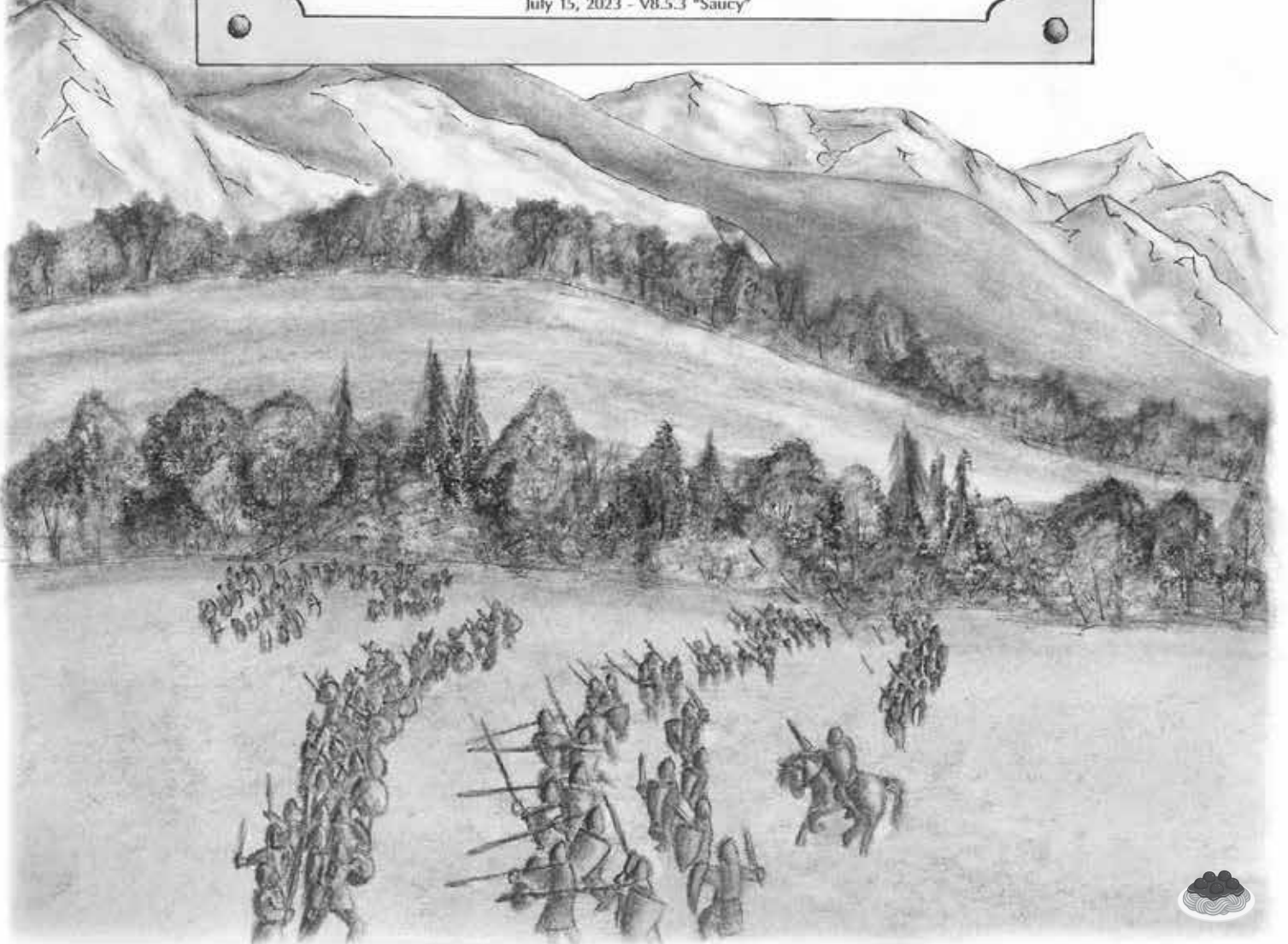


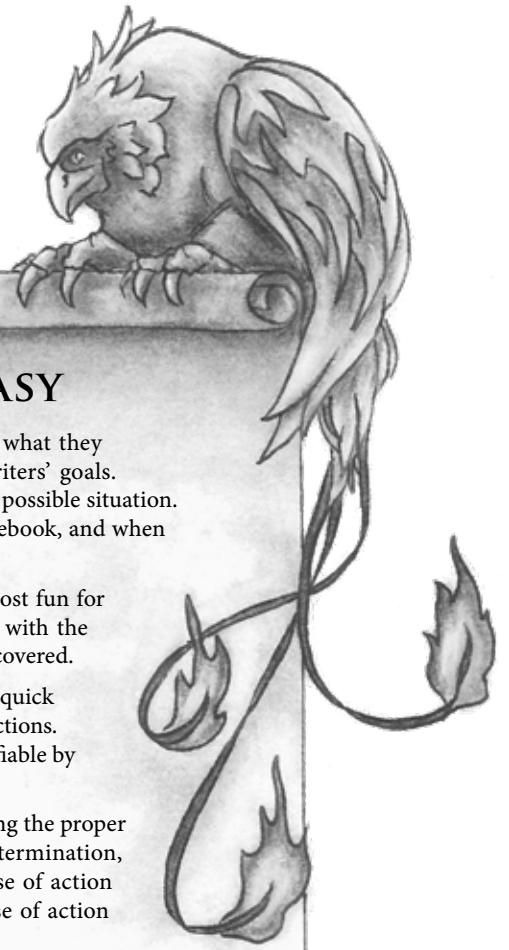


AMTGARD

RULES OF PLAY VERSION 8

July 15, 2023 - V8.5.3 "Saucy"





THIS RULEBOOK MADE EASY

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

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

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

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

Flavor Text in this Book

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

TABLE OF CONTENTS

<u>Introduction</u>	1
<u>Amtgard the Organization</u>	2
<u>Roleplaying in Amtgard</u>	5
<u>Combat Rules</u>	6
<u>Armor</u>	9
<u>Weapons</u>	15
<u>Weapon Types, Shields, and Equipment</u>	16
<u>Equipment Checking</u>	20
<u>Magic Items</u>	21
<u>Battlegames</u>	24
<u>Classes</u>	29
<u>Magic, Abilities, States, and Special Effects</u>	47
<u>Magic and Abilities</u>	53
<u>Rules Revision Process</u>	69
<u>Appendix A: Award Standards</u>	70
<u>Appendix B: Kingdom Boundaries and Park Sponsorship</u>	73
<u>Index</u>	74
<u>Amtgard International Policies</u>	75-77

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

Amtgard, Amtgard Rules of Play, Dor Un Avathar, and Clippy the Phoenix are Trademarks of Amtgard International. Any reproduction or unauthorized use of this material is prohibited without the express written consent of Amtgard International. This material may be reproduced by: a Licensee of Amtgard International, for distribution to its members, at a cost no greater than 10% above the price for the reproduction of this material (rounded up to the next dollar).

INTRODUCTION

WHAT IS AMTGARD?

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

WHAT CAN AMTGARD OFFER ME?

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

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

GETTING STARTED

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

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

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

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

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

NEXT STEPS

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

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

E.P. 32, 18th of Winter

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

- Journal of Makros the Traveler



AMTGARD THE ORGANIZATION

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

CIRCLE OF MONARCHS

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

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

KINGDOMS

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

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

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

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

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

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

PARKS

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

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

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

REEVES

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

COMPANIES AND HOUSEHOLDS

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



AWARDS AND SYMBOLS

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

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

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

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

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

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

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

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

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

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

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

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

Knighthood may only be bestowed at the Kingdom level.

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

BATTLE: Gold phoenix on a tan background.

CROWN: Gold phoenix on a black background.

DRAGON: Gold phoenix on a green background.

GARBER: Gold phoenix on a blue background.

LION: Gold phoenix on a purple background.

OWL: Gold phoenix on a brown background.

ROSE: Gold phoenix on a white background.

SMITH: Gold phoenix on a grey background.

WARRIOR: Gold phoenix on a red background.

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

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

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

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

E.P. 31, 66th of Harvest

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

-Journal of Makros the Traveler



CODE OF CONDUCT

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

1. Speech that would cause a reasonable person to fear for their property or safety.
2. Physical violence outside of the normal bounds of combat conduct.
3. Sexual harassment or inappropriate sexual contact.
4. Theft or willful destruction of other peoples' property.
5. Repeated unwillingness to follow game rules.
6. Creating a hostile environment detrimental to the enjoyment of the group as a whole. This includes engaging in online or in person harassment.
7. Violating the *Amtgard Youth Policy*, which can be found at www.amtgard.com/documents or in the Annexure at the end of this document (p.76).

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

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

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

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

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

AGE OF COMBATANTS

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

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

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



ROLE-PLAYING IN AMTGARD



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

ROLE-PLAYING IN AMTGARD MADE EASY

GENERAL TIPS

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

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

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

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

CHARACTER DEVELOPMENT

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

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

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

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

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

GROUP ROLE-PLAY

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

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



COMBAT RULES

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

HIT LOCATIONS

Players have five locations which may be Wounded: Left Arm, Right Arm, Left Leg, Right Leg, and Torso.

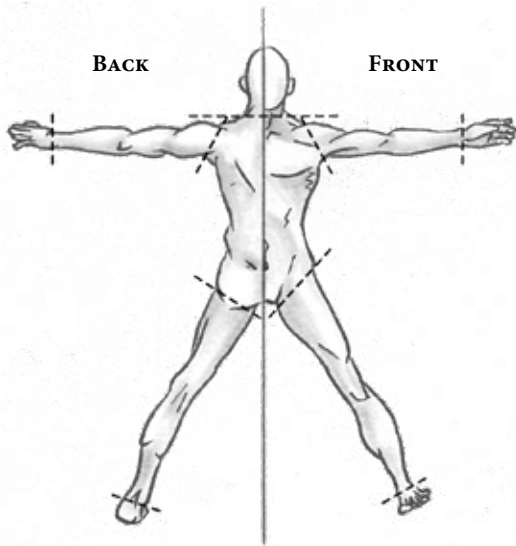
ARM: From just below the outside point of the shoulder to the tips of the fingers.

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

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

A foot on the ground is not Wounded if struck below the ankle.

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



NOTES:

1. Players may not be struck in the neck or head. Will not count as a hit and is invalid.
2. Players may not block shots with their neck or head. Intentional head blocking can result in being called dead by a reeve.
3. A Wounded arm may not wield Equipment, cast magic, carry anything, and must be kept out of combat. A Wounded Arm is capable of receiving an additional Wound.
4. A Wounded leg must have the knee in contact with the ground. The knee of the Wounded leg may be lifted from the ground briefly to enable movement so long as the unwounded leg has a knee on the

ground. If the player cannot or chooses not to place their dead knee in contact with the ground, the player must immediately notify their opponent(s) of this by stating "posting" in order to avoid dropping to their knees. While posting, the player may not voluntarily move the foot of the wounded leg, although it may be used to pivot. Posting continues until the player dies, has their leg wound healed, or is instructed otherwise by a Reeve.

5. Players with a Wounded leg who are affected by abilities which force movement may choose to ignore the requirement for dead legs to have the knee on the ground (or, if "posting," to not voluntarily move the foot of the wounded leg) for the purposes of completing the required movement. While moving in this manner, the Wounded player may not attack, cast magic, or activate abilities, but may defend themselves. Has no effect on abilities already activated, magic already cast, Chants already in progress, or enchantments activating such as Phoenix Tears. Once the player has completed the required movement, they must re-place their knee in contact with the ground, or re-declare "posting" if unable to do so.
6. A Wounded Leg is capable of receiving an additional Wound (even if "posting"), except when the knee is on the ground or during the initial placement of the knee on the ground after receiving a Wound.

COMBAT CONTACT

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

ALLOWED: The following actions are acceptable.

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



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

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

INFLECTING WOUNDS

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

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

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

These requirements do not apply to projectile weapons. Any contact from the Strike-Legal portion of a projectile weapon will cause a Wound unless otherwise noted.

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

EXAMPLES OF INVALID SHOTS:

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

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

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

DEATH

Any two Wounds, or a Wound to the Torso, results in a Death.

1. Unless otherwise noted a Dead player may not speak to living players or interact with game play in any manner.
2. Unless otherwise noted in the battlegame description a Dead player may choose to return to their base or remain where they died but may not otherwise move about.
3. Dead players may move to avoid mundane danger or interfering with living players.
 - a. This does not count as moving for the purposes of Magic or Abilities so long as no game advantage was derived.
4. Dead players may retrieve their own equipment from the field while dead, but may not interfere with play in any way and must stay at least 10ft from any living opposing players while doing so.
5. Dead players that move after dying may only return to play via respawn unless otherwise noted.
6. Unless otherwise noted Dead players may not be the target of Magic or Abilities.

COMBAT NOTES

Miscellaneous rules necessary for the smooth operation of combat.

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



COMBAT ETIQUETTE

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

HANDLING EQUIPMENT

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

CALLING YOUR SHOTS

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

DELIVERING SHOTS

1. Do not call shots on other players unless you are reeving or the player in question asks your opinion.
2. If you have an issue with a player not taking a shot you believe connected, ask them about it politely and directly in the form of a question. If you are not satisfied with their response then bring the issue to a reeve.
3. If an opponent takes a Wound from you which you do not believe was from a valid shot, tell them not to take it. If they insist, let it go.

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

SAFETY

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

On the Nature of Death in the World of Amtgard

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

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

- Megiddo sel Esdraelon



ARMOR

Armor is period protective gear which grants an advantage to the wearer in combat by protecting them from physical blows. Armor can be based in history or fantasy, but must use approximately period materials and offer similar protection to that granted by historical armor in order to receive full value.

ARMOR COMBAT RULES

Armor is rated by its ability to stop Wounds and is referred to as Armor Points. Armor with an Armor Point value not allowed to a Player Class may be worn for the highest value allowed to the Player Class with the permission of the reeve.

Any hit to armor only affects the location struck unless otherwise noted. Example: Hitting the sleeve of a chainmail shirt will only affect the arm location. There are four possible mechanics involved with counting blows to armor:

1. A hit to armor from any weapon will remove one Armor Point from the location hit.
2. A hit to armor from a weapon, Magic Ball, etc with the Armor Breaking Special Effect will immediately remove all Armor Points from the location struck if the location struck currently has three or less Armor Points. If the armor currently has four or more Armor Points then the armor has one Armor Point removed as per normal. Example: Armor with 4 points is struck by a weapon with Armor Breaking. The armor loses an Armor Point at the location struck. The armor is struck

again in the same location which now has 3 points. The Armor Points at that location are reduced to zero and the wearer is unharmed unless otherwise noted.

3. A hit to armor from a weapon, Magic Ball, etc with the Armor Destroying ability reduces the armor to zero points in the location struck. The wearer is unharmed unless otherwise noted.
4. Contacts to armor from objects which do not fall into the above categories have no effect on the armor and pass through to the location underneath unless otherwise noted.

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

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

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

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

Armor worn under garb must be partially visible, and must be announced if asked.

ARMOR MADE EASY

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

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

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

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

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

Determining the approximate amount of armor worn by a player is easy to do at a glance:

Non-metal armors are always three points or less. Non-rigid metal armors are four points or less. Only rigid armors can reach more than four points.

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



ARMOR CONSTRUCTION RULES

1. The Monarch, Champion and Guildmaster of Reeves rate armor.
2. Armor that is of mixed values across the same area will be averaged based on the percentage of each type of coverage of the area, rounding fractions to the nearest whole number. Example: An arm with a Plate bracer (5 AP) covering 30% of the arm and a Chainmail sleeve (3 AP) covering 70% of the arm will result in an armor value of $(.3*5) + (.7*3) = 3.6 = 4$ AP across the entire location.
3. Armor should weigh close to actual historical standards to receive full value.
4. Straps and other such material that hold your armor on do not count as part of the armor, for either coverage or averaging purposes, unless they are specifically built as such. Example: the leather strap across your back holding on your steel breastplate does not protect you from hits.
5. A gambeson must be at least equivalent to Cloth armor. A gambeson must be worn under all armor on a hit location in order to give a bonus. A gambeson which extends past the area covered by the armor it is supporting may be either treated as garb or averaged as Cloth armor at the discretion of the wearer on a per-location basis.
6. All armor must be safe, with no protruding edges that could injure someone.
7. All corners on any armor that will not deform under contact must come to a point no sharper than the radius of a penny.
8. Armor that is made from synthetic materials such as vinyl, plastic, etc may be used but may never be rated higher than 2 Armor Points. Foam can not qualify as Synthetic (or any type of) armor on its own.
9. Armor is considered to be of the type it most closely resembles. Example: leather with small plates or studs attached at 1" intervals is still leather armor, it is not butted plate with a negative modifier.
10. Armor that is initially rated as zero points does not count as armor. Armor that has been depleted continues to be considered armor, but does not continue to stop wounds until restored.

ARMOR TYPES AND MODIFIERS

Armors not listed that are made from authentic materials should be rated as their closest construction analogue in terms of materials and appearance. Obviously modern materials and obviously modern protective gear such as sports shin pads and hockey chest pads may never be considered as armor; such materials and items may be used as a base for armor, but the final product must have the appearance of actual armor rather than modern protective gear. Wholly inappropriate materials such as cardboard, tinfoil, and foam may never be considered as armor.

Armor listed under Armor Types show the minimum/maximum ranges for which a piece of armor will receive base points. Armor may also receive Armor Point bonuses and penalties. These modifiers may not result in a total net bonus of greater than +1, unless otherwise noted.

Example: Chainmail may be heavy weave heavy gauge riveted aluminum and would have modifiers of -1 for lighter materials, -1 for less protective materials, +1 for riveted, +1 for heavy gauge, and +1 for heavy weave for a total of 4 points.

GENERAL MODIFIERS: These modifiers may be applied to any type armor as appropriate. See the description of the specific armor types below for specific modifiers.

INFERIOR CONSTRUCTION: Up to two points can be deducted for armor that is substantially less protective or durable than standard construction techniques. Example: shoddy workmanship, larger ring diameter, lighter gauge, etc.

NON-STANDARD METAL: One point is deducted for metal armor that is less protective or lighter than steel. Example: titanium, bronze, etc. Metal which is both less protective and lighter has one point deducted for each. Example: Aluminum.

INFERIOR APPEARANCE: Up to two points can be deducted for inferior appearance, unrelated to the construction techniques used. Example: obviously unfinished armor, visible inauthentic materials, or tarnished/poorly maintained armor. This does not apply if the armor is intentionally made to look shoddy for an in-game purpose, such as monster/barbarian armor. Armor may receive this penalty regardless of construction quality.

SUPERIOR CONSTRUCTION: Up to one point may be awarded for armor that substantially exceeds the defensive properties of the standard materials or uses superior construction techniques such as fluting, heavier thickness/gauge materials, hardening, smaller ring diameter, etc. May not be awarded in combination with the same specific armor type modifier. Example: A +1 cannot be awarded twice for fluting on Articulated Plate.

SUPERIOR APPEARANCE: Up to one point may be awarded for exceptional appearance unrelated to the construction techniques used. Examples include extensive and well-done tooling of leather, appealing addition of studs and/or rings, etching of metal, gilding, blueing, etc. Armor receiving a modifier for Inferior Construction is not eligible for this bonus.

HELM: Up to one point may be awarded to the worn torso armor for wearing a helm on the head. The helm must cover at least 50% of the area from the base of the neck upwards. The helm must be of a historical or swords and sorcery fantasy design. The helm bonus is negated if the helm is removed. Does not apply to Magic Armor.

There are two types of helms: Light Helms, and Heavy Helms. Light Helms (e.g. leather helmet, coif, etc.) must meet the requirements of at least Strong Leather or Chainmail armor. The torso armor bonus received for a Light Helm may not exceed the maximum value for the armor type. Heavy Helms (e.g. Spangenhelm, Crusader Helm) must meet the requirements of Plate armor. The torso armor bonus received from a Heavy Helm may allow the wearer to exceed the maximum value for the armor type.



ARMOR TYPES

SYNTHETIC: Material such as vinyl, naugahyde, ABS plastic, etc.

BASE ARMOR POINTS: 1 **MAXIMUM ARMOR POINTS:** 2

REQUIREMENTS: Must be a minimum of 1/8" (0.125") thick. Must not be obviously synthetic in appearance.

ARMOR SPECIFIC MODIFIERS:

HEAVY GAUGE: +1

Material is at least 1/4" (0.25") thick either as a single piece or through the permanent attachment of several layers.

GAMBESON: +1

The armor is worn over a Gambeson.



CLOTH: This fabric armor offers minimal protection from penetration and impact.

BASE ARMOR POINTS: 1 **MAXIMUM ARMOR POINTS:** 2

REQUIREMENTS: Must be a minimum of 1/16" (0.06") thick when fully compressed. Must not be easily mistaken as regular garb.

ARMOR SPECIFIC MODIFIERS: None

LIGHT LEATHER: This animal skin or fur armor offers minimal protection from penetration and impact.

BASE ARMOR POINTS: 1 **MAXIMUM ARMOR POINTS:** 2

REQUIREMENTS: Must be a minimum of 1/16" (0.06") thick, or 2mm (0.08") thick leather alternative (PU leather, Pleather, Faux Fur). Must not be obviously synthetic in appearance.

ARMOR SPECIFIC MODIFIERS:

CUIRBOILLI: +1

The leather has been made rigid through boiling, wax impregnation, lacquering, or a similar process.

GAMBESON: +1

The armor is worn over a Gambeson.



STRONG LEATHER: This thick leather armor provides some amount of protection from impact and penetration.

BASE ARMOR POINTS: 2 **MAXIMUM ARMOR POINTS:** 3

REQUIREMENTS: Must be a minimum of 3/16" (0.19") thick.

ARMOR SPECIFIC MODIFIERS:

CUIRBOILLI: +1

The leather has been made rigid through boiling, wax impregnation, lacquering, or a similar process.

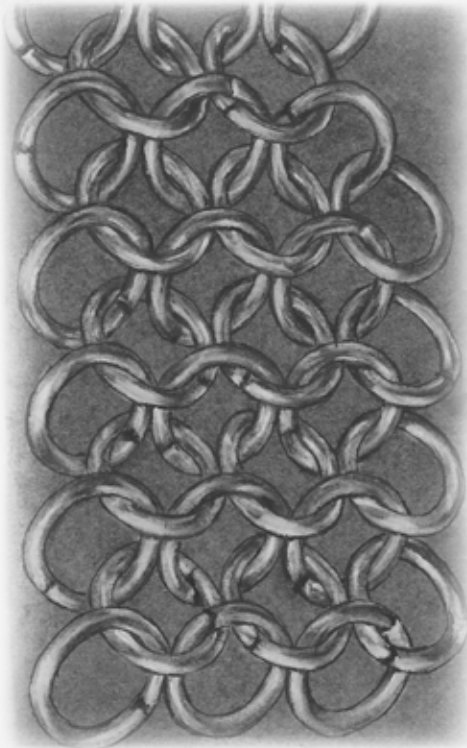
GAMBESON: +1

The armor is worn over a Gambeson.

HEAVY GAUGE: +1

The leather is at least 1/4" (0.25") thick either as a single piece or through the permanent attachment of several layers.





CHAINMAIL: This flexible armor is comprised of a tight weave of interlocked metal rings that provides good protection against penetration and some protection from impact.

BASE ARMOR POINTS: 3 **MAXIMUM ARMOR POINTS:** 4

REQUIREMENTS: Any weave is permitted, but must not allow a 1/2" diameter dowel to pass through it. Minimum 1.58mm (0.06") (16 gauge) diameter round steel rings. Flat rings must be at least 1.22mm (0.05") (18 gauge) thick along their thinnest axis. Maximum ring inner diameter of 3/8" (0.38").

ARMOR SPECIFIC MODIFIERS:

HEAVY GAUGE: +1

The rings are at least 1.9mm (0.07") (14 gauge) in diameter. Flat rings must be at least 1.58mm (0.06") (16 gauge) thick along their thinnest axis.

GAMBESON: +1

This armor is worn over a Gambeson.

DENSE WEAVE: +1

Must not allow a 1/8" (0.125") diameter dowel to pass through it.

SOLID RINGS: +1

All of the rings are permanently joined so that they may not separate. Examples are riveting, welding, or solid-cast rings.

BUTTED PLATES: Armor comprised of numerous steel plates that are attached to a backing, linked by cord or chain, or by some other method. This armor is flexible with numerous seams and joints between plates. This armor will deform locally when struck rather than spreading out impact over a large area. It provides fair protection against both penetration and impact.

BASE ARMOR POINTS: 3 **MAXIMUM ARMOR POINTS:** 4

REQUIREMENTS: Plates must be at least 1.22mm (0.05") (18 gauge) steel. Plates must be spaced no more than 1/2" apart. Plates must cover at least 80% of the exposed area of the armor.

ARMOR SPECIFIC MODIFIERS:

HEAVY GAUGE: +1

The plates are at least 1.58mm (0.06") (16 gauge).

HEAVY BACKING: +1

The plates are attached to a backing of Strong Leather.

