

Mad Hatter Dexus Crow Grand Inquisitor Sutra Bahuas

Officers for Reign 38

Endreign 38 - June 30th, 2007

Monarch	Sutra Bahuas	monarch@amtgard-EH.com		
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7.0 Rules Committee				
Representative	Sistar Tolken	kidwell@yahoo.com		

The Class Guildmasters

Anti-PaladinsSir Trinity	Archers	Sir Trinity
AssassinsSir Delphos	Barbarians	Draeven
BardsSir Larin	Color	Tanara
DruidsElder	Healers	Typhus
KnightsSir Morgan	Monks	Sirrakhis
MonstersSir Delphos	Paladins	Sir Nevron
ScoutsSir Sparhawk	Warriors	Tobias
Wizards Sir Larin		

Event Schedule

Times/events are subject to change

FRIDAY

12pm - Gate Opens

7:00 PM - 24hr RP Campaign Sign-In @ Ditch Field

9:00 PM - Leafblighter II Battlegame Sign In @ Ditch Field

10:00 PM - Leafblighter II Battlegame @ Ditch Field

Open - Ditching @ Ditch Field

SATURDAY

10:00 AM - Magic 101 @ Court Area

11:00 AM -Repa Physica Meeting @ Court Area

12:00 PM - Knights Meeting @ Knight's Circle

12:00 PM - Bellydance Workshop II @ Court Area

1:00 PM - Kid's Activities @ Court Area

1:30 PM - Relic Quest Sign In/Rules @ Ditch Field

2:00 PM - Relic Quest @ Ditch Field

3:00 PM - All Class GM Testing @ Court Area

5:00 PM - Park Officer Meeting @ Court Area

5:30 PM - GM Meeting @ Court Area

-Open - 6:00 PM

7:00 PM - 24hr RP Campaign Ends

7:00 PM - Feast/Court @ Court Area

Following Court - Bardic - @ Bardic Stage

-Ditching - Open

SUNDAY - GTHO - 12:00 PM in General

Feast Menu

Times/events are subject to change

7:00 PM Saturday
Appetizer:

Chips Salsa

Main:

Pork/Chicken/Tofu Tamales Spanish Rice Beans

Dessert:

Fresh Fruit

Drinks:

Water

Tea

Orchata (TBC)

Jugo de Jamaica (TBC)

Court Rules:

Basic one life, full class(es) scenario.

Must have permission from Monarch and PM to play a monster class during court.

Coronation Relic Quest

Quest Rules - Saturday 2pm

Team Set-up:

- 1) No more than 5 members for each questing team.
- 2) No more than 2 magic users per team, these magic users may not be the same class.
- 3) No more than 2 bows per team.
- 4) No siege weapons.
- 5) Only relics won at mid-reign may be used in this quest.

Object: To defeat Alice or the Queen of Hearts once and for all, and win relics along the way.

Ouest Rules:

- 1) Teams will be fighting for the Court of Hearts or the Rebellion. This will be decided before the quest starts. Teams will not get to choose which side they are on.
- 2) Teams may not attack other teams of the same side (two Court of Hearts teams can't fight each other).
- 3) Once Alice or the Queen of Hearts have been defeated, the winning team will move to their base, the losing team (both with and without lives left) will go to the maze located on the battlefield. The quest will continue at this point.
- 4) Some relics will be won during the quest and others will be awarded afterwards.

Once a relic is won, it is secure and may not be looted.

5) A questing team may only carry one of each gem and scroll. These items may not be looted. All other game items may be looted with the exception of relics.

Notes:

Alice and Queen of Hearts Sanctuaries: The Queen of Hearts and Alice are each sealed away in their own magically warded sanctuaries. The sanctuaries are impassable by all until a way to bypass the magic is found. When one of the two is defeated, the other sanctuary will open if it hasn't been opened already.

The Maze: All items in the maze may not be removed from it.

Pools of Blood: Pools of blood function just like water for game purposes, (must take a knee when moving though, drowned if wearing more than 2 points of armor). The only difference is that undead in pools of blood gain certain benefits.

The Tea Party: The tea party has an anti-magic zone 20 feet around it that may not be dispelled. Enchantments continue to function after leaving the tea party.

