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Compiled by Grix ([grix@crimsonwood.org](mailto:grix@crimsonwood.org)) from all sorts of other sources including Sir Michael Hammer of God's Battlegames compilation, Sir Luke Wyngarde's publications and compilations, and some of my own stuff.

## **Practice Games**

### **King of the Hill**

Number of Players: 3+

Setup Effort: None

Rules: Form a line. The first two players in the line step out and spar. The winner stays and spars the next person in line, and the loser moves to the back of the line. In the case of a simo, both fighters move to the back of the line, and the next two in line move up to fight.

### **Three man**

Number of Players: 3

Setup Effort: Minimal

Rules: Three Players set them selves in a triangle with their chests about a weapon's length apart. Then they plant their forward foot. This is usually the left foot for righthanded players. This foot may never be moved. Leg shots don't count (maybe it is an EH Game). Other limb and kill shots count as normal. Player play until only one remains then they begin again. Score may be kept if desired.

### **Work off the Warriors**

Type: Practice Variant

Number of Players: 2-5 is optimal

Description: This practice game is used to allow competitive practice among fighters of widely different abilities. For those who like competition even in practice it is pretty fun.

Rules: The game is basically a normal hold the field ditch battle style where fighters go after each or one on one until one of them wins and then the looser leaves the field while the next player in line fights the winner. (with two players obviously they just keep fighting each other. Scoring for this variant works as follows. Each player has a starting score equal to the number of Orders of the Warrior that he or she has earned. Players with Zero Orders of the Warrior start with one point. Optionally all players with ten or more Orders may start with only 10 points. Each time a player wins a duel he or she looses a point. The first player to get to zero wins the round. All players go back to their starting number of lives and begin a new round if desired. It is recommended that if you plan to play multiple rounds, each time a player wins a round that he or she adds one point to his or her starting score each round for the rest of the play session. This helps deal with the problem of fighters who have on yet received Warriors commensurate with their abilities.

## **Ditch Variants**

### **Axe Game**

Number of Players: 8+

Game Type: Ditch

Setup Effort: None

Rules: Form all players up into teams of two. One person alone is acceptable if you are playing with odd numbers. Each player should be armed with a single on handed

weapon (no shields). There is also one legal throwing ax total in play. The teams start out in a big circle. The odd man out or just anyone, if playing with an even number, throws the ax into the middle of the Circle. Once the ax hits the ground the game starts and it is a legal throwing weapon for any team to pick up and use. Fight as a free for all until only one team survives. They are the winners. Then go ahead and reform teams for the next round. People should try to fight with different partners each round to learn teamwork. The most unwounded player on the winning team starts as the odd man out (unless you have even numbers) and throws the ax in to start the next round. Play until people get sick of it.

### **Basic Militia Battle Rules**

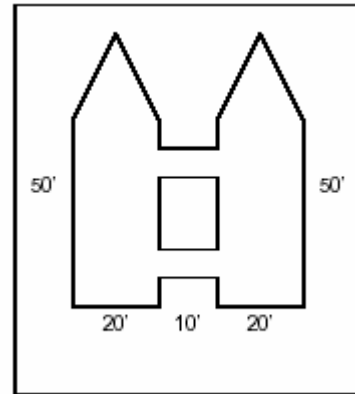
1. There are no class abilities in Militia Battles. No Magic or Berserkers, or any Warrior Improved weapons.
2. Any player may use or carry any combination of legal melee weapons, throwing weapons, great weapons, bows, shields and armor up to 6 points.
3. All rules for normal weapons apply. Red weapons destroy shields, arrows destroy weapons, subdual damage may be called, etc.
4. Standard rules for damage to armor, killing, and wounds remain the same.
5. All participants get 5 lives per standard battlegame. The Reeve may designate longer or shorter games.
6. All equipment on the field is "open season". If a player does not wish to share their equipment, then they may not partake in the equipment of others, otherwise if someone throws a dagger and misses, pick it up and throw it back at them.
7. Death count is 150. Optionally, this may be a Shatter Battle where teams come alive together after an entire team is slain, much like a Ditch Fight. This leaves a lot of people standing around dead while the skilled and lucky keep fighting, however.
8. Nirvana may be a pre-determined location or "where you fall". The last ten seconds of a death count MUST be counted out loud, followed by the word "Alive!". Players returning to the game may not come alive within 20 feet of an opposing player, base, or behind enemy lines.
9. Colored headbands or armbands should designate teams, to keep confusion to a minimum.
10. Where possible, fighting units should be allowed to fight together, unless this would prove overwhelming or unbalancing to the game.
11. Weapons and shields destroyed during the battlegame may be reclaimed in a 150 count after their destruction by returning to base for a "new" weapon. Of course, all equipment is returned to a player returning to the field after a death.
12. At any time there is a slow point in the fighting (due to a large number of dead or wounded players), the Reeve may call a Night Hold. This Hold simulates the end of a

day of fighting. All teams (living and dead but unshattered players) regroup at least 100 feet away from one another. All wounded but living players are "speed timed" back to life. Subdued players remain captives, though may resume their subdual count after the Night Hold is ended.

### **Boat Battles**

Number of Players: 10+  
Game Type: Ditch or Militia  
Setup Effort: Moderate

Rules: Each boat should be 12' long by 8' wide or so. Feel free to vary this based on the number of players. The gangplanks between the boats should be one person wide or maybe one and a half. Divide into two teams and each team will defend one boat. Players may only walk on the areas inside the boats. If anyone steps a whole foot off of the boat then that player takes a death. One throwing weapon per team might be appropriate and short spears (6') are also good. Full-length pole-arms kind of spoil the fun of limited opportunities. This should be played several times with the first dead from the winning team changing teams just like in a ditch battle.



### **Cavalry Vs Infantry**

Number of Players: 10+  
Game Type: Ditch or Militia  
Setup Effort: None  
Materials: None

Set-Up: Divide the populace in two teams, the team Captain and every third "pick" is a Cavalryman.

Object: This is the next step of the Dwarf Battle. Instead of all players fighting from their knees, only two-thirds of the players on each team must kneel. These represent Infantry. Those who remain standing are considered Cavalry, and are considered to be riding a "horse". Cavalry take twice the normal leg wounds (not armor value!) before dropping to their knees (considered thrown from their steed). In other words, a Cavalry must be hit twice on one unprotected leg in order to be damaged. There are two ways of dealing with the horses and Cavalry, which needs to be decided before the game begins:

Options:

1. Horses may not die: The person who slays a Cavalry may claim the horse and their own and may stand up. If one Cavalry slays another, the victor may chose who to give the horse to. This keeps the action moving, but can get confusing with lots of players.
2. Horses may die: When a Cavalry suffers a leg wound, the horse is considered slain and the Cavalry then fights as an Infantry. This mean eventually all players will be fighting from their knees. When this happens, all kneeling players may stand and the fight may continue until one side is victorious.

### **Chaos Resurrection (Kill your Killer)**

Number of Players: 6+

Game Type: Ditch

Setup Effort: None

Rules: This is a ditch battle style free for all with every man for himself. If a player is killed he goes off the field until the player who killed him dies at which point he rejoins the fray. The game continues until one person kills every other person and is thus the winner or until everyone is sick of it and wants to play something else. Obviously, larger numbers of players make it harder to finish this game.

### **Chess**

Number of Players: 15+

Game Type: Ditch

Setup Effort: Minimal

Rules: This game should not be mistaken for any of the live action Chess version that exist; but is named after that venerable board game since both have the object of protecting a king. Divide players into two teams in whatever fashion is usual. No magic, classes, or armor is used but any player other than the king (see below) can use all weapons and shields, including bows and throwing weapons. Each team then chooses a 'king' . This player is armed only with two daggers but has two points of natural armor. In this game all weapons do only one point of damage to this armor (including bows). Dead players come back after a sixty second count and wounded players may heal by grounding their weapons for a sixty second count. One team wins when they kill off the other teams king. The king of the winning team then joins the losing team as a fighter and both teams pick a new king. Play as many rounds of this as seems nice.

### **Fire & Ice**

Number of Players: 10+

Game Type: Ditch

Setup Effort: Minimal

Rules: Divide the players into two equal teams. Chose the initial people to carry spell balls. Fire & Ice is our version of amtgard freeze tag. The object is to get 75% of the other teams starting numbers frozen at the same time (ie. with 20 people per team you would need 15 people frozen to win).

One player, per 10 people, on each team will carry an iceball. This iceball functions as a normal iceball in every aspect. You must charge it and it will freeze someone for a 300 count.

One player, per 10 people, on each team will carry a fireball. This fireball functions as a normal fireball in all ways. It must be charged, it will free someone from an iceball, and it will kill someone.

Everyone else on the team will carry melee weapons. Their job is to clear the way for their teammates to get back to their fire or iceball. If a player is killed by a melee attack they will come back to life at their base in a 50 count, wounds will heal anywhere on the

field in a 25 count.

If a person is killed by a fireball they are out of the game for a 600-1000 count, your choice (initially we had it as out of the game permanently, but that was the one major complaint we got from people about the game.) So be careful who you hit with a fireball, for it may make it really hard to win for a while.

### **Fox in the River**

Number of Players: 5+

Game Type: Ditch

Setup Effort: None

Materials: Items (Rope or spare weapons) to mark boundaries

Set-up: Make a large rectangle (the river)

Gameplay:

One player (The fox) stands in the 'river'. The rest of the players stand on one side of the river. When the fox says, everyone runs across. Runners retain wounds fox only keeps them for the round. If people kill the fox, it's safe passage. If the fox kills a person, he joins the fox. If someone steps out of bounds, he also becomes a fox. Last person alive is the beginning fox for the next game.