GAMBESON: +1

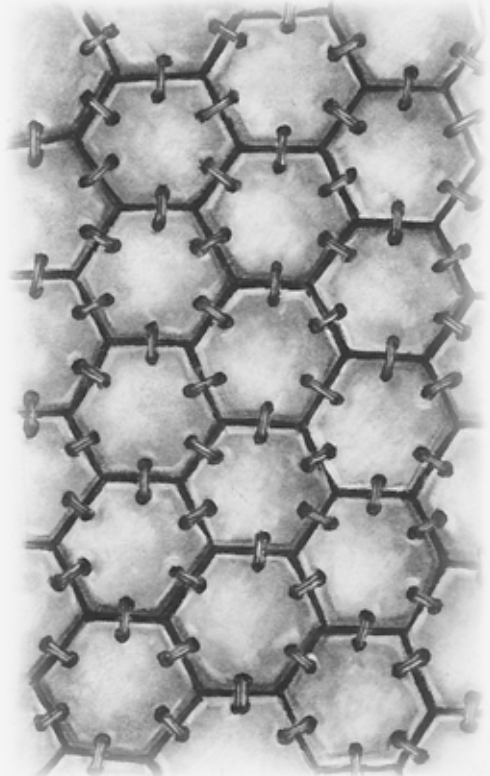
This armor is worn over a Gambeson.

RIGID: +1

The plates are attached to a rigid backing in such a way as to create armor which does not deform locally on impact.

NO GAPS: +1

The plates are attached in such a fashion as to provide a continuous layer without gaps between plates.



SCALE: This armor is created by overlapping many metal plates which are attached along only one edge. Individual scales are not held into rigid contact with the others, thus providing less protection from penetration and impact than other overlapping metal armors. Scale offers fair penetration and impact resistance.

BASE ARMOR POINTS: 3 **MAXIMUM ARMOR POINTS:** 4

REQUIREMENTS: Scales must be at least 1.22mm (0.05")(18 gauge) steel. Scales must overlap by at least 10%. The backing must not be visible through the scales.

ARMOR SPECIFIC MODIFIERS:

FLUTED: +1

Each plate has been fluted for additional strength and rigidity.

HEAVY GAUGE: +1

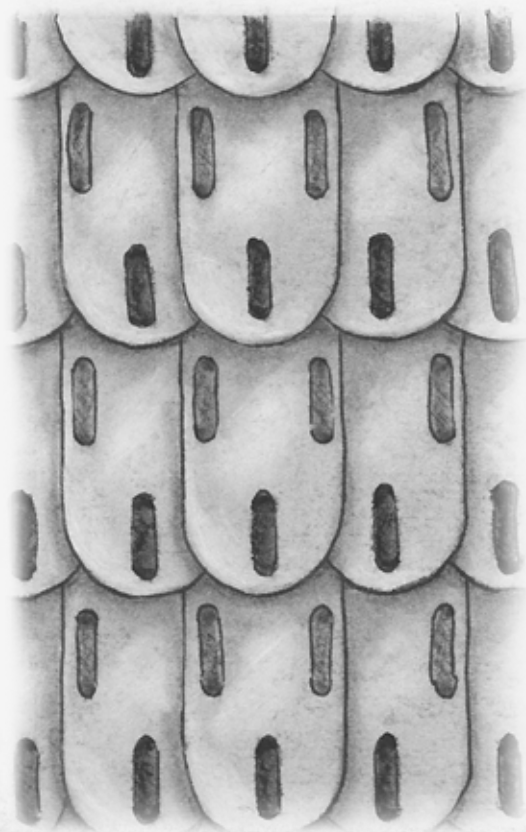
Each plate is at least 1.58mm (0.06")(16 gauge).

RIGID: +1

Each scale is attached to neighboring scales in such a fashion as to create a rigid shell rather than individually mobile scales.

GAMBESON: +1

This armor is worn over a Gambeson.



LAMELLAR: This armor is constructed from numerous plates connected to each other in an overlapping fashion by cord, chain link, or similar methods. Unlike scales the plates of this type of armor are firmly connected to each other in such a way that they resist penetration. Lamellar armor differs from other rigid metal armors in that it is not shaped to fit the body or articulated; mobility is instead provided by the small amount of flex and slack in the attachment between the individual plates. This armor provides good protection from both impact and penetration.

BASE ARMOR POINTS: 4 **MAXIMUM ARMOR POINTS:** 5
(6 with both Superior Overlap and Heavy Gauge modifiers.)

REQUIREMENTS: Plates must be at least 1.22mm (0.05")(18 gauge) steel. Plates must overlap by at least 10%. No backing is used for support; plates must connect directly to each other.

ARMOR SPECIFIC MODIFIERS:

FLUTED: +1

Each plate has been fluted for additional strength and rigidity.

HEAVY GAUGE: +1

Each plate is at least 1.58mm (0.06")(16 gauge).

SUPERIOR OVERLAP: +1

75% of plates overlap at least 25% of their surface area.

GAMBESON: +1

This armor is worn over a Gambeson.





BRIGANDINE: This armor is constructed from numerous shaped and fitted overlapping metal plates solidly connected along a supporting shell of heavy cloth (such as canvas, denim, or velvet) in such a way that when worn all plates are held together firmly without any gaps between them and follow the general contours of the body. This armor provides good protection against both impact and penetration.

BASE ARMOR POINTS: 4 **MAXIMUM ARMOR POINTS:** 5 (6 if both the Superior Overlap and Large Plates modifiers are used.)

REQUIREMENTS: Plates must be at least 1.22mm (0.05")(18 gauge) steel. At least 75% of plates must overlap by at least 10% of their surface area. Plates need only be attached along one edge but must be held firmly against each other when the armor is worn. Plates must be shaped and fitted so as to follow the general contours of the wearer.

ARMOR SPECIFIC MODIFIERS:

HEAVY GAUGE: +1

Each plate is at least 1.58mm (0.06")(16 gauge).

SUPERIOR OVERLAP: +1

75% of plates overlap at least 25% of their surface area.

GAMBESON: +1

This armor is worn over a Gambeson.

LARGE PLATES: +1

At least 50% of the surface area of the armor is protected by individual large plates rather than numerous smaller plates. Each large plate must be at least 10% of the total size of the hit location.

PLATE: Plate armor is the pinnacle of medieval armor and offers excellent protection against both impact and penetration. Plate armor forms a solid metal shell over the protected areas that spreads impact over a large surface area to mitigate concussive force. The individual metal pieces of plate armor are shaped and fitted to articulate together and follow the contours of the body. Plate armor will not deform locally when struck, but will instead behave as a single contiguous whole.

BASE ARMOR POINTS: 5 **MAXIMUM ARMOR POINTS:** 6

REQUIREMENTS: Metal used must be at least 1.22mm (0.05")(18 gauge) steel. At least 75% of the protected area must be covered by individual plates which cover at least 10% of the hit location; Plate is large individual contiguous pieces of metal connected together to form a whole, not a large number of smaller plates. Each plate must be firmly attached to all neighboring plates by strapping or metal-on-metal articulation in such a way as to form a rigid shell when worn. Armor may still be flexible where necessary for mobility.

ARMOR SPECIFIC MODIFIERS:

FLUTED: +1

The armor has been fluted for additional strength and rigidity.

HEAVY GAUGE: +1

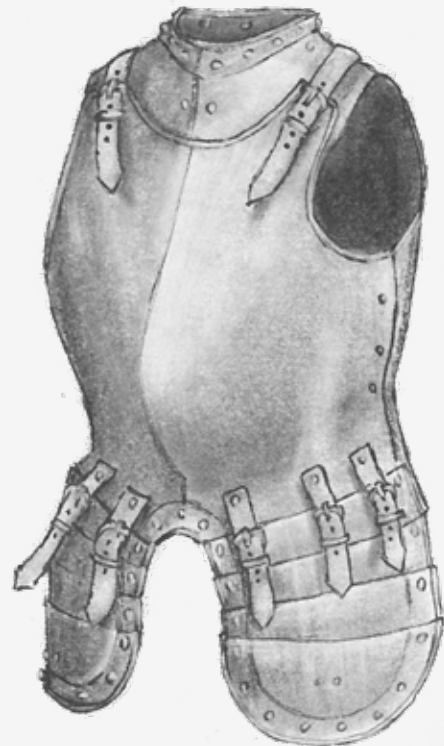
Metal used is at least 1.58mm (0.06")(16 gauge).

METAL ARTICULATIONS: +1

At least 60% of articulations and connections between plates are metal-on-metal rather than metal-on-leather.

GAMBESON: +1

This armor is worn over a Gambeson.



WEAPONS

GENERAL NOTE

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

WEAPON SAFETY

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

WEAPON DEFINITIONS

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

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

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

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

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



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

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

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

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

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

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

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



WEAPON TYPES, SHIELDS, AND EQUIPMENT

PROJECTILES

This category includes thrown weapons (axes, rocks, daggers), javelins, Magic Balls, and arrows. Unless otherwise noted projectiles may not be used to parry, block, or melee, are indestructible, and affect all targets struck while in motion. Strikes to a projectile are treated as strikes to unwielded equipment and are treated as having struck whatever they would have made contact with were the projectile not there. Unless otherwise noted projectiles may be carried in any number. Only projectiles may be thrown (i.e. you may not throw your sword). Unless otherwise noted projectiles may not have rigid or granular cores such as solid rubber balls, wrapped balls of rubber bands, tennis balls, etc. Suggested acceptable materials are sweatshirt material, loose rubber bands, etc. Unless otherwise noted any protrusions or tips on a projectile must meet the requirements for stabbing tips.

THROWN WEAPONS

LIGHT THROWN

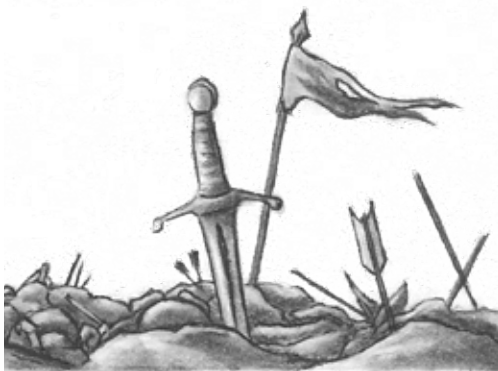
These weapons represent throwing daggers and the like.

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

HEAVY THROWN

These weapons represent throwing axes and the like.

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



ROCKS

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

JAVELINS

Javelins are a hybrid throwing/melee weapon. They are considered a melee weapon when wielded, but are considered a projectile otherwise. Javelins are only available to those classes explicitly granted Javelins.

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

MAGIC BALLS

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

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



AMMUNITION

Not explicitly granted to anybody, ammunition is a class of projectiles used in conjunction with other types of weapons.

ARROWS

Includes bolts and any other similar items.

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

GENERAL

1. May not be drawn beyond 28".
2. Fletching and nocks, if present, must be in good repair.
3. Must be clearly labeled with their owner's name.
 - a. Arrows without labels will never be allowed on the field.
 - b. Using arrows without labels can result in immediate suspension from the field.
4. Broken or poorly mended arrows are not to be used.
5. Like any other equipment arrows may only be used by their owner unless the owner grants specific permission for another player to use their arrows.
 - a. The owner of an arrow is responsible for the safety of the arrow even if fired by another player.
 - b. Specialty arrows may never be shared.
6. Swinging at an arrow in flight is illegal.
 - a. Arrows may only be passively blocked by placing an object in the flight path.

SHAFTS

1. May be fiberglass, aluminum, plastic, or graphite.
2. Wood shafts are only allowed if covered in a minimum of 4 mils of plastic tape or equivalent.
3. Shafts must have any real arrow head or tip removed.
4. The tip of shafts must be built up to at least 1" in diameter in a solid manner such as:
 - a. Wrapping in fiberglass strapping tape and capping with a 1" diameter galvanized steel disc.
 - b. Affixing a 1" diameter washer into the shaft with a solidly-attached screw.
 - c. Other similar methods. Replacing the washer or disc with a U.S. penny is not considered 'similar' to those construction methods. Acceptable construction methods include, but are not limited to, building the arrowhead onto a base which is removable but firmly attached (commonly referred to as "modular" construction) and/or shaft build-ups made using fused deposition modeling ("3D Printing"). Please consult experienced arrowhead builders before attempting new designs.
5. Shafts longer than 28" must have a draw stop (generally a ring of tape or similar) placed around the shaft no more than 28" from the inside of the arrow's nock where the string rests.

HEADS

1. Must be 2.5" in diameter.
2. Front and side must be Strike-Legal.
3. Must include a minimum of 2" of foam in front of the shaft of the arrow.
 - a. The 0.5" of foam immediately after the end of the shaft must be closed-cell.
 - b. Foam must be firm but compressible, and not able to deform around the arrow shaft on impact.
 - c. Very soft foams such as couch cushion do not count towards the required 2" minimum of foam.
4. Heads should be checked regularly for degrading foam.
5. Must have a cloth cover on the head.
 - a. Properly colored strips may be used in lieu of colored head covers to denote special arrow status.
 - b. Normal arrows may not be covered in any of the colors reserved for special arrows (yellow, red, green, purple, and grey.)
6. Must strike point first to score a hit.
7. Affects all targets struck while in motion.
8. Hits from arrows are Armor Breaking.
9. Hits from arrows are Weapon Destroying.

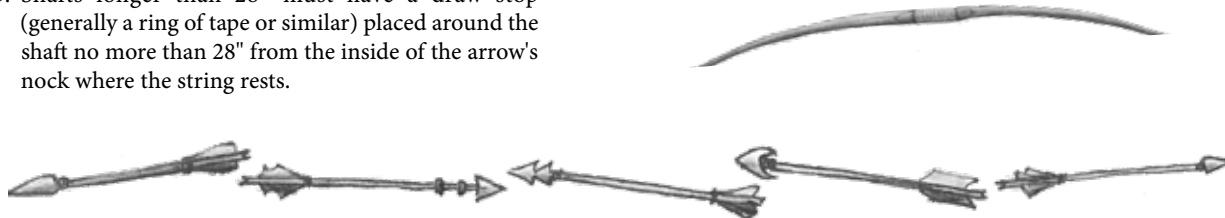
SIEGE PROJECTILES

See Siege Weapons for more information.

BOW

Includes bows and crossbows used to fire arrows or bolts. They are not projectile weapons themselves but are used exclusively with Arrows. Other devices which aid in accelerating projectiles are not considered Bows. This includes devices such as slingshots, slings, and atlatls.

1. The maximum limit for a bow's pull is 35 pounds with a maximum 28" draw length.
2. Crossbows are limited to no more than 450 inch-pounds.
3. No compound bows are allowed.
4. At 20' or less bows must be no more than half drawn.
 - a. Half-Draw is half the distance between the brace height and 28 inches. Example: If your bow has a brace height of 8 inches, its Half Draw is 18 inches.
 - b. Crossbows do not have to be half drawn within 20'.
5. May only be used to passively block (i.e. may not be swung towards an incoming strike in order to block). If hit by the Strike-Legal portion of any weapon, the bow is destroyed.



MELEE

All melee weapons require a rigid core (unless otherwise noted) and may be used to block, parry, or score hits with their Strike-Legal portion. Some melee weapons allow for Heavy Padding Substitution for a given length.

HEAVY PADDING SUBSTITUTION

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

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

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

DAGGER

1. May stab and slash.
2. Between 10" and 18".
3. Must have 10" Strike-Legal.

SHORT

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

LONG

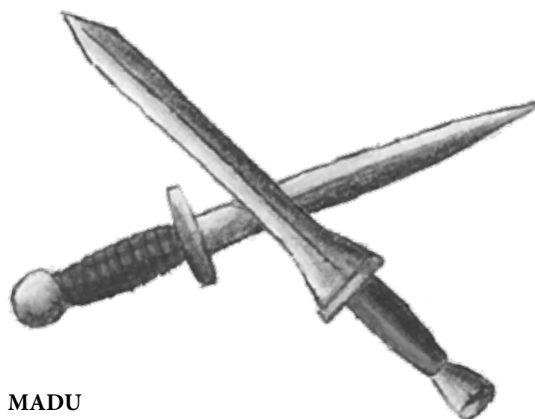
1. May stab and slash.
2. Over 36" up to a maximum of 48".
3. At least 2/3rds of its length must be padded.
4. If used to slash at least 2/3rds of its length must be Strike-Legal.
5. Allows for 1/3rd of its length to be substituted for Heavy Padding.
6. May be Double-Ended.
 - a. Each end of a Double-Ended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

HINGED

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

GREAT

1. May stab and slash.
2. Greater than 48" in length.
3. Must be padded on upper 1/2 of length or at least 3', whichever is less.
4. If used to slash must have at least 18" of Strike-Legal surface.
5. If the weapon has at least 18" of Heavy Padding it gains the Shield Crushing and Armor Breaking Special Effects when used in a two-handed manner.
 - a. Heavy Padding on Great Weapons must start within 3" of the tip of the weapon and be continuous down the core.
 - b. If the weapon is Double-Ended only the ends with Heavy Padding take advantage of these abilities.
6. May be Double-Ended.
 - a. Each end of a Double-Ended great weapon must be padded 1/3 the total length of the weapon, or 3', whichever is less. This requirement replaces the standard requirement for padding on great weapons.



MADU

A shield joined to a weapon.

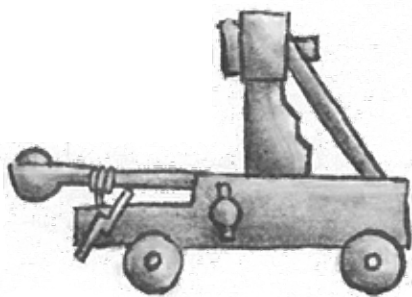
1. Counts as both a shield and a weapon.
2. Only usable if a class can use both a weapon of the madu's length and a shield.
3. Weapon Destroying will affect the entirety of the madu if it strikes any part of the weapon portion.
4. Shield Crushing and Shield Destroying affect the entirety of the madu if it strikes any part of the shield portion.
5. Magic and abilities that affect any part of the madu, such as Imbue Shield or Heat Weapon, affect its entirety.
6. Weapon portion must be non-hinged and melee-only.
7. Any shield with weapons affixed to it in any form is considered a madu and must conform to these rules.
8. If built to slash.
 - a. At least 1/3rd of its length (excluding the shield portion) must be Strike-Legal.
 - b. At least 12" must be Strike-Legal.
 - c. The entirety of the non-Strike-Legal portion must be courtesy padded.
9. May be Double-Ended.



SIEGE WEAPONS

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

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



SHIELDS

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

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



OTHER EQUIPMENT

SASHES

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

CLASS SYMBOLS

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

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



STRIPS

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

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

EQUIPMENT CHECKING

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

CHECKING PROCESS

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

WEAPONS

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

SHIELDS

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

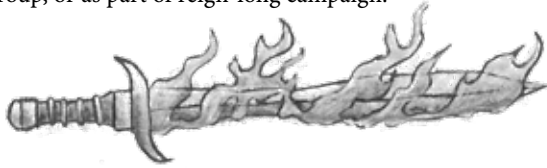
ARMOR

1. All corners of rigid armor must be penny-round.
2. No spikes, thin ridges, or sharp edges which could damage Equipment or players in the normal course of combat.
3. Chain armor does not have broken or separated links which could catch on Equipment or players in the normal course of combat.



MAGIC ITEMS

Items imbued with magic are a common part of Amtgard. Unlike temporary Enchantments, some Magic Items may be reused by their owners in each game. Magic Items may be acquired in a variety of ways. Some common examples are quests, themed battlegames, rewards for doing work for the group, or as part of reign-long campaign.



MAGIC ITEM RULES

1. Magical Items each have a category corresponding with their level of power from Trinket to Talisman to Artifact.
2. Magical Items are awarded at the discretion of the group officers.
3. The officers of the group is responsible for tracking what Magic Items are owned by whom.
4. Some Magic Items are one-use only. Magic Items which are used up are no longer available to the player and must be reported to the officers of the group.
5. Ownership of Magical Items resets at the beginning of each reign.
6. Magical Items may only be used by the person to whom they are given initially. Magical Items may not be transferred or traded to another player without the permission of the monarch who awarded them and the reeve of the battlegame.
7. All magical items require the player to carry a copy of the write-up in order to function.
8. Unless otherwise noted Enchantments conferred by Magical Items function exactly as normal Enchantments; they count towards your Enchantment limit, may be removed by Dispel Magic, require a strip, etc.
9. Some Magic Items have a material component requirement. These components must be present in order for the Magic Item to be used and must be verified by the reeve prior to the start of the battlegame. Identical material component requirements may all be served by the same physical object, i.e. you do not need a unique bottle for each potion.
10. Magical Items only function at the group level they were awarded and are unique to that group. For instance a player who receives a Magical Item at the park level may only use it at that park, but a player who receives a Magical Item at the kingdom level may use it at any park in that kingdom.
11. Magical Items may not be used at interkingdom events unless allowed by the host kingdom.

BATTLEGAMING WITH MAGIC ITEMS

Here are some basic guidelines for how to use Magic Items in battlegames. These guidelines may be changed or adapted by the battlegame reeve. Reeves are always encouraged to consider game balance when determining what Magic Items are allowed in the game.

1. Magic Items are typically only used in full-class battlegames
2. The reeve always has final say over the use or behavior of Magic Items in a battlegame.
3. The reeve for the game has the final say in what Magical Items (if any) are allowed in a battlegame in all situations.
4. Typically games with less than 14 people are limited to Trinkets, 15 to 30 people may use up to Talismans, and games with more than 30 people may use Artifacts.
5. A player may use up to one Artifact in a battlegame.
6. A player may use up to two Talismans in a battlegame.
7. A player may use up to three Trinkets in a battlegame.

TRINKETS

Trinkets are lesser Magical Items that are not overly powerful and can safely be used in most battlegames.

POTION OF BARKSKIN

USE: One Use

MATERIAL COMPONENT: A bottle measuring at least two cubic inches

INCANTATION: *"I drink a potion of barkskin"*

EFFECT: Player receives the Barkskin Enchantment.

POTION OF REFRESHMENT

USE: One Use

MATERIAL COMPONENT: A bottle measuring at least two cubic inches

INCANTATION: *"I drink a potion of refreshment"*

EFFECT: Player may instantly Charge a single Magic or Ability.

POTION OF HEALING

USE: One Use

MATERIAL COMPONENT: A bottle measuring at least two cubic inches

INCANTATION: *"I drink a potion of healing"*

EFFECT: Player is affected as per Heal.

POTION OF TRUE DEATH

USE: One Use

MATERIAL COMPONENT: A bottle measuring at least two cubic inches

INCANTATION: *"I drink a potion of true death"*

EFFECT: Player may not be the target of Undead Minion, Greater Undead Minion, Vampirism, or Steal Life Essence for the duration of the game.



SCROLL OF ADAPTIVE BLESSING

USE: One Use
MATERIAL COMPONENT: A scroll measuring at least fifteen square inches
INCANTATION: "I read from a scroll of adaptive blessing"
EFFECT: Player receives the Adaptive Blessing Enchantment.

SCROLL OF AMBULANT

USE: One Use
MATERIAL COMPONENT: A scroll measuring at least fifteen square inches
INCANTATION: "I read from a scroll of ambulant"
EFFECT: Player's next magic is affected as per Ambulant.
LIMITATION: May only be used by Magic Users.



SCROLL OF BLESSING AGAINST WOUNDS

USE: One Use
MATERIAL COMPONENT: A scroll measuring at least fifteen square inches
INCANTATION: "I read from a scroll of blessing against wounds"
EFFECT: Player receives the Blessing Against Wounds Enchantment.

SCROLL OF EXTENSION

USE: One Use
MATERIAL COMPONENT: A scroll measuring at least fifteen square inches
INCANTATION: "I read from a scroll of extension"
EFFECT: Player's next magic is affected as per Extension.
LIMITATION: May only be used by Magic Users.

SCROLL OF HARDEN

USE: One Use
MATERIAL COMPONENT: A scroll measuring at least fifteen square inches
INCANTATION: "I read from a scroll of harden"
EFFECT: Player receives the Harden Enchantment.

SCROLL OF MEND

USE: One Use
MATERIAL COMPONENT: A scroll measuring at least fifteen square inches
INCANTATION: "I read from a scroll of mend"
EFFECT: Target item is affected as per mend.

TALISMANS

Talismans are Magical Items of meaningful power that may require consideration before being allowed in some battlegames.

AMULET OF FORCE

USE: 1/Game
MATERIAL COMPONENT: Pendant or amulet measuring at least one square inch which must be worn around the neck.
INCANTATION: "By my amulet" + Force Barrier Incant
EFFECT: As per Force Barrier.



AMULET OF TELEPORT

USE: 1/Game
MATERIAL COMPONENT: Pendant or amulet measuring at least one square inch which must be worn around the neck.
INCANTATION: "By my amulet" + Teleport Incant
EFFECT: Player is affected as per Teleport.

AMULET OF TRACKING

USE: 1/Game
MATERIAL COMPONENT: Pendant or amulet measuring at least one square inch which must be worn around the neck.
INCANTATION: "By my amulet" + Tracking Incant
EFFECT: As per Tracking (ex).

AMULET OF SHADOWS

USE: 1/Game
MATERIAL COMPONENT: Pendant or amulet measuring at least one square inch which must be worn around the neck.
INCANTATION: "By my amulet" + Shadow Step Incant
EFFECT: As per Shadow Step.

BRACELET OF ANTI-MAGIC

USE: 1/Game
MATERIAL COMPONENT: Bracelet measuring at least 1" wide worn around the wrist. Must be made of leather or metal and may not be red, yellow, or white.
INCANTATION: "I draw upon the power of my bracelet of anti-magic"
EFFECT: Player receives the Protection From Magic Enchantment.

BRACELET OF SOLIDITY

USE: Always on while worn
MATERIAL COMPONENT: Bracelet measuring at least 1" wide worn around the wrist. Must be made of leather or metal and may not be red, yellow, or white.
EFFECT: Further Effects which make the player Insubstantial, including effects initiated by the player or beneficial effects, fail as per Planar Grounding. Bearer must announce "Immune to insubstantial" when this effect is triggered.

