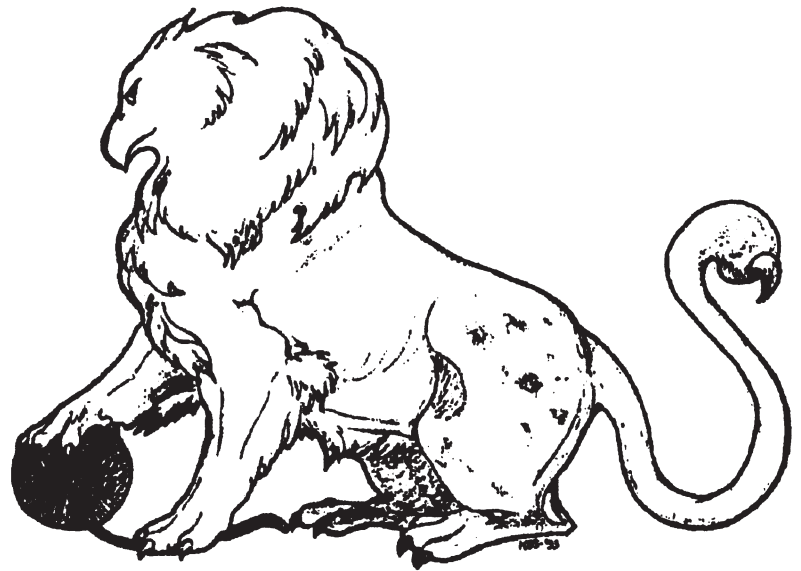
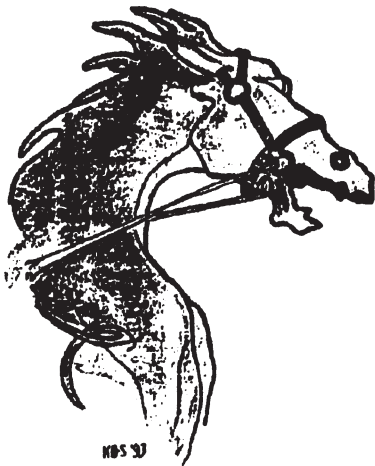
unhindered where he will and no one within 20 feet may strike at or attack him. Sanctuary is negated in the following instances:

- a. The monk stops his chant.
- b. The monk approaches within 20 feet of a home base or flag.
- c. The monk has a weapon in hand.

Note that this is not a protection from various battlefield effects, but only from deliberate attacks (the monk is unnoticeable).

- 6) Turn undead- By stating this out loud, the Monk may prohibit an undead creature (zombie, ghost, etc.) from attacking him for a count of 1,000. This may be done twice per life but never more than once on the same particular undead individual.

# MONSTERS<sup>®</sup>



## MONSTERS

Special quests and scenarios may involve the use of monsters. Many have magic or magic-like abilities. Monster types that have been played on the battlefield range from dragons to dryads, from ghosts to trolls to vampires and werewolves, and so on. As they are not a regular class, the specific rules on monsters are included in a separate monster handbook. Restrictions on the class include the following:

- 1) May only be played in special games or with the permission of the Monarch, Prime Minister, and Guildmaster of Monsters.
- 2) Monsters may not unbalance a battlegame and must show a willingness to play in character. Neutral monsters must stay neutral.
- 3) Garb must be distinctive and typify the monster played.
- 4) No more than one monster per 10 people.
- 5) No one may play a monster more than twice per month.
- 6) Monsters may not be combined with other classes (i.e.- no giants playing 6th level scouts, etc.). Monsters are a class, not a persona race.
- 7) Monsters may not be played in intergroup games except by agreement of all Monarchs involved.
- 8) The rulebook supersedes all monster supplements and handbooks in cases of disputes.
- 9) Monsters with innate armor may not add other forms of armor unless specified for that monster type.

## PALADIN

Experience:	Must have been a Knight for at least 12 weeks.
Garb:	Must have a white phoenix device openly displayed on their clothing or armor.
Weapons:	Any melee weapon and javelins.
Armor:	Up to 4 points.
Shield:	Any.
Immunities:	Immune to all wizard spells except the following- <i>iceball, magic bolt, lightning bolt, sphere of annihilation</i> . Note that they are affected by enchantments.
Levels:	
1st-	May extend their immunities to one person whom is in physical contact.
2nd-	1 resurrect per game (see the healer spell of the same name).
3rd-	1 additional resurrect (total of 2).
4th-	1 additional resurrect (total of 3).
5th-	1 heal (see the healer spell) per game.
6th-	Immunities extend to a 10 ft. radius one life per game.

## SCOUT

Garb:	Green tunic or visible green sash.
Weapons:	May use either a short bow or a long sword (no longer than 4 ft.). May use any non-hinged short weapon, any melee axe, and javelins.
Armor:	Up to 3 points.
Shield:	Small round.

### Levels:

1st- scout	a) 1 First Aid bandage. b) Cannot become <i>lost</i> due to an innate sense of direction.
2nd- pathfinder	a) 1 additional First Aid bandage (total of 2). b) Stun arrow or flame arrow (1/life, reusable).
3rd- guide	a) Obtain information from subdued person. b) Cure poison on self (1/life).
4th- tracker	a) Tracking (1/life).
5th- strider	a) Entangle trap (nonmagical skill 2/game). b) Cure poison on other (1/game).
6th- ranger	a) Carry two enchantments (1/game). b) Use of longbow or crossbow in place of short bow or long sword.

Notes: 1) First Aid bandages- Scouts are granted reusable bandages (strips of white cloth) which are tied around a wounded limb and will provide limited healing after a 100 count. Note that it is a skill, not magic. The count is made to pass the appropriate amount of time needed to actually bandage a real wound. The wounded limb may then be used with the following restrictions: If used in combat, the wound will return after a 100 count, or if a bandaged leg is used for running then the wound will return after a 100 count. Any limb may be used for anything else (carrying something, walking, etc.) but will be under the restrictions above until healed by magic. If the scout's bandages are in use then he may do no more first aid until they are returned.

- 2) Special arrows:  
Flame (red ribbon)- it will destroy a shield if the shield is hit and then not tapped upon the ground five times within 5 seconds of the hit. It will destroy a siege weapon with 2 hits. Only 1 flame arrow may be lit at once, and the arrow will stay lit for 2 minutes before it must be relit. Must say "flame arrow" x5 to ignite.  
Stun (grey ribbon)- treat as a subdual blow. Must say "stun arrow" x5.
- 3) Obtain information- a subdued person may be asked one "yes or no" question which he must answer truthfully.

- 4) Cure Poison- say "Cure poison" x10 to cure a person already poisoned. This is a skill.
- 5) Tracking- May ask one "yes or no" question about a specific game effect (who passed the area, where an object is hidden, etc.). Reeves, dead people, neutral monsters, and players may be asked, and must answer to the best of their abilities. This is nonmagical. It also grants scouts total immunity to traps whether tracking is being used or not. May follow teleporting assassins. Yields no immunity to scout entangle trap.
- 6) Entangle trap- Scout must say "May mother nature bind thee" x2, range is 20 ft. The victim must cut at each leg 10 times before he is free. This is not a magical effect. The scout is assumed to have maneuvered the victim into an area of uncertain footing. Monks and barbarians are not immune.

## WARRIOR

- Garb: A tunic or armor must be worn. Battlefield participants in Amtgard more than a month and without garb can only play a first level warrior (the "peasant rule").
- Weapons: Any melee weapon, and javelins at higher levels.
- Armor: Up to 4 point, increases at higher levels.
- Shield: Any.
- Levels:
- 1st- 1 additional life (5 total).
- 2nd- May wear up to 6 points armor.  
Improve weapon once per battle.
- 3rd- 1 additional life (6 total).  
May use javelins.
- 4th- Improve shield once per battle.  
Improve weapon becomes once per life.
- 5th- Repair once per life.
- 6th- +1 point to any armor worn.
- Notes:
- 1) Improve weapon- a non-magical *bladesharp* (or *bludgeon*) only effective against armor. Requires a blue strip of cloth.
  - 2) Improve shield- makes a shield impervious to all attacks except magic and siege weapons. Requires a blue strip of cloth. Will stop armor piercing and penetration arrows.
  - 3) Repair- may fix a weapon, a shield, or one point of armor. Requires a 100 count and may only be done on one's own equipment.
  - 4) +1 to armor- simulates higher quality equipment (much like the sharpen and harden abilities). The person must actually be wearing armor to receive the bonus. Note: Armor may never exceed 6 pts. in value.

## WIZARD

- Garb: Yellow belt or sash. Long robes, hoods, and magical devices are encouraged.
- Weapons: Any one handed, non-hinged weapon under 4 ft. in length, staff, spear, dagger. Note that the use of weapons will deduct from the Wizard's available magic points.
- Armor: None.
- Shield: None.
- Magic: May cast spells and enchantments.
- Levels: See the handbook section on magic.



## NOTES FOR COMBAT PARTICIPATION:

- 1) Any person who wishes to fight must have signed a waiver and be at least 14 years of age. If younger, he must have special permission from the Monarch and his parents.
- 2) A person may advance in level in a class after having completed all listed prerequisites. One may become a master in a class if judged as an outstanding example of the class by the Monarch, Prime Minister, and class Guildmaster. Such decisions will usually be made every six months at the Guildmaster elections.
- 3) People must actually participate in a class to receive attendance credit.
- 4) Only one attendance credit may be given on a single day.

## NON-FIGHTING TYPES

If you do not want to fight but wish to participate in a battlegame there are a few classes that do so:

- 1) REEVE- The garb is a gold tunic, headband, or sash. The reeve is a referee for the battlegame. He should be impartial, fair, have a good eye, and be well versed in the rules. The reeve has the last say in any decision in a battlegame. The reeves do not fight and should not be hit or touched in an offensive manner. Biased, unfair, or incompetent reeves shall be dealt with by the Guildmaster of Reeves.
- 2) PAGE- Garb consisting of his master's device is optional. A page can be a fighting or a non-fighting servant.
- 3) COLOR- Garb is encouraged. It is not a class, yet includes everyone else who wish to participate in the mood and ambience of Amtgard. Examples include minstrels, water bearers, and many others.
- 4) ARTS AND SCIENCES GUILDS- Artisans, smiths, garbers, etc.

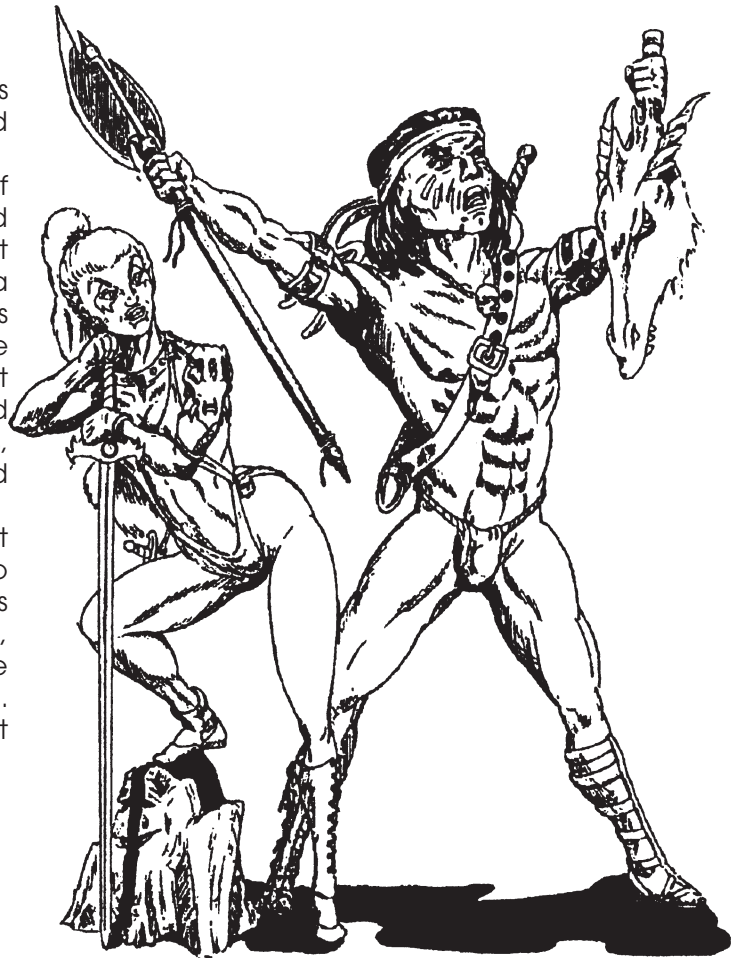
## DAMAGE AND WOUNDS TO YOU

No Armor:

Head- Out of bounds. Will not count as a hit and is discouraged. Blows to the neck are illegal and also will not be counted.

Arm- A hit to the arm will result in the loss of use of that limb. A struck arm should be kept behind your back. A second hit to the arm will result in death. (We are going on the theory that a first hit disables and the second hit removes the arm.) Hand shots will count as a hit to the arm unless you are holding a weapon in that hand (most weapons normally had hand protectors on them). Note: polearms, rocks, throwing daggers, and bows are not assumed to have hand protectors on them.

Leg- A hit to the leg results in the loss of use of that leg. Drop to one knee. Any following hits to that leg will have no effect (the exceptions are magic and white weapons). Crawling, dragging one's self, being carried, etc. are the only ways to move about with a wounded leg. You may make a short spring at an opponent with your good leg.



- Torso- (Includes a person's shoulders) Instant death.  
 Feet- Do not count as a hit, unless used to block blows that would have struck elsewhere (such as jumps, leaps, or kicks).

Notes:

- 1) Any 2 limb shots (except 2 shots to the same leg) result in death.
- 2) Shots that only strike garb, equipment, or a person's foot do not count as a hit unless said items blocked a blow that would have struck a combatant (i.e.- garb, equipment, sheathed weapons, etc. are not shields and do not count as armor).
- 3) Blows that nick or lightly glance off of a target do not count as hits. Any shot that stops or any shot that hits then deflects at an angle is considered a hit.
- 4) Projectile weapons that strike "light" still count as hits.
- 5) The chain portion of flails are not legal striking edges and do not count as hits. The same applies to all weapons hafts and hilts.
- 6) Non-hinged weapons that bend (or whip) around a parry do not count as hits.
- 7) Magic and white weapons still affect wounded limbs.
- 8) Deflections that then strike true on a target are hits.