### **Goblin Daggerball**

Number of Players: 10+

Game Type: Ditch

Setup Effort: Moderate

Rules: Mark out a good sized rectangle. The Goblins divide into two equal teams, one team on each side of the center line. Each Goblin is then given one throwing weapon (only!) with which to play. The teams then throw their weapons back and forth across the centerline at members of the opposing team, in no particular order or fashion. A Goblin is "out" when one of two things happen: a) the Goblin is wounded in any way by any weapon thrown through the air or b) if a Goblin on the other team catches a weapon that has been thrown, the thrower is ejected. Goblins may catch weapons without injury, so long as the catch is clean and the weapon does not hit the ground. Sides refresh after all the Goblins on one side are dead.

### **Goblin Feetsball**

Number of Players: 6+

Game Type: Ditch

Setup Effort: Moderate

Rules: Mark out a good sized rectangle. You can use any number of people; just split them evenly. This battle is best held in an open field (i.e.: no trees or other obstacles). Mark out a rectangular field as large as you have room for, or as appropriate for the number of players participating.

As in many informal football games, it is recommended that the defense waits 3-5 seconds before charging the line, and that the number of rushers be limited.

Mark the boundaries as clearly as possible, including the outer edges of the end zones.

Once a person steps out of bounds, they cannot re-enter that play. (There is no such thing as being "forced out", since you have a weapon to take care of anyone who approaches, and there is no physical bumping...)

#### Rules of Feetsball:

1. All participants are members of two goblin clans, which are at war over a most treasured object. (A tub of candy or something similar works well, and the team is welcome to do as it pleases with this treasure after the game.) To avoid injury to innocent family members and needless property damage to the villages, the leaders of the goblin tribes have agreed to settle their disputes on the football field.
2. Armbands, headbands, or war paint will mark membership in the clans (teams). For a football: if you have a foam or stuffed football that would work great. Otherwise, make an elongated spellball, or use a normal spellball or throwing dagger or anything that can be thrown and caught easily and safely.
3. To score a point, a team member must have possession of the football beyond the opponent's goal line, without having stepped out of the marked boundaries. A "safety" is counted the same number of points (i.e.: one) as a touchdown. There are no ways to score by kicking.
4. More or less regular football rules apply (including things like "offside" and "pass interference"), except that instead of tackling or blocking each other, each player has a single, one-handed, less than 4 foot weapon (hinged or non-hinged), with no armor, shields, magic, or projectiles. Any wound kills. Dead players are asked to signal their death clearly and quickly, and to do their best to avoid interfering with those who are still alive. Deaths last until the beginning of the next down. (See below.)
5. After gaining possession of the football, a team has four plays to score. (If the field is large enough, there may be a certain distance they need to go to gain a "first down"). On the fourth down, they may choose to forfeit the ball by throwing or kicking it to the other team (this must be announced in advance). (Initial or post-scoring kickoffs are also conducted this way: the ball can be kicked or thrown.)
6. Both leaders have huge numbers of goblins at their call. As players die, they are "replaced" on the next play by another family member who looks a lot like them. (In other words, the same Amtgardian, who is now representing a relative of the goblin who just died.) All participants have one life per play, for as long as the game lasts.
7. The game may continue as long as the reeve or the two captains are willing to let it, but a general guideline of one hour is recommended. At the reeve or captains' discretion, teams may change ends of the field halfway through. (Half-time shows are optional.)

#### **Greed is Good**

Number of Players: 10+

Game Type: Ditch

Setup Effort: Minimal

Rules: Of the several types of coin or ribbon games this is the simplest. Before the game starts each player gets one coin. Then the teams are divided as usual for ditch



battles. The game is played as a normal ditch with the following special rules. When you are killed the player who killed you may take all the coins you are carrying. No one other than the player who killed you may ever take your coins. The player who killed you must survive long enough to physically take the coins even if you need to get them out of a pocket or something. Dead players should stay on the field until their killer is eliminated in case that person wants to return to collect later. If you are killed before you can collect any coins owed to you then their original owners retain them for the next round. Between rounds the winning team gives its first death to the losing team as is standard in ditch battles. If after this one team has no players with even one coin, the player with the most coins gives one to a player on the other team. The game continues until a single player has all the coins.

### **Iron Triangle**

Number of Players: 6+

Game Type: Ditch

Setup Effort: Minimal

Materials: The reeve will need a watch. Rope or tape to better define the triangle would be nice.

Set-Up: Divide the populace into three equal teams

Object: There is a large triangle on a field, each leg at least 15 yards long. Three teams fight for possession of it. At the end of 15 minutes (reeve calls "time"), the team with the most players inside the triangle wins. Each team may only enter from one side of the triangle and no other. Teams may only fight each other within the triangle. Repeat until all are satisfied.

### **Meat Grinder**

Number of Players: 10+

Game Type: Ditch

Setup Effort: Minimal

Set-up: Everyone stands in a fairly large circle. The leader of the game numbers everyone off.

Gameplay:

The leader or reeve calls out two numbers, those two people go in and fight. This continues for as long as you want. If the leader/reeve calls "Meatgrinder", everyone runs in and fights. The leader/reeve can also call out garb colors, weapon styles, or anything. Also, people that form the circle can poke fighters with their weapon if they get close enough (They must stand in their spot however).

### **Militia Manuevers**

Number of Players: 12+

Game Type: Militia or Ditch

Setup Effort: Minimal

Set-up: Divide the populace into three or more equal teams.

Object: Out-manuever and annihilate the opposition. The last team with living players is considered the winner. This game can be combined with Capture-the-Flag, King-of-the-

Hill, Ring-the-Bell and many other normal Class Scenarios to bring a little taste of realism to the days battlegaming.

Options:

1. When a player is slain, he/she joins the team that killed him/her for the next life. Be certain to change colored headbands, because no one likes to be slain by someone who was their teammate only minutes before.

Please do not let Militia and Ditch Battles become the mainstay of your groups battles! The real draw of Amtgard is the Class and Magic systems. Militia Battles make a great addition to any groups regular game days, but should never be allowed to totally take the magic away from those players who desire to play Full Class.

### **Militia Vs Monsters**

Number of Players: 10+

Game Type: Militia

Setup Effort: Moderate-Heavy

Materials: Monster costumes

Set-up: Choose and garb the Monsters, commensurate with the power of the Populace. Remember the players are Militia! No creatures that are only damaged by magic or fire, unless some provision is made for it.

Object: Fierce Monsters have been seen roaming the countryside and causing havoc and destruction. The local Lord calls out the Militia to send the beasts back where they belong. The battle is fairly straightforward and ends when one team or another is shattered or when some other larger Quest goal is accomplished.

Options:

1. Have the Monsters team-up against the Militia. (Best for weak Monsters like Goblins)
2. Have the Monsters set up as separate encounters which must be defeated individually. (Best for tough Monsters)
3. Mix different types of Monster together. This is usually more effective by teaming less powerful creatures with more threatening ones. For example, several cave bears to protect a Hill Giant, or a pack of wolves guarding a Vampire.

### **Spell Ball Game**

Number of Players: 3+

Game Type: Ditch

Setup Effort: None

Rules: Each fighter begins the game with a single short sword and a single spell ball. It doesn't matter what the ball is as they will all have the same effect for this game. Each player picks a spot on the field to start and calls alive. When alive, the game proceeds like Chaos Res, with a few tweaks. Each spell ball is a fireball, so it kills on any hit or bounce. Each player may block freely with their shortsword (it can't be destroyed), and the spell balls don't need to be charged (you can just pick it up and throw it). A fighter may never have more than one spell ball in their possession at one time.

## **Tag**

Number of Players: 5+

Game Type: Ditch, Militia, or Class

Setup Effort: None

**Set-up:** One player is chosen to be IT, who stands still for a 100 count while the remainder of the populace attempts to put distance between themselves and IT.

**Object:** One of the oldest games known to man, Tag and all its variants (Hide-and-Seek, Statues, etc.) adapts well to Amtgard battlegames. IT's purpose is to capture, subdue, slay, or otherwise render immobile as many of the populace as possible. The populace, in turn, must elude IT for as long as possible. The last person caught during any round is IT for the next game. If the players elude IT for an entire game, then IT may choose a replacement. Play continues until (select one or more goals):

1. A set number of populace has been caught.
2. The populace eludes IT for a 1000 count (about 15 minutes).
3. A "base" may be declared before the game. Base is usually the location where IT began the game. If all the populace can return to Base without being caught, then the game ends.

**Options:**

1. To help speed along play, and make the odds a little more fair, IT may point at any player within 20' and say "(Target's name or class) Stand and fight" x2. The target must then stop and do battle with IT, though Honor Duels are forbidden in this game.

## **Tavern Brawl**

Number of Players: 6+

Game Type: Ditch or Militia

Setup Effort: Heavy

**Materials:** Table legs (legal sword under 30" with brown cover); steak knives (melee daggers); pots and pans (foam constructs only); plates, bottles, cups and mugs (safe foam throwing weapons); meat cleavers (flat blade melee daggers); rolling pins (legal sword under 24" with brown or gray cover); table tops (medium shields with brown covers, may not be affixed to the arm but may be held by the cover); sausage links (brown or red covered nunchucks). Other foam representations of food, kitchen items or anything that might be found in an actual fantasy/medieval tavern.

**Set-up:** Mark off the area to serve as the tavern with ribbon. Allow plenty of room for moving and fighting. Normal weaponry is not permitted inside the Tavern. All items carried into the Tavern Brawl must look like Tavern Items. No weapons permitted longer than 36" unless approved by the reeve. Armor and shields are not permitted. Throwing weapons are permitted, so long as they meet the above criteria. Bows and siege weapons are not allowed (well, maybe a huge Keg thrown by three people!)