BRACELET OF STONESKIN

USE: 1/Game
MATERIAL COMPONENT: Bracelet measuring at least one inch wide worn around the wrist. Must be made of leather or metal and may not be red, yellow, or white.
INCANTATION: "I draw upon the power of my bracer of stoneskin"
EFFECT: Player receives the Stoneskin Enchantment.



WAND OF HEALING

USE: 2/Game
MATERIAL COMPONENT: Rigid wand measuring at least 6" long and at least 0.5" in diameter.
INCANTATION: "My wand heals thee"
EFFECT: As per Greater Heal.



WAND OF MENDING

USE: 2/Game

MATERIAL COMPONENT: Rigid wand measuring at least 6" long and at least 0.5" in diameter.

INCANTATION: "My wand makes this item whole"

EFFECT: As per Greater Mend.

WAND OF RELEASE

USE: 2/Game

MATERIAL COMPONENT: Rigid wand measuring at least 6" long and at least 0.5" in diameter.

INCANTATION: "My wand releases thee"

EFFECT: As per Greater Release.

ARTIFACTS

Artifacts are powerful Magical Items which require careful consideration before being allowed into any battlegame. Artifacts are unique; there may only be one of each Artifact awarded per kingdom at a time.

ANKH OF RAN

USE: Always on while worn

MATERIAL COMPONENT: A white ankh measuring at least twenty-five square inches prominently displayed on garb/equipment, or worn as an amulet.

EFFECT: Bearer gains Terror Unlimited (ex). Terror may only be cast on players bearing Undead Minion, Greater Undead Minion, or Vampirism.

ANDALSA'S LAMENT

USE: Always on while worn

MATERIAL COMPONENT: A helmet worn upon the head which qualifies for the helm armor modifier. Must have a white Enchantment strip tied to it.

EFFECT: Bearer is affected as per Imbue Armor. Does not count as an Enchantment.

CLOAK OF ENIGMAS

USE: Always on while worn

MATERIAL COMPONENT: A black cloak that covers from the shoulders to the back of the knees.

EFFECT: Doubles the bearers normal use of Shadow Step, Teleport, and Blink. Does not count as an Enchantment.

LIMITATION: May only be used by Assassin or Scout.

HOMESTONE

USE: Always on while carried

MATERIAL COMPONENT: A highly polished stone sphere at least 1" in diameter.

INCANTATION: As per Greater Mend

EFFECT: Bearer gains Greater Mend 1/life Charge x3. Does not count as an Enchantment.

MICHAEL'S HAMMER

USE: Always on while carried

MATERIAL COMPONENT: A Short weapon with a yellow cover or lightning decorations. Must have a red Enchantment strip tied to it. Must have at least 6" of Heavy Padding and be shaped like a hammer.

EFFECT: This weapon is Armor Destroying and Shield Destroying. Does not count as an Enchantment.

NUNTIUS STAFF

USE: Always on

MATERIAL COMPONENT: A double ended great weapon no longer than 6'.

EFFECT: May be used by any Magic User at no cost to spell points. Grants an additional two spell points at the users highest level. Magic points gained are not removed regardless of what happens to the staff. Does not count as an Enchantment.

LIMITATION: May only be used by Magic Users.

PHASE BLADE

USE: Always on while carried

MATERIAL COMPONENT: A Short weapon with a grey cover or force themed decorations. Must have a red and a yellow Enchantment strip tied to it.

EFFECT: This weapon, and any special effect delivered by it, does not interact with ongoing Magic or Abilities. Example: This weapon is not stopped by Stoneskin, Blessing Against Wounds, and does not trigger the effects of Troll Blood, Undead Minion, or similar Magic or Abilities. Still counts as a normal hit from a weapon. Does not count as an Enchantment.

N: Does not supercede the Frozen, Insubstantial, or Out of Game States.

SHIELD OF THE CHOSEN

USE: Always on while worn

MATERIAL COMPONENT: A medium shield with a black cover featuring a white device. Must have a white Enchantment strip tied to it.

EFFECT: Shield is completely indestructible, including against other Magical Items. Engulfing effects striking the shield are nullified and ignored. Does not count as an Enchantment.

SWORD OF FLAME

USE: Always on while carried

MATERIAL COMPONENT: A Short weapon with an orange cover or flame decorations. Must have a red and a white Enchantment strip tied to it.

EFFECT: The bearer and this weapon are Immune to Flame. This weapon is Armor Breaking and Shield Crushing. Does not count as an Enchantment.

CREATING NEW MAGIC ITEMS

For themed reigns, special battlegames, or just for fun local group officers may want to create their own Magic Items. Here are a few guidelines to follow when doing so.

1. Keep it simple. It should never take more than a couple of sentences to completely describe what an item does.
2. Re-use existing mechanics. Avoid creating new mechanics for use in items.
3. The item should not be an automatic "I Win" button. Items should be about giving more options and small advantages to augment a players existing skills. Items should never be more powerful than the players themselves.
4. Non-standard magic items should go away at the beginning of every reign.



BATTLEGAMES

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

BATTLEGAME COMPONENTS

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

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

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

BASE: Some Magic and Abilities refer to 'returning to base' or otherwise reference the location of a base. Bases may also be used to repair a destroyed weapon, bow, shield, or all armor in one location after 30 seconds at base, or the time period for Respawn, whichever is longer, though this may be adjusted by the game designer. Determine what the bases will be for these abilities for each team. This can be a fixed location, a team reeve, or something else.

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

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

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

FULL-CLASS NO MAGIC: Classes are used except for magic classes.

FULL-CLASS: All classes are used.

QUEST: See 'Quests' below.

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

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

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

FREE FOR ALL: Every player for themselves

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

PLAYING IN BATTLEGAMES MADE EASY

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

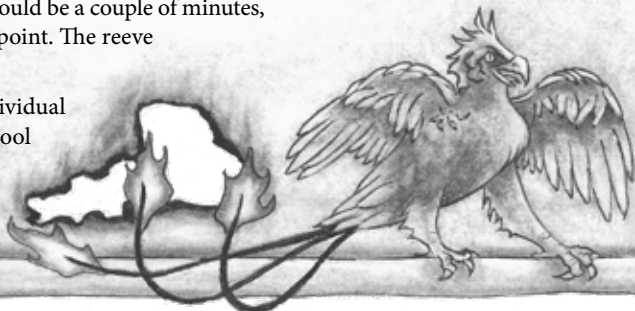
"WHO IS ON MY TEAM?" Typically teams are static and will be assigned before the game starts. Look around when your team is together and try to get a feel for who your friends are.

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

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

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

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



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

SCENARIO RULES: Any specific rules that modify the way the game is played. This could involve monsters, ruling out specific classes, creating off-limit areas, creating special-effect areas, or anything else.

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

BATTLEGAME EXAMPLES

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

CAPTURE THE FLAG

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

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

DITCHING

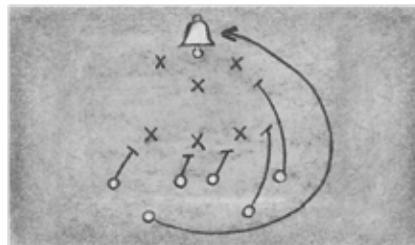
Two teams line up across from each other just out of melee range and fight until one team is eliminated. New players join the losing team before the next round starts. If no new players are ready to join then the first dead on the winning team switches to the losing team before the next round starts.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

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

RING THE BELL

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

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



VERY HEAVY OBJECT

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

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

CASTLE DEFENSE

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

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



HOLD THE LOCATION

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

TEAMS: 3+

LIVES: Unlimited

RESPAWN: Instant at base

PLAYERS: 5+ per team

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

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

REFRESH: None

TYPES BEST SUPPORTED: All

MUTUAL ANNIHILATION

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

TEAMS: 2

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

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

PLAYERS: 3+ per team

REFRESH: None

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

TYPES BEST SUPPORTED: Militia, Full-Class



REEVING MADE EASY

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

1. As the reeve, your decision is final. If a snap decision is required, make the call that you believe is correct, and consult the rulebook after the fact to confirm the decision. If your call was incorrect, make sure to note that for the future.
2. Your responsibility as a reeve is to facilitate the safety and enjoyment of the game participants. This may require you to make calls that are unpopular with some individuals in order to allow the game to proceed smoothly. You should attempt to remain fair and impartial in all of your calls, and apply the rules objectively, regardless of individual feelings on the subject.
3. It is important to adhere to the spirit of the rules in addition to the letter of the rules. It is impossible in a game as varied as Amtgard for the rulebook to cover all contingencies. If you encounter a situation where a player's actions negatively impact safety, playability, or the enjoyment of the participants, you are justified in disallowing that action. Here are a couple of examples of situations where it is reasonable for a reeve to intervene:
 - a. A player using a weapon in a manner that provides them with an advantage that their class would not normally receive (e.g. Monks with unusually large weapons for blocking, or an Assassin claiming that a medium shield is allowable because it is actually a weapon).
 - b. A player wielding otherwise legal equipment in an unsafe manner.
 - c. A player knowingly attacking someone whom they are unable to affect (e.g. Insubstantial or frozen players).
 - d. Any situation where the player's justification is "But the rules don't say I can't..."
4. Making required declarations and explaining what abilities do to other players should not interrupt existing incantations or ongoing chants. The point of declaring enchantments is to keep the game flowing smoothly for all involved. A player is not punished for pausing an incantation to aid in the flow of gameplay. If a Bard, for example, paused their Chant to explain to a new player what the Chant represents, they may resume the chant when they are finished. When in doubt, give leeway to players who go out of their way to help other players during a game.



QUESTS

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

EXAMPLE RELIC QUEST

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

TEAMS: 2+

LIVES: Unlimited. The quest ends after 1 hour.

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

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

REFRESH: Abilities Refresh at the 30 minute mark

TYPES BEST SUPPORTED: Full Class

QUEST ABILITIES

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

REEVING QUEST ABILITIES

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

CREATING NEW QUEST ABILITIES

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

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

QUEST ABILITY HOOKS

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

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



QUEST ABILITIES DEFINED

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

AFFINITY FOR NATURE

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

CALM

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

CHARM

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

COURT KNOWLEDGE

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

DISARM TRAPS

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

HALLOWED GROUND

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

MAGICAL KNOWLEDGE

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

MENACE

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

PERSUASION

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

PICK LOCKS

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

E.P. 7, 45th of Harvest

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

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

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

PRESENCE

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

TALK TO DEAD

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

TRACKER

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

TRIBAL KNOWLEDGE

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

TURN UNDEAD

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

PREPARED

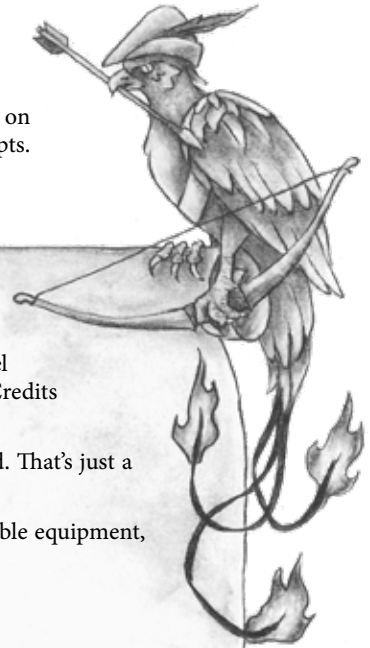
Player is an experienced campaigner and is aware before a Quest starts of any special equipment or circumstances that may be encountered. The reeve in charge of the Quest should privately give the player a brief overview of the monsters and challenges they are likely to encounter.



CLASSES

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

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



CLASSES MADE EASY

Classes have levels. Each level unlocks new Traits, Abilities, or Magic you can use. Your level in a class is determined by the number of times you have played that class before. See 'Credits and Levels' for more information.

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

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

Classes are grouped into two broad categories:

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

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

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

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

NAME: The name of the Ability.

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

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

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

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

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

NOT LISTED: This Ability isn't an activated Ability.

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

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

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

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

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



PORTRAYING A CLASS

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

Classes are listed in the following manner:

NAME: The name of the class.

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

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

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

LOOK THE PART: This is an extra Ability that is available to a player only if they actively role-play or portray their class. Examples would be acting consistently in character in battlegames, having good class-specific garb, and meaningfully contributing to the atmosphere of the game. This ability need not meet a cookie-cutter definition of the class; any dedicated behavior consistent with a backstory can work. Barbarian, for example, could be played as a refined Samurai rather than a raging viking and still qualify for the bonus. Look The Part abilities are available at first level and are in addition to all other class abilities. Example: A player has a Look The Part ability of Scavenge 1/Life and a normal class ability of Scavenge 1/Life would have Scavenge 2/life. Who qualifies for Look The Part is game-by-game bonus awarded by the group monarch or joint decision of the game reeve and the guildmaster for the class.

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

SHIELDS: Largest size shield available to a class.

WEAPONS: Types of weapons the class can use.

LIMITATIONS: Some classes have restrictions. For example, Barbarians are restricted from receiving Enchantments from other classes.

LEVELS AND ABILITIES: Most classes receive Abilities at each level. Some Abilities are presented as a choice. Ability choices may be changed before each new game. Any Ability choice presented as 'Choose x of y' allows you to choose up to x of the following y abilities. No duplicates may be chosen unless otherwise noted.

MONSTER

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

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

Monster is a special class, playable only in games where the game designer and local monarch have given their permission for the class to be used. They have no specific class identifier but should be garbed appropriately and/or designated before the game begins. A player's level in the Monster class determines which Monsters they may portray. For more information and rules regarding the Monster class please refer to the Dor Un Avathar.

PEASANT

Players without class sashes or minimum garb must play Peasant. The only equipment available for peasants to use is either a single short weapon or a single dagger. They may not wear armor or use shields and do not have any class abilities.



CREDITS AND LEVELS

If you wish to fight or participate in a battlegame, you must conform to one class for each game. A person may advance in level in a class after having the requisite credits and passing a class test administered by your class Guildmaster. Only one attendance credit may be given on a single day, although Kingdoms may award bonus credits according to their corpora. You must play the class you wish to gain credit in. If no class is played but fighting takes place, you may take a Warrior credit. Players who reeve may take a Reeve Credit, and players who otherwise participate may take a Color Credit. Kingdoms are allowed to award a maximum of 12 total bonus credits (credits above and beyond attendance credits) to any player in a single month and no more than 3 bonus credits may be issued per 1 attendance credit. All classes gain new abilities and levels at the following rate:

All classes gain new levels at the following rate:

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



ARCHER

Everyone knows the legend of the Swiss crossbowman William Tell and historically the Welsh Archers long resisted English rule before making the longbow famous at Agincourt. Other outstanding examples include the Kyudo archers of Shogun-era Japan, and the Sioux Dog Soldiers.

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

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

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

ARMOR: 2pts

SHIELDS: None

WEAPONS: Dagger, Short, Bow

CLASS ABILITIES

DESTRUCTION ARROW

T: Specialty Arrow **S:** Sorcery

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

I: "Destruction Arrow"

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

PINNING ARROW

T: Specialty Arrow **S:** Sorcery

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

I: "Pinning Arrow"

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

POISON ARROW

T: Specialty Arrow **S:** Death

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

I: "Poison Arrow"

E: This arrow is Wounds Kill.

RELOAD

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

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

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

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

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

MEND

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

I: "I make this item whole again" x5

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

Archer Abilities By Level

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

REMINDER: All Specialty Arrow Incantations are treated as Ambulant but do not require the statement of "Ambulant" before their incantation. (pg.51)

SUPPRESSION ARROW

T: Specialty Arrow **S:** Sorcery

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

I: "Suppression Arrow"

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

PHASE ARROW

T: Specialty Arrow **S:** Sorcery

M: Arrow with grey cover labeled 'Phase.'

I: "Phase Arrow"

E: This arrow does not interact with ongoing Magic or Abilities. Example: This arrow is not stopped by Stoneskin, Protection from Projectiles, and does not trigger the effects of Troll Blood, Undead Minion, Missile Block, or similar Magic or Abilities.

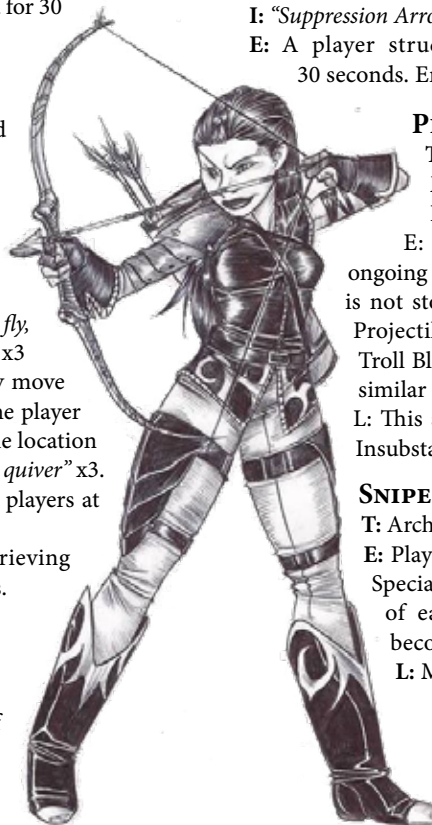
L: This arrow does not supercede the Frozen, Insubstantial, or Out of Game States.

SNIPER

T: Archetype **S:** Neutral

E: Player may physically carry any number of Specialty Arrows of each type. The frequency of each type of Specialty Arrow Ability becomes 1/Life Charge x3.

L: May not fire normal arrows.



ASSASSIN

From the Japanese concept of ninja to the classic French highwayman and everything in between. The Assassin represents a wide range of characters relying on speed, agility, and creativity rather than brute force to accomplish their goals.

EXAMPLES: The ninja, Ebu Tahir, ronin, Hassan-I-Sabah, Altaïr ibn-La'Ahad, Naruto Uzumaki

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

LOOK THE PART: Poison (self-only) 1/Life (ex)

ARMOR: 2pts

SHIELDS: None

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

CLASS ABILITIES

SHADOW STEP

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

I: "I Step into the Shadows"

E: Player becomes Insubstantial.

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

ASSASSINATE

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

I: "Assassinate"

E: The victim is Cursed.

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

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

POISON

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

M: Red strip

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

E: The next Wound dealt by the bearer in melee is Wounds Kill.

POISON ARROW

T: Specialty Arrow **S:** Death

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

I: "Poison Arrow"

E: This arrow is Wounds Kill.

BLINK

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

I: "I vanish from sight"

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

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

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

Assassin Abilities By Level

1st	Assassinate Unlimited (ex) (Ambulant) Shadow Step 2/Life (ex) (Ambulant)
2nd	Pick one: Poison (self-only) 1/Life Charge x3 (ex) Poison Arrow - 2 Arrows / Unlimited (ex)
3rd	Blink 2/life (ex) (Ambulant)
4th	Hold Person 1/Life (m)
5th	Teleport (self-only) 2/Life (ex)
6th	Coup de Grace 1/Life (m)

HOLD PERSON

T: Verbal **S:** Command **R:** 20ft

I: "I command thee to stop" x3

E: Target player becomes Stopped for 30 seconds.

TELEPORT

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

I: "I travel through the aether" x5

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

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

COUP DE GRACE

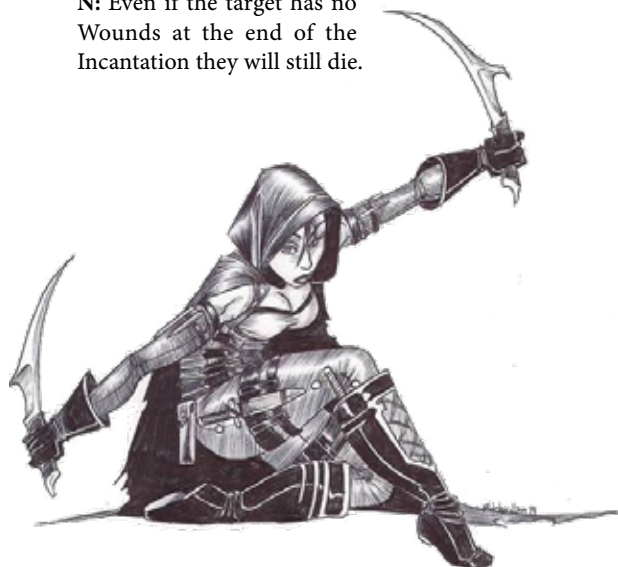
T: Verbal **S:** Death **R:** 20'

I: "Death shall come for thee" x3

E: Target player dies.

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

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



BARBARIAN

The Chinese, from ancient periods onward, have considered everyone else to be barbarians, and oddly enough it is the Eastern tradition from India to China that gives us the image of civilization defending itself against the nomadic hordes of such peoples as the Tartars, White Huns, Seljuk Turks, and other steppe tribes.

EXAMPLES: Conan, Yellowbeard, Leif Eriksson, Attila the Hun, Alaric the Vandal, the Voivode

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

LOOK THE PART: Fight After Death 1/Refresh (ex) (Amb)

ARMOR: 3pts

SHIELDS: Medium

WEAPONS: All Melee, Javelins, Rocks

LIMITATIONS: May not receive Enchantments from other classes.

CLASS ABILITIES

BERSERK

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

E: Bearer's melee weapons are Armor Breaking.

FIGHT AFTER DEATH

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

I: "Fight after death" immediately after dying

E: Player continues to fight for seven seconds after being killed. Players must Chant this time out loud. As per Chanting, failure to count immediately ends the effect. Players ignore further Wounds during Fight After Death. Player's melee weapons are Shield Crushing.

L: Players may not activate Abilities or Magic during Fight After Death. Players may not activate Fight After Death if they died while Suppressed, Stunned, Insubstantial, or Frozen. States on the player (Such as Stopped) persist until Fight After Death has ended and are then removed as per the rules for player death. Players may not achieve game objectives nor carry game items while affected by Fight After Death, though they may still kill other players even if that player is a game objective.

N: Reeves are encouraged to remove this ability from those who use it in an unsafe manner.

ADRENALINE

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

I: "Adrenaline"

E: Player heals a wound.

L: Kill Trigger.

BRUTAL STRIKE

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

I: "And stay down!"

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

L: Wound Trigger.

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

Barbarian Abilities By Level

1st	Berserk (T) Immune to Command (T) Immune to Subdual (T)
2nd	Fight After Death 1/Refresh (ex) (Ambulant)
3rd	Adrenaline - Unlimited (ex)
4th	Fight After Death becomes 2/Refresh (ex) (Ambulant)
5th	Brutal Strike 1/Life Charge x3 (ex) (Ambulant)
6th	Blood and Thunder - Unlimited (ex)



BLOOD AND THUNDER

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

I: "Blood and Thunder!"

E: Player gains Blessing Against Wounds.

L: Kill Trigger.

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



MONK

Shaolin and Buddhist temples manned by fighting monks who learned to fight with their hands and strange implements are the classic image of this class. However, many Asiatic and American tribes had strong traditions of wrestling, and the Shogun-era Japanese had a plethora of armed warrior monks.

EXAMPLES: Bruce Lee, the Bloodguard, Benkei

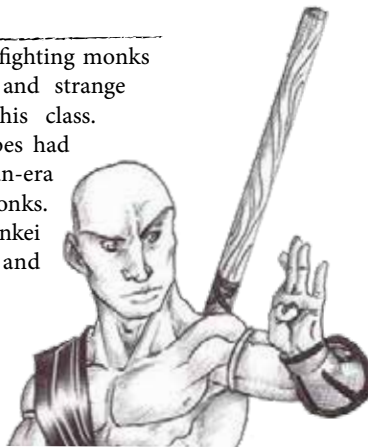
GARB: Grey sash and medieval/sword and sorcery looking garb

LOOK THE PART: Heal 1/Life (ex)

ARMOR: None

SHIELDS: None

WEAPONS: All Melee, Heavy Thrown



Monk Abilities By Level

1st	Enlightened Soul (T) Missile Block (T)
2nd	Banish 1/Life Charge x5 (ex)
3rd	Sanctuary 1/Life Charge x5 (ex) (Ambulant)
4th	Heal 1/Life Charge x3 (ex)
5th	Resurrect 1/Refresh Charge x5 (m)
6th	Magic Ball Block (T)

CLASS ABILITIES

HEAL

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

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

Let the white light of healing descend on thee.

Let the white light of healing stop thy spilling blood.

Let the white light of healing mend thy bones.

Let the white light of healing close thy wounds.

Let the white light of healing restore thy vigor.

The white light of healing hath healed thee."

E: Target player heals a wound

MISSILE BLOCK

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

E: Player is allowed to block arrows and projectile weapons with their wielded weapons and hands without penalty. Any arrow or projectile weapon in motion touched by their wielded weapon or hand is nullified.

N: Engulfing effects from blocked arrows and projectiles weapons do not activate.

MAGIC BALL BLOCK

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

E: Player is allowed to block Magic Balls with their wielded weapons and hands without penalty. Any Magic Ball in motion touched by their wielded weapon or hand is nullified.

N: Engulfing effects from blocked Magic Balls do not activate.

BANISH

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

I: "The spirits banish thee from this place" x3

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

N: The target's Insubstantial State is replaced with a new insubstantial state from Banish. If the Insubstantial State is ended before reaching the base, the rest of the effect is ended as well. If Banish is cast on self, the caster may end this Insubstantial state at any time by using the exit incantation for Insubstantial. A player bearing Undead Minion or Greater Undead Minion who is currently Insubstantial has their Enchantment removed.