With Armor:

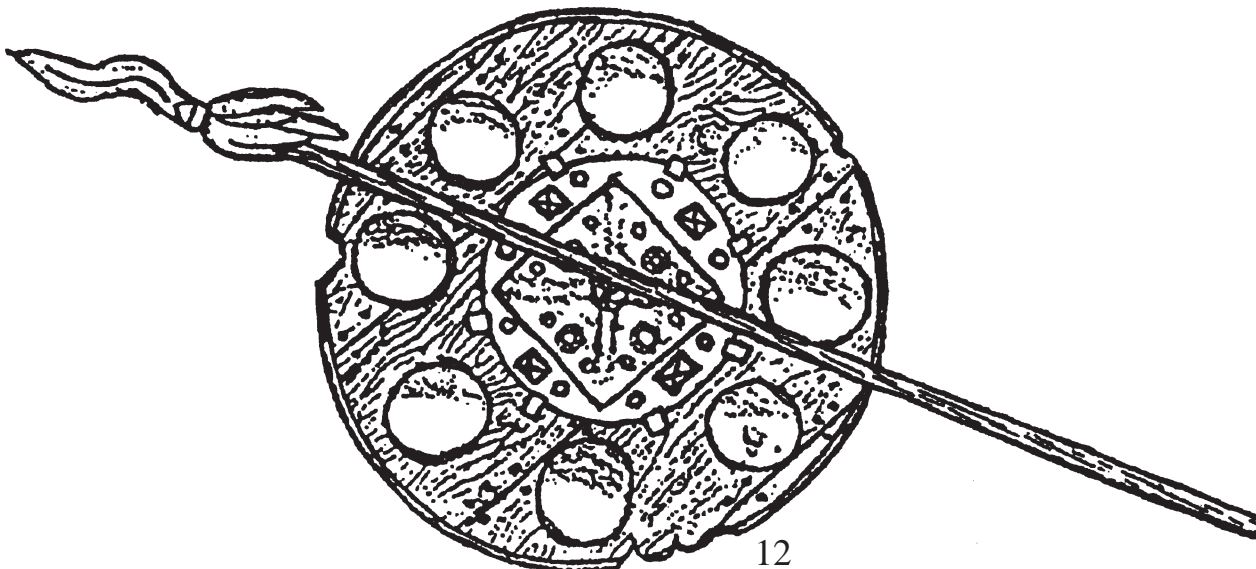
Armor is rated on its ability to stop or deflect blows. The rating ranges from 1 to 6 points of value. The same damage rules apply to armor. Each hit will remove 1 point of value and the damage only applies to the area that was hit (either arm, either leg, the torso). Armor only protects the area that it covers.

**WEAPON TYPES**

Besides a few magical weapons, Amtgard only allows weapons that might have been in existence before 1650 A.D. (no explosive or chemical ones however). All our weapons are safe, foam padded replicas of the real thing. Color codings for each weapon tell how should be used. The codes are:

- 1) blue- smashing and hacking; includes swords, flails, axes, maces, etc.
- 2) green- thrusting or stabbing; includes daggers, spears, arrows, etc.
- 3) red- used one or two handed; when used with two hands to slash (not thrust) does the following:
  - a. destroys a shield with 3 solid blows
  - b. double damage (2 points) to armor
- 4) yellow- magic or enchanted weapons
- 5) black- throwing weapons; includes knives, throwing axes, shurikens, etc.
- 6) white- weapons that kill with one hit; includes siege weapons and poison.
- 7) orange- single edged weapons with only one legal striking edge.

Note: yellow, red, orange, and white weapons must be marked with the appropriate color (tape on the hilt or haft will suffice). As with all cases of Amtgard markings, this is to simplify play by making unusual cases obvious to reeves and participants. Other weapons will only be marked to clear up cases of confusion.





## NOTES ON WEAPON TYPES:

- 1) Projectile weapons are divided into the following categories. Note the differences carefully when choosing the class that you will play:
  - a. Throwing weapons- throwing knives and axes, shurikens, darts, etc. (limited to assassins, monks above 1st level, and barbarians).
  - b. Rocks- must be at least 1 ft. in diameter. (limited to barbarians).
  - c. Bows- short bows, crossbows, long bow (archers and 6th level scouts may use any of these; other scouts, druids, and barbarians may only use short bows).
  - d. Javelins- includes throwing spears (limited to anti-paladins, paladins, scouts, barbarians, 4th level assassins, and 3rd level warriors). May be used to melee.
- 2) Short weapons are any non-hinged melee weapon under 3 ft. in total length.
- 3) Long weapons are under 4 ft. in length.
- 4) Red or "berserker" weapons (not to be confused with the barbarian ability) are non-hinged weapons that must be over 4 ft. in length. Padded striking edges must be over 1 ft. in length, and the weapon must weigh at least one pound for every one foot in length.
- 5) Daggers are under 1 1/2 ft. in total length.
- 6) Flails or hinged type weapons are usable only by the following classes- anti-paladins, healers, barbarians, paladins, and warriors (exception- assassins and monks may use nunchuku). As noted before, the chain of a hinged type weapon is not a legal striking edge. Chains on these weapons must be wrapped in foam with less than half an inch of the rope exposed at any point. The combined rope and striking edge of a flail may not exceed 1 1/2 ft. in length except in special cases approved by the Monarch. The key word is safety, and potentially dangerous equipment will not be allowed on the field.
- 7) The term shield is self explanatory; warboards are shields, madus are considered to be a polearm joined to a shield.
- 8) Spears are stabbing only weapons and should not be confused with javelins.
- 9) Polearms include spears but may also have slashing edges (minimum 1 ft. in length for a striking edge).
- 10) Poison will kill the victim from any hit that occurs and actually wounds the target. The poisoned victim will die in a 100 count. Poison is stopped by armor. Only assassins and 5th level anti-paladins may use poison. A person may only poison one of his own edged weapons (sword, arrow, dagger, etc.).
- 11) A siege weapon is a weapon that will kill a person regardless of armor or a shield (exception- the Shield of Reflection is the only shield that can defend against a siege weapon). Ten hits from a blue or red weapon will destroy a siege weapon. Siege weapons may destroy one another with 1 hit. They require 3 people to operate. The exception is that some monsters wield siege weapons as if normal weapons.

## WEAPON CONSTRUCTION

What is a safe weapon? A safe weapon is one that will not leave marks, bruises, or broken bones or teeth when it strikes a person. If your weapon hurts when you are struck, it is not safe. Markland, IFGS, and S.C.A. weapons will never pass our inspection. The entire surface of a weapon must be padded except where it is held. Cross guards must be padded. For a base the best thing to use is PVC tubing or fiberglass. Other materials will be checked for safety on a case to case basis. The longer your weapon is the greater the chance it has of breaking. Use a good, stiff foam to pad your weapon. Ensolite, a closed cell foam, is good to pad the base. Foam is best cut with a razor or sharp scissors. Stick the foam together with adhesive glue or duct tape. A weapon cover should be made from a durable cloth. This lasts longer than a tape covering and is easier to repair. Weapons with a cover last longer and look more authentic. Weapon tips (points, guards, pommels, etc.) must be larger than a person's eye socket. All stabbing weapons must be capped by folding foam over the ends of the weapon's base. Magic components used in combat (magical balls, etc.) must also be padded and be bigger around than a person's eye socket.

## ARMOR CONSTRUCTION

Armor is rated by the Monarch, Prime Minister, and Guildmaster of Reeves. Mixed armor will be averaged. Again, damage to armor only applies to the area that is hit, and armor only protects the area that it covers. Damage that exceeds the armor value wounds or kills the target. Examples of a person struck in the back:

- 1) 2 point chest armor, 1 point back armor- back armor destroyed, 1 point of chest armor remains (chest and back are included together under torso armor).
- 2) 2 point chest armor, 0 point back armor- person is dead.

Armor must look authentic, and should weigh close to actual historical standards in order to receive full value. Armor worn under tabards must be at least partially visible to opponents, and must be announced if asked. These are some general categories of armor ratings:

TYPE	MATERIAL	POINT VALUE:
padded	4 layers of cloth	1
quilt	2 layers of cloth with padding	1
soft leather	1/16 inch thickness	1
hard leather	1/8 inch thickness	2
cuirbouilli	Boiled leather	+1
studs/rings	Metal	+1
scales	Metal	+2
chainmail, barmail, combined	Standard criteria is 16 gauge	3
augmented or double mail	metals. Note that metal armor	4
brigandine, lamellar	must be safe with no projecting	5
ribbed plate	edges that could injure someone.	6

Note: Only cuirbouilli, studs/rings, and scales may be added to other armor types to increase value, and they may never be added to metal armor. Armor values may never exceed 6, and this includes the use of magical enchantments. Exception - some monsters possess armor values greater than 6. Some armor will be rated with reductions in their values. Examples of reductions in armor point value include (these are cumulative): non-authentic materials -1, poor workmanship -1, shoddy or artificial appearance -1, stacked armor: highest type. Barbarian berserk armor may be *healed*, *stoneskin*/*barkskin* may be *mended*.

## SHIELDS

Shield backings should be made from light, firm materials, and should be well padded. Hard edges may not be exposed. Good materials to use include substances with some give, such as plywood, and high impact plastics. An interesting alternative is to use a plastic garbage can lid, which will produce a light shield that requires less padding. However, the durability and life span of this kind of shield can be somewhat limited. Arm straps are best made by bolting on thick strips of leather. Bolts should be attached with the head affixed to the exterior of the shield, and this heavily padded with foam. Shields must be at least as safe as the weapons we use. Small shields shall not exceed three square feet in total exterior surface area. Medium shields shall not exceed five square feet, and large shields shall not exceed eight square feet.



**ARCHERY** The maximum limit for a bow's pull is 35 pounds with a maximum 28 inch draw length. No compound bows. Broken or mended arrows are not to be used. All wooden arrows must be taped on the entire shaft. Arrows may never be used as a hand or melee weapon. The tops of all arrows must have a diameter larger than a person's eye socket. An arrow scores hits like any other weapon. Bows may only be half drawn at close range. Short bows (i.e. the arrows shot from them) do 2 points of damage to armor. Crossbows and long bows (any bow that is 5 ft. or more in height when strung) do 4 points of damage to armor. These values are for standard arrows and can be modified by special arrow types and class abilities. Only monks may block arrows with their weapons. A weapon used by anyone else that is hit by an arrow is destroyed. If a bow is hit by another weapon the bow is destroyed.

**OTHER PROJECTILES** A blow by any part of a throwing weapon or rock counts as a hit, so all parts of these weapons need to be padded. Javelins must strike point first to count as a hit. All these weapons do only 1 point of damage to armor, and all may be blocked by others' weapons without penalty.

### **DESTROYED ITEMS**

- 1) Weapons or shields that have been destroyed can be repaired by a *mend* spell, returning to life after having died (does not include being *resurrected*, *reincarnated*, etc.), or going to Nirvana or your base and counting to 100 (simulates retrieving a new weapon).
- 2) Armor that has been destroyed or damaged can only be fixed by a *mend* spell per one point of repaired armor or by returning to life after having died. Exception- upper level warriors have a limited repair ability.
- 3) Non armor type enchantments may not be repaired
- 4) Spellbooks and like items destroyed by *pyrotechnics* or *shatter* may be repaired as per weapons and shields.

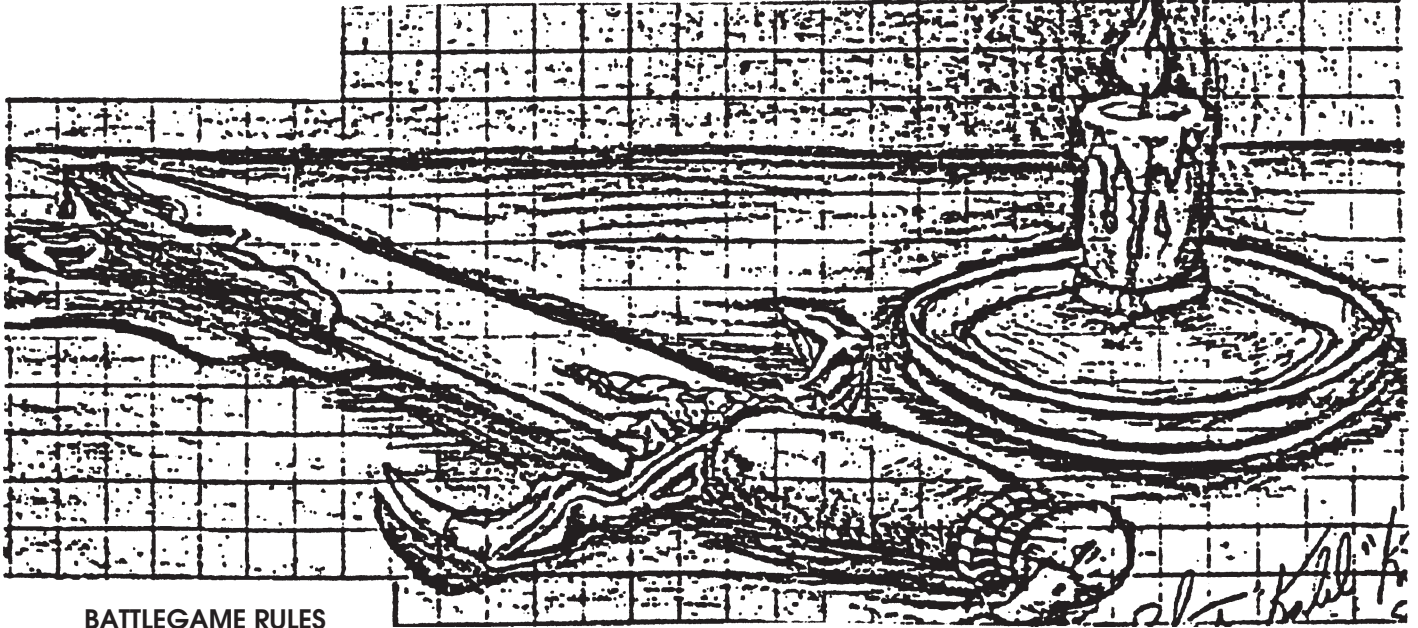
### **SUBDUALS AND PRISONERS**

Prisoners may be taken by surrendering or by being rendered "unconscious". Prisoners may be knocked out by a killing blow (torso or second limb shot) preceded by the word "subdue". The person will then be unconscious for 60 seconds and may not fight. The prisoner may be subdued up to 5 times. Any more hits will result in his death. Armor negates a subdual blow. Stabbing only weapons or stabbing with a slashing weapon may never be used to subdue (however, see stun arrows and the wizard *stun weapon*). A subdual blow to a limb will render that limb useless for a 300 count. A prisoner's equipment must be kept within 10 ft. of him and cannot be destroyed. A prisoner who refuses to be tied is honor bound to keep whatever conditions he reaches with his captors. Rescued prisoners must still count the required time before they are considered recovered. Subdual blows cannot be *healed*.