**Object:** To have fun using non-traditional Amtgard weapons. This is also a wonderful creative outlet. Just tell the populace to come up with non-weapons and give them a couple of weeks. You will be amazed at the interesting items they invent.

**Options:**

1. Use full class rules, but limit all players to first level. Same restrictions apply for weapons, though armor may be allowed.

### **Three-way Boat Battles (The Helipad)**

Number of Players: 12+

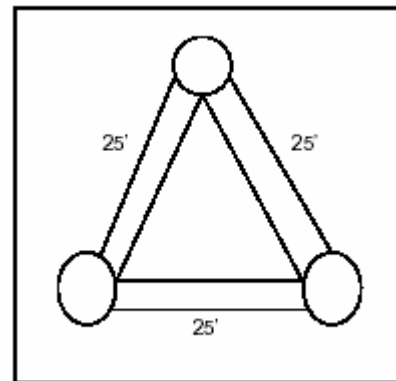
Game Type: Ditch or Militia

Setup Effort: Moderate

Rules: This game works very much like boat battles except that there are three teams. Each team starts out inside one of the circular "boats" (see Diagram). The object is to be the last team alive. I recommend one spear and one throwing weapon per team.

Throwing weapons that land on the bridges or on the boats may be reused, by whomever gets them. Once a throwing weapon goes into the water it is lost.

This is a great cat and mouse game, as a team cannot press across one bridge after one enemy without opening themselves to attack by spear and throwing weapon from their other enemy. This variation is also better if the winning team gives their first dead to the first team eliminated after each round. Obviously, switching players should not take a team's spear or throwing weapon with them.



### **Two or Three Man Eternals**

Number of Players: 6+

Game Type: Ditch

Setup Effort: None

Rules: In this variation all players form into groups of two or three. Teams separate and begin fighting. As soon as a player dies he/she goes to Nirvana. As soon as there are enough players in Nirvana they form a new team and return to the fray. This continues infinitely. Obviously, this is one of those games that has no winner. Play till all are well exercised and tired of this game.

### **Warcraft (Orcs Vs Humans)**

Number of Players: 10+

Game Type: Militia

Setup Effort: None

Materials: Red headbands for the humans, green headbands for the Orcs, several boxes to serve as Gold Mines, piles of treasure markers or fake gold coins. You will also need one reeve for Nirvana for each base and one for each Gold Mine in play.

Set-Up: Divide the populace into two equal teams: Orcs and Humans. Send the reeves into the forest (or spread across the battlefield) with the stocked Gold Mines. Each team should be given a roll of ribbon to mark out their base (which also serves as their Nirvana). Use the rules for simple Castle construction for more information.

Object: The eternal struggle between Orcs and Humans continues unabated on Amtgardia! All players begin with 3 lives. To start the scenario, all players are armed with a single melee weapon and up to 2 points of armor. As the teams spread out, they will discover the Gold Mines. Each player may only carry one gold piece at a time and it

takes a 30 count to remove each piece. Only one player at a time may "dig" for gold. Players take their gold to their respective Nirvana reeve for a credit point. Once mined, Gold may be taken from a slain player, keeping in mind the limitations for how much Gold each player can carry. Once in Nirvana, Gold may not be taken from the base.

Points may be saved or spent as follows:

3 Gold One extra life for any player

6 Gold One player may use a short bow or a medium shield

8 Gold One player may wear up to four points of armor

10 Gold One player may go Berserk (as Barbarian) on next life

20 Gold All players on the team gain one additional life

Options:

1. The team with the most Gold at the end of the game wins.

2. Play until one team is shattered.

3. New levels of complexity may be added by allowing Gold to buy other things.

Examples include buying Monsters, Siege Weapons, Armor or Weaponry for ALL teammates, a Relic, a Healer, etc.

### **Warlords 'R Us**

Number of Players: 10+

Game Type: Ditch

Setup Effort: None

Set-up: Everyone starts as a team of one.

Materials: none

Object: To be the greatest warlord with everyone on your team as a fighting minion.

Each player begins the game as warlord of his own team. Whenever a player is killed he comes back to life (after a 60 count) fighting for his killer's team or warlord. When the warlord of a team is killed, all minions of that team are released as free agents. This is a quick game for up to 10 people but it takes much longer as the population increases.

Any new players simply join the game as a warlord. Death lasts for 60 seconds (just long enough to catch your breath). Sacrificing a living minion may heal a Warlord's wounds.

Options:

1. Often it is suggested that each combatant fight with similar weapons. Another variant is for each fighter to fight single short sword.

## **Class Game Variants**

### **30-Minute Battle(Resurrection Game)**

Number of Players: 12+

Game Type: Class

Setup Effort: None

In this timed scenario, all players have unlimited lives and all spells and effects with a time limit have their duration cut to 60 seconds. All deaths also result in only a 60-second Nirvana time. All spells and abilities that were per life still are and all spells and abilities that were per game still are per game. As each player dies he reports to a score keeper who tallies a point for that players Team. At the end of 30 minutes the team with the lowest score (least deaths for that team) is declared the winning team.

### **Amazon's Quest**

Number of Players: 12+

Game Type: Class

Setup Effort: None

Materials: None, except maybe slave collars.

Set-up: Divide the populace into two "teams". One side should be made up completely of women and the other completely male. Any non-combatant female may participate, though if she does not want to fight, she must choose one male to serve as her "hound".

Object: The Amazon's need men, but are not going to put up with all the trouble they cause. The women have banded together (with the help of their faithful "hound" servants) to try and capture as many Free Men as possible. The Free Men, in return, do not wish to be captured and enslaved, and so must fight to keep their freedom. To make matters worse for the men, no two men will ever approach more than 50 feet from any other man, and men may not assist other men during a battle. (In other words, it's every man for himself, against an entire horde of Amazons and hounds.) Amazons may band together, but may never out-number a Free Man by more than three-to-one whenever combat occurs. (In other words, the Amazons don't really want to help one another out, either, as they would have to share their prizes.) Free Men who are captured (through subdual or magic only) by an Amazon or her hound, and are subsequently returned to the Amazon Base, become Slaves and must sit out the rest of the game (unless rescued). Slaves will not fight for the Amazons, but must remain at their base. However, any Amazon can decide she is tired of fighting and may make any one Slave her Hound, or may replace her present Hound with a better catch. Discarded Hounds then join the Free Men, after being given a 100 count to run for his freedom. Captive Slaves may be freed by other men, though once freed the men must immediately separate by 50 feet or more.

Options:

1. Allow the teams to band together in greater numbers. For example, two Free Men may fight together.
2. Amazons may have more than one Hound, but must capture any Hound other than the first from the ranks of Free Men.

### **Assassination**

Number of Players: 12+

Game Type: Class

Setup Effort: Moderate

Form up into two teams in the usually way. Each team should have a reeve. The reeve for each team chooses one player on his own team to be a 'spy'. The reeve then whispers to each member of the team whether he or she is the spy or not. To the one person who is the spy he also whispers a code word. After the lay on is called the reeves yell out random words regularly until they see a time for their spy to wreck some havoc. When a reeve calls out the code word his 'spy' switches teams for the rest of one life and tries to do as much damage to the team that picked him as possible. After a 'spy' has been killed the reeve again goes up to each player and whispers if they are the new 'spy' and a new code word if they are. Obviously, since both teams are

occasionally turning on them selves this can be a chaotic variation.

### **Battle for Elfland**

Number of Players: 12+

Game Type: Class

Setup Effort: NModerate

This battle-game revolves around capturing Territory with a slight elfish theme.

This is a full class battle and players should be divided into three teams. Each team will represent one of the factions in the Elven civil war. Each team starts off the game at a different edge of the field. On the field there will be seven or eight trees should be marked as elfish fortresses. This is done by marking a ten foot circle around the base of the tree with flagging tape. The game is played in three periods each approximately ten minutes in length. All three teams being to battle each other as they see fit and after a predetermined time between nine and eleven minutes (known only to the reeves) a hold should be called. During the hold the reeves will check who controls the fortresses. A team considered to control a fortress if they have at least one living team member within the ten foot radius and if no other team has a living player within the fortress. Each team will get one point per fortress then the hold should be lifted the fighting continue. There will be another period and then another hold. The same count will be made with the points being cumulative. Then we will play one final period and count the forts a third time. The team with the most total points will be the winner. The game also has the following special rules. All players will get one point of natural armor as long as they are within the ten foot circle of a fortress. If members of opposing teams are both within the same fortress, both players get the bonus. Finally, all bases for returning from Nirvana will be at the starting point for your team. All other functions of a base including healing, mending, and the prohibition of spells and abilities within a certain radius apply to any fortress.

### **Boarding Parties**

Number of Players: 12+

Game Type: Ditch, Militia, or Class

Setup Effort: None

Materials: several rolls of surveyor's ribbon and small stakes, 4 milk crates or boxes, a plank

Set-Up: Using the ribbon and stakes, mark off two sections on flat ground (the ships). Connect the two with the plank (or use ribbon to simulate a plank) Multiple planks may be used, depending on the relative size of the ships. Both ships should be close to the same size, unless the Reeves decide otherwise (or you start running out of ribbon! ) Place a crate at the center of each ship, near the fore and aft sections. The crates represent the helm and the main mast. Also, mark off a "Lifeboat" for each ship, tied to the back or either side.