ENLIGHTENED SOUL

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

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

L: Affects beneficial magic as well as harmful magic.

N: Does not affect (ex) abilities, abilities with a Range of Touch, or abilities whose Range is greater than Touch but are used at a Range of Touch anyway.

SANCTUARY

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

I: "Sanctuary"

E: Player and their carried equipment are unaffected by hostile actions originating from within 20'. Must Chant "sanctuary". Player may normally end Sanctuary at any time by ceasing to chant, or by picking up a weapon with their hand.

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

N: If the player is voluntarily touching (other than blocking) or carrying weapons in any fashion (tucked under arms, tied to thongs, etc) at any point during Sanctuary then they may only voluntarily end Sanctuary within 20' of a friendly base, and must continue chanting until there. Player is still susceptible to Phase Bolt and Phase Arrow.

RESURRECT

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

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

Let the white light of healing descend on thee.

Let the white light of healing stop thy spilling blood.

Let the white light of healing mend thy bones.

Let the white light of healing close thy wounds.

Let the white light of healing restore thy vigor.

The white light of healing hath resurrected thee."

E: Target Dead player who has not moved from where they died is returned to life. Non-Persistent Enchantments on the player are removed before the player returns to life. Any Wounds on the player are healed.



SCOUT

Anyone who survives for any time in the wilds learns the lay of the land. Many Native Americans are rightly seen as good trackers or scouts, as were the mountain men who followed.

EXAMPLES: Strider, Hiawatha, George Washington, Little John, Baden Powel, Robin Hood, Paul Bunyan

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

LOOK THE PART: Heal 1/Life (ex)

ARMOR: 3pts

SHIELDS: Small

WEAPONS: Dagger, Short, Long, Heavy Thrown

CLASS ABILITIES

TRACKING

T: Verbal **S:** Sorcery **R:** 20ft

I: "Tracking" x3

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

CANCEL

T: Neutral **S:** Neutral **R:** Touch

I: "My work shall be undone" x3

E: Remove an Enchantment cast by the caster.

HEAL

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

I: "Sword Cut, spear stab, mace smash, arrow jab, Let the white light of healing descend on thee.

Let the white light of healing stop thy spilling blood.

Let the white light of healing mend thy bones.

Let the white light of healing close thy wounds.

Let the white light of healing restore thy vigor.

The white light of healing hath healed thee."

E: Heal a Wound.

RELEASE

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

I: "From thy bindings thou art released" x5

E: A single ongoing effect or State is removed from the target. Casters choice.

L: Cannot remove Cursed.

SHADOW STEP

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

I: "I Step Into the Shadows"

E: Player becomes Insubstantial.

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

DISPEL MAGIC

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

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

E: All Enchantments on target are removed.

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

Scout Abilities By Level

1st	Tracking 2/Life Charge x3 (ex) (Ambulant) Cancel - Unlimited (m) May use a bow so long as a shield is not wielded.
2nd	Heal 1/Life (ex) Release 1/Life Charge x3 (ex)
3rd	Dispel Magic 1/Refresh Charge x5 (ex) Shadow Step 1/Life (ex)
4th	Evolution (T)
5th	Hold Person 1/Life (m)
6th	Adaptive Protection (self-only) 1/Life (ex)

EVOLUTION

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

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

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

HOLD PERSON

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

I: "I command thee to stop" x3

E: Target player becomes Stopped for 30 seconds.

ADAPTIVE PROTECTION

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

I: "I enchant thee with this protection" x3

M: White strip

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



WARRIOR

Pure warrior traditions also abound. Outstanding examples included the 300 Spartans who opposed the great Persian king Xerxes and his 10,000 Immortals, the incredibly warlike five nations of the Iroquois, and the fierce Maori clans native to New Zealand.

EXAMPLES: William Wallace, Lancelot, Achilles, Spartacus, Mad Martigan, Miyamoto Musashi, Roman Praetorians, and Julius Caesar

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

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

ARMOR: 6pts

SHIELDS: Large

WEAPONS: All Melee, Javelins

CLASS ABILITIES

SCAVENGE

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

I: "Scavenge"

E: Repair one point of armor in one location, a shield, or a weapon.

L: Kill Trigger.

HARDEN

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

I: "I enchant thee with Harden" x3

M: White strip

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

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

TRUE GRIT

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

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

E: Player returns to life with their Wounds healed and is immediately Frozen for 30 seconds. Non-Persistent Enchantments on the player are removed before the player returns to life.

INSULT

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

I: "I command thy attention" x3

E: Victim is unable to attack or cast magic at anyone other than the caster or their carried equipment for 30 seconds. If the victim of insult is attacked or has magic cast on them or their carried equipment by someone other than the caster, the victim of Insult becomes able to choose to attack the offending party as well.

N: If the caster of Insult dies, the victim's effect is negated.

Warrior Abilities By Level

1st	Scavenge - Unlimited (ex)
2nd	Harden (self-only) 1/Life (ex)
3rd	True Grit 2/Refresh (ex)
4th	Insult 1/Life (m) (Ambulant)
5th	Shake It Off 1/Refresh Charge x3 (ex)
6th	Ancestral Armor (self-only) 3/Refresh (ex) (Swift)

SHAKE IT OFF

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

I: "I shall overcome"

E: Shake It Off may be activated at any time the player is alive, even while the player would otherwise be prevented from activating abilities by Stunned, Suppressed, or similar. 10 seconds after activating Shake It Off the player may remove from themselves one State or effect of their choice which was present at the time they activated the ability.

ANCESTRAL ARMOR

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

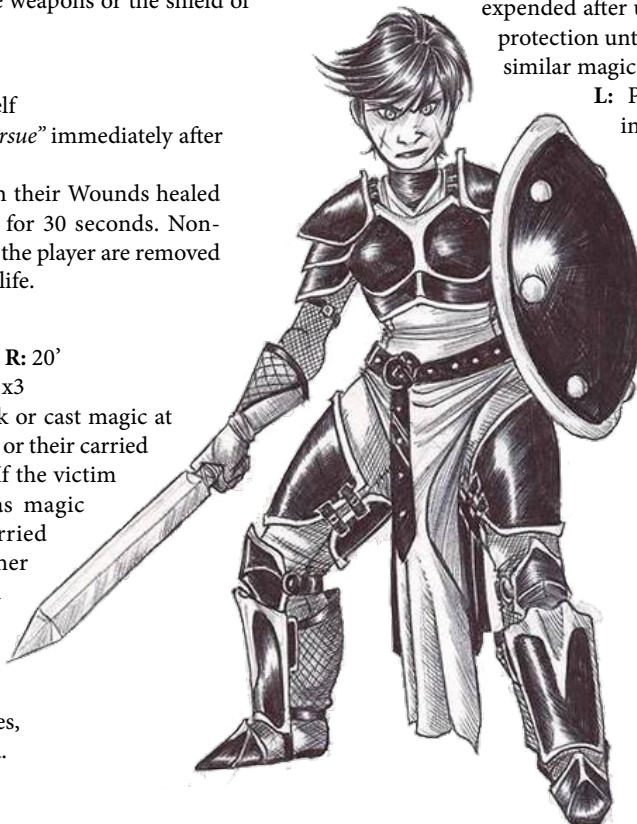
I: "May this armor protect you from all forms of harm."

M: White strip

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

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

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



BARD

Bardic history is mostly tied in with the early oral tradition of the druids and Norse skalds. Medieval Europe does give us a case of actual singing knights, many of them female, from the independent French province of Aquitaine before it was crushed by the Papacy.

EXAMPLES: Sarafin, William Shakespeare, Alan O'Dale, Homer, Scheherazade, Circe, Bragi, Snorri Sturluson

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

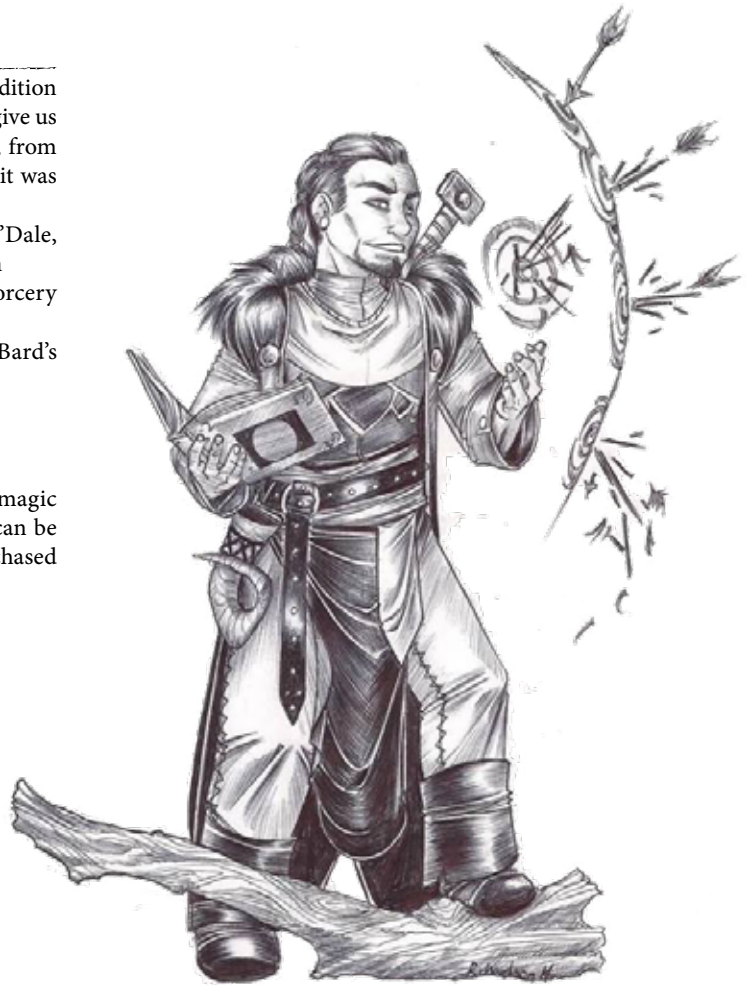
LOOK THE PART: 1 extra point of magic at the Bard's highest level.

ARMOR: None

SHIELDS: None

WEAPONS: Dagger

MAGIC-USER: Bards may purchase five points of magic from each level. Unused points from higher levels can be rolled down to lower levels. A list of all magic purchased must be carried at all times.



Name	Cost	Max	Frequency	Type	School	Range
1st Level						
Cancel	0	1	Unlimited	Neutral	Neutral	Touch
Confidence	1	-	1/Refresh Charge x5	Verbal	Sorcery	Touch
Equipment: Weapon, Short	2	2	-	Neutral	Neutral	-
Experienced	2	2	-	Neutral	Neutral	-
Insult	1	-	1/Life	Verbal	Command	20'
Release	1	-	1/Life	Verbal	Sorcery	Touch
Shove	1	-	1/Life	Verbal	Sorcery	20'
Song of Determination	1	1	Unlimited	Enchantment	Protection	Self
2nd Level						
Empower	1	-	2/Refresh	Verbal	Sorcery	Touch: Others
Equipment: Armor, 1 Point	4	1	-	Neutral	Neutral	-
Greater Release	1	-	1/Refresh	Verbal	Sorcery	20'
Innate	1	4	1/Refresh	Meta-Magic	Neutral	-
Mend	1	-	1/Life	Verbal	Sorcery	Touch
Song of Battle	1	1	Unlimited	Enchantment	Protection	Self
Song of Visit	1	1	Unlimited	Enchantment	Protection	Self



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

E.P. 13, Bist of Soving

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

- Lazarus, scholar of Bifost



DRUID

Neolithic anthropological evidence indicates a strong tradition of matriarchy and mother worship in Central Europe, the origin of the proto-Celtic Beaker and Axe peoples. It is highly possible that many if not most early druidic-types were priestesses rather than priests.

EXAMPLES: Galadriel, Johnny Appleseed, Lady of the Lake, Tom Bombadil

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

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

ARMOR: None

SHIELDS: None

WEAPONS: Dagger

MAGIC-USER: Druids may purchase five points of magic from each level. Unused points from higher levels can be rolled down to lower levels. A list of all magic purchased must be carried at all times.



Name	Cost	Max	Frequency	Type	School	Range
1st Level						
Barkskin	1	2	1/Refresh	Enchantment	Protection	Touch: Others
Cancel	0	1	Unlimited	Neutral	Neutral	Touch
Entangle	1	2	2 Balls / Unlimited	Magic Ball	Subdual	Ball
Equipment: Weapon, Short	2	2	-	Neutral	Neutral	-
Experienced	2	2	-	Neutral	Neutral	-
Heat Weapon	1	-	1/Life Charge x3	Verbal	Flame	20'
Imbue Armor	1	-	1/Refresh	Enchantment	Protection	Touch: Others
Mend	1	-	1/Life	Verbal	Sorcery	Touch
2nd Level						
Corrosive Mist	1	1	1/Refresh	Enchantment	Death	Self/Touch
Equipment: Shield, Small	4	1	-	Neutral	Neutral	-
Gift of Earth	1	2	1/Refresh	Enchantment	Protection	Touch: Others
Heal	1	-	1/Life	Verbal	Spirit	Touch
Iceball	1	2	2 Balls / Unlimited	Magic Ball	Subdual	Ball
Innate	1	4	1/Refresh	Meta-Magic	Neutral	-
Poison	1	-	1/Life	Enchantment	Death	Touch: Others
Release	1	-	1/Life	Verbal	Sorcery	Touch
Stoneform	1	-	1/Refresh Charge x3	Verbal	Protection	Self



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



HEALER

This image has been somewhat forged between clerics and the “hedge mages” that preceded Christianity. Our modern view of the fighting “Healer” stems from early medieval clerical use of bludgeoning weapons, so as not to break the implied biblical prohibition against drawing blood.

EXAMPLES: Hippocrates, Chiron, Elrond, Rath, Galenus, and the Hospitaller

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

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

ARMOR: None

SHIELDS: None

WEAPONS: Dagger

MAGIC-USER: Healers may purchase five points of magic from each level. Unused points from higher levels can be rolled down to lower levels. A list of all magic purchased must be carried at all times.



Name	Cost	Max	Frequency	Type	School	Range
1st Level						
Banish	1	-	1/Life	Verbal	Spirit	20'
Blessing Against Wounds	1	-	1/Life	Enchantment	Protection	Touch: Others
Cancel	0	1	Unlimited	Neutral	Neutral	Touch
Equipment: Shield, Small	2	1	-	Neutral	Neutral	-
Equipment: Weapon, Short	3	2	-	Neutral	Neutral	-
Experienced	2	2	-	Neutral	Neutral	-
Harden	1	-	1/Refresh	Enchantment	Protection	Touch: Others
Heal	1	1	Unlimited	Verbal	Spirit	Touch
Release	1	-	2/Life Charge x3	Verbal	Sorcery	Touch
2nd Level						
Adaptive Blessing	1	-	1/Life	Enchantment	Protection	Touch: Others
Entangle	1	4	2 Balls / Unlimited	Magic Ball	Subdual	Ball
Equipment: Weapon, Hinged	3	1	-	Neutral	Neutral	-
Greater Release	1	-	1/Refresh	Verbal	Sorcery	20'
Hold Person	1	-	1/Life Charge x3	Verbal	Command	20'
Innate	2	2	1/Life	Meta-Magic	Neutral	-
Sever Spirit	1	-	1/Life Charge x3	Verbal	Spirit	20'
Shove	1	-	1/Life	Verbal	Sorcery	20'
Summon Dead	1	-	1/Life Charge x3	Verbal	Spirit	50'



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



WIZARD

The alchemists of the Dark Ages can be said to be Wizards, but 10,000-year old cave paintings in France indicate that the concept of fusing the spirit and physical worlds has been with us since the start.

EXAMPLES: Alannon, Gandalf, Morgana le Fey, Merlin, Edward and Alphonse Elric

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

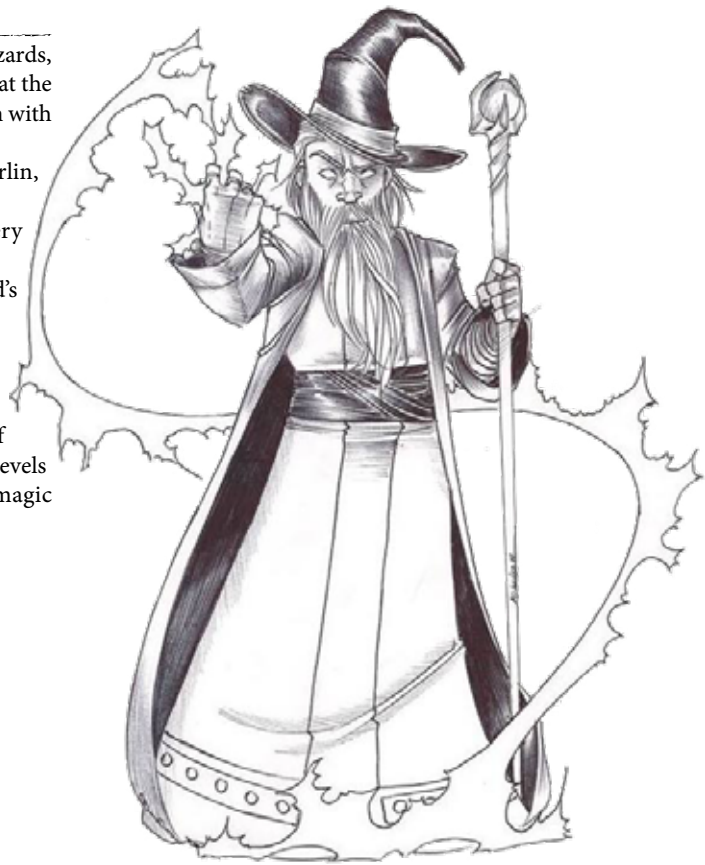
LOOK THE PART: 1 extra point of magic at the Wizard's highest level.

ARMOR: None

SHIELDS: None

WEAPONS: Dagger

MAGIC-USER: Wizards may purchase five points of magic from each level. Unused points from higher levels can be rolled down to lower levels. A list of all magic purchased must be carried at all times.



Name	Cost	Max	Frequency	Type	School	Range
1st Level						
Banish	1	-	1/Life	Verbal	Spirit	20'
Cancel	0	1	Unlimited	Neutral	Neutral	Touch
Equipment: Weapon, Short	2	1	-	Neutral	Neutral	-
Experienced	2	2	-	Neutral	Neutral	-
Force Barrier	1	-	1/Life	Verbal	Sorcery	Self
Force Bolt	1	4	3 Balls / Unlimited	Magic Ball	Sorcery	Ball
Heat Weapon	1	-	1/Life	Verbal	Flame	20'
Mend	1	-	1/Life	Verbal	Sorcery	Touch
Shove	1	-	1/Life Charge x3	Verbal	Sorcery	20'
2nd Level						
Astral Intervention	1	-	1/Life	Verbal	Command	20'
Break Concentration	1	-	1/Life	Verbal	Command	20'
Entangle	1	3	2 Balls / Unlimited	Magic Ball	Subdual	Ball
Innate	1	-	1/Refresh	Meta-Magic	Neutral	-
Planar Grounding	1	-	1/Refresh	Verbal	Sorcery	20'
Release	1	-	1/Life	Verbal	Sorcery	Touch
Suppression Bolt	1	3	1 Ball / Unlimited	Magic Ball	Subdual	Ball
Teleport	1	2	1/Life	Verbal	Sorcery	Touch



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



ANTI-PALADIN

These are the standard bad guys of legend. Almost any adversary in a stock fantasy movie can qualify as an Anti-Paladin, but historical cases abound – ranging from Vlad Dracul's persecution of Turkish prisoners to Mongol warlords boiling opposing chieftains alive.

EXAMPLES: The Kurgan, Mordred, the Black Knight, the Nazgul, Sir Francis Dashwood

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

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

LOOK THE PART: Terror 1/Life (m)

ARMOR: 4pts

SHIELDS: Large

WEAPONS: All Melee, javelins

CLASS ABILITIES

CANCEL

T: Neutral **S:** Neutral **R:** Touch

I: "My work shall be undone" x3

E: Remove an Enchantment cast by the caster.

POISON

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

M: Red strip

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

E: The next Wound dealt by the bearer in melee is Wounds Kill.

STEAL LIFE ESSENCE

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

I: "Steal life"

E: Caster may heal a wound or instantly Charge an ability.

L: May only be used on a dead player. That player is Cursed. Does not work on Cursed players. The caster does not gain the effect if the dead player is unaffected.

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

BRUTAL STRIKE

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

I: "And stay down!"

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

L: Wound Trigger.

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

Anti-Paladin Abilities By Level

1st	Immune to Command (T) Immune to Flame (T) Cancel - Unlimited (m)
2nd	Poison (self-only) 1/Life Charge x3 (ex)
3rd	Steal Life Essence 1/Life Charge x5 (m)
4th	Brutal Strike 1/Life Charge x10 (ex) (Ambulant)
5th	Terror 1/Life (m)
6th	Flame Blade (self-only) 2/Refresh (ex)

TERROR

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

I: "Death makes thee terrified" x3

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

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

FLAME BLADE

T: Enchantment **S:** Flame **R:** Self

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

M: Red strip and white strip

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



PALADIN

The perfect good guy comes to save the day. Paladins exist in the myths and legends of all cultures. Be it the Geatlander Beowulf slaying Grendel or the Norse god Thor battling the Midgaard Serpent, Paladins have been with us since prehistory.

EXAMPLES: Joan of Arc, Galahad, King Arthur, Roland, Percival, Don Quixote, Arcite, Phocion, Dietrich von Bern
GARB: Gold sash and medieval/sword and sorcery looking garb. Knights may wear a white belt and a white phoenix Class Symbol instead.

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

LOOK THE PART: Awe 1/Life (m)

ARMOR: 4pts

SHIELDS: Large

WEAPONS: All Melee, Javelins

Paladin Abilities By Level

1st	Immune to Command (T) Immune to Death (T) Cancel - Unlimited (m)
2nd	Greater Heal 1/Life Charge x3 (m)
3rd	Extend Immunities 1/Refresh Charge x5 (ex)
4th	Greater Resurrect 1/Life (m)
5th	Awe 1/Life (m)
6th	Protection from Magic (Self/Touch) 2/Refresh (m)

CLASS ABILITIES

CANCEL

T: Neutral **S:** Neutral **R:** Touch

I: "My work shall be undone" x3

E: Remove an Enchantment cast by the caster.

GREATER HEAL

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

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

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

EXTEND IMMUNITIES

T: Enchantment **S:** Protection **R:** Touch: Others

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

M: White strip

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

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

GREATER RESURRECT

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

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

E: Target Dead player who has not moved from where they died is returned to life. Enchantments on the player are retained. Any wounds on the player are healed. Works regardless of any States on the target.

AWE

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

I: "I command thee awed" x3

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

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

PROTECTION FROM MAGIC

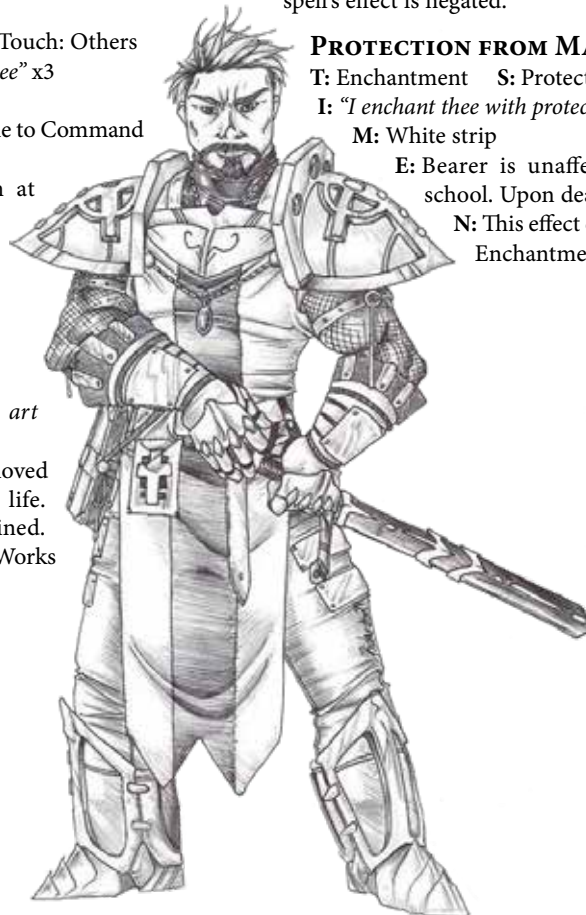
T: Enchantment **S:** Protection **R:** Self/Touch

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

M: White strip

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

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



MAGIC, ABILITIES, STATES AND SPECIAL EFFECTS

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

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

States are normally the result of a Magic or Ability used by a player. A State is a result that stays on a player until it is

removed by the duration ending, respawning, or another Magic or Ability. See the States section for more information.

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

MAGIC, ABILITIES, STATES, AND SPECIAL EFFECTS MADE EASY

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

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

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

Engulfing Magic Balls (Iceball, etc) and weapons (Pinning Arrow, etc) can affect you by hitting your equipment or garb. Everything else has to hit your body. Engulfing isn't terribly common.

Verbal Magic and Abilities all follow the same format: They state your name, point at you, and say an incantation of three repetitions of a phrase that activates the Verbal.

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

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

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

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



MAGIC AND ABILITY MECHANICS DEFINED

ABILITY: Powers or skills that must be activated to be used.