### **DEATHS AND LIVES**

Immediately remove yourself from impeding play on the battlefield once you have died. If you want to get into the spirit of things then fall down and scream. Make it dramatic. Reeves will give you a bonus for a good death. Then report to Nirvana. The reeve in charge there will take your name and record your time. Deaths are for 5 minutes though a bonus will subtract 2 minutes and a penalty will add 2 minutes, Normally you are allowed 4 lives. You are out of a battle once you have expended your last life. When returning to life you must return to your base or headquarters before reentering the battle. Dead persons entering or leaving Nirvana should hold their weapons over their heads. If the battlegame does not call for a Nirvana reeve, one may sit down in a predesignated spot and slowly count to 300 before returning to life at his base. One should always loudly declare upon returning that he is alive. Note that no battlefield effect will work on a dead person once he has left of his own choice from where he died i.e., a person can not be *resurrected*, etc. if he moves from where he died (exception- *summon dead* will negate this rule for purposes of *resurrection*, etc.). Dead people, provided they are not affecting or impeding play, may stay on the field as long as they want.

**HOLDS** Holds are used in the games to give reeves time to figure out and solve situations in the battles. When a hold is called all living participants must stay where they are and be quiet. No tactical maneuvering is allowed and weapons may only be collected if a reeve gives permission. If you really do get hurt then yell "hold." Remove yourself from the battle and reenter behind your own lines once you have recovered. Deliberate faking of a game death or real injury is not allowed. Battlefield participants should only call a hold for injuries or when a potentially dangerous situation arises (a 7 year old strays onto the battlefield, etc.). If you are involved in a dispute then go find a reeve or remove yourselves from the field until the issue is resolved.



#### **BATTLEGAME RULES**

- 1) Switching classes during a battlegame is not allowed unless specified by the scenario or by a reeve.
- 2) Weapons may not be used or stolen by anyone unless the owner has given permission to do so. Never handle anyone's personal property without first getting their permission.
- 3) Switching sides is not allowed unless it's within the scenario.
- 4) There should be only 1 bow to every 5 people on a side.
- 5) There should only be 1 each: wizard, healer, druid, bard to every 10 people on a side.
- 6) Players who break the rules may be removed from the game by a reeve.
- 7) Players who frequently break of rules or abuse game etiquette may be removed from play for longer periods of time by the agreement of the Monarch, Prime Minister, and Guildmaster of Reeves. If at a foreign event, removal may be made by the host Monarch or by their own Monarch.

#### **BATTLEGAME RESTRICTIONS**

The following activities are strictly forbidden:

- 1) Grappling with an opponent, shield bashing, rough or dangerous physical (body to body) contact.
- 2) Head shots, neck shots, striking with intent to actually injure.
- 3) Maneuvering or engaging during a hold.
- 4) Striking at reeves and non-combatants.
- 5) Calling a hold to retrieve spent items or derive other advantages.
- 6) Trying to influence a game while you are dead.
- 7) Utilizing unsafe, illegal, or outlawed equipment.

## **GAME ETIQUETTE**

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

- 1) Do not use a hold to gather or retain spent equipment or valuable game items. Exception- a reeve or the other team may grant a person the opportunity to pick up his spent equipment.
- 2) Do not use a hold to avoid a death or get out of a bad situation.
- 3) Do not come to life behind another team.
- 4) While it is honorable to return the other team's spent equipment (magic, weapons, expended arrows, etc.), it is not mandatory. Don't delay or stop play to return equipment. Similarly, don't attack someone who is being kind enough to return your own team's items.
- 5) As stated before, players should remove themselves from the field when discussing disputed blows or rules. This is not always practical in the immediate heat of the moment. If you see a dispute, do not engage or strike at those involved. By the same token, don't use the excuses of returning equipment, a head shot, or resolving a dispute to save yourself when the enemy has you dead in his sights (i.e. if you are accidentally struck in the face, and simultaneously cleaved in two from behind by another opponent, then you are still dead).
- 6) Do not use rules loopholes or gray areas to derive an advantage on the battlefield.

## **GARB**

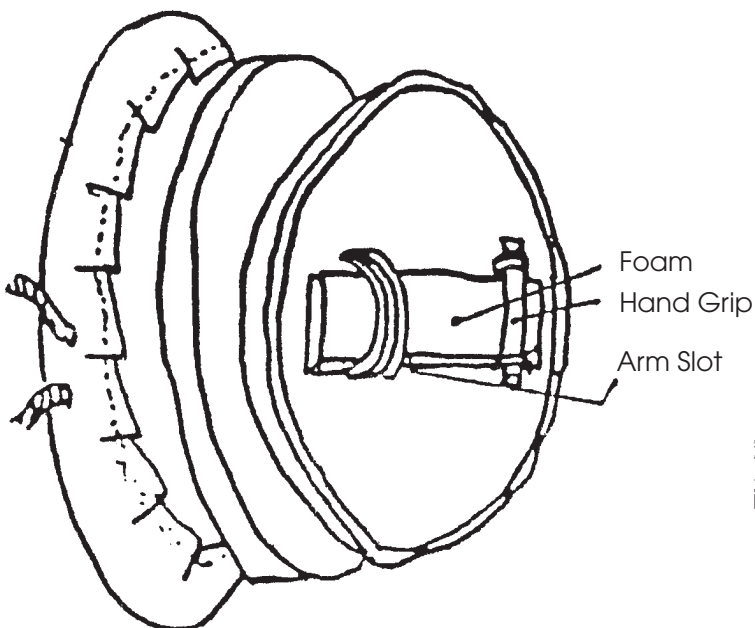
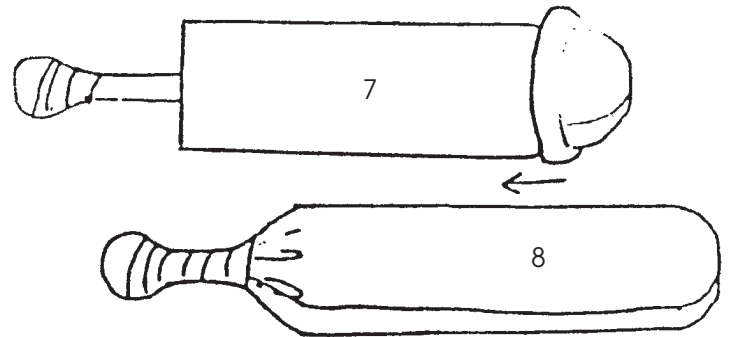
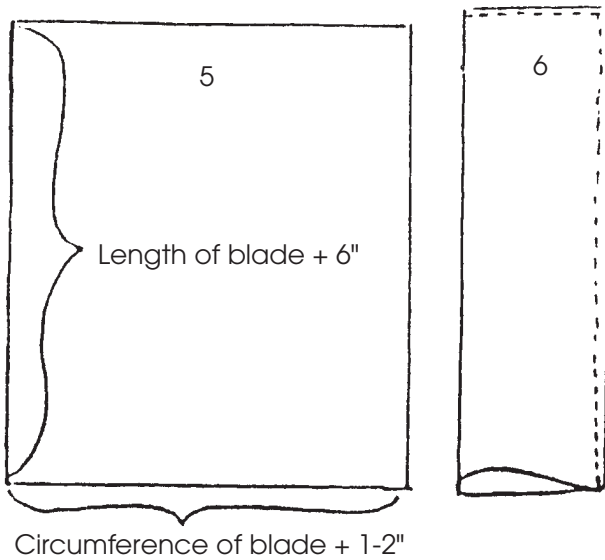
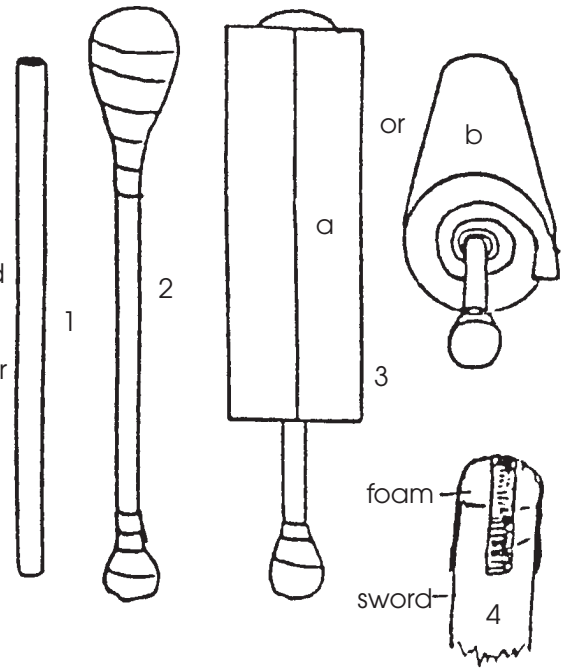
Each class has its own particular garb parameters. In addition, there are certain other garb elements reserved for special cases:

- 1) White belts, unadorned chains, and spurs are reserved for Knights. A Knight may also choose to trim his white belt with a color particular to that order of Knighthood: gold- Crown, silver- Sword, red- Flame, green- Serpent.
- 2) Red belts (not to be confused with sashes or baldrics) are for squires.
- 3) The phoenix is the symbol of Amtgard. It is generally only worn by paladins and anti-paladins.
- 4) A diagonal slash of a guild's distinct color, worn on a belt, baldric, or tunic is the mark of a class master.
- 5) Guildmasters are entitled to wear favors marked with the symbol of their guild (ask the Guildmaster of Heraldry).
- 6) The use of crowns and coronets is reserved for the royalty and nobility, although their retainers may wear the symbol of a crown on their garb.
- 7) Most companies and many individuals choose to register their personal symbols and colors. While not specifically disallowed, it is considered bad form to use another's coat of arms without his agreement. Personal symbols and colors should be registered with the Guildmaster of Heraldry and the Prime Minister.
- 8) Single color belt favors are indicative of a fighter's relative standing within the fraternity of Order of the Warrior. Only the Monarch may award these.
- 9) The garb of a page is a yellow belt (not to be confused with wizard or reeve sashes).

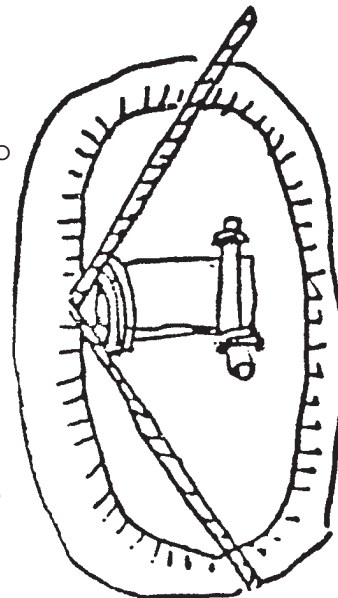
Important: The use and application of good garb is important in creating the correct mood of the Amtgard battlegames and events. All members are expected to be garbed in a "period" fashion. Newcomers should have their own garb (and weapons) within a month of having first attended Amtgard. It is easy and inexpensive to fashion a T-tunic or tabard, and plenty of people are willing to help. If you have questions about garb or any area of the rules, then all you have to do is ask.

## SWORD CONSTRUCTION

- 1) Use a length of bamboo, PVC, or Fiberglass tube for the core. Metal rods or wooden dowels are not acceptable.
- 2) Tape a piece of foam over the ends of the core.
- 3) a) To make a flat blade, sandwich the core between several layers of ensolite (camp-pad) foam.  
b) To make a round blade, tape the edge of a thin (1/16" to 1/8") piece of packing foam to the core, then roll foam around core. A spray adhesive may be used to secure the foam to itself.
- 4) If you want a thrusting tip, tape a piece of open cell foam over the tip. Be careful not to compact the foam.
- 5) For the cover, choose a light, durable fabric of a neutral color. Cut it to the length shown.
- 6) Fold the fabric across and sew the sides and top.
- 7) Roll the cover like a stocking, and then roll it down the sword.
- 8) Secure the cover to the hilt with tape.



18



## SHIELD CONSTRUCTION

All shields must be covered with a layer of foam that is at least 2" thick. Round shields cannot have a diameter over 3 feet. Other shields may come up to your shoulders but cannot be wider than 2'. All shields must either have foam folded over the edges or have the shield edges recessed into the foam.