Object: Two teams, representing pirate crews, do battle for each others ship. Divide the populace into two teams, put one team in each ship. The plank(s) is (are) the only "safe" way to cross the distance. Anyone who steps or falls "overboard" is subjected to the Water Rules (q.v.) and must walk slowly back to the Lifeboat (or die trying). Once inside the lifeboat, the player must count "Climbing" x 10 and may then board the ship. Climbing players are subject only to missile fire and polearm attacks. Players may board

on their opponent's lifeboat. The goal is annihilation of the opposition or capture of their vessel. Capture is accomplished by a) subduing or killing the rival Captain or b) destroying both the helm and the main mast (i.e.: 10 chops with a blue or red weapon, Fireball, Lightning Bolt, etc.)

Options:

1. Place one or more Sharks (q.v.) or other Terrors of the Deep in the water to make things more interesting for players who fall overboard.
2. Place the ships close enough to jump between, though caution should be used to ensure safe landings.

### **Bridge Battle**

Number of Players: 6+

Game Type: Ditch, Militia, or Class

Setup Effort: None

Materials: Something to denote the sides of a "bridge"; a trail, ribbon, rope, etc.

Set-Up: Divide the populace into two equal teams. Draw or mark off a section of flat and debris-free land, roughly 30 feet long by 5 feet wide.

Object: A team enters at either end of the bridge and must battle their way past the opposition to the other end. Players who die exit the bridge and re-enter after a 20 count from the end they started from. Players who step out of the boundaries are considered to have fallen from the bridge, and must similarly exit and re-enter after a 20 count. The team who reaches the opposite end first, wins. Sides refresh and begin again after each scoring.

### **Capture the Flag (Ring the Bell)**

Number of Players: 10+

Game Type: Ditch, Militia, Class

Setup Effort: Minimal

Materials: One or more flags

Set-up: Two or more balanced teams are chosen, and each is given a token to serve as the "flag" for their team. Tokens may be actual flags, colored cones, bright ribbons, a person, or any other object that is clearly visible and easy to transport.

Object: This game is a spin-off of the age-old children's game. The object is for one team to capture the flag of one or more of the opposing teams. Play continues until a flag is captured, one or more times, as decided upon before play begins. In all circumstances, flags are considered game items, and as such, may not be held while Teleporting, Passing without Trace, etc.

For Ring the Bell, just place the markers at opposite ends of the field. Instead of moving the markers, teams just have to touch their opponents marker and shout "DING!"

Options: 1. Use a person as a live flag. 2. Require the flag to be held for a certain period of time.



### **Caravan Battle**

Number of Players: 12+

Game Type: Class

Setup Effort: Minimal

There are many versions of a Caravan Battle. This one is a full class game. First divide players into two teams. Each team will go through the caravan scenario once, and it will be timed. The team that has the better time will be declared the winner. Each team will play the opposition to the other during the Caravan Scenario. While on Defense each team will have only half-lives available before shattering (Round Down) and will also have armor and spell points halved. Obviously, both caravans are usually successful, which is why the game is scored by time. Any reasonable caravan route is acceptable but it should be well defined and not too short. Side walks and paths are perfect for this. Any large object can represent the caravan cargo. In the past we have used a cooler full of Soda. Two people must have hold of the cargo to move it and neither of them may fight while moving the cargo. The cargo may be set down at any time and may never be moved by the defending team. The Cargo may not leave the path, although the cargo also represents the base for the caravan team. The defending team will choose a base for themselves. As I expect a fast moving game, all deaths will last for one minute and all spells that have a timed effect will also last for one minute. Since both the caravan and the bandit teams can learn from one another it should be randomly determined which team goes first. A break of at least 10 minutes between caravan runs is also appropriate.

### **Caravan Crossing**

Number of Players: 12+

Game Type: Militia, or Class

Setup Effort: None

Materials: None

**Set-up:** Divide the populace into two teams. One to represent the Bandits and the other the Guards. One player should be designated a Political Figure (q.v.) and serve as the object of the **battlegame**. This game works best if there is a substantial playing area, particularly one with wooded areas.

**Object:** For whatever reason, the Political Figure wants to get from point A to point B in a hurry. The Figure has commissioned/recruited a team of Guards to escort him/her across the territory. Unfortunately, the way is plagued with Bandits and (possibly) other dangers. The Guards must safely transport the Figure from Point A to Point B, without losing the Figure to the Bandits, who are trying to capture the Figure for ransom. To make matters worse, the Figure may never move faster than a walk. The game is over when a) the Guards make it to Point B with the Figure or b) the Bandits capture the Figure and hold him for a 300 count.

**Options:**

1. Give the Bandits one or more Monster allies, to aid their cause.
2. The Guards must never leave more than 100 feet from the Figure.
3. Place mundane hazards (quicksand, water, etc.) in the path of the Guards or Bandits.
4. Make the teams unbalanced in favor of the Bandits, like two-to-one odds or worse.

Make the Bandits all low-level non-magic classes and the Guards higher-level with spellcasters.

5. Place Neutral encounters (like Healers or Unicorns) throughout the path.

### **Chaos Gifts**

Number of Players: 12+

Game Type: Class

Setup Effort: Moderate

Form up into two teams in the usual way. The Chaos Gifts below should be put on separate pieces of paper and put into a hat (or should be randomized some way) and each team may choose up to 7 Chaos Gifts. No one person may take more than one and each individual may decide whether to take a gift or not. A reeve should be on hand to help interpret the exact effects of the Chaos Gift. The rules of the game are simple: every time a person is killed, the one who killed him may ask for the Gift. The Gift must then be handed over to the person's killer. If the Gift is not asked for, it need not be given. Team members may kill each other. There is no limit to the number of Chaos Gifts a single person may have.

The game ends when one team is killed out or surrenders.

#### **The Burning Aura**

You may cast Fireball. You may only ever have one spell-ball with you at any one time. Iceball acts as a Fireball against you and your equipment. If you cast Iceball, your Aura is gone for the rest of this life.

#### **The Aura of Chill**

You may cast Iceball and may have up to three people iceballed at any one time. You may only ever have one spell-ball with you at any one time. You are immune to Iceball. If you cast Fireball, your Aura is gone for the rest of this life.

#### **The Thorns of Chaos**

All thrown weapons you throw act as "wounds kill". All thrown and projectile weapons that hit you act as "wounds kill." Having Thorn Barrier will negate this Gift.

#### **The Endless Undead Existence**

Whenever you are wounded, you will heal in 10 seconds as long as you have not moved. You may not use any class related abilities, including spells, thrown weapon use, or armor.

#### **The Thorn Barrier**

You are immune to all thrown weapons, including specially enhanced ones. Any weapons that you thrown or fire (bow) do no damage. Having Thorns of Chaos will negate this Gift.

#### **The Unforgiving Pain**

You cannot die from having limbs cut off. You can have lost all four limbs and still be up. Healing magic will not work on you but you may heal a limb by killing a person.

#### **The Heart that Detonates.**

You may have only one weapon. When you die, you will explode, killing everyone within 10 feet. Call a Hold when you die to decide who has been killed. When you die, discard this Gift. It does not transfer to he/she who killed you.

#### **The Curse of the Jester Sylvane**

You may throw spell balls of all colors. They do no damage and have no effect. You should call out "Banana Cream Pie!" when you throw the spell-balls. Note that no spellball

you throw will have an effect. Whenever you are hit by a spell-ball, if you immediately say "Its just a pie!" it does you no harm.

#### The Jabberwock's Blessing

Any yellow garb becomes one point of armor. All yellow weapons do one extra point of damage. If your Amtgard name *is* Jabberwock, all yellow weapons are "vorpal" and act as white weapons against you.

#### The Sharing

Any enchantment that has been cast on you, you may grant to two others by touch. Each time you do this, you must donate a Chaos Gift you have to a member of the opposite team. Who you give it to is your choice.

#### Necromancy

You may resurrect others by touching them with both, empty, hands for 20 seconds. They may not have moved. If you do resurrect them, you must give one Chaos Gift to a member of the opposite team and then give the one you resurrected the Necromancy Gift. If you have no other Chaos Gifts to give than Necromancy, you must give Necromancy to the opposite team after you have used it.

#### The Shell of the Turtle

When you gain this Gift, you must give away all Chaos Gifts currently in your possession. You then gain 1 point of natural armor for each Gift you gave away. This armor is repairable by a heal spell (a heal spell will repair one point on one hit location) and will renew itself to full

#### The Strike of the Snake.

You have red weapons. When you receive this Gift you must distribute any other Gifts you have to other players. If you have more than 2 other Gifts, half your other Gifts must go to the other team.

#### The Rage

Your weapons are "wounds kill" and you have 2 points of armor. You are unaffected by spells and may have no enchantments. You also have 30 seconds to live from when this Chaos Gift has been fully read and understood (or the beginning of the game or engagement, whichever comes first). You should begin to count down loudly as soon as you come alive and should make sure others know you have enchanted weapons. If someone kills you, they get The Rage. If you die after the 30 seconds, discard The Rage.

### **Class Hunt**

Number of Players: 12+

Game Type: Ditch, Militia, or Class

Setup Effort: None

Materials: None, or perhaps a "stolen" artifact.