1. Ability Enchantments denoted as Magical (m) in the class description count towards the bearers limit for carried Enchantments. May be removed by Magic that removes Enchantments, such as Dispel.
2. Ability Enchantments denoted as Extraordinary (ex) in the class description do not count towards enchantment limits or count for the purposes of Attuned, Essence Graft, or similar magic and abilities. May be removed by Magic that removes Enchantments, such as Dispel. A player may not have more than one (ex) enchantment of the same name.
3. Unless otherwise specified, Ability enhanced equipment cannot be used except by the player who enhanced the equipment. For instance: an Archer cannot loan their Poison Arrow to another player, even another Archer.
4. Ability Incantations follow all the rules of magical Incantations unless otherwise noted. Incantations for Abilities listed as Extraordinary (ex) do not require a free hand.
5. Abilities granted via an Enchantment retain the original School of the Ability, not the School of the Enchantment.
6. Ongoing Effects are effects applied by Abilities where the effect lasts for some specified duration (Examples: Fight After Death, Heat Weapon, and Shake it Off) or for an indefinite duration (Examples: Amplification, Elemental Barrage, and Shove).

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

CHANT: An audible component required by some magics and abilities that sustains their continuing function. Under normal circumstances a player may voluntarily end an ability with an ongoing chant at any time. The audible components of a Chant must be spaced no further than five seconds apart and audible to 50'. Unless otherwise noted failure to Chant ends the effect. May be spoken while moving. Only one Chant can be maintained at a time.

CHARGE: Some Magic and Abilities may continue to be used after their per-life or per-refresh uses are consumed. These Magic and Abilities are denoted with the word "Charge" and a number after them. In order to gain an additional per-life or per-refresh use of a Charge Magic or Ability the Charge Incantation must be repeated in full the number of times indicated by number after Charge. For instance an Ability labeled 'Charge x3' requires three full repetitions of the Charge Incantation in order to be usable.

Unless otherwise noted:

1. Once an ability has been Charged, it may then be held for later use in the same game. Once it is used you may then Charge it again for another use.
2. Any Incantation to activate a Charged ability is separate from the Charge Incantation.
3. Charges for per-refresh Magic and Abilities carry between lives; a per-refresh Ability Charged on a previous life and not used can be used on the next life.
4. Charged Magic and Abilities that are per life or per Refresh lose their Charge when they are replenished. Example: A Charged Ability which is '1/Life Charge x3' loses its Charge when a player begins a new life, but may be Charged normally once the standard per-life uses have been consumed.
5. The ability being Charged must be designated at the beginning of the Charge.
6. You may only have one instance of a given Magic or Ability Charged at a time. Example: An Ability listed as 2/life Charge x3 may only be Charged once both per-life uses have been expended, and may only have a single instance of the Ability Charged thereafter.
7. Only Magic and Abilities which may be Charged can benefit from Innate, Steal Life Essence, etc.

CHARGE INCANTATION: The Incantation that is used to Charge an ability. A single 'Charge Incantation' is repeating the following phrase:

*"Out of battle I pause to rest,
I take some time to catch my breath.
Return to me my fleeting power
To aid me in my darkest hour."*

The Charge Incantation requires an empty hand and must be audible out to 20'.

Where Does Magic Come from?

Based on my studies, it appears that magic in Amtgard stems not from a single source, but from an infinite amount of potential wellsprings. Simply put: magic can come from anywhere! It can manifest within or without. It can be wild and powerful or serene and comforting. It can be known to all or the secret of a chosen few; something to be learned, or something to be destined for.

- Jack the Scholar





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

1. Enchantments must be denoted by an appropriately colored strip attached to the enchanted person.
 - a. Offensive enchantments require a red strip
 - b. Defensive enchantments require a white strip
 - c. Miscellaneous enchantments require a yellow strip
2. Enchantments may only be carried one at a time by a player, unless otherwise noted. A player may not have more than one (ex) enchantment of the same name.
3. Enchantments may only be cast on willing players.
4. Enchantments are always placed on players. Some Enchantments carried by players affect the equipment they carry or use as noted in the Enchantments description.
5. If a person bearing an Enchantment is killed the Enchantment remains but becomes inactive. Respawnng removes any Enchantments from a player and their equipment unless the Enchantments are Persistent. If the person is returned to life, as opposed to respawning, then Enchantments are preserved and will function again, unless otherwise noted.
 - a. If a player voluntarily moves after having died then the Enchantments they carried are removed. Does not apply to Persistent Enchantments.
 - b. If a player voluntarily takes a death, all Enchantments carried are removed.
6. Enchantments may be removed by Dispel Magic, but not by Release or similar magics and abilities.
7. Enchantments that have a definite number of uses, such as Blessing Against Harm or Snaring Vines, are removed when their last use is expended (even if ineffective against their target. i.e. discharging Poison against a target Immune to the Death School still expends that use of Poison). These Enchantments are still removed by Dispel Magic, Resurrect, or other Enchantment removing mechanics.
8. States, Abilities, and Special Effects imparted by Enchantments to their bearer cannot be removed in any way while the Enchantment is active and are removed when the Enchantment is removed, unless otherwise noted. Example One: A player bearing Heart of the Swarm is Stopped. When they die the Enchantment becomes inactive and the player is no longer Stopped since all States other than Cursed are removed on death. If the player is returned to life in a manner that preserves their Enchantments then they will again become Stopped as Heart of the Swarm becomes active again and re-applies the State.
 - a. Cursed imparted by an Enchantment cannot be removed in any way while the Enchantment is worn, whether it is active or inactive. If the Enchantment is removed, Cursed is not removed unless otherwise noted. Example One: A player bearing Vampirism dies. Their enchantment becomes inactive, but the Cursed State remains. If the player moves from where they died, Vampirism would be removed (unless it were persistent) but the Player would remain Cursed.

9. Special Effects granted to equipment via Enchantments are considered magical and have a School corresponding to the School of the Enchantment.
10. Enchantments worn (or a summary of their effects) must be announced at the beginning of an engagement if possible. Enchantments worn must always be announced when requested.

ENGULFING: Engulfing effects affect the victim even if they hit only garb, worn equipment, or wielded equipment. Other effects only function on items or players they physically touch.

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

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

Unless otherwise noted, all incantations:

1. Must be said loudly and clearly enough to be heard within 50’ or by the recipient, whichever is closer. Incantations which target self must be audible to within 20’. In the event of a disagreement over audible range, consult a reeve.
2. A player may not move their feet when incanting. If a player moves their feet the incant is interrupted.
3. Improper wording, mispronunciation, a gap of more than two seconds between words, or omitting words will all result in an interrupted Incantation.
4. An interrupted incantation does not result in a magic or ability being consumed. Interrupted Incantations must be restarted from the beginning.
5. Require the caster to have an empty hand with the exception of holding Material Components or the target of a Touch Range magic. An open hand inside a shield handle is considered an open hand for the purposes of Incantations.
6. Starting an Incantation renders the player’s active Magic Balls inactive and interrupts any other Incantation or Chant the player has in progress.
7. The target of a Magic or Ability must be at least partially visible at the completion of an Incantation. The target being out of sight at any other point does not prevent or interrupt the casting attempt. If a piece of equipment is the target, the physical equipment itself is what needs to be at least partially visible. If the incantation is completed and the target is not at least partially visible, the Magic or Ability has no effect but is still expended.

Completing an Incantation results in an Ability or Magic being used up, regardless of if the target was valid or affected.



KILL TRIGGER: Some magics and abilities have special circumstances that must be met before they can be activated. Magics and abilities with the Kill Trigger Limitation can only be used within 30 seconds after the caster strikes the final blow to kill an enemy or causes the activation of any effects which allow the player struck to avoid death (Undead Minion, Greater Undead Minion, Troll Blood, Phoenix Tears, and Song of Survival). The caster must be outside of 10' of a living enemy, and may only use a given Kill Trigger ability once per eligible killing blow.

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

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

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

Unless otherwise noted:

1. Players may only bring a number of Magic Balls on to the battlefield equal to the maximum uses allowed to them. Likewise, players may also only carry up to that amount at any given time.

- a. Owners of Magic Balls may grant other players permission to carry their Magic Balls in order to return them to the owner or to the owner's base. They may also grant other players permission to use their Magic Balls if the other person has the ability to do so.
2. A Magic Ball must be held in the caster's hand by the end of the Incantation.
3. Once a Magic Ball's Incantation has been said, it is considered active until it hits a Player, Wielded Equipment, or Terrain. It will also become inactive if the caster begins an incantation or the material component stops being held in hand and has not been thrown. The caster can transfer an active Magic Ball from one hand to the other without it becoming inactive and can wield a weapon or shield in a hand that is also holding an active Magic Ball.
4. A player may only have one Magic Ball active at a time.
5. Magic Balls of the Subdual School have no effect on equipment that is not being carried. Example: You may not Iceball a player's shield if it is not being wielded or carried by them.
6. Magic Balls discharge and attempt to affect the first Player, Wielded Equipment, or Terrain they hit; Magic Balls are not engulfing unless noted.
7. Barring any Enchantments or magical effects, garb strikes count as hitting the player if the Magic Ball would have continued on to hit the player. Example: You may not block Lightning Bolts with your cloak.
8. Magic Balls do not damage armor unless otherwise noted.
9. Magic Balls are not stopped by Protection from Projectiles, Missile Block, or similar magic and abilities.

META-MAGIC: A type of magic which alters the typical behavior of other magics.

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





RANGE: The target of a Magic or Ability must be in range at the completion of an Incantation. The target being out of range at any other point does not prevent or interrupt the casting attempt. If a piece of equipment is the target, the physical equipment itself it what needs to be in range. If the incantation is completed and the target is not in range, the Magic or Ability has no effect but is still expended. For Magics and Abilities used at a range of Touch, any physical contact between caster and target is sufficient. Unless otherwise noted, Magics and Abilities with a listed range of Touch or greater can be cast at range Self. Magic or Abilities used at a range of Touch may only be used on players that are willing, Dead, Frozen, Stunned, or otherwise unable to move and unable to engage in combat.

RESISTANT: The player is unaffected by the next effect of a given type. Unless otherwise noted, Resistant does not extend beyond the player that has it. Resistances always take effect after Immunities and Traits but before any other effects. Players must announce "resistant" upon triggering.

MELEE: Not affected by the next strike from a melee weapon. No effect on projectiles.

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

SCHOOL: Immune to the next Magic or Ability from the given School.

SCHOOL: Magic and Abilities are divided into Schools, referred to commonly as the Schools of Magic. Each School specializes in a certain genre of magic and typically the effects of the different Magic and Abilities within a School are similar.

COMMAND: Typically makes players stop moving or change their actions in some manner. Frequently makes use of the Stopped, Frozen, and Insubstantial States. All offensive magic and abilities from the Command School are Verbals. All offensive magic and abilities from the Command School have the word "command" in the incantation.

DEATH: Typically causes injury or death. Frequently makes use of the Cursed and Fragile States. All offensive magic and abilities from the Death School are Verbals. Offensive magic and abilities from the Death School tend to be very explicit about the result as part of the incantation such as "I call for your death."

FLAME: Typically destroys equipment or wounds/kills players. Offensive magic and abilities from the Flame School can be either a Verbal or a Magic Ball. Magic Balls from the Flame School typically destroy equipment and wound or kill players, while Verbals from the Flame School typically target equipment and destroy it, rather than targeting players themselves. All offensive Verbals from the Flame School have the word "flame" in the incantation.

NEUTRAL: Has effects that alter game play for the user in some manner and does not directly affect other players.

PROTECTION: Typically enchantments that provide magical armor, Immunity to a School, or Resistance to a School or State. There are no offensive magic or abilities in the Protection School.

SORCERY: Typically effects that deal with raw magical force, manipulating magic itself, or controlling the aether. Offensive magic and abilities from the Sorcery School tend to be very explicit about the result as part of the incantation and frequently includes the word "power". Offensive magic and abilities from the Sorcery School are generally Verbals.

SPIRIT: Typically Verbals that offer healing, resurrection, or the removal of harmful States with a few Enchantments sprinkled in.

SUBDUAL: Typically makes a player stop moving or limits their actions. Makes use of the Stopped, Frozen, Stunned, and Suppressed States. All offensive magic and abilities in the Subdual School are Magic Balls.



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

Unless otherwise noted:

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

TRAITS: Class Abilities that function all of the time without activation being required. Includes such things as Immunity and the ability to use extra equipment. Traits are denoted with a (T) and are always non-magical in nature. Traits may not be removed by any means and persist after respawn. Immunities granted by Traits persist after death. Traits are not enchantments, and do not count towards enchantment limits or count for the purposes of Attuned, Essence Graft, or similar magic and abilities. Note: Some Traits mimic other Magic or Abilities, but these Traits are still always on and ignore any Incantation or Materials requirement listed. Traits always take effect before Immunities, Resistances, and any other effects.



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

WOUND TRIGGER: Some Magics and Abilities have special circumstances that must be met before they can be activated. Magics and abilities with the Wound Trigger Limitation can only be used immediately after the caster causes a wound to an enemy (even if that wound kills the enemy).



STATES DEFINED

All abilities and magics (with a few exceptions) make use of a small set of common terms to explain the result they have on the player. These results are referred to as a 'State' or 'States'. A player can have any number of different States simultaneously. A State may have a duration, after which it expires. If a player would gain a State they are already affected by, the State's duration will simply be adjusted to the new duration if it is longer than the current duration. A State without a duration continues until it is removed by some outside force or until a condition is met. Unless otherwise noted, States cannot apply to dead players and are removed when a player dies or has an effect activate which allows the player struck to avoid death (Undead Minion, Greater Undead Minion, Troll Blood, Phoenix Tears, Song of Survival). A State conferred by a class Trait, such as Immunity to Subdual, is always on and may not be removed by respawn, death, or any other means. States imparted at the same time as a killing blow are considered to have taken effect prior to death. If a State which prevented a player from moving expires due to its duration ending, the player it affected must declare, "No longer [State that ended]". This must be audible out to 20 feet.

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

FRAGILE: Player dies on the next Wound.

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

IMMUNE: The bearing player or object is not affected by Magic or Abilities from a given School.

Unless otherwise noted:

1. Immunities always take effect after Traits but before Resistances and any other effects.
2. Immunity granted as a Trait does not prevent players from making use of their own class Abilities.
3. Unless otherwise noted, Immunities do not extend beyond the player or object that has them. Example: A player with Immunity to Flame can still have their armor destroyed by a Fireball.
4. If a player is Immune to an effect which would remove a State or ongoing effect, the State/ongoing effect is not removed. Example: A player who is Immune to Sorcery cannot be Released from Frozen, as they cannot be affected by Release, a Sorcery school ability.
5. Players with Immunities may still be targeted by Magic and Abilities of the given School. Example: A player with Immunity to Flame can still be the target of Pyrotechnics which would still destroy their equipment (as Immunities do not extend to equipment unless noted).
6. Immunities do not interact with Enchantments worn by the player. Example One: An Anti-paladin may wear the Flame Blade Enchantment. Example Two: A player with Protection From Magic still gains Stopped if Heart of the Swarm is later cast on them. Example Three: A player may still benefit from the Heal from Regeneration, even if they are Cursed. Example Four: A player with Greater Undead Minion and Enlightened Soul would still have their enchantment removed when Banish is cast on them while insubstantial.
7. A target becoming Immune to the source of an ongoing effect or State while it is applied does not remove ongoing effects or States currently affecting the target. Example: If a player who is Stopped by Hold Person casts Song of Determination on themselves, that player remains Stopped.



INSUBSTANTIAL: This State has both offensive and defensive purposes. Insubstantial players:

1. May not move from their starting location unless otherwise noted. This is different from Stopped in that you can still move your feet.
2. Are incapable of physically interacting with game items, objectives, or other players in any way unless otherwise noted. This does not prevent you from retrieving equipment.
3. Can only be affected by mechanics that work on States in general (such as Release) or Insubstantial in specific (such as Dimensional Rift). Player and their carried or worn equipment are otherwise unaffected by combat, magic, etc.
4. Are not affected or stopped by game terrain such as walls, lava pits, traps, etc unless otherwise indicated by the reeve or game designer.
5. May be seen and heard.
6. May see and hear.
7. May Charge abilities.
8. May not target others unless otherwise noted. May only target themselves with magic and abilities that are able to affect insubstantial players.
9. May remove this State from themselves at any time by Incanting *"I return to the physical world"* x2 provided they are the cause of the State and entered it voluntarily. Otherwise they must end the State as per the description of the responsible Magic or Ability.
10. The ending Incantation for Insubstantial is not interrupted by the player moving their feet, and does not require a free hand.
11. Insubstantial triggered from enchantments worn is not considered voluntary.
12. Must indicate their Insubstantial State by saying *"Insubstantial"* if asked, attacked, or targeted by a Magic or Ability.
13. May not delay the game excessively. For instance, you may not use this State to avoid being killed if you are the last player alive in a Mutual Annihilation battlegame. The reeve's decision is final.

OUT OF GAME: The player is not currently participating in play. Do not interact with an Out of Game player unless you are a reeve. A player may become Out of Game if they are injured, if they are being addressed by a reeve, or other similar situation. Rarely, a Magic or Ability may also cause you to become Out of Game. The Out of Game State may only be ended by a reeve, unless otherwise noted.

STOPPED: Player may not move their feet. Unless otherwise noted Magic and Abilities such as Teleport, Blink, Lost, Banish, etc. which allow or require movement fail when targeting a Stopped player.

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

SUPPRESSED: Player unable to cast magic or activate abilities. Has no effect on abilities already activated, magic already cast, Chants already in progress, or enchantments activating such as Phoenix Tears.

SPECIAL EFFECTS DEFINED

Special Effects are a common language used to define battlefield events. Special Effects typically trigger when a player or object is hit by a weapon, Magic Ball, or targeted by a completed Verbal. A single event typically only has one relevant Special Effect. For instance a Destruction Arrow is both Armor Destroying and Shield Destroying, but there is no situation in which both of those matter simultaneously. Likewise a sword may be both Armor Breaking and Wounds Kill, but players are not affected by Armor Breaking and armor is not affected by Wounds Kill. When using a weapon or magic which causes a Special Effect you must announce it to your opponent at the beginning of an engagement and periodically during the engagement when reasonable. Example: a Barbarian moving to engage an unarmored Scout need not announce 'Armor Breaking'; however if an armored Paladin moves into the engagement the Barbarian should announce 'Armor Breaking' at their soonest reasonable opportunity. The game flows more smoothly and everybody has more fun when Special Effects are stated ahead of time rather than kept as surprises.



ARMOR BREAKING: A hit to armor from a weapon, Magic Ball, etc. with the Armor Breaking ability will immediately remove all Armor Points from the location struck if the location struck currently has three or less Armor Points. If the armor currently has four or more Armor Points then the armor has one Armor Point removed as per normal. Example: Armor with 4 points is struck by a weapon with Armor Breaking. The armor loses an Armor Point at the location struck. The armor is struck again in the same location which now has 3 points. The Armor Points at that location are reduced to zero and the wearer is unharmed unless otherwise noted. Denoted by announcing *"Breaking"*.

ARMOR DESTROYING: A hit to armor from a weapon, Magic Ball, etc. with the Armor Destroying Special Effect reduces the armor to zero points in the location struck. The wearer is unharmed unless otherwise noted. Denoted by announcing *"Destroying"*.

SHIELD CRUSHING: Three hits to a shield from a weapon, Magic Ball, etc. with the Shield Crushing Special Effect destroys the shield. The wearer is unharmed unless otherwise noted. Hits do not all have to be from the same source; hits from different sources are cumulative. Denoted by announcing *"Shield Crushing"*.

SHIELD DESTROYING: A hit to a shield from a weapon, Magic Ball, etc. with the Shield Destroying Special Effect destroys the shield. The wearer is unharmed unless otherwise noted. Denoted by announcing *"Shield Destroying"*.

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

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



MAGIC AND ABILITIES

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

ABILITIES FORMAT KEY Classes and Levels

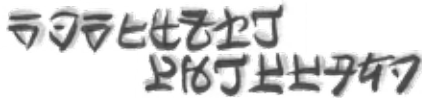
T: Type **S:** School **R:** Range (if any)
I: Incantation and gestures
M: Materials needed
E: Effect
L: Limitations or Restrictions
N: Note

ABEYANCE He 5

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

ADAPTIVE BLESSING He 2

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



ADAPTIVE PROTECTION He 3, Sc 6

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

ADRENALINE Bn 3

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

AGORAPHOBIA Bd 5

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

AMPLIFICATION Bd 4

T: Verbal **S:** Sorcery **R:** Touch: Others
I: "My power amplifies thine"
E: Target player's next Verbal magic is affected as per Extension.



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

T: Meta-Magic **S:** Neutral
I: "Ambulant"
E: An incantation may be said while moving. May be cast while moving.
L: May not be used on the Charge incantation.

ANCESTRAL ARMOR He 6, Wa 6

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

ASSASSINATE As 1

T: Verbal **S:** Death **R:** 20'
I: "Assassinate"
E: The victim is Cursed.
L: May only be used immediately upon killing an enemy.
N: Assassinate targets the killed enemy and does not require verbal targeting.

ASTRAL INTERVENTION He 3, Wi 2

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



ATTUNED

Dr 3

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

AVATAR OF NATURE

Dr 6

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

AWE

Bd 3, Pa 1

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

BANISH

He 1, Mk 2, Wi 1

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

BARKSKIN

Dr 1

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

BATTLEFIELD TRIAGE

Bd 3

T: Enchantment **S:** Spirit **R:** Self/Touch
I: *"Be a bastion of healing"* x3
M: Three yellow strips
E: Bearer may cast Heal by announcing "*<Player> thou art made whole*". Bearer must remove an Enchantment strip after each use of Heal.
N: Battlefield Triage is removed when the last strip is removed.

BATTLEMAGE

Wi 6

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

BEAR STRENGTH

Dr 3

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

**BERSERK**

Bn 1

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

BLESSED AURA

He 5

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

BLESSING AGAINST HARM

He 4

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

BLESSING AGAINST WOUNDS

He 1

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



BLINK As 3

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

BLOOD AND THUNDER Bn 6

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

BREAK CONCENTRATION Bd 3, Wi 2

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

BRUTAL STRIKE Ap 4, Bn 5

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

CALL LIGHTNING Dr 6

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

CANCEL Ap 1, Bd 1, Dr 1, He 1, Pa 1, Sc 1, Wi 1

T: Neutral **S:** Neutral **R:** Touch
I: *"My work shall be undone" x3*
E: Remove an Enchantment cast by the caster.

**CIRCLE OF PROTECTION (CoP)** He 4

T: Enchantment **S:** Protection **R:** Self
M: No strip required
I: *"Circle of Protection" x3*
E: The caster and up to five willing players in physical contact with the caster become Insubstantial. The caster may end CoP at any time by ending their Insubstantial State with the standard Incantation. If the caster stops being Insubstantial by any means, the Enchantment ends. Players under the effect of CoP may use magic and abilities on players under the effect of the same CoP as though they were not Insubstantial.
N: Effects which would normally remove the Insubstantial State (Tracking, Release, etc) will remove this Enchantment. If a player affected by CoP is required to move by another effect, they do not move until CoP ends. If that other effect ends before CoP is removed, then the player does not need to move at all.
a. Example One: A player affected by CoP is affected by Teleport. They cannot move until CoP ends, after which point they will remain Insubstantial and complete the Teleport movement as intended.
b. Example Two: A player affected by CoP is affected by Awe. They cannot move away from the other player until CoP ends; however, if they remain affected by the CoP for 30 seconds, Awe will expire naturally without the player having to move.
c. Example Three: A player affected by CoP is affected by Shove. They cannot move until CoP ends, after which point they must immediately fulfill the movement requirement of Shove.
d. Example Four: A player affected by CoP is affected by Banish. Banish applies a new Insubstantial state and completely replaces CoP. The target must immediately move and fulfill the effect of Banish.

COMBAT CASTER Bd 6

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

CONFIDENCE Bd 1

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

CONTAGION Wi 5

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

CORROSIVE MIST Dr 2

T: Enchantment **S:** Death **R:** Self/Touch
I: *"The mists of corrosion surround thee" x3*
M: Three red strips
E: Bearer may cast Destroy Armor by announcing "<Player> the mists of corrosion destroy your <armor location> armor". Bearer must remove a strip after each use of Destroy Armor.
N: Corrosive Mist is removed when the last strip is removed.



COUP DE GRACE As 6

T: Verbal **S:** Death **R:** 20'
I: "Death shall come for thee" x3
E: Target player dies.
L: Target must be Wounded when the caster begins the Incantation.
N: Even if the target has no Wounds at the end of the Incantation they will still die.

DERVISH Bd 6

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

DESTROY ARMOR Wi 4

T: Verbal **S:** Death **R:** 20'
I: "Death destroys thy [hit location] armor" x3
E: Armor on target hit location is subjected to Armor Destroying.
N: Destroy Armor targets the player but affects the Hit Location. Visibility can be drawn to any part of the player, not just the desired Hit Location. Immunities, resistances, and other protections will only protect the armor from Destroy Armor if they specifically extend to the armor, such as Blessed Aura. Abilities like Enlightened Soul, Protection from Magic, and Adaptive Protection (Death) do not extend to armor and thus cannot protect against Destroy Armor. Ancestral Armor does not protect against verbal magic and thus cannot protect against Destroy Armor.

DESTRUCTION ARROW Ar 1

T: Specialty Arrow **S:** Sorcery
M: Arrow with red head cover labeled 'Destruction.'
I: "Destruction Arrow"
E: This arrow is Armor Destroying and Shield Destroying. Armor Destroying and Shield Destroying are applied after the normal effect of being hit with an arrow is applied.