# COMMON WEAPONS



Dagger



Hand Mace

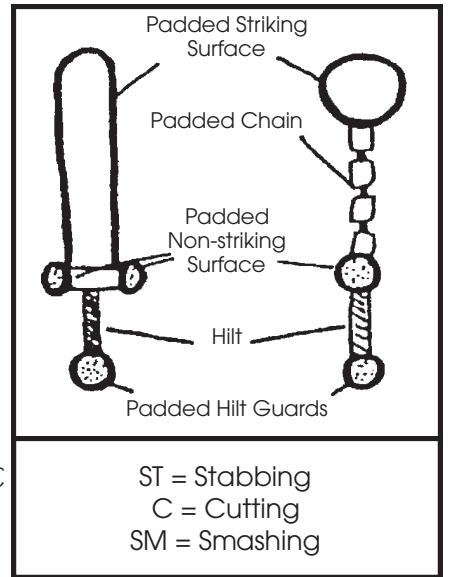


Hand Axe

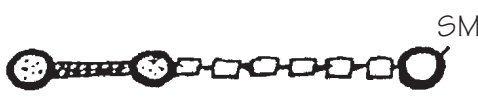


Haladie

## WEAPONS KEY



Hinged Mace



Flail



2-Hand Flail



Short Sword



Long Sword



2-Hand Mace



Battle Axe



Hercules Club



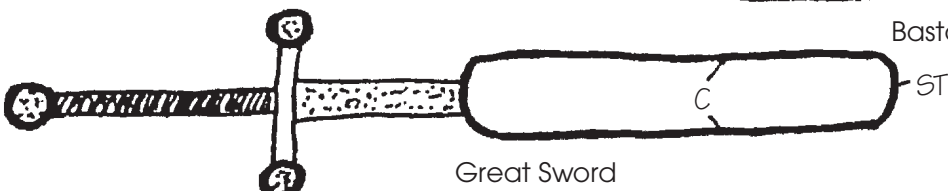
Beheading Axe



Katana



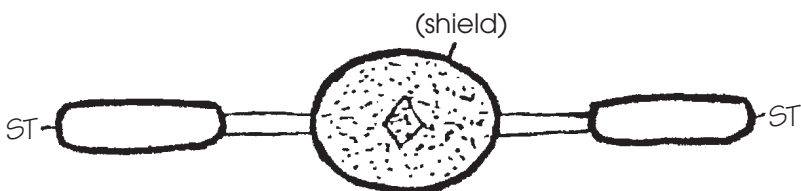
Bastard Sword



Great Sword

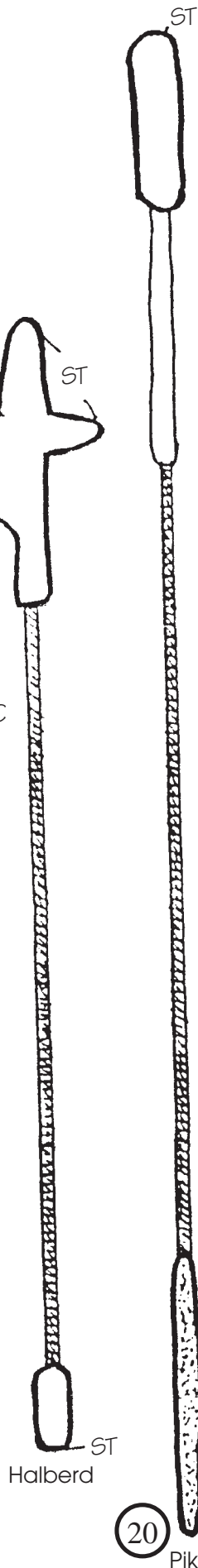
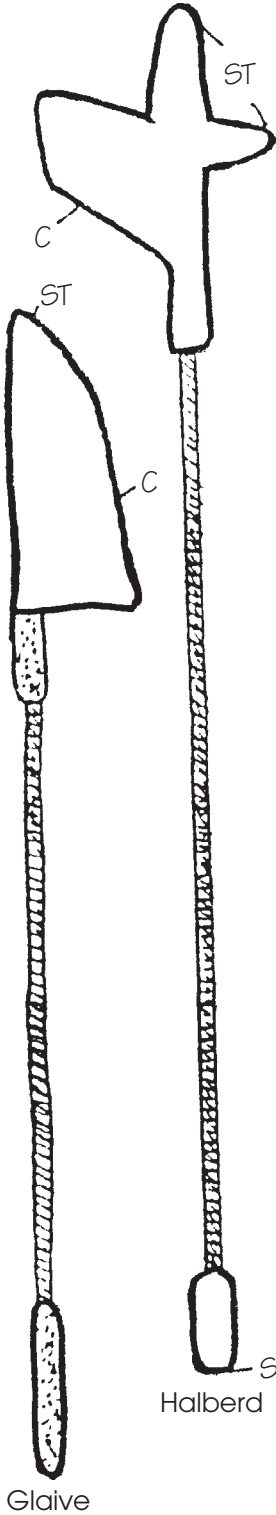
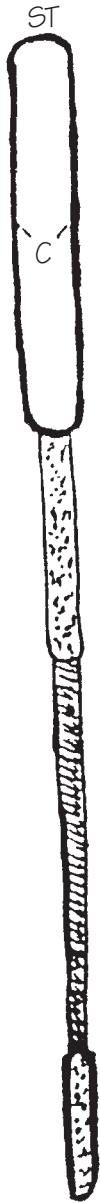


Quarter Staff



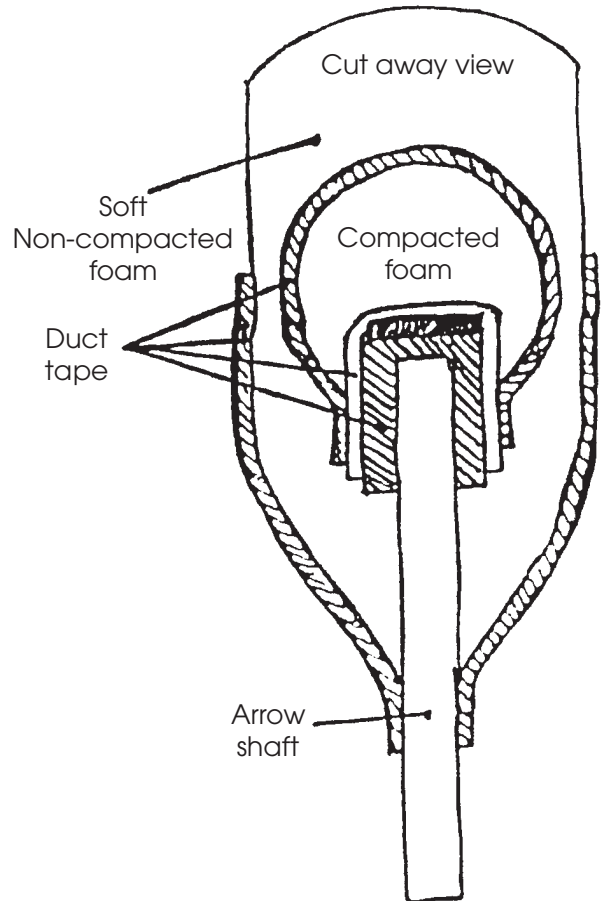
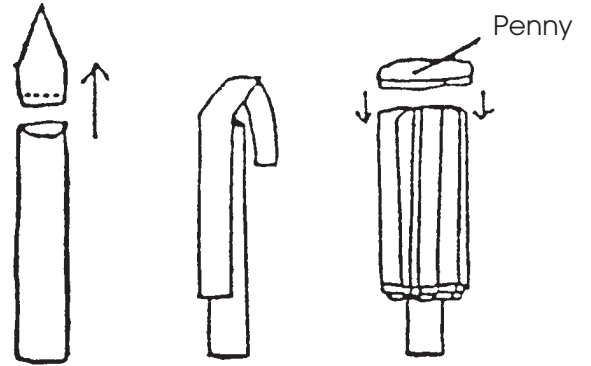
Madu

## POLE ARMS



## ARROW CONSTRUCTION

Pull off the metal tip. Fold strips of duct tape over the tip of the shaft until it reaches the size of a penny. Then tape a penny to the tip, and continue taping until the tip is about the size of a nickel. Then place a 3"x3"x3" piece of open-cell foam on the top, and compact this foam to the shaft with tape. Finally fold a piece of foam loosely over the top. Tape the sides to the shaft, but do not tape over the top. The arrow tip must have a diameter of at least 2 1/2". Cover the tip with cloth. If you are using a wooden arrow, you **MUST** cover the length of the shaft between the feather and the tip with either duct tape or fiberglass packing tape.

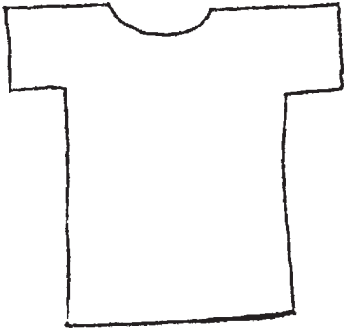




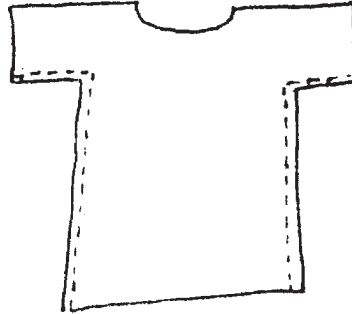
## **BASIC GARB**

It is very simple to make the basic garb used in Amtgard. The following patterns are suggestions only.

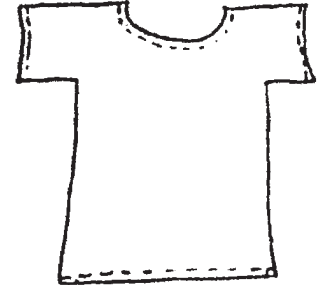
### **T-TUNIC**



Pattern (Make two)

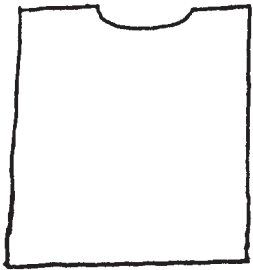


Sew together

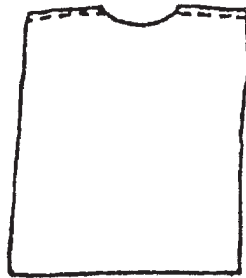


Hem neck opening and bottom.

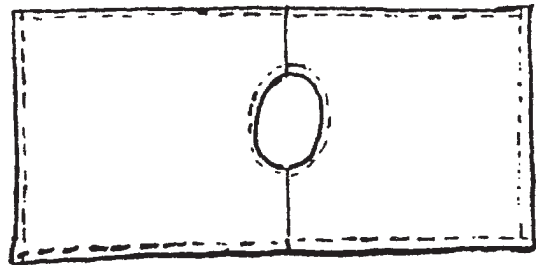
### **TABARD**



Pattern (Make two)



Sew together



Hem neck, sides and bottoms.

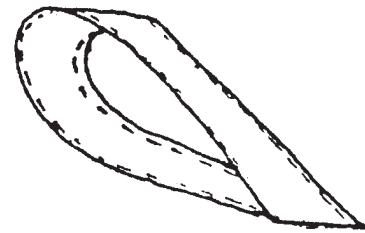
### **BALDRIC OR SASH**



Pattern (Make one)



Sew ends together



Hem sides.

## AMTGARD MAGIC

Amtgard's magic using classes are one of its most unique differences from other medieval and fantasy societies. Playing one of these classes requires the participant to think and is a constant challenge. Note that a delicate balance exists between all the classes. Each class, especially those which use magic, must be played within the spirit and rules defining it. There is a great deal of trust and honor involved, and game balance can easily be disturbed by someone abusing the rules of any class. Wizards, healers, druids, and bards are urged to dress and act as recognizable members of their classes, which are not only powerful, but spectacular. If you have difficulty understanding the magic system, don't hesitate to ask help from your Guildmaster or a reeve. Happy magic casting!



### THE RULES OF MAGIC

- 1) Magic must be said loudly and clearly enough to be heard within 50 ft. or by the recipient, whichever is closer.
- 2) Only one spell may be active at a time. Enchantments and neutrals may be used in any number.
- 3) A person may carry only one enchantment at a time. Exceptions- wizard *stack* and 6th level scouts. Note that wizard *reanimate* and *lich* are enchantments.
- 4) When a person dies, the enchantment they carry is lost. *Forcewall*, *anti-magic*, *circle of protection*, *flamewall*, *thornwall*, *silence* and *firetrap* disappear when their caster dies. *Liplock* disappears when a dead person comes back to life. *Resurrected* people still have the enchantments (or remnants thereof) they were carrying (exception- *protection from magic*). *Reincarnated* and *reanimated* people do not keep the enchantment they were wearing unless they can wear two enchantments at once. Enchantments that die with their caster do not return under any condition. *Honor duel* never returns.

- 5) An enchantment will only cover one object (for example a person, a weapon, armor, etc.) Thus, while you may be protected from flame, your armor and weapons are not. The same applies to class abilities. Enchantments cast on one's equipment do count against the number of enchantments allowed to be carried.
- 6) If an enchantment has been cast on oneself or on one's own equipment, it is dispelled when the caster begins to cast other magic. Note for purpose of this rule that enchantments such as *forcewall*, *anti-magic*, etc. (see rule 4) are considered to be on the area of ground they occupy (fixed enchantments), and do not prohibit the casting of other magics (however, see rule 16). Note that the wizard *defend* enchantment is an exception to this rule. Enchantments may not be *healed*.
- 7) Enchantments must be visible (a strip of cloth 1" by 12"), and announced if asked. Most enchantments will appear as a length of yellow or white cloth worn on the person or item protected. Enchantments may be dispelled.
- 8) A person must stand still when casting magic, unless otherwise stated or specified in the magic's description. The same applies to noncombat class abilities and skills.
- 9) Incomplete or interrupted magic has no effect, and does not count as if it were used. *Extension* is not used up unless the accompanying magic is fully cast.
- 10) Wizards, healers, and druids must carry a magic book or scroll with them at all times in order to cast magic. Exceptions: wizards- *hold person*, *wounding*, healers- *healing*. Bards require a musical instrument rather than a book or scroll. Note: all magic using classes must have a list of which magics they have bought for that game.
- 11) Magic points must be evenly distributed between levels. Exception- any number of magic points may be deducted from a higher level to be spent on a lower one. Weapon costs are deducted from every 10 points of available magic points.
- 12) Relics such as the Sword of Flame are objects of great power. Any question of magical superiority will generally be won by a relic.
- 13) Enchantments cast with an *extension* must be placed on the affected individual as soon as is reasonably possible.
- 14) Invulnerability is a magical armor particular to some monsters and to a limited number of enchantments. Each level of invulnerability will negate one physical or verbal hit (defined as something that would do damage or inhibit the target so that it would take damage, i.e. *yield*, *sleep*, *stun*, etc.) of any kind. Magic casters must specify which area (torso, arm, or leg) of invulnerability that they destroyed with verbal magic. Wizard *protection* is a limited form of invulnerability. While most invulnerability takes damage like armor, note that healer's *protect* only works against one shot overall.
- 15) All magic will be listed as either a spell, an enchantment (some of these referred to as fixed enchantments), or a neutral. This distinction can have a great impact on play so note it carefully. Fixed enchantments follow all general rules for enchantments.
- 16) A person may only have one of the following in existence at the same time: *killing grounds*, *forcewall*, *anti-magic*, *circle of protection*, *defend*, *flamewall*, *firetrap*, *thornwall*, *silence*. Note that *flamewall*, *firetrap*, and healer *circle of protection*, in addition to the listed wizard's examples, are fixed enchantments.
- 17) Enchantments nullified by death or other means must be removed. Fixed enchantments, with the exception of *killing grounds*, may never be pre-placed before utilization (i.e.- no cloth in sight).
- 18) Unless they buy *ambidexterity*, wizards and druids must cast magic with their left hand. Magical bolts (*lightning bolts*, *iceballs*, etc.) may then be transferred to the right hand and thrown. Healers and bards may cast magic with either hand.
- 19) Spells completely cast and enchantments discharged are considered used, even if they were ineffective against their targets. The same is true of all class abilities.
- 20) Magical balls, once cast, are charged for 2 minutes. If unused, they must be recast

before utilized. The cost for these *lightning bolts*, *entangle* balls, etc, is for the number that can be cast and thrown at the same time: cost of 2 to throw 2 *magic bolts* at the same time, etc.

- 21) The only magics which may be cast more than once at the same time on the same person or item are *magical projectile*, *protection*, *protect*, *barkskin*, and *stoneskin* (as listed under their descriptions) Exception: *wizard stack*.
- 22) When hit with a magic ball of any type, all hits count except head or throat shots. This includes foot shots, tail hits, and grazes. A hit to the hand holding a weapon destroys or affects the weapon (which in some cases, as in *iceball*, affects the holder also).
- 23) In the event of a conflict between magics which is not directly covered by the rules, the higher level magic is considered more powerful. If the magics are of the same level then the defensive magic is more powerful.
- 24) In case of confusion or contradictions, then the specific magic description should be the final source. Use your common sense when ironing out problems.
- 25) The reeve's word is final. if what looks like 30 ft. to you is determined to be 60 ft. by the reeve, then it is 60 ft. if you feel the reeves are not good judges of distance, bring out a reliable measure with you.
- 26) *Transformed*, *reincarnated*, and diseased players no longer play by their class rules, but by the rules of the monster type that they became.
- 27) The rulebook takes precedence over all supplements, manuals, and other rules editions or playtesting experiments.