Grand Induisit

Perdition Rules

24hr RP Campaign - Friday 7pm

Sign Up for 24hr RP Campaign starts at 7:00 PM Friday night at the ditch field. Kingdom Talons and Life Cards will be distributed by the designated campaign editor on hand and anyone may jump in at a penalty. Check with Grand Inquisitor Sutra for details. Game time begins at 7:00 PM and end at 7:00 Saturday. Unless you are attending a listed meeting/workshop/quest on the event schedule or are OOC, you are in 24hr Game Mode.

Please note: Participation in this scenario is completely voluntary and you must be signed-in in order to play in this particular campaign. Players will wear a specified wrist band in addition to the event issued wristband.

Currency:

Talons will be distributed at a flat rate per player. No titles or awards will influence currency given. Talons will be distributed by the designated campaign editor. Looting will be allowed to a maximum of ten talon's per kill.

Looting:

You must place your foot on targets foot and repeat "searching" x10 without interruption. If interrupted or if contact is broken, looter must restart count.

Nirvana:

Midgard Square (Court Area) will act as the central logistics/nirvana. No negative majicks or fighting. Midgard Square has a high town square that will be marked off by flagging tape representing an impassable wall. There will only be one entrance. The outskirts of the town will be know as The Pitts, where you will find shady dealings and unsafe harbor.

Death/Lives:

This 24hr scenario is a full class/life scenario. If you are shattered, you *have* to play as an NPC/Monster. Each life is represented by a life card you receive when you sign-in for this 24hr campaign. You start off with one card. When killed, aggressor must loot you for your card. Even if you do not get looted for your life card, you must return to nirvana to report your death and receive a new card. Card's will count towards victory points and must be turned in to logistics. Life cards will equal your class' maximum rulebook lives set. All counts are full count unless affected by in game effects. Magic users can offer their services to other teams for a fee/favor/etc.

No Fight Zones:

No fight zones are nirvanas/campsites with campers i.e. parked cars/tents/active pit fires/merchant row/company row/etc and any other location marked off as non-RP.

Safety:

Weapons and Armor

Your weapons and Armor will be checked for safety when you arrive at the event. Weapons/armor will be passed or failed according to 7.2 rules, Kingdom Champion or GMR's discrepancy.

There are only three times at which it is appropriate to talk OOC:

- 1.) When talking quietly to a GM/Reeve
- 2.) In case of a real-life emergency or to warn other players they are playing dangerously
- 3.) In designated out of character areas.

Nexus Crow Sutra Bakuas

Saturday Kids Events

Hosted by Squire Kayla

Schedule: 1:00pm

Movie - The Curse of the Black Pearl **3:30pm**

Pirate ship bean bag toss game Pirate bomb blast Pirate training (water-balloon fight)

4:30pm

Movie - Dead Man's Chest

5:45pm

Temporary tattoos Goodie bags

1:00pm - 4:00pm

Crafts

4:30pm - 5:30pm

Snow cones

All times are estimated and subject to change due to number of participants or Kingdom requirements. Available Crafts and goodie bags are estimated for a maximum of 12 participants. The second movie will run until 15 minutes before feast or end credits run.

Crafts:

Foam pirate hat craft kit (11 pcs)
Foam glider craft kit (12 pcs)
Magic color scratch paper (12 pcs, stencils and tools available)

Make a race car with stickers (12 pcs)

Goodie bags (12):

Pirate plastic telescope Pirate frosted sucker Pirate stickers Snap-lite glow sticks

Other:

Temporary tattoos
Pirate
Glow-in-the dark

<u>Pirate training (water-balloon fight)</u> Adults vs. children

Each adult will have a shield. The children will form two lines, one for each adult. Each child will have 3 chances to hit the adult with a water-balloon then go to the end of the line. This continues until each child has had 2 turns. (There will need to be a moderator

for each line of children.)

Any water-balloons thrown at the adults that do not break are saved by the adults until each child has had 2 turns. Then it's the adults turn to throw water-balloons at the children.

Each line of children will have a bucket (or something) full of water-balloons. The adults will have a bucket (or something) half full of water-balloons and any collected unbroken water-balloons.

Adults are free (and encouraged) to dodge the water-balloons. The children are free to dodge and run from the water-balloons, but not to leave the playing area until the game is over.

(The rules of play are subject to change due to number of participants or Kingdom requirements.)

Number of water-balloons - based on 12 participating children:

72 for the kids (36 for each line of 6 kids) 36 for the adults (18 for each adult)



Substitute Sir Trinity - Pirate Lord of the EH