DIMENSIONAL RIFT Wi 4

T: Verbal **S:** Sorcery **R:** 20'
I: "The power of the aether consumes thee" x3
E: Target Insubstantial player dies.

DISCORDIA Bd 5

T: Enchantment **S:** Command **R:** Self
M: Red strip
I: "My discordant melodies shall stymie my foes" x3
E: Tie on five enchantment strips. Bearer may cast Break Concentration by announcing "<Player> thou art suppressed" and removing an enchantment strip. Enchantment is removed when the last strip is removed.

DISPEL MAGIC Dr 3, He 5, Sc 3, Wi 3

T: Verbal **S:** Sorcery **R:** 20'
I: "By my power I dispel that magic" x3
E: All Enchantments on target are removed.
N: Will always remove enchantments if successfully cast on a valid target, regardless of the player's Traits, States, Immunities, Ongoing Effects, or Enchantments (except Sleight of Mind).



DROGGED BELOW Wi 3

T: Verbal **S:** Death **R:** 20'
I: "Death comes for thee from below" x3
E: Target Stopped player dies.

ELEMENTAL BARRAGE Wi 6

T: Verbal **S:** Sorcery **R:** Self
I: "I am filled with the power of magic"
E: Caster may use Magic Balls they are currently carrying by stating the name of the Magic Ball immediately prior to throwing the ball in place of the incantation.
L: This magic ends if the caster picks up any additional Magic Balls or begins casting any new magic.
N: The effect is not an incantation, and so is not stopped by suppression, and may be used while moving, etc.

EMPOWER Bd 2

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

ENLIGHTENED SOUL He 5, Mk 1

T: Enchantment **S:** Protection **R:** Touch: Others
I: "A distant magic has no hold upon thy now enlightened soul" x3
M: White strip
E: Player is unaffected by Verbal magic used at a Range greater than Touch.
L: Affects beneficial magic as well as harmful magic.
N: Does not affect (ex) abilities, abilities with a Range of Touch, or abilities whose Range is greater than Touch but are used at a Range of Touch anyway.

ENTANGLE Dr 1, He 2, Wi 2

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



EQUIPMENT: ARMOR, 1 POINT Bd 2, Bd 6

T: Neutral
E: Your class maximum armor limit increases one additional point.

EQUIPMENT: SHIELD, MEDIUM Bd 5, He 3

T: Neutral
E: May wield up to a medium shield.

EQUIPMENT: SHIELD, SMALL Bd 3, Dr 2, He 1

T: Neutral
E: May wield a small shield.

EQUIPMENT: WEAPON, GREAT Dr 5

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



EQUIPMENT: WEAPON, HINGED He 2

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

EQUIPMENT: WEAPON, LONG Bd 4, Dr 4, Wi 5

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

EQUIPMENT: WEAPON, SHORT Bd 1, Dr 1, He 1, Wi 1

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

ESSENCE GRAFT Dr 5

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

EVOKER Wi 6

T: Archetype S: Neutral
E: Verbals purchased may only be of range Touch or Self. Elemental Barrage becomes Charge x10.
N: Elemental Barrage must still be purchased.



EVOLUTION Sc 4

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

EXPERIENCED Bd 1, Dr 1, He 1, Wi 1

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

EXTEND IMMUNITIES Pa 3

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

EXTENSION Bd 3, Dr 3, He 3, Wi 3

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

FIGHT AFTER DEATH Bn 1

T: Verbal S: Sorcery R: Self
I: "Fight after death" immediately after dying
E: Player continues to fight for seven seconds after being killed. Players must Chant this time out loud. As per Chanting, failure to count immediately ends the effect. Players ignore further Wounds during Fight After Death. Players melee weapons are Shield Crushing.
L: Players may not activate Abilities or Magic during Fight After Death. Players may not activate Fight After Death if they died while Suppressed, Stunned, Insubstantial, or Frozen. States on the player (Such as Stopped) persist until Fight After Death has ended and are then removed as per the rules for player death. Players may not achieve game objectives nor carry game items while affected by Fight After Death, though they may still kill other players even if that player is a game objective.
N: Reeves are encouraged to remove this ability from those who use it in an unsafe manner.

FINGER OF DEATH Wi 6

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



FIREBALL

Wi 4

T: Magic Ball **S:** Flame **R:** Ball**I:** "The flame of fire is mine to evoke" x3**M:** Red Magic Ball**E:** Fireball will have one of the following effects on the object first struck:

1. A weapon hit is destroyed
2. A shield hit is subject to Shield Destroying
3. Armor hit with Armor Points remaining is subject to Armor Destroying.
4. A player hit receives a Wounds Kill Wound to that hit location.

FLAME BLADE

Ap 6, Dr 4

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

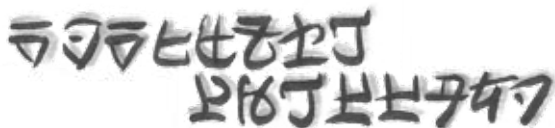
Wi 1

T: Verbal **S:** Sorcery **R:** Self**I:** "I shall not be harmed"**E:** Player is Frozen for 30 seconds.**FORCE BOLT**

Dr 4, Wi 1

T: Magic Ball **S:** Sorcery **R:** Ball**I:** "Forcebolt" x3**M:** Blue Magic Ball**E:** Force Bolt will have one of the following effects on the object first struck:

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

**GIFT OF AIR**

Dr 5

T: Enchantment **S:** Protection **R:** Touch: Others**I:** "I grant thee a gift of the air" x3**M:** White strip

E: The effects of a melee weapon or projectile weapon which just struck the bearer are ignored, instead the bearer announces "Gift of Air" and becomes Insubstantial. If the bearer is wearing armor it is affected as normal in addition to triggering Gift of Air. Bearer may choose to return directly to their base immediately after Gift of Air activates. Melee weapons with the Armor Breaking, Armor Destroying, Shield Crushing, or Shield Destroying Special Effects will affect the bearer as normal and do not trigger Gift of Air.

L: Bearer may not wield weapons or shields.**N:** Bearer may end the Insubstantial state caused by Gift of Air at any time with the standard Incantation.**GIFT OF EARTH**

Dr 2

T: Enchantment **S:** Protection **R:** Touch: Others**I:** "I grant thee a gift of the earth" x3**M:** White strip**E:** Bearer gains two points of magic armor and is affected as per Greater Harden. Bearer is Suppressed.**GIFT OF FIRE**

Dr 3

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

Dr 4

T: Enchantment **S:** Sorcery **R:** Touch: Others**I:** "I grant thee a gift of the water" x3**M:** White strip and yellow strip**E:** Bearer gains one point of magic armor and Heal (self-only) Unlimited (m).**GOLEM**

Dr 4

T: Enchantment **S:** Sorcery **R:** Touch: Others**I:** "From earth and clay I form thee" x3**M:** White strip and red strip

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

L: A caster may only have a single Golem Enchantment active at a time.**N:** Greater Mend and Word of Mending will not remove a wound.**GREATER HARDEN**

He 3

T: Enchantment **S:** Protection **R:** Touch: Others**I:** "I enchant thee with Greater Harden" x3**M:** White strip**E:** Shields and weapons wielded by the player are affected as per Harden. May only be cast on a player.**GREATER HEAL**

He 4, Pa 2

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

Dr 3, Wi 3

T: Verbal **S:** Sorcery **R:** Touch**I:** "Return this <object name> to its former glory" x5**E:** Will repair a destroyed item or restore all armor points in one location.

GREATER RESURRECT

He 5, Pa 4

T: Verbal **S:** Spirit **R:** Touch**I:** "By the grace of the divine thou art resurrected" x5**E:** Target Dead player who has not moved from where they died is returned to life. Enchantments on the player are retained. Any wounds on the player are healed. Works regardless of any States on the target.**GREATER UNDEAD MINION**

He 5

T: Enchantment **S:** Death **R:** Touch: Others**I:** "Flesh rots, bones break, skulls sigh, spirits take*let the power of my will descend on thee**let the power of my will restore thy spirit**let the power of my will knit thy corpse**let the power of my will give thee direction**let the power of my will cheat thy death**by the power of my will, arise my greater minion!"***M:** Yellow strip**E:**

1. Bearer does not die or respawn as normal.
2. Bearer is Cursed and Suppressed.
3. When the bearer would normally die, they instead become Insubstantial, remove all Wounds, and must return to the caster as soon as possible. Insubstantial players may not move more than 10' from the caster and may not speak. The caster may touch the player and then Incant "Rise and fight again" x5 to end this Insubstantial State so long as no living enemies are within 10' of the bearer.
4. If this Enchantment's Insubstantial is removed from the Bearer in any other manner than outlined in item 3 (or prevented entirely) this Enchantment is removed.
5. If the caster dies, this Enchantment is removed the next time the bearer returns to the caster.
6. If the Enchantment is removed, the bearer dies.
7. For the duration of the Enchantment, the bearer may treat the caster as a base for the purposes of the effects which require the bearer to go to their base.
8. Dead players who have not moved from where they died may be targeted by Greater Undead Minion and are immediately returned to life with all Wounds removed and the Insubstantial State applied.

L:

1. The Insubstantial State imposed by Greater Undead Minion can be removed or prevented by any Magic or Ability which would normally be capable of removing Insubstantial or preventing Insubstantial such as Tracking, Planar Grounding, Release, or similar Magic and Abilities.
2. If Banish or Dimensional Rift is cast on the bearer while they are Insubstantial, the Enchantment is removed, even if the player is unaffected by Banish/Dimensional Rift.
3. The caster may not have more than three active Greater Undead Minion and Undead Minion Enchantments combined.

**GREATER RELEASE**

Bd 2, He 2

T: Verbal **S:** Sorcery **R:** 20ft**I:** "From all thine afflictions thou art released" x2**E:** All ongoing effects and States are removed from the target. The caster may choose to leave some States or effects in place.**N:** Greater Release may target Dead players. When used to end a State or Ongoing Effect imposed by a magic or ability with multiple effects, all other States and Ongoing Effects from the same source are also ended.**HARDEN**

He 1, Wa 2

T: Enchantment **S:** Protection **R:** Touch: Others**I:** "I enchant thee with Harden" x3**M:** White strip**E:** Bearer's weapons or shield may only be destroyed by Magic Balls/Verbals which destroy objects e.g. Fireball or Pyrotechnics.**L:** Will only affect either the weapons or the shield of the bearer, not both.**HEAL**

Dr 2, He 1, Mk 1, Sc 1

T: Verbal **S:** Spirit **R:** Touch**I:** "Sword Cut, spear stab, mace smash, arrow jab,*Let the white light of healing descend on thee.**Let the white light of healing stop thy spilling blood.**Let the white light of healing mend thy bones.**Let the white light of healing close thy wounds.**Let the white light of healing restore thy vigor.**The white light of healing hath healed thee."***E:** Target player heals a Wound.**HEART OF THE SWARM**

Bd 5, Dr 5

T: Enchantment **S:** Spirit **R:** Self**I:** "Let all those who oppose the hive feel the wrath of the swarm" x3**M:** Yellow strip**E:** Bearer is Stopped. Any player on the bearer's team may use the bearer as their respawn point as per the normal game rules. Players respawning at the caster do so by announcing "My life for the swarm." Players on the bearer's team may treat the bearer as a base for the purposes of the effects which require the teammate to go to their base.**L:** Players can not respawn at the bearer if there are living enemy players or a game objective within 20' of the bearer.**HEAT WEAPON**

Dr 1, Wi 1

T: Verbal **S:** Flame **R:** 20'**I:** "I call upon flame to heat that [type of weapon]" x3**E:** Target weapon may not be wielded for 30 seconds. Players who are Immune to Flame may continue to wield the weapon.**N:** The equipment, not the person, is the target of Heat Weapon. The equipment is the only thing required to be within range and visible for this spell to affect it.

HOLD PERSON As 4, He 2, Sc 5, Wi 3

T: Verbal **S:** Command **R:** 20'
I: "I command thee to stop" x3
E: Target player becomes Stopped for 30 seconds.

ICEBALL Dr 2, He 3, Wi 3

T: Magic Ball **S:** Subdual **R:** Ball
I: "The strength of ice is mine to evoke" x3
M: White Magic Ball
E: Target player becomes Frozen for 60 seconds. Engulfing.

ICY BLAST Dr 3, Wi 4

T: Verbal **S:** Sorcery **R:** 20'
I: "My power makes thee frozen" x3
E: Target player becomes Frozen for 30 seconds.

IMBUE ARMOR Dr 1

T: Enchantment **S:** Protection **R:** Touch: Others
I: "I enchant thee with Imbued Armor" x3
M: White strip
E: All armor worn by the bearer gains a +1 modifier. This modifier may allow the armor to exceed the maximum value for its type, up to the bearer's class maximum.
N: Does not apply to magic armor. A player may only benefit from one instance of Imbue Armor, or similar magic and abilities that increase Armor Points, at a time.

IMBUE SHIELD He 4

T: Enchantment **S:** Protection **R:** Touch: Others
I: "This shield shall neither break or bend" x3
M: White strip
E: Shield wielded by the player cannot be destroyed. Engulfing effects hitting the shield are ignored.

IMBUE WEAPON Dr 6

T: Enchantment **S:** Death **R:** Touch: Others
I: "I enchant thee to slay all foes" x3
M: Red strip
E: Melee weapons wielded by the bearer are Wounds Kill.

INNATE Bd 2, Dr 2, He 2, Wi 2

T: Meta-Magic **S:** Neutral
I: "Innate"
E: May be used to instantly Charge a single magic by stating the name of the magic.

INSULT Bd 1, Wa 1

T: Verbal **S:** Command **R:** 20'
I: "I command thy attention" x3
E: Victim is unable to attack or cast magic at anyone other than the caster or their carried equipment for 30 seconds. If the victim of insult is attacked or has magic cast on them or their carried equipment by someone other than the caster, the victim of Insult becomes able to choose to attack the offending party as well.
N: If the caster of Insult dies, the victim's effect is negated.

IRONSKIN Dr 5

T: Enchantment **S:** Protection **R:** Touch: Others
I: "I enchant thee with Ironskin" x3
M: White strip
E: Bearer is Immune to Flame and gains two points Magic Armor affected as per Ancestral Armor.

LEGEND Bd 6

T: Archetype **S:** Neutral
E: Each Extension purchased gives double the uses. Example: 1/life becomes 2/life. Swift may not be purchased or used.

LIGHTNING BOLT Wi 3

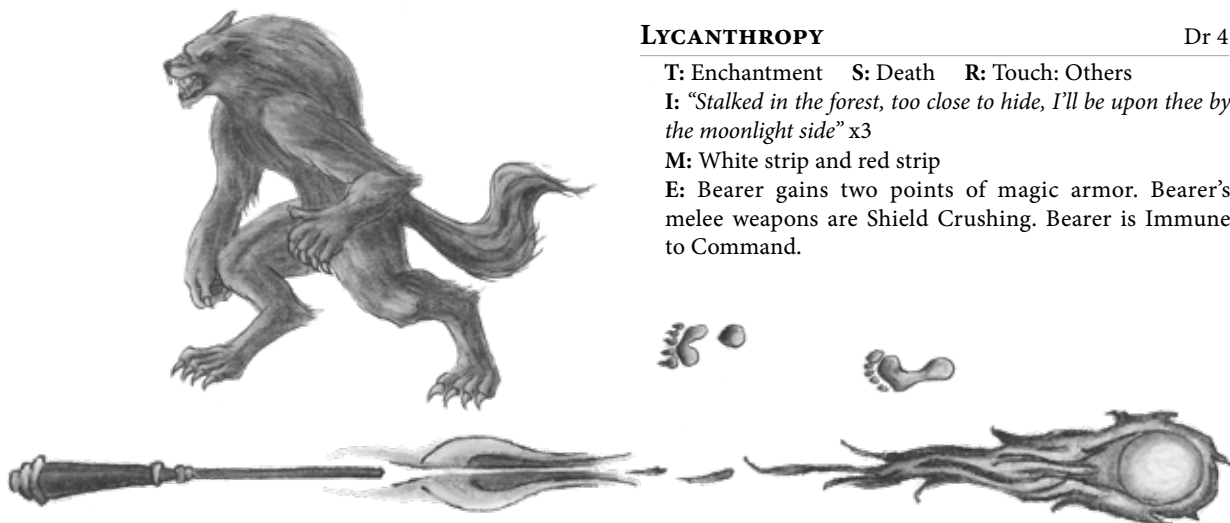
T: Magic Ball **S:** Flame **R:** Ball
I: "The flame of storms is mine to evoke" x3
M: Yellow Magic Ball
E: A player struck is subject to an Engulfing Stopped effect for 60 seconds. In addition Lightning Bolt will have one of the following effects on the object first struck:
1. A weapon hit is destroyed
2. Armor hit with Armor Points remaining is subject to Armor Breaking.
3. A player hit receives a Wound in that hit location.

LOST Bd 5

T: Verbal **S:** Command **R:** 20'
I: "I command thee to be lost" x3
E: Player becomes Insubstantial and must move directly to their base. Player must end their Insubstantial State as per normal once they reach their base.
N: If the Insubstantial State is ended before reaching the base, the rest of the effect is ended as well. If Lost is cast on self, the caster may end this Insubstantial state at any time by using the exit incantation for Insubstantial.

LYCANTHROPY Dr 4

T: Enchantment **S:** Death **R:** Touch: Others
I: "Stalked in the forest, too close to hide, I'll be upon thee by the moonlight side" x3
M: White strip and red strip
E: Bearer gains two points of magic armor. Bearer's melee weapons are Shield Crushing. Bearer is Immune to Command.



MAGIC BALL BLOCK

Mk 6

T: Enchantment **S:** Protection **R:** Self**E:** Player is allowed to block Magic Balls with their wielded weapons and hands without penalty. Any Magic Ball in motion touched by their wielded weapon or hand is nullified.**N:** Engulfing effects from blocked Magic Balls do not activate.**MASS HEALING**

He 6

T: Enchantment **S:** Spirit **R:** Self**I:** "Let the powers of healing flow through me" x3**M:** Five yellow strips**E:** Caster may Heal a player by touching them, stating "I grant thee healing". Bearer must remove an Enchantment strip after each use of Heal.**N:** Mass Healing is removed when the last strip is removed. The effect is not an incantation, and so is not stopped by suppression, and may be used while moving, etc.**MEND**

Ar 2, Bd 2, Dr 1, He 3, Wi 1

T: Verbal **S:** Sorcery **R:** Touch**I:** "I make this item whole again" x5**E:** Destroyed item is repaired, or one point of armor in one location is repaired.**MISSILE BLOCK**

Mk 1

T: Enchantment **S:** Protection **R:** Self**E:** Player is allowed to block arrows and projectile weapons with their wielded weapons and hands without penalty. Any arrow or projectile weapon touched by their wielded weapon or hand is nullified.**N:** Engulfing effects from blocked arrows and projectile weapons do not activate.**NATURALIZE MAGIC**

Dr 6

T: Enchantment **S:** Sorcery **R:** Self**I:** "I shall restore the balance" x3**M:** Five red strips**E:** Bearer may cast Dispel Magic by announcing "<Player> thou art dispelled." Bearer must remove an Enchantment strip after each use of Dispel Magic and the Enchantment is removed when the last strip is removed.**NECROMANCER**

He 6

T: Archetype **S:** Neutral**E:** All magic purchased in the Death School becomes Charge x3. You may have a combined total of five active Greater Undead Minion and Undead Minion Enchantments.**L:** You may not purchase any Enchantments from the Protection School.**PERSISTENT**

He 6, Wi 6

T: Meta-Magic **S:** Neutral**I:** "Persistent"**E:** Enchantment returns with the user after respawning until it has been otherwise removed.**N:** Persistent enchantments with limited uses (Mass Healing, Corrosive Mist, etc.) will retain the number of uses they had remaining. Persistent Magic Armor behaves like normal armor: it will be repaired upon Respawning or retain any prior damage if the bearer is returned to life by some other method, such as Resurrect.**PHASE ARROW**

Ar 6

T: Specialty Arrow **S:** Sorcery**M:** Arrow with grey cover labeled 'Phase'.**I:** "Phase Arrow"**E:** This arrow does not interact with ongoing Magic or Abilities. Example: This arrow is not stopped by Stoneskin, Protection from Projectiles, and does not trigger the effects of Troll Blood, Undead Minion, Missile Block, or similar Magic or Abilities.**N:** This arrow does not supercede the Frozen, Insubstantial, or Out of Game States.**PHASE BOLT**

Wi 5

T: Magic Ball **S:** Sorcery **R:** Ball**M:** Grey Magic Ball**I:** "The power of sorcery is mine to evoke" x3**E:** This Magic Ball does not interact with other ongoing Magic or Abilities. Example: This Magic Ball is not stopped by Stoneskin, Protection from Projectiles, and does not trigger the effects of Troll Blood, Undead Minion, Magic Ball Block, or similar Magic or Abilities. Will have one of the following effects:

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

N: Does not supercede the Frozen, Insubstantial, or Out of Game States.

E.P. 31, 90th of Marching

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

- Lotus Brighthawk, Archmage



PHOENIX TEARS

He 6

T: Enchantment **S:** Spirit **R:** Touch: Others

I: "May the tears of the phoenix wash over thee" x3

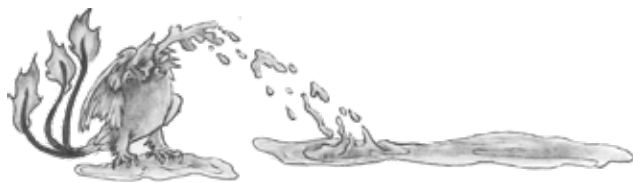
M: Two white strips

E: Enchanted player does not die as normal. When the player would otherwise die they instead remove a strip and become Frozen for 30 seconds. When the Frozen State is ended, the bearer is affected as follows:

1. All Wounds are removed.
2. All States that would be removed by Death or Respawn are removed.
3. All ongoing effects with a timer expire.
4. All of their carried or worn equipment is fully repaired.
5. All non-persistent enchantments, other than Phoenix Tears, are removed.

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

N: Phoenix Tears is removed when the last strip is removed.



PINNING ARROW

Ar 1

T: Specialty Arrow **S:** Sorcery

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

I: "Pinning Arrow"

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

PLANAR GROUNDING

Wi 2

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

I: "My power closes the aether to you" x3

E: Target player has their Insubstantial State removed and may not become Insubstantial for 30 seconds. May be cast on players who are not currently Insubstantial.

N: Planar Grounding causes Enchantments that automatically render their bearer Insubstantial, such as Undead Minion, to fail and be removed if they activate while Planar Grounding is in effect.

POISON

Ap 2, As 1, Dr 2

T: Enchantment **S:** Death **R:** Touch: Others

M: Red strip

I: "I coat these weapons with a deadly poison" x 2

E: The next Wound dealt by the bearer in melee is Wounds Kill.

POISON ARROW

Ar 1, As 2

T: Specialty Arrow **S:** Death

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

I: "Poison Arrow"

E: This arrow is Wounds Kill.



POISON GLANDS

Dr 5

T: Enchantment **S:** Death **R:** Touch: Others

I: "Thou shalt secrete poison from thy venomous glands" x3

M: Red strip

E: Bearer gains self-only Poison (ex) 1/Refresh Charge x3.

PRIEST

He 6

T: Archetype **S:** Neutral

E: Meta-magic may only be used on Spirit magics. All Meta-Magics purchased become 1/Life Charge x3. Heal costs zero points.

PROTECTION FROM MAGIC

He 6, Pa 6, Wi 6

T: Enchantment **S:** Protection **R:** Touch: Others

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

M: White strip

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

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

PROTECTION FROM PROJECTILES

He 4

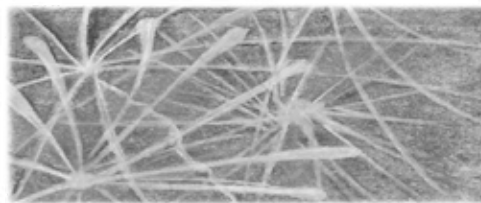
T: Enchantment **S:** Protection **R:** Touch: Others

I: "I enchant thee with Protection from Projectiles" x3

M: White strip

E: Bearer is unaffected by ammunition, thrown javelins, rocks, and throwing weapons. Engulfing effects from those objects, such as Pinning Arrow, do not affect the player.

N: Equipment can still be affected by the above. Does not protect bearer against Magic Balls.



PYROTECHNICS

Wi 5

T: Verbal **S:** Flame **R:** 50ft

I: "I call upon the element of flame to destroy thy belongings" x3

E: All shields and weapons carried or worn by the target player are destroyed.

L: Only affects shields and weapons carried or worn when the Verbal is completed.

N: Pyrotechnics targets the player but affects their equipment. Immunities, resistances, and other protections will only protect the equipment from Pyrotechnics if they specifically extend to the equipment, such as Blessed Aura or Flame Blade. Abilities like Enlightened Soul, Protection from Magic, and Adaptive Protection (Flame) do not extend to equipment and thus cannot protect from Pyrotechnics.

RANGER

Dr 6

T: Archetype **S:** Neutral

E: The cost of all available Equipment is reduced to zero points. May use bows so long as a shield is not carried. The cost of all Enchantments is doubled.



RAVAGE Wi 3

T: Verbal **S:** Death **R:** 20'
I: "Death shall ravage thy flesh and make thee fragile" x3
E: Target player is Fragile.