## MAGIC CLARIFICATIONS

- 1) Under the notes sections of many magics it lists those classes which are immune to that magic. As the classes and their immunities evolve, immunities in the magic section will correspondingly be added or deleted.
- 2) Neutral magic may never be dispelled. This includes *ambidexterity*, *lend*, *extension*, *warskill*, *advancement*, *enhancement*, *presence*, *visit*, *imbue*, *mimic*, *voice*, and extra magic points (all are neutral). *Visit*, *messenger*, and other classes' magic-like abilities are also not allowed to be dispelled. Druidic magics bought via bardic *voice* may be dispelled.
- 3) Liches and wraiths are undead and magical creatures. Zombies, mummies, and vampires are undead and diseased. Lycanthropes are diseased.
- 4) Enchanted weapons (other than enchantments that are defensive such as *harden*) may be affected by *heat weapon*, *warp wood*, *curse weapon*, and magical balls. Note that relics do not possess any qualities that are not listed under their descriptions.
- 5) Interrupted magics and class abilities/skills must be restarted to be used.
- 6) Paladins and anti-paladins are immune to most wizard spells, but not their enchantments. Barbarians may never carry enchantments.
- 7) *Cure disease* will turn an undead creature or lycanthrope back to human. *Resurrect* will not. *Protection from disease* will protect a person from conversion to these creatures for one life.
- 8) *Stone to flesh* or a *heal* will negate *petrify*. A *heal* spell will alter the effects of druidic *flesh to stone* to those of an *iceball* (or *entangle*).
- 9) Lightning in any form is considered to be a type of flame. *Protection from flame* is proof against a *flamewall*. *Protection from magic* is not. Both are proof against a *firetrap*.
- 10) *Mend* will not negate the effects of *heat weapon* or *curse weapon*.
- 11) Red weapons, enchanted weapons of any type, relics, arrows, and *touch of death* will destroy a *bless*, *barkskin*, or *protection* without killing the wearer of these enchantments. The Dagger of Infinite Penetration will kill them.
- 12) *Projectile protection* is not proof against *magic bolts* (or for that matter, any other kind of magical balls). The *magic bolt* spell may be blocked and parried just like any normal throwing weapon.

- 13) *Dispel magic* will cancel *protection from magic*. It does not block class abilities or skills, nor does it affect the following: neutral magic of any type, any spell or enchantment already discharged (*healing*, etc.), *commune*, *messenger*, *teleport* or *passplant* in action of being completed, *lost*, *banish*, or an *honor duel* victory passage. *Dispel magic* can cancel *anti-magic* only if cast outside of, but within 20 ft. of the periphery of the *anti-magic* circle. *Dispel magic* will cancel all enchantments on the target.
- 14) *Defend* or *protection from magic* will not save a wizard from his own *killing grounds* or *mutual destruction*.
- 15) Druidic *passplant* is the same as *teleport* for all game purposes.
- 16) Game effects that allow questions of dead people (*talk to dead*, scout tracking, etc.) must be asked in a "yes or no" format.
- 17) Weapons or equipment carrying an enchantment are often referred to as enchanted weapons. This should not be confused with the wizard enchantments *enchant shield* and *enchant weapon*.
- 18) Failure to have a list of one's magics renders one incapable of casting magic (exception- some monsters). Failure to wear appropriate class garb also negates the ability to use magic.
- 19) Magical monsters created by spells or enchantments may not be *resurrected*.
- 20) Magic may not be cast via a hand holding a weapon or shield.
- 21) A magic user may have as many magical balls simultaneously functioning (*fireballs* burning, number of people simultaneously *entangled*, *lightning bolts* charged to throw, etc.) as total uses that he bought for that spell. Thus, 2 points spent on *iceball* will allow a wizard to have any two victims frozen at any one time. There is no limit to the number of magical balls that may be carried. Magical balls may not be used to parry or be used by those who did not cast them.
- 22) Non-magical armor will not stop *lightning bolt*, *fireball*, *sphere of annihilation*, etc. The target is fully affected and killed by these attacks. Note again that enchantments on a person and class immunities do not extend to carried or worn equipment. Non-invulnerable magical armors such as *barkskin* are affected by class abilities such as penetration arrows.
- 23) Immunities, unless specified, do not exist (i.e. - paladins are not immune to dragon breath).
- 24) Class abilities may not be magically *stacked*. Enchantments without a wizard *stack* may not be simulcast unless specified in the enchantment's description.
- 25) Important game items (flags, etc.) may never be frozen, *entangled*, *teleported*, put in *circles of protection*, etc. (i.e.- magic may never remove game items from play). However, game items may also never confer such immunities on the people who bear them.
- 26) Verbal magic can only be cast on items (or portions thereof) that the caster can see.
- 27) The words "count" and "seconds" are synonymous in these rules.
- 28) Reeves, if requested, may place magic users' magic components.
- 29) A break in the casting of a magic is defined as either improper or nonmagical wording and/or as a gap of two or more seconds between words.

**MAGICAL RELICS** Certain items of power are used in the battlegames and are passed on to new owners every six months via a quest. Each Amtgard group may use its own relics, though these are not to be used in intergroup battlegames. Relics include:

\*Dagger of Infinite Penetration- When thrown will pass through all armor values except invulnerability and damage the target. If it hits a shield the shield is destroyed.

\*Homestone- Allows the holder to mend broken weapons and shields ("I mend this item" x10). It also allows the person's dead teammates to come back alive at his location rather than having to return to their base.

\*Odin's Hammer- A one handed "red" weapon only usable by barbarians, and in fact, the only relic allowed to barbarians.

\*Ring of Power- Negates the first hit from each separate opponent per battlegame. Counts against weapons and any enchantments only, it is ineffective against spells. Does work against class abilities.

\*Shield of Reflection- This relic is indestructible and the effect is permanent. Will negate any effect that strikes it, even white weapons and magic.

\*Sword of Flame- It is considered flame and will kill a victim if it strikes any legal unprotected area (as per the enchantment *enchant weapon*). Confers upon itself and its owner *protection from flame*. It is itself impervious to an *iceball* and *entangle*. May only be used by the owner for one life per game.

Note: other relics may be added at a later date.

## MAGICAL DEFINITIONS

- 1) Magic- refers to any game activity which is magical in nature.
- 2) Spell- a magic which has a direct and immediate effect.
- 3) Enchantment- a magic which has a lasting effect on the bearer.
- 4) Fixed enchantment- a magic which has a lasting effect and is cast on an area of ground. Fixed enchantments must constantly draw power from the person who cast them, so they may only have one active at a time, and it permanently disappears when its caster dies. Does not prohibit the caster from carrying a normal enchantment.
- 5) Neutral- a magic which alters the nature of that on which it is cast. Neutrals cannot be dispelled, and a person may have more than one of these operating at the same time.
- 6) Magical ball- anything charged and thrown by a magic using class. An unlimited number may be carried (exception- only one *sphere of annihilation* may be carried).

## MAGIC CLASSES

The magic using classes of wizard, healer, druid, and bard may use weapons, provided they deduct an appropriate number of their magic points from every 10 magic points available in order to learn that skill. This represents time lost from the study of magic to learn the use of weapons. For example, Frost of Silverlake is a third level wizard who wishes to use a longsword. Frost must deduct 4 points from each 10 points, leaving the Wizard 6 initiate pts., 6 apprentice pts., and 6 journeyman pts. After third level there is no additional cost for weapons, though costs must still be evenly divided between all levels of available magic points. Thus, an archmage with a shortsword would have 3 magic points usable for each of his 6 levels of magic. Magic bought with magic points may only be redistributed between games. The magic classes are collectively referred to as magic users. Actual weapons allowed to each magic class is listed under each class description, cross referenced with the following chart. Magic classes may never buy more weapons than they have magic points (i.e.- a maximum of 10 points of weapons).

### Magics Listing Key

type- enchantment (E), fixed enchantment (FE), spell (S), neutral (N)

uses- number of times you may cast that magic when you pay for one use. ("u" means unlimited).

cost- the number of magic points it costs to buy one use of that magic.

max- the maximum number of uses of that magic that you may purchase.

### Magic Format Key

T: type of magic

M: materials needed

I: incantation and gestures

R: range (if any)

E: effect

L: limitations or restrictions

N: notes



## WEAPON COSTS FOR MAGIC USERS (from available spell points)

	<u>Cost per 10 points of magic</u>			
	Bard	Druid	Healer	Wizard
dagger	0	0	0	0
short (3 ft.)	3	2	3	2
long (4 ft.)	4	4	5	4
spear	-	4	-	3
staff	2	2	3	2
hinged	-	-	3	-
shield	3	4	3	-
bow	-	8	-	-

## MAGIC POINTS

Magic User's level	Magic points usable to buy magic at that level					
	1st	2nd	3rd	4th	5th	6th
1	10					
2	10	10				
3	10	10	10			
4	7	8	7	8		
5	6	6	6	6	6	
6	5	5	5	5	5	5

The following tables list the magic available to magic users at their respective levels. The tables list the magic's name, its type, number of uses ("u" means unlimited), cost, and max number purchased. Note that all magical balls cast at the same time must be thrown at the same time. An unlimited number may be carried. The max listing in their cases is the maximum number that may be simultaneously charged and thrown.



## WIZARD MAGIC

Magic name	type	uses	cost	max
<u>1st level</u>				
Bladesharp	E	1/game	1	4
Bludgeon	E	1/game	1	4
Cancel	S	unlimited	0	-
Enchant Shield	E	1/game	1	4
Heat Weapon	S	1/life	1	4
Honor Duel	E	unlimited	1	-
Iceball	S	1 bolt/u	1	4
Magic Bolt	S	1 bolt/u	1	4
Shove	S	1/life	1	4
Stun Weapon	E	unlimited	0	-
Talk To Dead	S	1/game	1	-
<u>2nd level</u>				
Circle Of Protection	FE	unlimited	2	-
Forcewall	FE	1/game	1	4
Harden	E	1/game	1	4
Hold Person	S	1/life	1	4
Lightning Bolt	S	1 bolt/u	1	4
Liplock	E	unlimited	2	-
Mend	S	1/life	1	-
Messenger	E	1/game	1	-
Protection From Flame	E	1/game	1	4
Wounding	S	1/life	2	2
<u>3rd level</u>				
Ambidexterity	N	unlimited	2	-
Anti-magic	FE	1/game	1	2
Dispel	S	1/game	1	4
Extension	N	1/game	2	-
Fireball	S	1 bolt/u	1	4
Mutual Destruction	S	1/game	1	4
Projectile Protection	E	1/game	1	4
Protection	E	1/game	1	4
Touch Of Death	E	1/game	1	4
Wind	S	1/game	2	2
Yield	S	1/game	1	4
<u>4th level</u>				
Curse	S	1/game	1	4
Doomsday	S	1/game	2	1
Enchant Weapon	E	1/game	1	4
Petrify	S	1 bolt/u	1	4
Protection From Magic	E	1/game	1	4
Pyrotechnics	S	1/game	1	4
Reanimate	E	1/game	2	4
Sever Spirit	S	1/life	2	4
Teleport	E	1/game	1	4



### 5th level

Advancement	N	1/game	1	1
Flight	E	1/game	2	4
Lend	N	1/game	1	4
Sphere Of				
Annihilation	S	1 bolt/u	2	1
Vivify	N	1/game	2	1
Warskill	N	1/game	1	2

### 6th level

Defend	E	1/game	1	1
Expertise	N	1/game	2	1
Killing Grounds	FE	1/game	2	1
Lich	E	1/game	1	4
Stack	N	1/game	1	4
Transform	E	1/game	2	1

### 1st Level (Initiate)

#### Bladesharp

T: enchantment

M: yellow cloth

I: hold weapon in left hand and repeat 10x "Sharpen this blade," tie cloth on weapon.

E: if the weapon is normally a blue weapon, it is treated as a red weapon; if it is normally a red weapon, it takes four points off armor and in two hits destroys a shield and an arm.

L: only usable on bladed weapons, can't be applied to thrusting or blunt ones.

#### Bludgeon

T: enchantment

M: yellow cloth

I: hold weapon in left hand, repeat 10x "Harden this weapon," tie cloth on weapon.

E: same as *bladesharp*.

L: only usable on blunt weapons.

#### Cancel

T: spell

M: none

I: repeat 2x "I cancel my magic."

R: 50 ft.

E: negates own magic only.

#### Enchant Shield

T: enchantment

M: yellow cloth

I: shield in left hand, say 10x "Enchant this shield."

E: shield can only be destroyed by a *sphere of annihilation* and is unaffected by other magics.

#### Heat Weapon

T: spell

M: none

I: repeat 2x "By the fires of the phoenix, I heat that weapon" (be specific if possible).

R: 20 ft.  
E: the weapon is considered useless for a count of 300 or 5 minutes.  
L: works against any weapon, but not against armor or shields.  
N: a *mend* spell will not restore the weapon, however a "new" one may be obtained from Nirvana or the base.

#### Honor Duel

T: enchantment  
M: two or more yellow cloths  
I: hold cloths in left hand, repeat 5x "Remain this duel pure." Tie cloth on each contestant.  
R: 20 ft.  
E: each contestant is protected from outside forces. The victor is allowed safe passage to safe territory, preferably their home base, ignoring all wounds till arrival.  
L: may not be members of the same team without a reeve's permission. Enchantment lasts until one dies or it is *dispelled* or *cancelled*.  
N: Combat is limited to a reasonable area.

#### Iceball

T: spell  
M: padded white "iceball" with streamers  
I: hold Iceball in left hand and repeat 5x "Iceball."  
E: a direct hit to a person or equipment on them will freeze them in place for a count of 300, or until they are freed by a *fireball* or by *dispel magic*. They may neither fight nor be harmed. Two *fireballs* will kill them.  
N: barbarians are immune to this spell. Paladins and anti-paladins can't be freed by a *fireball*, nor can anyone bearing *protection from flame*, nor the Sword of Flame.

#### Magic Bolt

T: spell  
M: padded blue "magic bolt" with streamers  
I: hold ball in left hand and repeat "Magic bolt" x5.  
E: a direct hit on a person will kill or wound them just as if it were a throwing weapon. May be blocked by shields and weapons. Destroys one point of armor.  
N: affects all classes. Bounces do not count. Is not stopped by *protection from projectiles*.

#### Shove

T: spell  
I: repeat "I shove thee" x5.  
R: 20 ft.  
E: forces victim to back up 20 ft. by telekinetically shoving them.  
L: cannot force a person into a physically dangerous position.  
N: will work against frozen, *sleeping*, wounded, etc. persons. Will not work against barbarians, paladins, and anti-paladins.

#### Stun Weapon

T: enchantment  
M: yellow cloth  
I: hold cloth in left hand and say "May this weapon stun its victim," tie cloth to weapon.  
E: allows a thrusting weapon such as spear or arrow to be used to subdue.  
N: barbarians can't be stunned or subdued, and will take normal damage from a weapon bearing this enchantment.