Set-Up: Divide the populace into two teams, one team comprised wholly of members of one specific fighting class (Assassins, Barbarians, Scouts, etc.), the other made up of the remaining populace. If the ratio is greater than 3 to 1, consider asking other players to play one of the Hunted at 1st level (or higher, if someone has credits in that class)

Object: For whatever reason, the local Lord has declared the members of a certain class are evil and must be destroyed. The Hunted Class flees into the woods, pursued by the Populace. The Populace must catch and/or shatter the Hunted. The Hunted must elude the Populace for a specified amount of time. Theme is important to this **battlegame**, for without a story, this turns into little more than a "destroy the bad guys" blood bath. Try and even things up for the Hunted by using one or more of the Options, below:

Options:

1. Band two similar classes together for larger groups. For example: a band of Barbarians and Scouts are robbing the local merchants and must be stopped, or a renegade sect of evil Assassins and Monks terrorize the farmers of the Shire and must be tracked down.
2. Put some Monsters, or a high-level spellcaster, on the side of the Hunted.
3. Give the Hunted two or three times the normal number of lives, and have them come alive in a 50 count.
4. Make the Hunted Class able to use Bows and forbid the use of Bows by the Hunters. This will go a long way in evening things up, especially if the Hunteds don't have magic.
5. Give the Hunted another goal, such as assassinating a specific member of the populace or carrying an object from one point to another. If the Hunted does this before they are all killed or captured, then they win. Or perhaps they receive some beneficial aid or magical relic.

### **Darklord Scenario**

Number of Players: 12+

Game Type: Class

Setup Effort: Minimal

Materials: Black headbands for the Darklord and his minions.

Set-up: Send the Darklord into the woods, with or without any Minions. The rest of the populace makes up the other team.

Object: A lesson in futility. The Darklord (see *Dor Un Avathar*, 7th Ed.) has unlimited lives, and anyone who is slain by the Darklord (or his minions, read the description of the Monster) becomes a minion of the Darklord for the remainder of their lives. Eventually the Darklord's team will win, the fun comes from seeing who survives the longest.

Options:

1. Give the players a chance. Make this scenario part of a larger **battlegame** or Quest and provide some means for the Darklord's ultimate destruction.

### **Death Ball**

Number of Players: 12+

Game Type: Ditch, Militia, or Class

Setup Effort: Minimal

Regular shatter game with a death ball. Death ball will kill as a siege weapon. Death ball will go through any type of protect or invulnerability. Only one person on each team may touch deathball without being affected.

### **Dragon Egg Games**

*One thing that all of these games have in common is that the main prop used are large*

*watermelons to represent the dragon's eggs. These are good games to play on hot summer days, because the props become refreshments when the game is over.*

Free for All

Number of Players: 12+

Game Type: Ditch, Militia, or Class

Setup Effort: Minimal

Materials: One or more large watermelons.

Set-Up: First, the Reeve marks off a 5' x 5' square to serve as the Dragons Nest. Then place the watermelons in different places out in the woods.

Object: This is the simplest version of the game. There are no teams, everybody is on their own. When the Reeve calls "lay on" each person goes out into the woods and attempts to return the eggs to the nest. They may do this by finding the egg and returning it or killing someone else and stealing their egg.

Dragons Eggs and Orcs Number of Players: 12+

Game Type: Ditch, Militia, or Class

Setup Effort: None

Number of Players: 12+

Game Type: Class

Setup Effort: Moderate

Materials: three or more large watermelons, headbands or other markers to denote teams

Set-Up: The Reeve places the dragon's eggs in the woods and then sends the Orc Team into the woods.

Object: In this version, the players are divided into two teams; Orcs and humans. The Orcs are not a team exactly and neither are the humans. The humans are again on their own, and they are supposed to sneak into the woods and steal the eggs and return them to Nirvana. They may also kill other humans to steal their eggs. Each egg returned to Nirvana is worth one point to the person who brings in the egg. The human with the most points wins amongst the humans. The Reeve may return the egg to the forest if he wishes to keep the game going. The Orcs on the other hand get their points by killing the humans who have invaded their woods to steal the eggs. Orcs may work in pairs. Each Orc or pair has a nest of their own. Only one Orc is allowed within twenty feet of the nest at a time. When an Orc kills a human with an egg, he gets to put the egg in his nest. Humans may attempt to steal the eggs. Orcs may not steal eggs from other Orcs. The pair with the most eggs in their nest at the end of the game wins amongst the Orcs. This game can end at a certain predetermined time or when all the eggs end up in one place.

Capture the Egg

Number of Players: 12+

Game Type: Class

Setup Effort: Minimal

Materials: One large watermelon, Dragon garb, and headbands to show which team is

which.

Set-up: Divide the populace into two or more equal teams. Hide the watermelon in the woods

Object: This is simply "capture the flag", only a large watermelon is lugged around instead of a flag. (The bigger the watermelon, the better) The egg is hidden out in the park. When one team gets the egg back to it's base and has held the egg for ten minutes, it hatches and the reeve joins that team as a first level Basic Dragon. Play until one team is shattered and re-set if desired.

### **Easter Egg Battle**

Number of Players: 12+

Game Type: Class

Setup Effort: Heavy

Several different versions of Easter Egg Hunt games exist. In this one the person running the prepares by filling 30 or so Easter Eggs with beneficial scrolls. (Examples provided below). Before the game these eggs should be hidden in the play area. During the game players can find the eggs and choose whether to open them or not. If an egg is opened the player opening it gains whatever abilities are listed on the scroll inside. Unopened eggs count toward the teams eventual score. Once an egg is opened it may not be put back together and the player has the ability provided on the scroll until he or she opens another egg or until the end of the game. Unopened eggs may be freely traded, given or stolen but scrolls from opened eggs may not. Also, upon killing a member of the opposing team a player may demand one unopened egg from that person if he or she carries one. The abilities found in eggs are not enchantments and anyone can use them. Some good egg scrolls are listed below.

The Bearer of this Scroll may cast Fireball as per the third level wizard spell for the Rest of the Game. (You have to borrow your own spell Components)

The bearer of this scroll is immune to all magic for the remainder of the battle-game. (Note this is not an enchantment although it does ruin any enchantments active on the bearer. Magic, including enchantments on equipment work normally)

Any weapon wielded by the bearer of this scroll does one extra point of damage, on top of any abilities or enchantments for the duration of the game.

The bearer of this scroll may at anytime choose to add two-points of invulnerable natural armor to him or herself. This works just like Stoneskin only it is non-dispelable. These points may be added one at a time or both together but once used they are gone for good. Like Stoneskin a Mend spell will repair one point in one location.

The bearer of this scroll has two points of natural armor on each life for the rest of the game.

The bearer of this scroll may resurrect three other players during this game merely by touching the egg that this scroll was in to a dead player. After three players have been so raised, the scroll provides no further benefit.

The bearer of this scroll may choose to go berserk twice more during this game than he or she would otherwise be allowed. For high level barbarians this includes the ability to fight after death. For all others it should be treated exactly as the first level barbarian ability.

The bearer of this scroll may cast the heal spell as a first level healer.

Use the following incantation:

*Sword slash, Spear stab, Mace smash, Arrow jab,  
May the white light of healing descend upon you,  
Sword slash, Spear stab, Mace smash, Arrow jab,  
May the white light of healing stop thy spilling blood,  
Sword slash, Spear stab, Mace smash, Arrow jab,  
May the white light of healing mend thy broken bones,  
Sword slash, Spear stab, Mace smash, Arrow jab,  
May the white light of healing close thy wounds,  
Sword slash, Spear stab, Mace smash, Arrow jab,  
May the white light of healing restore thy vigor  
Sword slash, Spear stab, Mace smash, Arrow jab,  
By the white light of healing thou art healed.*

If the bearer is already a healer with unlimited access to the spell, the scroll allows him or her to cast the spell by using only the first stanza (italics above) to cast the spell.

The bearer of this scroll may make either a shield or weapon belonging to and used by him or herself completely indestructible. This piece of equipment will also bounce Iceball/Entangle as per the wizard spell enchant shield. Once used this effect lasts until the end of the game.

The bearer of this scroll gains Paladin/Anti-Paladin immunities for the remainder of the game. That is he or she is immune to all *wizard* spells except Iceball, Lightning Bolt, Magic Bolt, and Sphere of Annihilation. Other classes spells work as normal.

One weapon used by the bearer of this scroll becomes a flaming blade like the Druid enchantment. This weapon is immune to flame and Iceball/Entangle and may also be used to free others from Iceball/Entangle effects. It provides no protection against any of these things to the bearer if they strike the body or equipment, they must be batted away by the weapon. This weapon is also treated as a two-point blade. This lasts till game end.

One weapon used by the bearer becomes a Enchanted Blade, as per the wizard enchantment, Enchanted Blade. This weapon will kill on any wound through armor. The effect lasts until the game ends.

The bearer of this scroll gains the ability to use throwing weapons of any kind. If the bearer already possesses the ability to use throwing weapons then he or she does one extra point of damage any time he or she uses a throwing weapon that is normally allowable. (This has no effect on bow usage.)

The bearer of this scroll may mimic the first level abilities of any class as the Bard spell with the following restrictions. This does not allow spell casting from the class being mimicked. Spell casters using mimic must still pay spell points for any equipment that they choose to use. Any piece of equipment that is not normally allowable to a class,

such as shields for wizards, gained by mimic, cost five spell points per level. This ability may be used on one life and then expires.

The Bearer of this Scroll may cast Iceball as per the first level wizard spell for the Rest of the Game.  
(You have to borrow your own spell Components)

The Bearer of this Scroll may cast Petrify as per the fourth level wizard spell for the Rest of the Game.  
(You have to borrow your own spell Components)

The Bearer of this Scroll may cast Lightning Bolt as per the second level wizard spell for the Rest of the Game. (You have to borrow your own spell Components)

The Bearer of this Scroll may cast Circle of Protection as per the third level wizard spell for the Rest of the Game. (You have to borrow your own spell Components)

One weapon owned and used by the bearer of this scroll, becomes a Weapon of Wounding for the remainder of this life. Any arm or leg wound caused by this weapon will not be healable by magical means. Scout binding will work as normal and death will, of course, solve the problem.