REGENERATION Dr 3

T: Enchantment **S:** Spirit **R:** Touch: Others
I: "I grant thee the power of regeneration" x3
M: Yellow strip
E: Bearer gains Heal (self-only) Unlimited (Swift).
L: The Heal granted by Regeneration may not be used within 10' of a living enemy.

RELEASE Bd 1, Dr 2, He 1, Sc 2, Wi 2

T: Verbal **S:** Sorcery **R:** Touch
I: "From thy bindings thou art released" x5
E: A single ongoing effect or State is removed from the target. Casters choice.
L: Cannot remove Cursed. When used to end a State or Ongoing Effect imposed by a magic or ability with multiple effects, all other States and Ongoing Effects from the same source are also ended.

RELOAD Ar 1

T: Verbal **S:** Sorcery **R:** Self
I: "I knocked my arrows to my bow, I let them fly, my quiver is low. Now I pause to go reload." x3
E: Player becomes Out of Game and may move about the field retrieving their arrows. The player may remove their Out of Game state in the location they started by stating, "I return with a full quiver" x3.
L: Must stay at least 10' away from other players at all times.
N: May ask reeve for assistance in retrieving arrows that are within 10' of other players.

RESTORATION Bd 4

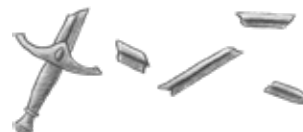
T: Verbal **S:** Sorcery **R:** Touch: Others
I: "I restore thee to thy full potency"
E: Player has all uses of their per-life Magic and Abilities restored.
L: Does not function on Empower, Confidence, or Restoration.

RESURRECT Dr 5, He 3, Mk 5

T: Verbal **S:** Spirit **R:** Touch
I: "Sword Cut, spear stab, mace smash, arrow jab, Let the white light of healing descend on thee. Let the white light of healing stop thy spilling blood. Let the white light of healing mend thy bones. Let the white light of healing close thy wounds. Let the white light of healing restore thy vigor. The white light of healing hath resurrected thee."
E: Target Dead player who has not moved from where they died is returned to life. Non-Persistent Enchantments on the player are removed before the player returns to life. Any Wounds on the player are healed.

SANCTUARY Mk 3

T: Verbal **S:** Protection **R:** Self
I: "Sanctuary"
E: Player and their carried equipment are unaffected by hostile actions originating from within 20'. Must Chant "sanctuary". Player may normally end Sanctuary at any time by ceasing to chant, or by picking up a weapon with their hand.
L: Player may not activate this ability while they have any weapons in hand and cannot carry any weapons in hand during Sanctuary. Cannot carry nor affect game items or game objectives while in Sanctuary. Players in Sanctuary may not impede the play of other people in any manner, and must immediately remove themselves from any such situations they find themselves in. May not come within 20' of a non-friendly base.
N: If the player is voluntarily touching (other than blocking) or carrying weapons in any fashion (tucked under arms, tied to thongs, etc) at any point during Sanctuary then they may only voluntarily end Sanctuary within 20' of a friendly base, and must continue chanting until there. Player is still susceptible to Phase Bolt and Phase Arrow.



SCAVENGE Wa 1

T: Verbal **S:** Sorcery **R:** Self
I: "Scavenge"
E: Repair one point of armor in one location, a shield, or a weapon.
L: Kill Trigger.

SEVER SPIRIT He 2

T: Verbal **S:** Spirit **R:** 20'
I: "The spirits lay a curse on thee." x3
E: May only target dead players. Player is Cursed. Any Enchantments on the player are removed.
N: Will always remove enchantments if successfully cast on a valid target, regardless of the player's Traits, States, Immunities, Ongoing Effects, or Enchantments.

SHADOW STEP As 1, Sc 3

T: Verbal **S:** Sorcery **R:** Self
I: "I Step Into the Shadows"
E: Player becomes Insubstantial.
N: Caster may end this Insubstantial state at any time by using the exit incantation for Insubstantial.

SHAKE IT OFF Wa 5

T: Verbal **S:** Spirit **R:** Self
I: "I shall overcome"
E: Shake It Off may be activated at any time the player is alive, even while the player would otherwise be prevented from activating abilities by Stunned, Suppressed, or similar. 10 seconds after activating Shake It Off the player may remove from themselves one State or effect of their choice which was present at the time they activated the ability.





SHATTER Wi 4

T: Verbal **S:** Sorcery **R:** 20'
I: "My power shatters thy body" x3
E: Target Frozen player dies.

SHATTER WEAPON Wi 3

T: Verbal **S:** Sorcery **R:** 20'
I: "My power destroys thy [type of weapon]" x3
E: Target weapon is destroyed.
N: The equipment, not the person, is the target of Shatter Weapon. The equipment is the only thing required to be within range and visible for this spell to affect it.

SHOVE Bd 1, He 2, Wi 1

T: Verbal **S:** Sorcery **R:** 20'
I: "My power shoves thee" x3
E: Target player is moved back 20' in a straight line away from the caster. Works on Stopped players.

SILVER TONGUE Bd 6

T: Enchantment **S:** Sorcery **R:** Self/Touch
I: "The seething sea ceaseth and thus the seething sea sufficeth us" x2
M: Yellow strip
E: Bearer gains Swift 1/refresh Charge x3. Other sources of Swift may not be utilized while Silver Tongue is worn.
N: Does not use up any purchased instances of Swift.

SLEIGHT OF MIND Bd 4

T: Enchantment **S:** Sorcery **R:** Touch: Others
I: "May thy power remain" x3
M: Yellow strip
E: Enchantments worn by the bearer, other than Sleight of Mind, are not removed by Dispel Magic or similar Magic and Abilities. Does not count towards the bearer's Enchantment Limit.

SNARING VINES Dr 6

T: Enchantment **S:** Command **R:** Self
I: "The hands of the earth rise to your bidding" x3
M: Three red strips
E: Bearer may cast Hold Person by announcing "<Player> stop at my command." Bearer must remove an Enchantment strip after each use of Hold Person.
N: Snaring Vines is removed when the last strip is removed.

SNIPER Ar 6

T: Archetype **S:** Neutral
E: Player may physically carry any number of Specialty Arrows of each type. The frequency of each type of Specialty Arrow Ability becomes 1/Life Charge x3.
L: May not fire normal arrows.



SONG OF BATTLE Bd 2

T: Enchantment **S:** Protection **R:** Self
I: "I sing of my legendary prowess"
M: No strip required
E: Bearer's weapons are Armor Breaking. Bearer must Chant "Song of Battle" or sing a song regarding their martial prowess. Singing in place of the normal Chant is still a Chant and must follow all Chant rules.



SONG OF DEFLECTION Bd 4

T: Enchantment **S:** Protection **R:** Self
I: "I sing of my nimble acrobatics"
M: No strip required
E: Bearer does not receive Wounds from ammunition, thrown javelins, rocks, and throwing weapons. Bearer must Chant "Song of Deflection" or sing a song regarding their acrobatic prowess. Singing in place of the normal Chant is still a Chant and must follow all Chant rules.

SONG OF DETERMINATION Bd 1

T: Enchantment **S:** Protection **R:** Self
I: "I sing of my unwavering determination"
M: No strip required
E: Bearer is Immune to Command. Bearer must Chant "Song of Determination" or sing a song regarding their determination. Singing in place of the normal Chant is still a Chant and must follow all Chant rules.

SONG OF FREEDOM Bd 3

T: Enchantment **S:** Protection **R:** Self
I: "I sing of my unquenchable wanderlust"
M: No strip required
E: Bearer can not receive the States Stopped, Frozen, or Insubstantial unless caused by the bearer or other enchantments they carry. Bearer must Chant "Song of Freedom" or sing a song of roving or rambling. Singing in place of the normal Chant is still a Chant and must follow all Chant rules.

SONG OF INTERFERENCE Bd 6

T: Enchantment **S:** Protection **R:** Self
I: "I sing a song of dark magic thwarted"
M: No strip required
E: As per Enlightened Soul. Bearer must Chant "Song of Interference" or sing a song about defeating/resisting the forces of magic. Singing in place of the normal Chant is still a Chant and must follow all Chant rules.

SONG OF POWER

Bd 4

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

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

M: No strip required

E: Friendly players within 20' of the bearer have their Charging Incantation repetitions divided by 2, rounded down, to a minimum of 1. Bearer is Stopped. Bearer must Chant "Song of Power" or sing an inspiring song. Singing in place of the normal Chant is still a Chant and must follow all Chant rules.

L: Players can only benefit from one instance of Song of Power at a time.

SONG OF SURVIVAL

Bd 5

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

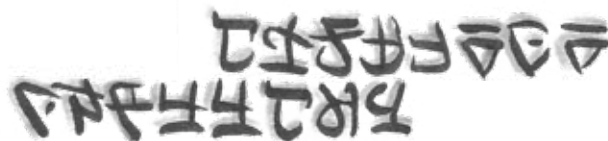
I: "I sing of my numerous close calls"

M: No strip required

E: When the bearer would otherwise die, they instead announce "Song of Survival" and become Insubstantial. The caster treats the triggering event as though it had no effect on them other than triggering Song of Survival. Song of Survival immediately ends and bearer must stop their Chant. Bearer may choose to return directly to their base immediately after Song of Survival activates. Bearer must Chant "Song of Survival" or sing a song regarding their many escapes from certain doom. Singing in place of the normal Chant is still a Chant and must follow all Chant rules.

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

N: Bearer may end the Insubstantial state caused by Song of Survival at any time with the standard Incantation. If the Insubstantial State is ended by any means before reaching the base, the rest of the effect is ended as well.



SONG OF VISIT

Bd 2

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

I: "I sing to entertain friend and foe" x3

M: No strip required

E: Bearer cannot be Wounded and is Immune to all schools. Bearer is Stopped. Bearer must Chant "Song of Visit" or sing a song regarding their general good nature and friendly disposition. Singing in place of the normal Chant is still a Chant and must follow all Chant rules. When Song of Visit is removed player becomes Insubstantial and must immediately move directly to their base. Upon arrival, they must immediately end the effect as per Insubstantial.

L: Bearer may not wield weapons, interact with game objects, impede play, gain further Enchantments, or target any player.

N: This Enchantment can be removed by Dispel Magic and similar Magic and Abilities.



SPHERE OF ANNIHILATION

Wi 6

T: Magic Ball **S:** Sorcery **R:** Ball

I: "The power of void is mine to evoke" x3

M: Black Magic Ball

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

1. A weapon hit is destroyed
2. A shield hit is subject to Shield Destroying
3. A player hit dies and is Cursed.

N: Ignores armor. Enchantments which affect equipment, such as Imbue Shield or Harden, do not function against Sphere of Annihilation.



STEAL LIFE ESSENCE

Ap 3, He 5, Wi 5

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

I: "Steal life"

E: Caster may heal a Wound or instantly Charge an ability.

L: May only be used on a dead player. That player is Cursed. Does not work on Cursed players. The caster does not gain the effect if the dead player is unaffected.

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

STONEFORM

Dr 2

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

I: "I take the form of stone"

E: Caster is Frozen. May end this State at any time by saying "the earth release me."

STONESKIN

Dr 3

T: Enchantment **S:** Protection **R:** Touch: Others

I: "May nature protect thee from all forms of attack" x3

M: White strip

E: Bearer gains 2 points of Magic Armor affected as per Ancestral Armor.

STUN

Bd 6, He 6

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

I: "By the power of white light I stun thee" x3

E: Target player is Stunned for 30 seconds.

SUMMON DEAD

He 2

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

I: "I summon thy corpse" x5

E: Target dead player may choose to go to the caster and then counts as though they had not moved from where they died. May be used on a dead player who has not moved from where they died or who is at their respawn.

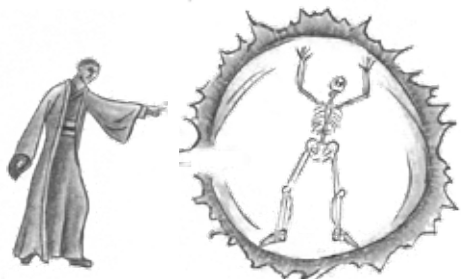


SUMMONER

Dr 6

T: Archetype **S:** Neutral**E:** Each Enchantment purchased gives double the uses. Example: 1/Life Charge x3 becomes 2/life Charge x3, 2/life becomes 4/life.**L:** May not purchase Verbals with a range other than Touch or Self. May not purchase equipment beyond 2nd level.**SUPPRESS AURA**

Bd 4, Wi 4

T: Verbal **S:** Command **R:** 50ft**I:** "I command thee powerless" x3**E:** Target is Suppressed for 30 seconds.**SUPPRESSION ARROW**

Ar 4

T: Specialty Arrow **S:** Sorcery**M:** Arrow with purple head cover labeled 'Suppression'.**I:** "Suppression Arrow"**E:** A player struck by this arrow is Suppressed for 30 seconds. Engulfing.**SUPPRESSION BOLT**

Wi 2

T: Magic Ball **S:** Subdual **R:** Ball**I:** "The strength of suppression is mine to evoke" x3**M:** Purple Magic Ball**E:** Target is Suppressed for 60 seconds. Engulfing.**SWIFT**

Bd 4, Dr 4, He 4, Wi 4

T: Meta-Magic **S:** Neutral**I:** "Swift"**E:** Magic and abilities require only a single iteration of the incantation. For multi-line Incantations use the last line.**L:** May only be used on Magic and Abilities at a range of Ball, Touch, or Self. May not be used on the Charge incantation.**TELEPORT**

As 5, Dr 4, He 4, Wi 2

T: Verbal **S:** Sorcery **R:** Touch**I:** "I travel through the aether" x5**E:** Target willing player becomes Insubstantial and moves directly to a chosen location chosen by the caster at the time of casting. This must be a fixed location (not relative to a player or to a moveable object). Upon arrival, they must immediately end the effect as per Insubstantial.**N:** If the player's Insubstantial state is removed before they have reached their destination, the effects of Teleport end. If Teleport is cast on self, the caster may end this Insubstantial state at any time by using the exit incantation for Insubstantial.**TERROR**

Ap 1, Bd 4

T: Verbal **S:** Death **R:** 20'**I:** "Death makes thee terrified" x3**E:** Target may not attack or cast magic at the caster or their carried equipment. Target must remain at least 50' away from the caster unless forced there by another Magic or Ability. Lasts 30 seconds.**N:** If the caster attacks the target, begins casting another magic at the target or their carried equipment, or dies, this spell's effect is negated.**THROW**

Wi 3

T: Verbal **S:** Sorcery **R:** 20'**I:** "My power throws thee" x3**E:** Target player is moved 50' in a straight line away from the caster. Works on Stopped players.**TRACKING**

Sc 1

T: Verbal **S:** Sorcery **R:** 20'**I:** "Tracking" x3**E:** Target Insubstantial player immediately has their Insubstantial effect ended.**TROLL BLOOD**

Dr 5

T: Enchantment **S:** Protection **R:** Touch: Others**I:** "The blood of the trolls sustains thee" x3**M:** Three white strips**E:** Enchanted player does not die as normal. When the player would otherwise die they instead ignore the triggering effect as though it had not occurred, remove a strip, and become Frozen for 30 seconds. The bearer is treated as though they have the effects of Regeneration in addition to the above.**N:** Troll Blood is removed when the last strip is removed.**TRUE GRIT**

Wa 3

T: Verbal **S:** Spirit **R:** Self**I:** "The wicked flee when I pursue" immediately after dying**E:** Player returns to life with their Wounds healed and is immediately Frozen for 30 seconds. Non-Persistent Enchantments on the player are removed before the player returns to life.

Did you know?

Vampires have been illegal in the Kingdom of the Burning Lands ever since the infamous Edict of Ben's Living Room was passed over two decades ago.

The task of hunting down and destroying these undead creatures has been the responsibility of the Royal Amtgard Navy. Fortunately for the undead, the RAN is rather lax and easily bribed.



UNDEAD MINION

He 3

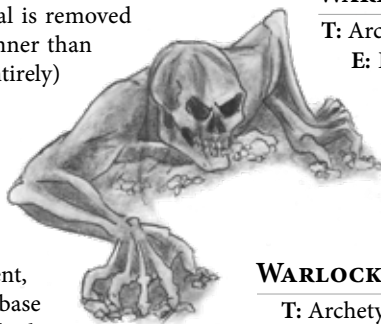
T: Enchantment **S:** Death **R:** Touch: Others

I: *"Flesh rots, bones break, skulls sigh, spirits take let the power of my will descend on thee let the power of my will restore thy spirit let the power of my will knit thy corpse let the power of my will give thee direction let the power of my will cheat thy death by the power of my will, arise my minion!"*

M: Yellow strip

E:

1. Bearer does not die or respawn as normal.
2. Bearer is Cursed, Fragile, and Suppressed.
3. When the bearer would normally die, they instead become Insubstantial, remove all Wounds, and must return to the caster as soon as possible. Insubstantial players may not move more than 10' from the caster and may not speak. The caster may touch the player and then Incant *"Rise and fight again"* x10 to end this Insubstantial State so long as no living enemies are within 10' of the bearer.
4. If this Enchantment's Insubstantial is removed from the Bearer in any other manner than outlined in item 3 (or prevented entirely) this Enchantment is removed.
5. If the caster dies, this Enchantment is removed the next time the bearer returns to the caster.
6. If the Enchantment is removed, the bearer dies.
7. For the duration of the Enchantment, the bearer may treat the caster as a base for the purposes of the effects which require the bearer to go to their base.
8. Dead players who have not moved from where they died may be targeted by Undead Minion and are immediately returned to life with all Wounds removed and the Insubstantial State applied.



L:

1. The Insubstantial State imposed by Undead Minion can be removed or prevented by any Magic or Ability which would normally be capable of removing Insubstantial or preventing Insubstantial such as Tracking, Planar Grounding, Release, or similar Magic and Abilities.
2. If Banish or Dimensional Rift is cast on the bearer while they are Insubstantial, the Enchantment is removed, even if the player is unaffected by Banish/Dimensional Rift.
3. The caster may not have more than three active Greater Undead Minion and Undead Minion Enchantments combined.

VAMPIRISM

Wi 4

T: Enchantment **S:** Death **R:** Touch: Others

I: *"Thy hunger can never be sated"* x3

M: Yellow strip and white strip

E: Player gains Adrenaline unlimited (ex), is Immune to Death, and is Cursed. Bearer's Adrenaline ability will work through their Cursed State.



VOID TOUCHED

Wi 5

T: Enchantment **S:** Sorcery **R:** Touch: Others

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

M: Red strip and white strip

E: Melee weapons wielded by bearer are Armor Breaking. Bearer may use Shadow Step 1/Refresh Charge x30 (ex), Steal Life Essence unlimited (ex), and is unaffected by magic from the Sorcery, Spirit, and Death Schools. May still benefit from their own Steal Life Essence. Player is Cursed. **N:** This effect does not interact with other Enchantments worn by the bearer.

WARD SELF

Wi 5

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

I: *"The power of magic defends me"* x3

M: White strip

E: Resistant to all effects from the next source which would inflict a Wound, Death, or State. Does not trigger against effects cast by the player.

WARDER

He 6

T: Archetype **S:** Neutral

E: Each Enchantment purchased in the Protection School gives double the uses. Example: 1/Life Charge x3 becomes 2/life Charge x3, 2/life becomes 4/life.

L: Player may not purchase any magic from the Death, Command, or Subdual Schools.

WARLOCK

Wi 6

T: Archetype **S:** Neutral

E: Each Verbal purchased in the Death and Flame Schools gives double the uses. Example: 1/Life Charge x3 becomes 2/life Charge x3, 2/life becomes 4/life.

L: Player may not purchase Verbals from any School other than the Death and Flame Schools.

WORD OF MENDING

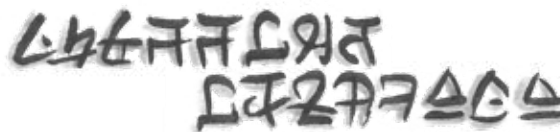
Dr 6, Wi 6

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

I: *"Spedoinkle"*

E: All equipment carried by target player is repaired. All armor worn by target player is restored to full value.

L: May not be cast within 20' of a living enemy.



WOUNDING

Wi 4

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

I: *"Death strikes off thy [left/right] [arm/leg]"* x3

E: Target hit location on target player is Wounded.

L: Has no effect on players already Wounded.

N: Wounding targets the player but affects the Hit Location. Visibility can be drawn to any part of the player, not just the desired Hit Location.



RULES REVISION PROCESS

- I. A Rules Revision Organizer (RRO) will be appointed in even years by the Amtgard International Circle of Monarchs (AICOM) by a simple majority vote at their Annual Meeting. An RRO may be removed from their position by the AICOM at any time by a simple majority vote; at which point the AICOM may install a pro-tem RRO for the remainder of the current term, also by simple majority vote. The responsibilities of the RRO are as follows:
 - a. To coordinate the Rules Revision Process described below in Section 3, and ensure that appropriate timeframes are met. The RRO will designate an online Rules Revision Discussion Forum for this purpose, and ensure that all Kingdom Rules Representatives (Rules Reps) have access.
 - b. To solicit Rules Reps for Proposed Rules Changes and facilitate discussion of these items. Proposed Rules Changes are items that require a substantive adjustment to the ROP. The RRO may discard any Proposed Rules Changes that are obviously inappropriate.
 - c. To advise the AICOM regarding the advisability and implications of approving Rules Change Proposals.
 - d. To work with the Rule Book Editor in order to ensure appropriate editing and publishing of the Amtgard Rules of Play to incorporate rules changes approved by the AICOM.
 - e. To issue clarifications of existing rules, or rules changes approved by the AICOM, based on feedback and discussion with the Rules Reps. Any Rules Clarifications issued by the RRO are binding, unless and until vetoed by the AICOM.
 - i. Clarifications are items that clarify the language regarding existing rules, Proposed Rules Changes or Rules Change Proposals but do not require a substantive adjustment to the Amtgard Rules of Play (ROP). Clarifications should resolve clear-cut instances of ambiguity in the ROP that are not related to game balance or game mechanics.
 - ii. Clarifications that require no adjustments to the ROP shall be issued directly, and are in force unless overturned by the AICOM.
 - iii. Clarifications that require an adjustment to the wording of the ROP, but that do not substantively change the ROP, shall have a 30-day period for public discussion, in a venue chosen by the RRO. Once the discussion period has ended, the RRO shall notify the Executive Committee of the clarification, and shall direct the Rule Book Editor to make the corresponding updates to the ROP.
- II. Each Kingdom must elect or appoint, by a process at their discretion, a Kingdom Rules Representative (Rules Rep). The Rules Rep must be a current member of the Kingdom in which they are to serve. A Kingdom may remove a Rules Rep from their position at any time by a process at their discretion.
 - a. Each Kingdom's designated Rules Rep is the only individual from each Kingdom authorized to participate in the Rules Revision Process: including participation in the Rules Revision Discussion Forum, presenting Proposed Rules Changes and making rules clarification requests.
 - b. Rules Rep positions are encouraged to be open-ended appointments, unless otherwise specified by each kingdom, in order to promote long term consistency and stability in the Rules Revision Process.
 - c. The main duties of the Rules Reps are as follows:
 - i. To solicit the populace of their Kingdom for Proposed Rules Changes and Rules Clarifications Requests. Rules Reps have the discretionary right to discard proposals submitted by their Kingdom populace that are obviously inappropriate.
 - ii. To bring these items to the Rules Revision Discussion Forum, discuss them with other Kingdom Rules Reps, and vote on them as directed by the RRO.
- III. New Rules Change Proposals are to be submitted in even years by the RRO to the AICOM at their Annual Meeting. Rules Change Proposals accepted by the AICOM in even years will undergo a 1-year play test period. In odd years, the AICOM will vote at their Annual Meeting to finalize and make permanent, or reject, Rules Change Proposals from the prior year's playtest period.
 - a. During even years, at least one month prior to the Annual Meeting of the AICOM, the RRO will compile the finalized list of Rules Change Proposals and submit them to the Executive Committee. Each Kingdom's Rules Rep will make the finalized list available to their Kingdom populace for discussion and feedback.
 - i. Only a Kingdom's designated AICOM representative may cast a vote on Rules Change Proposals.
 - ii. Rules Change Proposals must be on the finalized list presented to the Executive Committee to be considered for a vote at the Annual Meeting. Absolutely no Rules Change Proposals or Rules Clarification Requests proposed during the course of the Annual meeting will be considered by the AICOM.
 - iii. Rules Change Proposals require approval of the AICOM by a 75% majority of Kingdoms present at the Annual Meeting to gain approval for playtest.
 - b. During even years, the Rules Change Proposals, once passed, are then compiled by the RRO to be presented to Amtgard at large for playtesting until the next yearly Circle of Monarchs meeting. The scope of the playtest is at the discretion of the RRO.
 - i. During the playtest period, the Rules Reps can, by two thirds majority vote of all Rules Reps, make changes to Rules Changes currently under playtest. This should be done to improve the functionality of rules under playtest, based on player feedback. This can happen only once midway through the playtest period.
 - c. During odd years and no later than one month before the Annual Meeting of the AICOM, the Reps can, by two thirds majority vote of all Rules Reps, propose final changes to the playtest. These final versions of Rules Changes Proposals will be presented to the Executive Committee, and voted on by the AICOM at the Annual Meeting.
 - i. Rules Change Proposals require approval of the AICOM by a 75% majority of Kingdoms present at the Annual Meeting to gain final approval and be permanently added to the ROP.
 - ii. The RRO will present all approved Rules Changes to the Rule Book Editor for incorporation into the ROP.
 - iii. Approved Rules Changes become effective one month from the date of the Annual Meeting, and must be made available to the populace of Amtgard and posted on www.amtgard.com by this date.