## Talk To Dead

T: spell

I: touch dead person with left hand and repeat 10x "Speak to me."

E: person must answer one "yes or no" question truthfully.

N: paladins and anti-paladins are immune to this spell.

## 2nd Level (Apprentice)

### Circle Of Protection

T: fixed enchantment

M: 10 ft. yellow cloth, magic wand

I: lay yellow cloth in circle, wand in left hand say 5x "Circle of protection," place persons and/or items you wish to protect inside.

E: persons/items inside have ceased to exist, can't harm or be harmed by anyone, nor can they cast magic. They are desolid. (exception, see notes below).

L: can't block or restrict access to an area, it doesn't exist on this plane. Can't be used as a cage, except to hold *yielded* enemies in. Enchantment is broken by anyone exiting the circle. No one can enter without recasting the spell. No game item, nor person acting as game item, may be put inside. Protection starts when you step inside the spellcast circle.

N: magic casters in these may cast verbal magic at others that are in *circle of protection*. Disappears when the caster dies.

### Forcewall

T: fixed enchantment

M: 10 ft. yellow cloth, magic wand

I: lay cloth out in straight line, wand in left hand say 10x "Forcewall," touch cloth with wand.

E: creates an impenetrable 10 x 10 wall: like *circle of protection*, starts only when all of "I" is completed. Caster must stay within 100 ft.

N: *forcewall* blocks verbal magic. Disappears when the caster dies.

### Harden

T: enchantment

M: yellow strip of cloth, magic wand

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

E: makes object indestructible, except versus *sphere of annihilation* & relics.

L: cannot be placed on player, garb, armor, etc.

### Hold Person

T: spell

I: say 3x "I command you to stop."

R: 20 ft.

E: victim's feet are frozen to ground for 100 count. May yell, fight or cast any magic except movement.

N: barbarians, paladins, anti-paladins, and monks above 2nd level are immune to this spell. May be cast while moving.

### Lightning Bolt

T: spell

M: padded yellow "lightning bolt" with streamers

I: hold bolt in left hand and repeat 5x "Lightning bolt."

E: a direct hit to a person or object will destroy them. Not stopped by armor.

### Liplock

T: enchantment

M: strip of yellow cloth

I: hold wand in left hand, repeat "Remain the truth still" x5, tie on cloth.

E: bearer cannot be forced to speak nor otherwise respond to questions asked under *talk to dead* and similar magics. Does not affect tracking.

L: may only be cast on each player once per battlegame

N: can't be cast on barbarians. Disappears when the person comes back to life.

### Mend

T: spell

I: left hand on item, 10x "Make this item whole again."

E: damaged item is repaired (or 1 point of armor in 1 location).

L: can't be used on a *heated* weapon or *cursed* weapon, it's not broken.

N: if an enchanted item is *mended*, its enchantment is intact.

### Messenger

T: enchantment

M: yellow cloth

I: cloth in left hand, 10x "Safe passage unto you."

E: person must go straight to destination, deliver message, return to where spell was cast. Can't harm or be harmed, simulates telepathy.

N: cannot be dispelled.

### Protection From Flame

T: enchantment

M: yellow cloth

I: cloth in left hand, say 10x "Protection from the element of fire," tie cloth onto person.

E: protects against all forms of flame, including lightning, treat *Sword of Flame* and *flameblade* as normal hit.

N: negates a *fireball's* negation of *iceball* and healer/druid *entangle*.

### Wounding

T: spell

I: repeat 2x "From my heart I strike off your (right or left/arm or leg)".

R: 20 ft.

E: victim's limb is destroyed.

L: the victim must be unwounded prior to spellcasting.

N: may be spoken while moving. Monks, paladins, and anti-paladins are immune.

### 3rd Level (Journeyman)

#### Ambidexterity

T: neutral

E: wizard doesn't need left hand to cast magics.

#### Anti-magic

T: fixed enchantment

M: 50 ft. measure, markers, wand

I: mark an area with a 50 ft. radius, wand in left hand, 20x "May all forms of magic forsake this place."

E: no magic of any kind will work within the circle, though enchantments will reappear when removed from the affected area.

N: classes using skills which simulate magic may. *Dispel magic*, if cast from outside the sphere of influence, will dispel it. Disappears when the caster dies.

#### Dispel Magic

T: spell

M: wand

R: 20 ft.

I: wand in left hand, say 5x "I dispel that magic."

E: spell or enchantment is dispelled, *reanimated* fighters die, not usable against relics.

L: does not affect neutral magic, magic already completed, class abilities (see magic clarifications #13).

N: will dispel all enchantments on the target. Is usable against most higher level magics. Will dispel *protection from magic*.

#### Extension

T: neutral

I: say "Extension" loudly before magic.

E: doubles range of the magic for 1 use. Gives no range 20 ft.

N: Is not used up unless the accompanying magic is completely cast.

#### Fireball

T: spell

M: padded red "fireball" with streamers

I: hold ball in left. hand and repeat 5x "Fireball."

E: destroys anything it touches, even on a roll or foot shot. The wizard may state before throwing that the *fireballs* will "remain active," they will continue to burn for 2 minutes. Not stopped by armor.

N: paladins and anti-paladins are immune to this spell.

#### Mutual Destruction

T: spell

I: say 5x "I call for our deaths."

R: 50 ft.

E: both the wizard and their victim die.

N: paladins, anti-paladins and monks above 4th level are immune. *Defend* or *protection from magic* will not save a wizard from his own *mutual destruction*.

#### Projectile Protection

T: enchantment

M: yellow cloth

I: cloth in left hand, 10x "Protection from projectiles."

E: protects from all non-magic thrown and shot objects.

L: ineffective against *magic bolts*.

N: stops siege weapons and the Dagger of Infinite Penetration.

#### Protection

T: enchantment

M: yellow cloth

I: cloth in left hand, 10x "May this magic protect you."

E: negates the first hit, magic or not. May be simulcast to stack up to 4 on one person, to protect against up to 4 hits. Not good versus verbal attacks. Is not armor but a limited invulnerability.

## Touch Of Death

T: enchantment

M: yellow cloth

I: cloth in left hand, say 20x "Touch of death," tie.

E: bearer of enchantment's touch kills (via either hand).

L: will work through clothing, not through armor.

N: allows one touch before discharged. Monks are immune to this.

## Wind

T: spell

M: wand

R: line of sight

I: hold wand in left hand and repeat 2x

"sleeping force of wind I hail, send you forth a mighty gale. Gentle sigh which once beguiled, make your breeze tornado wild. Sirocco into cyclone gain, breeze become a hurricane. Make my enemy your foe, strike for me a telling blow. Scream down from the mountains high, sweep those fighters toward the sky. Cowards, heroes, fools the same, trapped within this deadly game. Strike at foes, leave friends behind, bite them with your teeth unkind. Buffet, whip them to the bone, toss them in a pile at home. Then whisper a gentle song, and return where you belong—nestled 'gainst the azure sky, song in forest, willows' sigh."

E: all enemies in sight blown back to their base.

N: paladins and anti-paladins are immune to this spell.

## Yield

T: spell

M: magic wand

R: 50 ft.

I: wand in left hand, say 3x "Yield thy arms and resist no longer, come unto me and be my captive."

E: victim must lower weapons and surrender immediately moving straight to wizard, then may begin a 500 count. If they are not killed, when they have counted they may return to their fort. May only be kept from wizard by death or another *yield* spell, not subdual or force.

N: barbarians, monks above 2nd level, paladins and anti-paladins are immune. Freed captive must go to fort, considered *teleport*. Other magics still affect the victim.

## 4th Level (Scholar)

### Curse

T: spell

M: wand

R: 50 ft.

I: wand in left hand say 10x "I curse thee."

E: victim dies.

N: paladins, anti-paladins and monks above 4th level are immune to spell.

### Doomsday

T: spell

M: wand

R: line of sight

I: wand in left hand, count "Doomsday 1, Doomsday 2...through Doomsday 350."

E: all enemies in sight at end of spell die.

N: paladins and anti-paladins, and monks above 4th level are immune to this spell.

### Enchant Weapon

T: enchantment

M: yellow cloth

I: weapon in left hand, 10x "Enchant this weapon," Tie on.

E: causes wounds to kill, all limb hits are death.

### Petrify

T: spell

M: padded grey "petrify ball" with streamers

I: hold ball in left hand, repeat "Petrify" x5.

E: a direct hit will cause the victim to freeze in place, a stone statue. Like *iceball*, even a hit to equipment will affect the victim. *Healing* and *stone to flesh* negates this spell or the victim may choose to take a death.

N: will not work against barbarian, paladins, and anti-paladins.

### Protection From Magic

T: enchantment

M: yellow cloth

I: cloth in left hand, 10x "Protection from all forms of magic," tie on person or object.

E: blocks all forms of magic, even *heal* and *resurrect*.

L: does not block class abilities. Does not stop a *flamewall*.

N: treat weapons with enchantments as normal weapons.

### Pyrotechnics

T: spell

M: wand

R: 50 ft.

I: wand in left hand, say 5x "I call upon the element of fire to destroy that (object)."

E: object destroyed.

L: can't destroy bases, armor, relics, game items.

### Reanimate

T: enchantment

M: yellow cloth

I: left hand on body, say 10x "Rise and fight again."

E: person lives again as if they had never died.

L: *dispel* will kill, must wear yellow cloth.

N: person does not retain enchantments carried before death (exceptions: 6th level scout, wizard *stack*).

## Sever Spirit

T: spell

M: already dead victim

I: touch victim and repeat "On life thou has no hold, thy corpse is growing cold, discard this empty husk, thy spirit resides at dusk."

E: causes corpse to be impossible to *resurrect*, *reincarnate*, or raise from the dead in any manner.

L: may only be used on dead bodies (undead creatures must be killed and then cured before this spell will work on them.)

N: will permanently kill undead creatures that are on their last life and will kill a *lich* outright.

## Teleport

T: enchantment

R: game boundaries

I: repeat loudly 5x "Teleport," repeat loudly 5x "Arriving."

E: may go to any 1 location. Can't harm or be hurt.

L: must go straight there. Should quietly tell reeve or teammate destination. May not be followed.

N: barbarians are immune to this enchantment.

## 5th Level (Sage)

### Advancement

T: neutral

E: may purchase 3 points worth (not 3 magics) of initiate/1st level magic.

### Flight

T: enchantment

M: strip of yellow cloth, wand, feather

I: hold wand and feather in left hand, tie cloth onto person and repeat:

"Wouldn't it be nice to fly, way up in the cloudy sky, looking through the falcon's eye, at the world that's drifting by."

E: bearer is able to fly, as long as they flap their arms and emit occasional piercing screeches. Bearer may only be attacked by ranged attacks, and may only use verbal magics. Range for spells is considered to be the same as the actual physical range.

L: may only be cast on self, unless used with *lend* spell. If *lended*, the borrower casts on self.

### Lend

T: neutral

E: may lend a magic to another wizard. That person may then use the magic as if he had purchased it with his own points.

N: to *lend* a magic, the wizard must pay for both the *lend* and the magic he is *lending*.

### Sphere Of Annihilation

T: spell

M: black padded "sphere" ball with streamers

I: hold ball in left hand and repeat 5x "Sphere of annihilation."

E: will destroy anything and everything; even enchanted, *hardened*, or *protected* items, and targets with any type of defenses with the exception of invulnerability. Counts as one hit against invulnerability. Works exactly like a *lightning bolt* for purposes of determining hits.

N: is not a form of flame. Works against all classes. Bounces do not count. Healer *protect* and druid *stoneskin* work against this spell. *Protection from magic* stops this.



## Vivify

T: neutral

E: gives the wizard one additional life.

## Warskill

T: neutral

E: may reduce the cost of a single weapon by half, rounding the cost up.

L: not usable twice on the same weapon.

## 6th Level (Archmage)

### Defend

T: enchantment

M: yellow strip of cloth, wand

I: wand in left hand, repeat "Power defend me" x5.

E: confers 1 level of *protection* and *protection from* (*magic, projectiles, or flame*; choose one), while allowing the wizard to still cast magics.

L: may only be cast on self unless used with a *lend*.

### Expertise

T: neutral

E: may purchase 4 apprentice/2nd level points (not magics) worth of magic.

### Killing Grounds

T: fixed enchantment

M: 30 ft. black strip of cloth, wand

I: to set trap, lay out cloth in a circle, wand in left hand, repeat 3x

"poison seep, venom creep, flesh in mossy graves yet deep;

rise from your undreaming sleep, bide and soon make mortals weep"

to trigger, enter circle and repeat:

"rise up now, receive thy pay; the promised time has come, now slay."

E: all within circle die.

L: may not be used with *extension* or within 50 ft. of a base or fort. No other fixed enchantment will exist within its radius.

N: wizard also dies. If wizard is killed before triggering the trap, then the magic is not expended. Affects all classes except 5th level monks. No form of magic (*protection from magic, defend, protect, etc.*) will save the wizard from death once this spell is expended. Is the only fixed enchantment that may be pre-placed.

### Lich

T: enchantment

M: 10 ft. strip of yellow or black cloth

E: after having died his last natural death, the wizard returns as a *lich*. A *lich* is bound to the place where he died, trapped within a small circle of earth. They are neutral, but like any monster, can be bribed or convinced for help or enchantments. A *lich* may cast the *circle of protection* by saying its incantation only 3 times.

L: may not be within 100 ft. of a base. May never move nor be moved except when dead, and then never within 100 ft. of a base or more than 100 ft. from its original location.

N: a *lich* has all the wizard's per life spells, as well as any other magic the wizard had left. A *sever spirit* or *dispel* will kill a *lich*. A *lich* is still considered to be a wizard and may still die from normal means.

## Stack

T: neutral

E: may place two enchantments on a single player

L: may not be used on self, nor may it be *stacked* on itself. May not be combined with other classes' enchantments.

N: the cost must still be paid for the two enchantments to be used.

## Transform

T: enchantment

M: yellow strip of cloth, wand, monster garb

I: player dresses in monster garb while wand in hand, wizard constantly repeats: "I transform thee into a monster."

E: player sacrifices 4 lives to be *transformed* into a monster with one life.

L: may only be cast on someone who has not yet died. Restricted to mummy, dryad, giant, unicorn, and siren.

N: the garb for the monster must meet required standards. Once the monster dies, it is out of the game. May be *dispelled*.