The bearer of this scroll gains one extra class ability or spell that duplicates something that has already been taken. For example a warrior could take another life, a barbarian an extra berserk life, or a druid and extra Stoneskin spell. Spell maximums and armor maximums may be violated using this ability.

The bearer of this scroll plays for the rest of this game at one level higher than his or her actual level. If a sixth level Character becomes the bearer of this scroll, he or she may choose one duplicate ability from his or her class and gain that.

The bearer of this scroll gains the ability to fly twice during the course of this game. The Incantation is "I rise and take flight" X 5. Spells and missile weapons may be used normally while flying but no melee combat is possible, using this ability. Each application of this scroll lasts until death, voluntary landing, entering melee combat or the successful application of Dispel Magic.

The bearer of this scroll may Teleport as per the Assassin ability, 5 times during this battle game.

The bearer of this scroll may carry as many enchantments as he or she can get for the remainder of this game.

The Bearer of this Scroll may cast Finger of Death as per the sixth level druid spell twice during the rest of the game. Incantation "I call for your Death" X 5.

The Bearer of this Scroll may cast Hold Person as per the second level wizard spell four times during the rest of the game. Incantation "I command thee to stop" X 3. This spell may be used while moving.

The Bearer of this Scroll may cast Wounding as per the second level wizard spell four



times during the rest of the game. Incantation "By my heart, I strike off your (fill in appropriate limb)" X 3. This spell may be used while moving.

The bearer of this scroll may force an Honor Duel upon any non-Barbarian player within 20 feet twice during this game. Incantation "Honor Duel" X 5

The bearer of this scroll is surrounded by an Aura of Flame. This ability provides both protection from flame, as the wizard enchantment, and immunity to Iceball/Entangle. This lasts throughout the remainder of this game.

This scroll provides no benefit but the egg it came in counts as two unopened eggs at the end of the game. This egg, once open can not be taken from the bearer by a player who kills them.

The bearer of this scroll gains the ability to steal a life as per the Anti-Paladin ability once during this game.

The Bearer of this scroll gains Barbarian Immunities, that is immunity to all holding type spells except stun, for the rest of the game.

One weapon, owned and used by the bearer of this scroll, gains the ability to break weapons twice during this game. To use it call out "Weapon Breaker" X 3 and the first weapon that you hit within 10 seconds is considered destroyed.

One weapon owned and used by the bearer of this scroll becomes poisoned for the rest of this game. Treat this as per the Assassin ability.

### **Genie In a Bottle**

Number of Players: 12+

Game Type: Class

Setup Effort: Moderate

This self-contained game features a near-omnipotent Monster bound by some very concise rules. Be certain the player portraying the Genie is willing to play in character, a truly impartial Being of Cosmic Power doling out favors to all teams equally.

Materials: An object to serve as the "lamp"

Set-up: Pick a genie and an item to use as a lamp. Throw the lamp on the field. Divide the Populace into equal teams.

Object: Winner must keep lamp for designated period of time. Use the Genie of the Lamp, presented below, or give the Genie 6th level Magic use in one or more classes. The side who gains the lamp gets three wishes from the Genie. To summon genie, you must rub the lamp and say "I call upon the power of the lamp" x3. The Genie may perform one task before having to be summoned again. Genie has unlimited lives and can only be killed while carrying out a request. If the Genie is killed, your wishes are used up. Limit of three wishes per team per possession. If team loses lamp then all enchantments/magic are lost. The other team now gets three wishes. Continues until time runs out.

## Genie of the Lamp

(SW: Star)

Q/M: QUEST

Armor: 8 points Invulnerable

Attacks: Spells only

Abilities:

1) Intangibility (unlimited) As creatures of pure magical energy, Genies are naturally vaporous and intangible. They are immune to all physical game effects (i.e.: most spellballs, walls of thorns, fire, or force, all normal melee and throwing weapons, etc.) Their Invulnerability is only effected by the following powers, items, and spells: Curse, Finger of Death, Touch of Death, Vibrating Palm, Odin's Hammer, Enchanted weapons, the Dagger of Infinite Penetration, and Mutual Destruction. They may be attacked with normal physical attacks only if in the process of casting a spell or fulfilling a wish.

2) Wish Fulfillment (3/owner) The Genie's master can command them to fulfill a variety of wishes, within certain guidelines and limitations. First, they may cast ANY spell or use ANY ability of ANY class or Monster to fulfill a wish, including Resurrect. May grant the abilities of a Relic on a non-Relic item for one of the master's lives per wish. Enchantments and other wish effects have to be wished for again when the master dies and returns from Nirvana (i.e.: no wishing for "the Sword of Flame for the entire **battlegame!**", that would be one wish for every life the master has). No wishing for more wishes. No "freebies", "substitutions, exchanges, or refunds!" Lastly, and perhaps most importantly, Genies can BREAK THE RULES. With Reeve permission, the Genie can cause wild acts of mass destruction, Teleport entire teams, Resurrect everyone on the battlefield, cast the Wind spell with a single word, or do effectively anything the master's heart desires. A Reeve should be on hand for all non-standard or mass requests ("I wish everyone on my team has an Enchanted Weapon!"), to rule whether the request is feasible.

3) Teleport (unlimited) Must say "Teleport" x3 to activate and "Poof!" x1 to reappear. Else treat as Wizard Teleport.

4) Heal Self (unlimited) May be cast while Intangible. Must say: "Sword cut, spear stab, mace smash, arrow jab / The white light of Healing hath healed me!" x2. This spell heals the Genie and restores all lost armor points in any one location.

Vulnerabilities:

1) "Phenomenal cosmic powers! Itty-bitty living space!" The Genie is bound to serve the possessor of his/her Magic Lamp, an extra-dimensional prison which contains the Genie's soul. The Genie is subject to the whim of his/her Master. Each Genie is bound to serve a single owner for the extent of three wishes (see above), after which time both Genie and Lamp vanish to find a new owner. If the Lamp is lost to an owner before he/she uses the three wishes, should he/she ever regain the same Lamp, they get the remainder of their wishes. Once having been a Genie's an individual may never again have the servitude of any other Genie. (Three wishes to a customer!)

2) Genie's may not exist within an area of Anti-Magic, and will be Teleported to the nearest boundary of the spell if caught within one. Genies may NOT Dispel an Anti-Magic area, nor do any of their abilities or gifts function in such an area.

3) Additionally, the Genie may never use Wish Fulfillment on himself/herself without a Master's wishing this so. All other powers may be used normally.

Garb: For women, a belly-dancers costume. For men, a turban with Arabic robes.

Description:

Genie's can appear in any form they desire, though usually to achieve some response in humans (love, terror, respect) or to fulfill a wish for their Master. Generally speaking, the females appear as incredibly beautiful human females in Arabic-style clothing, the males vary widely from truly frightening to almost comedic. Each Genie has a distinct personality, much like humans, and can be of any temperament or ethos. Some Genie's are quite evil and will twist their master's wishes to the letter of the wish, potential master's beware!

Lives: 1

Levels: As mastodons of magical power, Genie's are as powerful as they will ever be.

### **Good vs. Evil**

Number of Players: 12+

Game Type: Class

Setup Effort: Moderate

This game is based on a certain amount of role-playing and teams are likely to be unbalanced. Teams should be chosen by allowing people to split up depending on whether his/her persona is "good", "evil" or "neutral". Neutral characters should be assigned to the good or evil team based to attempt to balance the game. Each team should have its own reeve. Basically, the idea is that the two reeves represent the Powers of Goodness and Evil. Each will give benefits to his/her team if they perform acts of exemplary goodness or evil. Each will also give curses to those who defy their team's alignment. This will call for judgment on the part of the reeves. Minor good acts may include dropping a shield to be more fair to a wounded opponent, or not taking an opportunity to backstab. A Major act of goodness may include jumping in front of an arrow. A minor act of evil might be back-stabbing or tricking an opponent. A major act might be convincing the good team that he/she is on their side, then back-stabbing them all. Once a benefit has been used, it should be given back to the reeve to be given out again. Below are the benefits and below those are the curses. Evil curses are given to the good team and vice versa.

Benefits:

For a Great Act of Goodness, we have decided to grant thee

The Power of Conversion

The next person you kill will be converted to the power of Light and Goodness. For one life they must fight with you and your kind against the powers of Evil. They may, instead, if they wish, take a 2nd death.

For an Act of Goodness, we have decided to grant thee

The Armor of Faith

You are armored with 2 points of armor. This is invisible, magical armor which need not be worn and can be repaired. It will last only until the end of this life.

For an Act of Goodness, we have decided to grant thee

The Armor of Faith

You are armored with 2 points of armor. This is invisible, magical armor which need not be worn and can be repaired. It will last only until the end of this life.

For an Act of Goodness, we have decided to grant thee

The Aura of Protection

You cannot be affected by the foul magics of Evil. Good can still affect thee normally, but against Evil, you are a bastion of hope. This will last until the end of this life.

For an Act of Goodness, we have decided to grant thee

The Gift of Life-Giving

You can, by touch, resurrect one character as per the 3rd level Healer spell.

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You can, by touch, resurrect one character as per the 3rd level Healer spell.

For an Act of Goodness, we have decided to grant thee

The Armor of Hope

You are armored with 1 point of armor. This is invisible, magical armor which need not be worn and can be repaired by a *mend* spell. It will last only until the end of this life.

For an Act of Goodness, we have decided to grant thee

The Armor of Hope

You are armored with 1 point of armor. This is invisible, magical armor which need not be worn and can be repaired by a *mend* spell. It will last only until the end of this life.

For an Act of Goodness, we have decided to grant thee

The Gift of Healing

You can heal others by touching them. You must touch the person to be healed and call "Gods of Good, heal this person!" and it will heal them just like the 1st level Healer spell. You may do 5 points of healing in this manner.

For a Minor Act of Goodness, we have decided to grant thee

The Gift of Life

You may live one extra life. It will be your next life and will be the same as the first life you lived (i.e. no berserks, kazikame, etc.)

For a Minor Act of Goodness, we have decided to grant thee

The Gift of Life

You may live one extra life. It will be your next life and will be the same as the first life you lived (i.e. no berserks, kazikame, etc.)

For a Minor Act of Goodness, we have decided to grant thee

The Gift of Life

You may live one extra life. It will be your next life and will be the same as the first life you lived (i.e. no berserks, kazikame, etc.)

For a Minor Act of Goodness, we have decided to grant thee

The Gift of Freedom

You are now immune to Iceball, Entangle, Petrify, Flesh to Stone and Hold Person. This will last until the end of this life.

For your Great Act of Evil for the Dark Powers, you have been granted

The Power of Corruption

The next person you kill will be corrupted to Evil. For one life they must fight with you and your kind against the vile powers of Goodness. They may, instead, if they wish, take a 2nd death.

For your Great Act of Evil for the Dark Powers, you have been granted

The Power of Corruption

The next person you kill will be corrupted to Evil. For one life they must fight with you and your kind against the vile powers of Goodness. They may, instead, if they wish, take a 2nd death.

For your Act of Evil for the Dark Powers, you have been granted

The Power of Hellfire

Until the end of this life, you may cast Fireball. You may only have one Fireball on your person at a time and you must cast it normally.

For your Act of Evil for the Dark Powers, you have been granted

The Power of Rage

Until the end of this life, you can do 1 extra point of damage and break shields with your melee weapons.

For your Minor Act of Evil for the Dark Powers, you have been granted

The Power of Life-Theft

The next person you kill will be Spirit Severed and cannot be resurrected. In addition, you add one life to your own count.

For your Minor Act of Evil for the Dark Powers, you have been granted

The Power of Life-Theft

The next person you kill will be Spirit Severed and cannot be resurrected. In addition, you add one life to your own count.

Curses:

For your act of Evil, you have been punished!

Take a wound! This wound cannot be healed and will last until you are slain.

Resurrection will bring the wound back as well. You may choose where the wound is taken. (Note to reeve: this curse should not be given out to a wounded character.)

For your act of Evil, you have been punished!

Your strength is taken from you! You may not wield a greatweapon or wield more than more than one weapon. In addition, you may not use both sword and shield, but must choose one or another. You may not gain any benefit from armor.

For your act of Evil, you have been punished!

You are made weak! Wounds kill you.

For your act of Evil, you have been punished!

You are damned! You cannot be resurrected.

For your act of Goodness, you have been punished!

Take a wound! This wound cannot be healed and will last until you are slain.

Resurrection will bring the wound back as well. You may choose where the wound is taken. (Note to reeve: this curse should not be given out to a wounded character.)

For your act of Goodness, you have been punished!

You are commanded to work with the worms of goodness! You must now go over to the side of good and fight with them. Wounds will kill you. After you have died, you may return to the side of evil.

For your act of Goodness, you have been punished!

You are made hated in the side of all evil! You may not accept enchantments from your team, nor can you be healed by your team.

For your act of Goodness, you have been punished!

You are turned into a toad! You must hop around for 30 seconds. You cannot use weapons and must ribbit. You may wear no armor and have no enchantments. Do not disobey the powers of evil again!

### **Great Goblin Massacre**

Number of Players: 14+

Game Type: Class  
Setup Effort: Moderate

This game is designed around the idea that it's always fun to just hack through a whole bunch of bad guys. The game is fairly simple: two teams will take turns being the Goblin Hordes while the other team tries to mow them down. For 15 minutes, one team will be Human, allowing normal classes and armor while the other team is Goblins, which are allowed no armor at all. Goblins are the normal kind: they die when hit and come back from Nirvana in 50 seconds. These Goblins have the added benefit that they have unlimited lives. Much like resurrection games, the name of the game is deaths, not "winning". Each time a Goblin dies, he should check in with the Score Keeper at his Nirvana, who will record his death as a point for the Human team. After 15 minutes, the Humans will play the Goblins and the Goblins will become the Humans and try to score more points.

Added Complexities:

There are two added complexities to The Great Goblin Massacre. These are the Human Captain and the Orcs. The Human team must choose one among their number to be their Captain. That Captain is worth 20 points if killed by the Goblin team. The Captain may not be removed from game by any means, including fleeing the field and Circle Pro. He is someone who will be targeted and often get mulched, so choose wisely. The Orcs are just that, Orcs. The Goblins may choose as many of their number as they wish to be Orcs. Orcs will always be first level and can wear armor and use class abilities normally. They come back from Nirvana in a 300 count and are worth 4 Goblin deaths each time they die. Powerful Orc warriors can be a valuable asset to a team, but their deaths will cost dearly.

### **Insurrection**

Number of Players: 12+  
Game Type: Class  
Setup Effort: None  
Materials: Fancy garb or belt favors for nobility

Set-Up: Divide the nobles out from the rest of the populace and send them into the park.

Object: The theme to this game is that the peasants have decided to throw off the yoke of the nobles in a very final way. Nobles have their full class abilities. The rest of the group represents the peasantry. Peasants are treated as 2nd level goblins for the purpose of this game. The people playing the peasants should try to get into the spirit of the game by yelling slogans such as "down with the aristocracy" or "death to the nobles". Peasants receive 10 lives. (Represents large numbers), a fifty count for death and lies where killed until alive again. However, peasants are killed by any limb shot.

### **King of the Bell**

Divide the populace into 2 teams. Give each team a short name. Place a item (we use a shield) in the middle of the battlefield to represent the "bell".

The goal of the game is to accumulate a number of points (we often use 20). To get points you must ring the **bell** by hitting it with any melee weapon. Once you ring the **bell**, call out your team's name and the reeve will start counting. Once the reeve counts 10 seconds, your team is a

awarded 1 point. You get another point for each additional 10 seconds afterwards. The counting is reset by the other team ringing the **bell** and calling out their team's name (now allowing them to score points every 10 seconds). Points will accumulate, meaning that you don't have to hold the **bell** for 20 points at a time, you can score a point here, 4 points there, etc.. The first team to score a total of 20 points wins.

The counts should be very fast. We often use 30 seconds for everything (deaths, entangles, heat weapons, etc...), but that can change based on how many people you have. Everyone has unlimited lives, and your per game abilities reset every natural life cycle (for instance, a first level barbarian has 3 lives and can go berserk once per game on his last life. that means he will berserk every 3 lives if he chooses).

### **Multiple Teams**

Number of Players: 12+

Game Type: Ditch, Militia, or Class

Setup Effort: None

Set-up: Divide the populace into four or more equal teams.

Object: Out-manuever and annihilate the opposition. The last team with living players is considered the winner.

Options:

1. When a player is slain, he/she joins the team that killed him/her for the next life. Be certain to change colored headbands, because no one likes to be slain by someone that was their teammate only minutes before.

### **Neutral Archer**

Number of Players: 12+

Game Type: Militia, or Class

Setup Effort: None

Set-Up: Divide the populace into 2-4 equal teams

Materials: An archer

Object: To sway an archer to fight with you to the death. The teams are set equidistant from a central location. At that location start the Neutral Archer and a reeve. The reeve calls "lay-on" and the teams fight for possession of the archer. The last team alive with possession of the archer wins the game. The Archer is dumb. The archer fights very loyally for whichever team possesses him or her. He fights with only his bow. His arrows are only do 2-points. To possess the archer you must subdue him. The archer can only be subdued; any deathblow will subdue him. He fights for the first team he sees when he awakes. The archer fights for the team until another team subdues him. Subdual count for the Archer is 50 count.

### **Noble's Free-For-All**

Number of Players: 12+

Game Type: Ditch, Militia, or Class

Setup Effort: Minor

Materials: one roll of ribbon for each team.

**Set-up:** Choose Team Captains for two or more teams from the elected or titled Nobles (Lord or higher) present at the park. Rotate choices through the Nobles until all of the Populace has been chosen. Give each Captain a roll of ribbon (or a length of ribbon of equal sizes) with which mark out their castles. Send the teams out, one team at a time, into the playing area. The team that picked first moves out last, and vice versa. When all castles are constructed, signal for the "lay-on". See the section on Castle Sieges (q.v.) for those rules.

**Object:** Beat the opposing teams. The last team with living members is considered the winner.

**Options:**

1. When a player is slain, he/she joins the team that killed him/her for the next life. Be certain to change colored headbands, because no one likes to be slain by someone that was their teammate only minutes before.
2. Give each Noble a "treasure" to protect. Instead of remaining lives, the winner is the team that accumulates the most treasures.

### **Political Figures**

1. Political Figures are considered game items, and as such, may not be subjected to Teleport, Pass Plant, Circle of Protection, or any other magic or ability that removes them from play.
2. Political Figures must be as cooperative as possible to whichever team is currently "in possession" of her. This means that Figures should move when they are told, and stand still if "bound" to a tree or other object.
3. A Figure may be "bound" to a tree or other permanent structure (not really, merely simulated bondage!) by standing her next to the object and repeating "Binding" x20. Unless the Figure is rescued or untied (similarly repeat "Untying" x20 to free her) they must remain at that location.
4. Figures may never be forced into real harm, physically restrained, or forced to move any faster than a walk. As Figures may be taken from the ranks of color, children, and noncombatants, it is best to use care and caution.
5. Figures generally do not have combat abilities, and may not be struck with Amtgard weapons during play unless approved beforehand. To simulate subdual blows, gently place a weapon upon her shoulder and say "I subdue thee" xl.
6. Optional: Grant the Figure class abilities of level they have previously attained if the game is a Full Class. Or if the game is Militia or Ditch, grant them the abilities of a 1st level Wizard or Healer to make things really interesting. In these cases the Figure is a combatant and is subject to all the rules of the battlegame

### **Race Battles(Winter Battle )**

Number of Players: 12+

Game Type: Ditch, Militia, or Class

Setup Effort: Moderate



Race battles exist in several different forms, including in combination with other battlegame variants. The point of a race battle is that, each player gets a race, in addition to their normal class. Players can play any class and level that they would normally be able to in a battle-game but would have a set of racial abilities on top of the Class abilities. In creating the races you should attempt to create advantages and disadvantages for each. On the whole each race should be cool enough that it is better than not having a race. Below are three races that were used in a Race battle in the snow in the Iron Mountains.