## HEALER MAGIC

Magic name	type	uses	cost	max
<u>1st level</u>				
Cure Poison	E/S	1/life	1	4
Heal	S	unlimited	0	-
Lost	S	1/game	1	4
Mend	S	1/life	1	-
Mute	S	1/life	2	4
Talk To Dead	S	1/game	1	-
<u>2nd level</u>				
Banish	S	1/life	1	4
Bless	E	1/life	2	4
Cure Disease	S	1/life	2	4
Curse Weapon	S	1/game	1	4
Entangle	S	1 bolt/u	1	4
Heal Extend	S	1/life	1	-
Sleep	S	1/life	2	4
<u>3rd level</u>				
Mass Sleep	S	1/game	1	1
Protect	E	1/game	1	4
Resurrect	S	1 /game	1	8
Stun	S	1/life	1	2
Wounding	S	1/life	1	2
Yield	S	1/game	2	4
<u>4th level</u>				
Enhancement	N	1/game	1	1
Harden	E	1/game	1	4
Sever Spirit	S	1/life	2	4
Touch Of Death	E	1/game	1	4
<u>5th level</u>				
Extension	N	1/game	2	-
Protection From Death	E	1/game	1	4
Summon Dead	S	1/life	1	-
<u>6th level</u>				
Circle Of Protection	FE	unlimited	2	-
Dispel Magic	S	1/game	1	4
Teleport	E	1/game	1	4



## 1st Level(Chiurgist)

### Cure Poison

T: enchantment/spell depending on use

M: white cloth

I: repeat 10x "cure poison," tie cloth onto person.

E: makes person immune to the first poisoned hit against him, or may be used within 100 count to *cure poison* on a person just poisoned.

N: Is not a *heal* spell, wounds to arms or legs remain after this enchantment is cast.

### Heal

T: spell

M: wounded person

I: touch person and say once

"Sword cut, spear stab, mace smash, arrow jab,

let the white light of healing descend on thou.

Sword cut, spear stab, mace smash, arrow jab,

let the white light of healing stop thy spilling blood.

Sword cut, spear stab, mace smash, arrow jab,

let the white light of healing mend thy bones.

Sword cut, spear stab, mace smash, arrow jab,

let the white light of healing close thy wounds.

Sword cut, spear stab, mace smash, arrow jab,

let the white light of healing restore thy vigor.

Sword cut, spear stab, mace smash, arrow jab,

the white light of healing hath healed thou."

E: person's wound is healed.

N: may be used on self. Will alter the effects of druidic *flesh to stone* to those of an *iceball*.

Will repair one point of berserk barbarian body armor on any one specific body area.

May not *heal* enchantments.

### Lost

T: spell

I: repeat 5x "I make thee lost."

E: person must go back to their base or Nirvana (whichever is farthest away) before they can do anything else. The person may not affect anything nor be affected until he reaches his destination and returns to his team or base (just as if he was coming back to life).

R: 20 ft.

L: does not affect scouts or barbarians, and may not be used on teammates.

N: may not be *dispelled*.

### Mend

T: spell

I: touch item and repeat 10x "May this be whole again."

E: damaged item is repaired (or one point of armor), with any previous enchantments still intact.

L: cannot be used on *heated* or *cursed weapons*; items but not locations can be *mended* in this manner.

### Mute

T: spell

I: repeat 5x "(person's name), I silence thee."

E: the victim cannot speak or cast magic for a count of 100.

R: 20 ft.

## Talk To Dead

T: spell

I: touch a dead person and repeat 10x "speak to me."

E: person must answer one "yes or no" question truthfully.

## 2nd Level (Acolyte)

### Banish

T: spell

M: undead creature (ghost, zombie, vampires, etc.)

I: repeat 5x "I banish thee monster."

E: monster is destroyed for a 500 count, it will come back to life at the spot where it was destroyed. Does not count as a life lost.

N: may not be *dispelled*. Only usable on undead creatures.

### Bless

T: enchantment

M: white cloth, item of garb

I: touch item of garb and repeat 5x "I bless thee" tie cloth to garb.

E: person is immune to first hit of any type received (excluding magic).

L: immunity only applies to areas covered by the item of garb. May not be *stacked* or simulcast.

N: is not armor, and may not be *mended* or *healed*.

### Cure Disease

T: spell

M: corpse of an undead, diseased, or like type creature (mummy, zombie, vampire, werewolf, etc.)

I: touch creature and repeat 5x "I cure thy illness."

E: converts diseased or undead creatures back to human.

N: is not a *resurrect* spell, person is still dead and must come back to life.

### Curse Weapon

T: spell

M: an opponent's weapon

I: repeat 5x "I curse that weapon."

E: weapon is useless for a 300 count.

R: 20 ft.

L: weapon cannot be *mended*.

### Entangle

T: spell

M: padded brown entangle ball

I: hold ball and repeat 5x "Entangle."

E: a direct hit to a person or their equipment will *entangle* them in place for a count of 300, or until they are freed by a *fireball* or *dispel magic*. They may neither fight nor be harmed. Two *fireballs* will kill them.

N: barbarians are immune to this spell.

### Heal Extend

T: spell

I: say "extension" + the *heal* spell.

R: gives *heal* spell a range of 20 ft.

## Sleep

T: spell

I: repeat 2x "Listen and let the fighting cease, close your eyes and sleep in peace."

E: victim must lie down and sleep for a 300 count.

R: 20 ft.

L: *sleeping* people cannot be killed; may not be used on one's teammates.

N: barbarians and monks of third level and above are immune to this spell.

## 3rd Level (Cleric)

### Mass Sleep

T: spell

I: repeat 400x "Mass sleep (present count)."

E: all people in sight (both teams) upon completion of spell are asleep for a 300 count.

R: sight

L: *sleeping* people cannot be killed.

N: barbarians and monks of third level and above are immune to this spell.

### Protect

T: enchantment

M: white cloth

I: repeat 5x "I protect," tie cloth onto person.

E: person enchanted is immune to the first hit of any kind or the first magic cast against him (invulnerable).

N: may be simulcast up to 4 times on the same person. May not be *mended*.

### Resurrect

T: spell

M: dead person

I: touch person and say once

"Sword cut, spear stab, mace smash, arrow jab,

let the white light of healing descend on thou.

Sword cut, spear stab, mace smash, arrow jab,

let the white light of healing, stop thy spilling blood.

Sword cut, spear stab, mace smash, arrow jab,

let the white light of healing mend thy bones,

Sword cut, spear stab, mace smash, arrow jab,

let the white light of healing close thy wounds.

Sword cut, spear stab, mace smash, arrow jab,

let the white light of healing restore thy vigor.

Sword cut, spear stab, mace smash, arrow jab,

the white light of healing hath resurrected thou."

E: the dead person is alive again, negating the last death.

L: a dead person cannot move on his own or speak in order to be *resurrected*. A person that reaches Nirvana cannot be *resurrected* (exception- *summon dead*). Will not turn monsters back to human. Monsters created by spells or enchantments may not be *resurrected*.

N: a dead person may remain on the field as long as he wishes, but may not affect or impede play.

### Stun

T: spell

I: repeat 5x "I stun thee"

E: Affects all classes as a 100 count subdual blow. Victim may be killed, though that is dishonorable.

R: 20 ft.

## Wounding

T: spell

M: unwounded victim

I: repeat 2x "From my heart I strike off your (right or left/arm or leg)."

E: victim's limb is destroyed.

R: 20 ft.

N: monks are immune. The healer may move while casting.

## Yield

T: spell

I: repeat 3x "Yield thy arms and resist no longer, come unto me and be my captive."

E: victim must lower weapons and surrender immediately, moving straight to healer, then may begin 500 count. If they are not killed, when they have counted they may return to their base.

L: may not be kept from the healer by subdual or force.

N: other magics can still physically affect the victim.

## 4th Level (Adept)

### Enhancement

T: neutral

E: may purchase 3 points worth (not 3 magics) of 1st, 2nd, or 3rd level magic.

### Harden

T: enchantment

M: white strip of cloth

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

E: makes object indestructible, except versus *sphere of annihilation* & relics.

L: cannot be placed on player, garb, armor, etc.

### Touch Of Death

T: enchantment

M: white cloth

I: cloth in left hand, say 20x "Touch of death," tie.

E: bearer of enchantment's touch kills.

L: will work through clothing, not through armor.

N: allows one touch before discharged. Monks are immune to this.

### Sever Spirit

T: spell

M: already dead victim

I: touch victim and repeat "On life thou has no hold, thy corpse is growing cold, discard this empty husk, thy spirit resides at dusk."

E: causes corpse to be impossible to *resurrect*, *reanimate*, or raise from the dead in any manner.

L: may only be used on dead bodies. Undead creatures must be killed and then *cured* before this spell will work on them.

N: will permanently kill undead creatures that are on their last life and will kill a *lich* outright.

## 5th Level (Canon)

### Extension

T: neutral

I: say "Extension" loudly before spell.

E: doubles range of spell for one use; gives a spell with no range 20 ft.

### Protection From Death

T: enchantment

H: white cloth

I: repeat 5x "I protect you from death."

E: makes the enchanted person immune to *touch of death, curse, killing grounds, mutual destruction, finger of death, doomsday*, vibrating palm, and class abilities that steal lives.

### Summon Dead

T: spell

I: repeat 5x "I summon thy corpse."

E: dead person may return to the healer, but is not again alive.

R: 50ft.

N: may be used on people in Nirvana; does not interrupt the count on a person's death.

## 6th Level (Avatar)

### Circle Of Protection

T: fixed enchantment

M: 10 ft. long white cloth

I: lay white cloth in circle and repeat 5x "Circle of protection," place persons and/or items you wish to protect inside.

E: persons inside can't harm or be harmed by anyone, nor can they cast magic

L: can't block or restrict access to an area; can't be used as a cage except on a *yielded* person. Broken by anyone leaving. Must be recast to allow new people in. Game items cannot be put in a *circle of protection*. Protection starts when caster actually steps into the circle.

N: as per the wizard fixed enchantment. Disappears when the caster dies.

### Dispel Magic

T: spell

I: repeat 5x "I dispel that magic."

E: spell or enchantment is dispelled.

R: 20 ft.

N: will dispel all enchantments on the target, and *protection from magic*. Does not affect neutral magic, magic already completed, and class abilities.

L: see magic clarifications #13

### Teleport

T: enchantment

I: repeat loudly 5x "Teleport", repeat loudly 5x "Arriving" at destination.

E: may go to any one location; can't harm or be harmed.

R: game boundaries

L: must go straight to destination, and must tell a reeve or a teammate the destination. May not be followed.



## DRUID MAGIC

Additional abilities, notes, etc.:

1st level-	3 total lives
2nd level-	1 additional life (total of 4)
3rd level-	Pass Without Trace
4th level-	Immune to Poison
5th level-	Immune to woodland and bardic Charm
6th level-	Immune to <i>Sleep</i>

Notes:

1) Pass Without Trace- say thrice "Pass without trace." Druid disappears, and is granted unhindered travel back to home base. Usable twice per game. This and other Druidic level abilities are non-magical in nature.

Magic name	type	uses	cost	max
<u>1st level</u>				
Cancel	S	unlimited	0	-
Cure Poison	E/S	1/life	1	4
Entangle	S	1 bolt/u	1	4
Heal	S	1/life	1	6
Heat Weapon	S	1 /life	1	4
Shillelagh	E	1/game	1	4
Warp Wood	S	1/life	1	4
<u>2nd level</u>				
Barkskin	E	1/game	1	4
Cure Disease	S	1/life	1	4
Magical Projectile	E	1/game	1	4
Mend	S	1/life	1	4
Paralyzation	E	1/game	1	4
Thornwall	FE	1/game	1	4
<u>3rd level</u>				
Ambidexterity	N	unlimited	2	-
Confusion	S	1/game	1	2
Extension	N	1/game	2	4
Plant Door	S	1/life	1	4
Protection From Disease	E	1/game	2	4
Protection From Flame	E	1/game	1	4
<u>4th level</u>				
Call Lightning	S	1/game	1	4
Commune	S	unlimited	2	-
Flamewall	FE	1/game	1	4
Silence	FE	1/game	1	4
Shatter	S	1/game	1	4
Stoneskin	E	1/game	2	4



### 5th level

Flameblade	E	1/game	2	2
Flesh To Stone	S	1 bolt/u	1	4
Passplant	E	1/game	1	4
Stone To Flesh	S	1/game	2	4

### 6th level

Finger Of Death	S	1/game	1	4
Feeblemind	S	1/game	2	2
Fire Trap	FE	1/game	1	4
Reincarnation	E	1/game	2	2

### 1st Level (Druid)

#### Cancel

T: spell  
I: repeat 2x "I cancel my magic."  
R: 50 ft.  
E: negates magic.  
L: may only be used on own magics.

#### Cure Poison

T: Enchantment/Spell  
M: yellow cloth  
I: touch person, repeat 10x "Cure poison," tie cloth on person.  
E: makes person immune to the first poison attack used against him/her, or can be used to *cure poison* on a person within a 100 count of being poisoned.

#### Entangle

T: spell  
M: padded brown "entangle" ball  
I: hold ball in left hand, repeat 5x "Entangle."  
E: a direct hit to a person or their equipment will *entangle* them in place for a count of 300, or until they are freed by a *fireball* or *dispel magic*. They may neither fight nor be harmed. Two *fireballs* will kill them.  
N: barbarians are immune to this spell.

#### Heal

T: spell  
M: wounded person  
I: touch person and say once  
"Sword cut, spear stab, mace smash, arrow jab, let the white light of healing descend on thou.  
Sword cut, spear stab, mace smash, arrow jab, let the white light of healing stop thy spilling blood.  
Sword cut, spear stab, mace smash, arrow jab, let the white light of healing mend thy bones.  
Sword cut, spear stab, mace smash, arrow jab, let the white light of healing close thy wounds.  
Sword cut, spear stab, mace smash, arrow jab, let the white light of healing restore thy vigor.  
Sword cut, spear stab, mace smash, arrow jab, the white light of healing hath healed thou."  
E: person's wound is healed.  
N: may be used on self. Will alter the effects of druid *flesh to stone* to those of an *iceball*. Will repair one point of berserk barbarian body armor on any one specific body area. May not *heal* enchantments.



## Heat Weapon

T: spell

I: repeat 2x "By the power and might of the sun I heat that (weapon)."

R: 20 ft.

E: the weapon is considered useless for a 300 count (or 5 minutes).

L: works only against weapons, not armor or shields.

N: *mend* spells will not restore the weapon, however a new one may be obtained from Nirvana or the base.

## Shillelagh

T: enchantment

M: wooden weapon, yellow cloth

I: repeat 10x "Harden this weapon," tie cloth to weapon.

E: if the weapon is normally a blue weapon, it is treated as a red weapon; if it is normally a red weapon, it takes four points off armor and in two hits destroys a shield and an arm.

L: only works on non-edged weapons.

## Warp Wood

T: spell

I: repeat 2x "By the power of nature I warp that (object)."

R: 20 ft.

E: Item is considered useless until *mended*, *dispelled*, or taken back to base and replaced.

L: only works on objects made of wood (arrows, bows, spears, etc.).