#### Winter Battle:

##### Snow Primitives-

Available classes: All but Wizard and Assassin

Special Rules: All Snow primitives gain the ability to go berserk one more time per game than usually allowed by their class. Obviously for everyone but Barbarians this will mean they can go berserk exactly once. This berserk will be treated as per the Barbarian ability except that spell casters will be unable to cast magic while berserk. Also note that this does not convey the ability to fight after death (exception barbarians) and that you can go berserk any time during your last life not just at the end.

Special Disadvantages: No Snow Primitive may carry any enchantment over 2nd level.

#### Ice Demons:

Available Classes: All but Healer and Monk

Special Rules: All Ice demons have two points of natural armor. This can not be healed or mended but is renewed for each life.

Special Disadvantages: Any wound (through the natural armor) kills an Ice Demon.

Fire Sprites: (they can only survive in this winter world because they are so hot)

Available Classes: All but Druid and Barbarian

Special Rules: Immune to all Fire Spells and Effects. Fire Ball and Flameblade will heal all wounds.

Special Disadvantages: Ice ball is treated as a wound (or kill) instead of a freeze.

### **Treeball**

Number of Players: 12+

Game Type: Ditch, Militia, or Class

Setup Effort: Minimal

Materials: A safe Nerf-type ball, ribbons to mark goals.

Set-up: Designate two trees roughly 300 feet away by tying ribbons around them. Divide the populace into two equal teams, one team near each tree. Place the ball in the center of the field.

Object: To get the ball to the opponent's tree. The first team to score 5 points wins the match. Reset teams at their trees after each scoring. Teams must scramble for the first possession of the ball, after that, the team who scores kicks-off to the other team.

Options: What you see is pretty much what you get.

### **Tree Hugger**

Number of Players: 12+

Game Type: Ditch, Militia, or Class

Setup Effort: None

Set-up: Mark two trees clearly with ribbon. One clearly designated Nirvana area should be marked off between them.

Materials: Ribbon

Object: Have someone from your team reach the enemy tree, place both hands on it, and count loudly to 100. Each count is one second. The count must be heard at least to Nirvana. While counting, nothing else may be in hand. It is okay to prop up a shield, though. The counter may move about the tree as long as he or she does not let go. It is possible for each team to be counting at each other's bases simultaneously. Obviously team members not counting will try to kill people counting at their tree, and protect those counting at the enemy tree. Once this is done, score one for the team that did it. If it seemed balanced, do it again. If not, adjust, and do it again. Deaths are 50 count. Dead people go to Nirvana and count. Upon finishing 50, they come alive as soon as they depart Nirvana. No fighting (or loitering) in the immediate vicinity (20' or so) of Nirvana. There are unlimited lives. Teams begin at their own tree.

Options:

1. A night variant in which glowing circles are used to mark Nirvana and the enemy base. In the night version the circle is placed on open ground, and the count must be made within it, instead of at a tree. This permits the counter to still wield weapons.
2. Another variant involves a "keeper" for each team. Keepers are prevented from crossing over past the midway point between the two bases. They only have a 25 count death, and return to life at or near their own tree. This tends to slow the game down more, with the emphasis on defense.

## Tournaments

### Archery

Variation 1: Shooting gallery. Set up moving targets at 20 ft. intervals away from the shooter. Give shooter 5 arrows. Each target yields a number of points proportionate to the distance from the shooter.

Variation 2: Combat archery. Set up 2 boxes 50 ft from each other. Archers are confined to their boxes and have only 5 arrows. 1 point is scored for a limb, 2 points for a chest.

### Arena

Materials: Any flat and clearly defined area will serve as an Arena.

Set-Up: Mark off the Arena and have the participants surround the outside edge, with their weapons at their feet.

Object: To kick everybody's butt! A reeve or pre-decided participant calls the names of any two participants. The winner stays and the loser takes a place back outside the Arena. The reeve then calls the next warrior to challenge the winner.

Options:

1. Gladiators enter without weapons. The populace throws a weapon or shield into the ring for each warrior. Be sure to choose only three or four people for this task, as any

weapons under foot become a hazard.

### Bear Pit

(Tournament, Ditch)

Materials: None

Set-up: The Bear Pit is an easy to set-up **battlegame** that is really little more than a round-robin ditch fight with some tournament-style rules. All players form a ring around a single player in the center. Weapon choice may or may not be restricted, as the participants decide prior to beginning.

Object: The player in the center is considered the Bear and squares off against one opponent at a time. All players entering the Pit must declare their entrance and the Bear may never be struck unawares. The Bear wins all ties and regenerates wounds after each successful round. Players who defeat the Bear become the Bear for the next fight. Bears who win remain in the center until they are defeated or they "walk the circle" twice by defeating all other players.

### Dalewars Tourney

Type: Tournament Variation

Number of Players: Teams of 4

Origin: Sir Rook

Substantially Edited by: Squire Jabberwock

The Dalewars Tourney is a boat-battles-like game involving teams of 4. The rules are as follows: The field will be set up in a configuration much like the boat-battles. There will be four nodes (instead of three) and it will be set up in a diamond pattern with a cross piece. (See attached Diagram) Each team must have 4 players and these players must be given the following positions: Forward, Back, Spellcaster and Pikeman. The Forward and the Back are both regular warrior-types. They may use any melee weapons under 4 feet and may use shields. No armor. They are basically ditch-battle amtgarders who can't use some weapons. The Pikeman may use any weapons under 4 feet and may use a single weapon of 4 feet or more. The Pikeman may not use a shield. The Spellcaster is a caster-type may choose from the following spells with the following number of uses:

Heal (unlimited) cost:1 max. number: NA

Wounding (once per game) cost:2 max. number: 2

Lost (once per game) cost:1 max. number: 4

Lightning Bolt (unlimited) cost:1 max. number: 4

Magic Bolt (unlimited) cost:1 max. number: 4

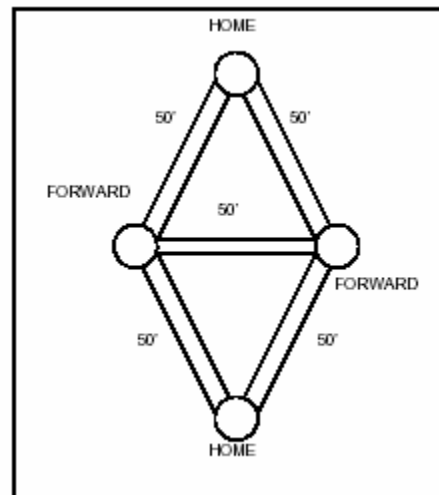
Mute (once per game) cost:1 max. number: 4

Mend (once per game) cost:1 max. number: 8

Enchant Shield (two per game) cost:1 max. number: 4

The Spellcaster may choose from these and has 10 points with which to do so. The chants are as usual. All effects are normal except Lost. Lost makes the character move back to their Home Node (see later for what a Home Node is).

Once the four are picked, and the Spellcaster has chosen spells, the two teams take the



field. The ends of the diamond (the nodes that have only two paths attached to them) are the two Home Nodes. Each team will choose a Home Node. They will put their Back and their Spellcaster in the Home Node and will put their Forward and their Pikeman in the Node in front and on the right of them.

The Game is called on, and the two teams try to kill each other, just like normal boat battles. If a player steps out of the taped boundaries, he/she is claimed by the Lord of the Void and is dead. The last, and very important, rule is that the Spellcaster can only cast spells while standing in his/her Home Node. He/she may carry spell-balls away from there once charged, but no spellcasting may be done outside the Home Node.

### **Gambling Tourney**

(Tournament)

Material: Rope and gold painted poker chips

Set-Up: First, an arena is set up by laying a rope on the ground, preferably a long rope for a bigger arena. Organize a Tournament using the rules in that section. Each player is given a set amount of gold pieces.

Object: The reeve calls out the first two combatants. He then gives two minutes for everybody to place his or her bets. Then he signals for the two combatants to fight. The gamblers are allowed to have daggers around the ring. If one of the combatants gets too close to the rope, a gambler may attempt to stab the combatant as long as he doesn't step over or on the rope. Gamblers may not attack each other. At the end of the tourney there are two winners. The fighter who won the tourney and the gambler who won the most money. Fighters may be gamblers when they are not fighting in the ring.

### **Scalphunter**

(Class Tournament)

Materials: Index Cards

Set-Up: Each player is given one index card for each life he has. He then signs his name and class and level on the cards. All the players are then sent out into the park to await the beginning of the game.

Object: Once the game has begun, it's every man for himself. When a person gets killed, he gives one of his cards to his killer and goes to Nirvana. At the end of the game, the person with the most cards wins. This game is played best when a time limit is imposed.

### **Wheel of Death**

Set up a spinning wheel with different weapon combos on it. Fighters spin the wheel to determine what weapons they will fight with for the round.