## 2nd level (Druid of the Outer Circle)

### Barkskin

T: enchantment

M: person, yellow cloth, piece of bark

I: touch person with bark and repeat 5x "May nature protect you," attach cloth.

E: will give person 1 point armor on all parts of the body.

L: It is possible to gain 4 points of armor by this spell. The protection is only from physical attacks and cannot be used with other armor. Shields may be used. It is not invulnerability.

### Cure Disease

T: spell

M: affected person

I: touch person, repeat 5x "I cure thy illness."

E: person is cured of any disease.

N: includes turning diseased creatures back to human.

### Magical Projectile

T: enchantment

M: projectile (arrow, javelin, rock, etc.), yellow cloth

I: hold projectile in left hand, repeat 5x "May this projectile strike true," tie cloth to projectile weapon.

E: for each level of this enchantment, it will do one more point of damage than normally done by the projectile type. Will destroy a shield with 3 hits if a 5 pt. projectile, will act as a *bladesharp* red weapon if a 6 pt. projectile, etc.

L: monks may still block projectiles with no penalties.

N: destroyed *magical projectiles* may be *mended*.

## Mend

T: spell

I: touch broken item with left hand, repeat 10x "Make this item whole again."

E: Item is no longer damaged or destroyed. May repair one point of armor in one location.

N: if an enchanted item is *mended*, its enchantment is intact.

## Paralyzation

T: enchantment

M: yellow cloth

I: hold yellow cloth in left hand, repeat 10x "Paralyzation."

E: If bearer of enchantment touches someone, they are paralyzed for a 150 count if touched on the body, 400 if on a limb. Effects are similar to a subdual.

L: Will not work through armor, shields and weapons, or through magics that stop magic. Barbarians are immune.

## Thornwall

T: fixed enchantment

M: brown cloth 10 ft. long, leaves

I: lay cloth in straight line, raise hand in air, repeat 10x "Thorns come forth," crush and sprinkle leaves.

E: creates 10 ft by 10 ft impassable wall of sharp thorns.

L: this wall can be destroyed by *dispel magic*, 10 hits with a red or blue weapon, or a *fireball*. If hit by a *fireball* or *flameblade* the wall is treated as a *flamewall* for a count of 100.

N: disappears when the caster dies.

## 3rd Level (Druid of the Inner Circle)

### Ambidexterity

T: neutral

E: may cast magic with either hand.

### Confusion

T: spell

I: repeat 5x "By the power of my mind, I will you to be confused."

R: 50 ft.

E: 1) barbarians will automatically go berserk and attack the druid for a 100 count.

2) warriors and fighter types will attack nearest creature(s) for a 100 count.

3) magic casters may not cast magic for a 100 count.

L: monsters are immune. Barbarian berserk does not count towards their normal berserk.

### Extension

T: neutral

I: say "Extension" loudly prior to starting magic

E: doubles range of magic for one use. If magic has no range it gives spell a 20 ft. range.

N: is not used up unless the accompanying magic is fully cast.

### Plant Door

T: spell

M: tree

I: touch tree with both hands, repeat 5x "Open up and receive a loyal protector of the forest."

E: druid is assumed to be inside tree. He is considered protected and hidden by the tree.

May cast magic, but must touch tree or spell ends.

L: If the tree is hit 10 times by a red or blue weapon, or if hit by a *fireball* it is destroyed, and the druid is no longer protected. Druid may not fight with weapons when spell is in effect, and may be affected by verbal magic while he is casting magic.

#### Protection From Disease

T: enchantment

M: yellow cloth

I: touch person, repeat 5x "I protect thee from disease," tie cloth onto person.

E: person is immune to any form of disease.

L: is not effective versus poison.

#### Protection From Flame

T: enchantment

M: yellow cloth

I: hold cloth in left hand, repeat 10x "Protection from the element of fire," tie cloth on person.

E: protects against all forms of flame, including lightning, treat *Sword of Flame* and *flameblade* as normal hit.

N: negates a *fireball's* negation of *iceball* and healer/druid *entangle*.

#### 4th Level (Druid of the Center)

##### Call Lightning

T: spell

I: raise both hands, repeat 3x "(person) I call lightning to strike thou."

R: 20 ft.

E: person is fried, dead, crispy critter.

L: is negated by *protection from flame*.

##### Commune

T: spell

M: tree

I: touch tree with left hand, repeat 5x "Commune," sit down with back touching tree.

E: druid may not be harmed, or harm others within a 20 ft. radius

L: must be humming or chanting "Commune" and cannot be holding a weapon or the magic is broken. Cannot be closer than 20 ft. to a base or flag.

##### Flamewall

T: fixed enchantment

M: red cloth 10 ft. long, sand or glitter to represent sulfur

I: lay cloth in straight line, raise hands, repeat 5x "By the might of nature, I call forth a flaming wall." Sprinkle sulfur.

E: creates a 10 ft. by 10 ft. impassable wall of flame. Anyone not protected who touches or crosses it will be incinerated.

L: can be dispelled by a *dispel magic*. Wall will not stop projectile weapons or spells. Wall disappears when caster dies.

N: *protection from magic* will not protect from this.

## Silence

T: fixed enchantment

M: 25 ft. measure, markers for 25' radius

I: set up markers, stand in middle with both hands above head and repeat 5x "May no form of sound, speech or noise be heard in this place."

E: No speech(talking), no magic casting is allowed in the enchantment's radius.

L: may be *dispelled*. Disappears when the caster dies.

## Shatter

T: spell

I: repeat 3x "By the power of nature, I destroy that (object)."

R: 20 ft.

E: object is completely destroyed.

L: may only be repaired by a *dispel magic* or *mend*. Does not affect bases, relics, game items, *hardened* items, *enchanted shields*, or enchantments.

## Stoneskin

T: enchantment

M: person, yellow cloth, small polished stone

I: touch person with stone, repeat 5x "May nature protect you from all forms of attack."

E: for each level of this enchantment (simulcast up to 4 times) it will give 1 point of invulnerable armor to all areas of the body.

L: cannot be used with other armor. Shields may be used. The area of *stoneskin* destroyed by an opponent's verbal magic must be specified by the attacker.

## 5th Level (Arch Druid)

### Flameblade

T: enchantment

M: red and yellow cloth, edged weapon, sand or glitter to represent sulfur.

I: tie cloth to weapon, repeat 10x "Flameblade", sprinkle sulfur over weapon.

E: equal to a *bladesharp* spell, with fire abilities. Negates *iceball* and druid/healer *entangle* effects by touch, and the weapon itself is impervious to *fireball* and *heat weapon* magics.

### Flesh To Stone

T: spell

M: grey padded "petrify" ball

I: hold ball in left hand, repeat 5x "Petrify."

E: person is turned to stone.

L: spell stays in effect until a *dispel magic* or the reverse of this spell is cast. If the ball hits the Shield of Reflection the druid is turned to stone. Barbarians are immune. *Heal* spell alters the effects to those of healer/druid *entangle*.

### Passplant

T: enchantment

M: departure tree, arriving tree

I: repeat loudly 5x "Passplant", repeat loudly 5x "Arriving"

E: person is transported from one tree to one other tree within game boundaries. They may not be harmed during transfer.

L: must have location in mind and must tell reeve if asked. Must go straight to destination unless being watched or followed, then may take round-about path. Equivalent to *teleport*.

### Stone To Flesh

T: spell

I: hold left hand in air, repeat 10x "Stone to flesh," touch victim.

E: person is no longer stone. Will negate wizard *petrify*.

### 6th level (Great Druid)

#### Feeblemind

T: spell

I: point at victim, repeat 3x "By the power of my mind, I confuse and erase yours."

R: 50 ft.

E: victim may not cast magic or use any abilities of their class except fighting (primeval instinct).

L: death or *dispel magic* removes effect.

#### Finger Of Death

T: spell

I: point at victim, repeat 5x "I call for your death."

R: 50 ft.

E: person dies

L: 5th level monks are immune.

#### Fire Trap

T: fixed enchantment

M: 10 ft. diameter red cloth, sand or glitter to represent sulfur

I: lay cloth, repeat 5x "May the power of nature and the fire of the earth protect this area from intrusion," sprinkle sulfur.

E: anyone who is not protected who enters area is killed.

L: may be *dispelled*. Disappears when caster dies.

#### Reincarnation

T: enchantment

M: dead person, monster handout, appropriate garb

I: repeat 3x "I call thy spirit back from the realm of death, inherit this new form and serve me until your destruction."

E: person sacrifices 4 lives to play as a monster for 1 life.

L: only certain monsters are used. These are: lizard man, dryad, unicorn, giant, siren, troll, centaur, brownie.

N: may be *dispelled*.



## BARD MAGIC

Magic name	type	uses	cost	max
<u>1st level</u>				
Cancel	S	unlimited	0	-
Charm	S	1 /life	2	2
Presence	N	1/game	1	4
Visit	N	1/game	1	8
<u>2nd level</u>				
Legend	S	1/game	1	4
Liplock	E	unlimited	2	-
Truth	S	1/life	2	2
<u>3rd level</u>				
Extension	N	1/game	2	-
Imbue	N	1/game	1	2
Sleep	S	1/life	2	4
<u>4th level</u>				
Emotion Control	E	1/game	1	4
Honor Duel	E	unlimited	1	-
Lore	S	1/life	2	2
<u>5th level</u>				
Mimic	N	1/game	2	1
Mute	S	1/life	2	4
Yield	S	1/life	2	4
<u>6th level</u>				
Voice	N	1/game	2	1

### 1st Level (Rhymer)

#### Cancel

T: spell  
 I: repeat 2x "I cancel my magic."  
 R: 50 ft.  
 E: negates magic.  
 L: may only be used on own magics.

#### Charm

T: spell  
 I: a short poem (20 + words) must be spoken.  
 R: 20 ft.  
 E: the bard may make a single reasonable request (go touch a green book in the library, etc.) of the victim. The bard may not force his victim into danger, and the victim may defend himself. Having completed the task, the victim is free to carry on as he will.  
 N: may not force the victim to attack or magic his own teammates.





## Presence

T: neutral

E: due to respect and awe for the position, all barbarians except berserkers will not harm a bard. Also, due to professional respect, all druids and monks of a lower level than the bard will not attack him. The drawback here is that no bardic magic except *visit* will work on monks above 2nd level or barbarians. The exception here is *voice*.

## Visit

T: neutral

I: bard must perform (music, ballads, jokes, etc.) once "Visit" is declared loudly and has counted to 200.

E: bard may enter and sit within an enemy's fort for as long as he likes, talking with and entertaining the enemy. Neither the bard nor the enemy may make any hostile moves toward one another during this time. The bard must declare when he is leaving (and must then return to his base before doing anything else). *Visit* ends when he reaches his base.

L: bard may be attacked before the count is completed. Note that most monsters will not respect bardic *visit*.

## 2nd Level (Charmer)

### Legend

T: spell

I: a short poem must be spoken (20 + words).

R: 20 ft.

E: the bard and victim then move to an out of the way place within 100 yds. of the bard's choosing, where the bard will perform for him. The bard and the victim cannot be attacked by anyone in a 20 ft. radius. The bard may defend himself but at the cost of canceling the spell. Additional people that approach within 20 ft. may also be ensnared (up to a total number of victims equal to the bard's level).

L: not usable within 20 ft. of a base.

N: victims may be slain, but only at the cost of the bard losing his *visit* neutral for the rest of that game.

### Liplock

T: enchantment

M: strip of yellow cloth

I: hold wand in left hand, repeat 5x "Remain the truth still," tie on cloth.

E: bearer cannot be forced to speak nor otherwise respond to questions asked under *talk to dead* and similar magics. Does not affect tracking.

L: may only be cast on each player once per battlegame.

N: can't be cast on barbarians. Disappears when the person comes back to life.

### Truth

T: spell

I: a short poem must be said (20 + words).

R: 20 ft.

E: the bard may ask the victim a single "yes or no" question which he must answer truthfully.

N: the victim cannot be harmed while answering the question.

## 3rd Level (Harper)

### Extension

T: neutral

I: say "Extension" loudly prior to starting spell

E: doubles range of spell for one use. If spell has no range it gives spell a 20 ft. range.  
N: Is not used up unless the accompanying magic is fully cast.

#### Imbue

T: neutral

E: allows the bard to purchase 2 magic points (i.e.- not 2 magics) of 1st or 2nd level magic.

#### Sleep

T: spell

I: repeat 2x "Listen and let the fighting cease, close your eyes and sleep in peace."

E: victim must lie down and sleep for a 300 count.

R: 20ft.

L: *sleeping* people cannot be killed; may not be used on one's teammates.

N: barbarians and monks of third level and above are immune to this spell.

#### 4th Level (Spellsinger)

##### Emotion Control

T: enchantment

M: white cloth

I: the bard states 5x "Emotion control," and ties on this enchantment to the person (not usable on self). The bard immediately specifies which one of the following applies to the enchanted person:

a)berserk- as per the barbarian ability.

b)immunity to charm- as per the monk ability.

c)immunity to subdual- as per the barbarian ability.

d)immunity to *fear, confusion, feeblemind* and other emotional attacks.

e)confidence- the person may utilize his own class abilities as if he were one level higher than he actually is for a period of time not to exceed 30 minutes.

##### Honor Duel

T: enchantment

M: two or more yellow cloths

I: hold cloths in left hand, repeat 5x "Remain this duel pure," tie cloth on each contestant.

E: each contestant is protected from outside forces. The victor is allowed safe passage to safe territory, preferably their home base, ignoring all wounds till arrival.

L: may not be members of the same team without a reeve's permission.

Enchantment lasts until one dies or it is dispelled or canceled.

N: Combat is limited to a reasonable area.

##### Lore

T: spell

I: a short poem must be said (20 + words).

R: 20 ft.

E: the bard may ask the victim a "yes or no" question which he must answer truthfully, and may continue to ask "yes or no" questions until the bard receives a "no" answer. Reeves may also choose to grant the bard one small piece of useful information per game to further define *lore* (very useful in quests and special scenarios).

### 5th Level (Songweaver)

#### Mimic

T: neutral

E: the bard may utilize any non-magical abilities of any one other class at 1st level (one class only, must be announced), for one life.

#### Mute

T: spell

I: repeat 5x "(person's name), I silence thee."

E: the victim cannot speak or cast magic for a count of 100.

R: 20 ft.

#### Yield

T: spell

I: repeat 3x "Yield thy arms and resist no longer, come unto me and be my captive."

E: victim must lower weapons and surrender immediately, moving straight to bard, then may begin 500 count. If they are not killed, when they have counted they may return to their base.

L: may not be kept from the bard by subdual or force.

N: other magics can still physically affect the victim.

### 6th Level (Great Bard)

#### Voice

T: neutral

E: allows the bard to purchase 5 magic points (i.e. - not 5 magics) of druid magic from any level.



# AMTGARD

handbook on the rules of play

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