AWARD STANDARDS

- I. The Kingdoms of Amtgard recognize through binding action by the Circle of Monarchs, that all Ladder Awards leading to the bestowal of Knighthood shall be unified through an agreed framework and that no kingdom shall add to, remove, or modify the agreed upon requirements independently nor will any kingdom alter their individual corporas to contradict this agreement. The monarch retains the ability to bestow any award or honor as granted by their respective kingdom corpora. This agreement does not prevent officers from creating non-Ladder Awards that do not impact the line of Ladder Awards.
- II. The Kingdoms of Amtgard resolve to remove definitions of the five orders of Knighthood (Flame, Crown, Serpent, Sword, Battle) as well as their associated Ladder awards and Masterhoods (Rose, Smith, Lion, Crown, Owl, Dragon, Garber, Warrior (Warlord), and Battle (Battlemaster)) from their respective corporas. In addition:
- Definitions of Ladder Awards, Ladder Masterhoods and Knighthoods shall not fall under the standard Rules Revision Process.
 - Changes to the definitions of Ladder Awards, Ladder Masterhoods and Knighthoods can only be made by ninety percent (90%) approval of the existing Kingdoms of Amtgard.
 - No kingdom may replace or supplement any other award for an existing Ladder Award, Ladder Masterhood, or Knighthood.



III. Framework

- KNIGHTHOOD:** Below are the recommended criteria for becoming eligible for the five orders of Knighthood. Having these awards only grants eligibility and does not require that Knighthood be bestowed. Whereas Masterhood is recognition of skill, Knighthood is also recognition of character in addition to having skill equal to that of a Master. It is suggested that orders that reflect a player's positive character (Griffin, Walker in the Middle, Jovious, Mask, etc.) be considered when determining any class of Knighthood.
 - FLAME:** A player may be eligible for Knight of the Flame after obtaining Masterhood in Rose, Smith, or Lion.
 - CROWN:** A player may be eligible for Knight of the Crown after obtaining Masterhood in Crown.
 - SERPENT:** A player may be eligible for Knight of the Serpent after obtaining Masterhood in Owl, Dragon, or Garber.
 - WORD:** A player may be eligible for Knight of the Word after obtaining the Masterhood title of Warlord.
 - BATTLE:** A player may be eligible for Knight of Battle after obtaining the Masterhood title of Battlemaster.

- MASTERHOOD:** Masterhoods are recognition of skill in a field of work. Meeting the criteria below does not automatically grant the associated Masterhood. Masterhoods are granted when a player has both the recommended requirements set forth herein and obvious expertise in their field.
 - MASTER ROSE:** A player may be eligible for the title of Master Rose upon earning their tenth Order of the Rose.
 - MASTER SMITH:** A player may be eligible for the title of Master Smith upon earning their tenth Order of the Smith.
 - MASTER LION:** A player may be eligible for the title of Master Lion upon earning their tenth Order of the Lion.
 - MASTER CROWN:** A player may be eligible for the title of Master Crown upon earning their tenth Order of the Crown.
 - MASTER OWL:** A player may be eligible for the title of Master Owl upon earning their tenth Order of the Owl.
 - MASTER DRAGON:** A player may be eligible for the title of Master Dragon upon earning their tenth Order of the Dragon.
 - MASTER GARBER:** A player may be eligible for the title of Master Garber upon earning their tenth Order of the Garber.
 - WARLORD:** A player may be eligible for the Masterhood title of Warlord upon earning their tenth Order of the Warrior.
 - BATTELMASTER:** A player may be eligible for the Masterhood title of Battlemaster upon earning their tenth Order of Battle.
- LADDER AWARDS:** Ladder Awards start out at zero and progress to tenth level. Attaining the next rung on the ladder should require a demonstrable level of ability beyond that required for the previous rung. This does not necessarily require bettering a player's previous work so long as the work itself is sufficient to achieve the next rung. All levels must be earned consecutively. Monarchs have the discretion to award multiple levels of award to the same individual but all awards must be given in sequence.

Note: The examples given in each category are meant as only guidelines as to what might be the appropriate level of service for those levels.

- ROSE:** Awarded for service to the club not necessarily related to an elected office. A first level Order of the Rose indicates a very minor service to the club such as picking up trash, while a tenth level Order of the Rose could be comparable to providing consistent, long-term service to the club.
- SMITH:** Awarded for organizing and running battlegames, quests, workshops, demonstrations, and the like while not in office, or for running such events above and beyond the requirements of one's office. A first level Order of the Smith might be awarded for running a good battlegame at park level. A tenth level Order of the Smith might be awarded for running a series of fun, immersive, and well-scripted battlegames or quests providing direction for an entire reign.





3. **LION:** Awarded for going above and beyond the call of duty in the execution of an office, or for leadership outside of office while performing a service to Amtgard. A first level Order of the Lion might be awarded for organizing Fighter practices on off-Amtgard days. A tenth Order of the Lion might be awarded for running a series of demonstrations that increase attendance and ingratiate the club with the local community.
4. **CROWN:** Awarded for serving with excellence in office from the local level to the kingdom level. A first level Order of the Crown might be for serving as a Shire Prime Minister and keeping all necessary records up to date. A tenth Order of the Crown might be awarded for serving as kingdom monarch and encourage your kingdom in such a way as to promote new player growth. This award may be stacked when given for a single term of office and groups are encouraged to do so.
5. **OWL:** Awarded for demonstrating ability in the construction sciences of Amtgard. Weapon construction, armor construction, furniture, shoes, belts, etc. A first level Order of the Owl could be awarded for constructing your first legal and functional sword. A tenth level Order of the Owl might be creating a full suit of decorated and articulated armor, or introducing critical new technologies and construction advancements that affect the group as a whole.
6. **DRAGON:** Awarded for demonstrating ability in the arts of Amtgard. Performance, painting, sculpting, photography, cooking, banners, artistically focused garb, writing, acting, role-playing, etc. A first level Order of the Dragon might be awarded for doing a good reading of a non-original poetry piece. A tenth level Order of the Dragon might be awarded for writing and directing an excellent play for entertainment at a large event.
7. **GARBER:** Awarded for the creation of garb: Tabards, pants, cloaks, gloves, sashes, pouches, etc. A first level Order of the Garber might be awarded for creating a simple, well-made pouch. A tenth level Order of the Garber might be awarded for making themed, elaborate and intricate garb for a group of people.

Words of Wisdom

No one can go back and make a brand new start, but anyone can start from now and make a brand new ending.

8. **WARRIOR:** Awarded for fighting prowess. Orders of the Warrior follow a regimented pattern for distribution:
 - i. A 1st Order is granted for winning three consecutive matches in any tournament format, for taking at least 3rd overall in a shire-level tournament, or for battlefield prowess.
 - ii. A 2nd Order is granted for winning five consecutive matches in any tournament format, for taking at least 2nd overall in a shire-level tournament, or for battlefield prowess.
 - iii. A 3rd Order is granted for winning seven consecutive matches in any tournament format, for winning a shire-level tournament, for taking at least 3rd overall in a barony-level tournament, or for battlefield prowess.
 - iv. A 4th level is granted for winning nine consecutive matches in any tournament format, for taking at least 2nd overall in a barony-level tournament, or for battlefield prowess.
 - v. A 5th level is granted for winning eleven consecutive matches in any tournament format, for winning a barony-level tournament, for taking at least 3rd overall in a duchy-level tournament, or for battlefield prowess.
 - vi. A 6th level is granted for winning thirteen consecutive matches in any tournament format, for placing at least 2nd overall in a duchy-level tournament, or for placing at least 3rd overall in a kingdom-level tournament.
 - vii. A 7th level is granted for winning fifteen consecutive matches in any tournament format, for winning a duchy-level tournament, or placing at least 2nd overall in a kingdom-level tournament.
 - viii. An 8th level is granted for winning seventeen consecutive matches in any tournament format or for winning a major kingdom-level tournament.
 - ix. A 9th is granted for winning nineteen consecutive matches in any tournament format or for winning a second major kingdom-level tournament.
 - x. A 10th is granted for winning twenty-one consecutive matches in any tournament format or for winning a third major kingdom-level tournament.

Note: Major kingdom-level tournament is defined as Weaponmaster, Warmaster (Crown Quals tournament), Olympiad, an inter-kingdom event tournament, or other events as defined by the Kingdom Monarch. The level of competition and number of entrants in all tournaments must be considered before handing out Orders of the Warrior above seven. The difficulty of the tournament must warrant the level of order awarded.



9. **BATTLE:** An Order of Battle is awarded to players who have an understanding of tactics in class battlegaming and/or effectiveness as a player in class battlegaming. This order ranges from individual excellence in multiple classes in Amtgard to being able to command multiple small units and/or large teams. Below are examples of a 1st order through to Battlemaster title for the Order of Battle. These are recommendations, but not requirements. The criteria mentioned are not meant to be comprehensive, and they are meant to work in conjunction with each other and not as individual avenues towards masterhood/knighthood.

- i. A 1st Order is granted for showing basic skill in class battlegaming.

Examples Include: Effective use of your abilities, or tactics that have a short term impact on games or class battlefield prowess. Recommended to be awarded at a shire or higher.

- ii. A 2nd Order is granted for showing consistent basic skills in class battlegaming.

Examples Include: Consistent effective use of your abilities, or tactics that have a short term impact on games or class battlefield prowess. Recommended to be awarded at a shire or higher.

- iii. A 3rd Order is granted for showing intermediate skills in class battlegaming.

Examples Include: Effective use of your abilities to successfully capture/defend an objective in class battlegames, leading a small unit effectively during a battlegame, or class battlefield prowess. Recommended to be awarded at a shire or higher.

- iv. A 4th Order is granted for showing consistent intermediate skills in class battlegaming.

Examples Include: Consistent effective use of your abilities to successfully capture/defend objectives in class battlegames, leading a small unit consistently during battlegames, or class battlefield prowess. Recommended to be awarded at barony or higher.

- v. A 5th Order is granted for showing advanced skills in class battlegaming.

Examples Include: Effective use of individual/team abilities to sway the momentum of a battle, effective use of individual abilities to successfully capture/defend multiple objectives, leading multiple small units or a large unit in class battlegames to victory. Recommended to be awarded at barony or higher.

- vi. A 6th Order is granted for consistently showing advanced skills in class battlegaming.

Examples Include: Consistent effective use of individual/team abilities to sway the momentum of a battle, consistent effective use of individual abilities to successfully capture/defend multiple objectives, consistently leading multiple small units or a large unit in class battlegames to victory. Recommended to be awarded at barony or higher.

- vii. A 7th Order is granted for showing individual or team strategy that has a game-changing effect in kingdom or duchy level class battlegaming.

Examples Include: Effective use of individual/team abilities to be a key component in victory

or a major obstacle during defeat in a kingdom or duchy battlegame, leading a large unit or multiple small units to successfully win a Kingdom or duchy battlegame, victory in a Kingdom or duchy class battlegaming tournament.

- viii. An 8th Order is granted for showing consistent individual or team strategy that has a game-changing effect in kingdom or duchy level class battlegaming.

Examples include: Consistent effective use of individual/team abilities to be a key component to victory or a major obstacle during defeat in kingdom or duchy battlegames, consistently leading a large unit or multiple small units to successfully win a Kingdom or duchy battlegame, a victory in a Kingdom or duchy class battlegaming tournament, or earning a Paragon.

- ix. A 9th Order is granted for continued consistent individual or team strategy that has a game-changing effect in kingdom level class battlegaming.

Examples include: Consistent effective use of individual/team abilities to be a key component to victory or a major obstacle during defeat in a kingdom battlegame, consistently leading a large team (25+) or multiple small units to successfully win a Kingdom battlegame, victory in a Kingdom class battlegaming tournament, or earning a Paragon.

- x. A 10th Order is granted for continued consistent individual or team strategy that has a game-changing effect in kingdom level class battlegaming.

Examples include: Consistent effective use of individual/team abilities to be a key component to victory or a major obstacle during defeat in a kingdom battlegame, consistently leading a large team (25+) or multiple small units to successfully win a Kingdom battlegame, victory in a Kingdom class battlegaming tournament, or earning a Paragon.

Notes: If Orders of Battle are given for paragons, eligible classes include the core 10 classes, Anti-paladin, Paladin, and Monster. It is suggested to have at least 1 caster class as a paragon.

If Orders of Battle are given for Class Battlegaming Tournaments, the player must heavily contribute to the victory in such a way that requires adequate skill. This does not necessarily mean 'number of kills' as being a highly aware, highly effective support role is of equal importance.

The suggested symbol for Orders of the Battle is a wand, arrow and sword.

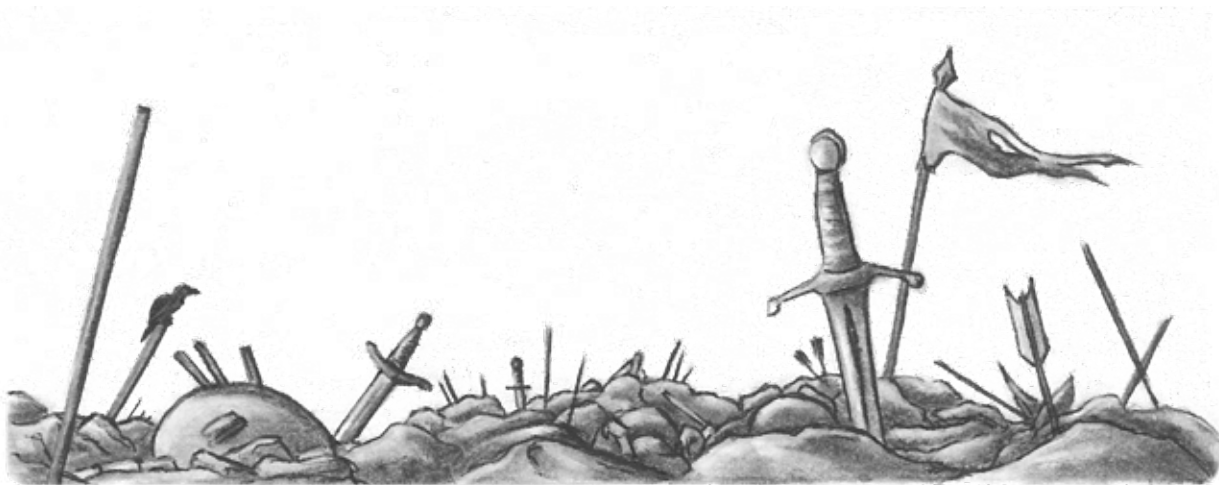


KINGDOM BOUNDARIES & PARK SPONSORSHIP

The united Kingdoms of Amtgard, speaking with the voice and leadership of the Circle of Monarchs, believing that the growth of Amtgard is advanced through the responsible government of the various kingdoms, and seeking to encourage that growth with communication, high standards, and mindfulness of the future unity of Amtgard, do hereby endorse and ratify these guidelines regarding the sponsorship rights of contracted chapters and kingdoms.

- I. A contracted chapter may petition any kingdom for sponsorship, but permission will need to be granted by any kingdoms close to the chapter before the chapter can be sponsored.
- II. A chapter is considered to be close to the kingdom that has the nearest kingdom seat, the kingdom that has the nearest kingdom chapter, and the kingdom with the nearest kingdom seat in the same state as the chapter. This may result in a chapter being close to multiple kingdoms.

- III. A kingdom seat is the center of the city in which the kingdom's first kingdom-level monarch held office, unless otherwise specified by Amtgard, Inc. or the Circle of Monarchs.
- IV. A kingdom chapter is any chapter sponsored by a kingdom.
- V. If a chapter is within the same state as and within 75 miles of a kingdom seat, it may petition that kingdom without seeking permission from any other kingdoms.
- VI. If a chapter is more than 500 miles from any Amtgard chapter, it may petition any kingdom without seeking permission from any other kingdoms.
- VII. Chapters sponsored by kingdoms at the time of this agreement retain their sponsorship, but are subject to the terms of this agreement should they seek to change sponsorship.
- VIII. The Circle of Monarchs shall have authority to hear and resolve all issues related to this agreement.



INDEX

- Abilities 47, 48, 54
 Quest Abilities 27, 28
Age of Combatants 4, 75
Amtgard 1
Armor 9
Armor Construction 10
Armor Modifiers
 Cuirboilli 11
 Dense Weave 12
 Fluted 13, 14
 Gambeson 11, 12, 13, 14
 Heavy Backing 12
 Heavy Gauge 11, 12, 13, 14
 Helm 10
 Inferior Appearance 10
 Inferior Construction 10
 Large Plates 14
 Metal Articulations 14
 No Gaps 12
 Rigid 12, 13
 Solid Rings 12
 Superior Appearance 10
 Superior Construction 10
 Superior Overlap 13, 14
Armor Types 10, 11
 Brigandine 14
 Butted Plates 12
 Chainmail 12
 Cloth 11
 Lamellar 13
 Light Leather 11
 Plate 14
 Scale 13
 Strong Leather 11
 Synthetic 11
At-Arms 3
Award Standards 71
Base 24
Battlegames 24, 25
Champion 2
Chant 48
Character Development 5
Charge 48
 Charge Incantation 48
Classes 29
 Anti-Paladin 45
 Archer 31
 Assassin 32
 Barbarian 33
 Bard 37, 38
 Color 3
 Druid 39, 40
 Fighting Classes 29
 Healer 41, 42
 Magic-Users 29
 Monk 34
 Monster 30
 Paladin 46
 Peasant 30
 Scout 35
 Warrior 36
 Wizard 43, 44
Code of Conduct 4
Combat Contact 6, 7
 Allowed 6
 Disallowed 7
Combat Etiquette 8
 Calling Your Shots 8
 Delivering Shots 8
Company 2
Courtesy Padding 15
Credits 30
Cross Guard 15
Death 7
Double-Ended 15
Enchantments 49
Engulfing 49
Equipment Checking 20
Example Battlegames 25
Game Type
 Ditch 24
 Full-Class 24
 Full-Class No Magic 24
 Militia 24
 Quest 27
Garb 30
Great Weapon 18
Guildmaster of Reeves: 2
Handle 15
Heavy Padding 15, 17
Hit Locations 6
 Arm 6
 Leg 6
 Torso 6
Household 2
Incantation 49
Kill Trigger 50
Kingdom 2
 Boundaries 73
 Sponsorship 73
Knight 3
 Battle 3, 70
 Crown 3, 70
 Flame 3, 70
 Serpent 3, 70
 Sword 3, 70
Levels 30
Lives 24
Look The Part 30
Magic 47, 48, 54-68
 Magic Armor 50
 Magic Balls 50
 Construction 16
 Magic Items 21-23
 Trinkets 21, 22
 Talismans 22
 Artifacts 23
 Masterhood 3, 70
 Melee Weapons 18
 Meta-Magic 50
 Monarch 2
 Noble 3
 Objectives 24
 Padded 15
 Page 3
 Paragon 3
 Park 2
 Phoenix 3
 Pommel 15
 Policies 75-77
 Youth Policy 75
 Whistleblower Policy 76
 Inclusion Policy 77
 Prime Minister 2
 Projectile Weapons 16
 Range 51
 Reeves 2, 26
 Refresh 25
 Regent 2
 Resistant 51
 Respawn 24
 Role-playing 5
 Rule Revision Process 69
 Sashes 20
 Scenario Rules 25
 Schools 51
 Command 51
 Death 51
 Flame 51
 Neutral 51
 Protection 51
 Sorcery 51
 Spirit 51
 Subdual 51
 Shields 19
 Shots
 Invalid
 Draw Cut 7
 Graze 7
 Push 7
 Slash 7, 15
 Stab 7, 15
 Special Effects 47, 53
 Armor Breaking 53
 Armor Destroying 53
 Shield Crushing 53
 Shield Destroying 53
 Weapon Destroying 53
 Wounds Kill 53
 Specialty Arrows 51
 Squire 3
 Stabbing Tip 15
 States 52, 53
 Cursed 52
 Fragile 52
 Frozen 52
 Immune 52
 Insubstantial 53
 Out of Game: 55
 Stopped 55
 Stunned 55
 Suppressed 55
 Strike-Legal 15
 Strips 20
 Teams 24
 Thrust 15
 Total Length 15
 Traits 51
 Verbal 52
 Weapons 15
 Ammunition 17
 Arrows 17
 Heads 17
 Shafts 17
 Bow 17
 Crossbows 17
 Dagger 18
 Heavy Thrown 16
 Hinged 18
 Javelins 16
 Light Thrown 16
 Long 18
 Madu 18
 Melee 18
 Projectiles 16
 Rocks 16
 Short 17
 Siege 19
 Wound 7
 Wound Trigger 52



AMTGARD YOUTH POLICY



AMTGARD
INTERNATIONAL

Amtgard International
Inc.

1. Minors or youth are defined as anyone who has not reached the age of legal majority. This varies between countries, states and other jurisdictions. Be sure of the age(s) of majority in your area.
2. Amtgard is a member, family, and youth friendly social organization. Amtgard encourages the participation of minors in its activities, but typically does not hold any youth specific activities. Any Amtgard group holding youth specific activities shall adopt youth safety protocols including at a minimum: a "two-deep" leadership policy and a no one-on-one interaction policy regarding adults and youth involved in youth specific activities.
3. Whether or not youth specific activities are occurring, parents or guardians of minors shall have ultimate responsibility for the welfare and behavior of their minors at all times. It is the responsibility of the parent or guardian who is responsible for the minor to ensure that the minor is safe and not in danger. At events and activities in which minors participate in any way, participating minors must either have a parent or legal guardian present on site at the event/activity, or a temporary guardian present on site in possession of a properly executed document authorizing the temporary guardian, at a minimum, to obtain medical care for the minor. This document must designate an adult present on site at the event or activity as able to authorize medical treatment in the case of emergency (and for purposes of this policy is considered a type of temporary guardianship). No policies developed regarding minors relieve parents/guardians of their primary responsibility for the welfare and behavior of their minors. This policy requires parents/guardians to ensure that their minors are appropriately supervised at all times.
4. It is generally appropriate for law enforcement authorities to be contacted if a minor is involved in any crime. If a minor appears to have been the victim of a violent crime, law enforcement authorities **MUST** be contacted.
5. No one-on-one interactions: One on one interactions between adults and minor members must be avoided except for members of the minor's family, and any person designated as the temporary guardian of the minor by the minor's parent or legal guardian, except that one on one interactions between an adult and minor are permitted if they occur at an observable and interruptible distance by another adult. It shall not be a violation of this policy for an adult to have one-on-one interaction with a minor provided the adult is no more than three years older than the minor. Interaction means communication or direct involvement between an adult and a minor. Incidental contact or actions taken to avoid or promptly terminate one-on-one interactions are not considered interactions within the meaning of this policy.

EDITOR'S NOTE

The Amtgard Youth Policy is maintained and updated by Amtgard International and is included here purely as a reference for Code of Conduct #7 (p.4) . The Amtgard Youth Policy is not a part of the Amtgard Rules of Play, and as such it cannot be modified by the standard Rules Revision Process.

The most up-to-date version of this policy can be found at <https://www.amtgard.com/documents>.

The policy listed here is up-to-date as of August 5, 2023.



AMTGARD WHISTLEBLOWER POLICY



AMTGARD
INTERNATIONAL

Amtgard International
Inc.

The Circle of Monarchs encourages the protection of victims, whistleblowers, and officers engaging in good faith execution of their duties, and condemns retaliation against them all. Retaliation has a chilling effect on reporting; it creates a hostile environment for these people, and for others considering coming forward or acting in good faith; and it hurts the very people Amtgard's Code of Conduct is designed to protect. Therefore, the Circle of Monarchs establishes that retaliation is a violation of the Code of Conduct's prohibition against creating a hostile environment.

EDITOR'S NOTE

The Amtgard Whistleblower Policy is maintained and updated by Amtgard International and is included here purely as a reference for Code of Conduct #6 (p.4). The Amtgard Whistleblower Policy is not a part of the Amtgard Rules of Play, and as such it cannot be modified by the standard Rules Revision Process.

The most up-to-date version of this policy can be found at <https://www.amtgard.com/documents>.

The policy listed here up-to-date as of August 5, 2023.



AMTGARD INCLUSION POLICY



AMTGARD
INTERNATIONAL

Amtgard International
Inc.

It is the professed belief of the leadership of Amtgard that all people regardless of gender, nationality, race, ethnicity, age, sexual orientation, mental or physical ability, or religious affiliation should find Amtgard to be welcoming and inclusive. To that end, we encourage all members of Amtgard to embrace an appreciation of diversity and to take actions that help those who face systematic discrimination find a home within our community.

The leadership of Amtgard recognizes that we must hold our organization to a standard of inclusion. This standard is not merely a required minimum, but rather one that makes us actively appealing to those people who have historically been discriminated against. As such, it falls on us to strive not only for equality in our actions towards our vulnerable membership, but also for equity in order to raise them up to a level of security and acceptance that so many of us enjoy as a matter of course.

Therefore, the leadership of Amtgard resolves to dedicate itself as a matter of official policy and public record to ensuring that our publications, communications, governance, and behavior promote and further these stated beliefs so that all of our members can have the Amtgard they deserve

EDITOR'S NOTE

The Amtgard Inclusion Policy is maintained and updated by Amtgard International and is included here purely as a reference. The Amtgard Inclusion Policy is not a part of the Amtgard Rules of Play, and as such it cannot be modified by the standard Rules Revision Process.

The most up-to-date version of this policy can be found at <https://www.amtgard.com/mission>

The policy listed here is up-to-date as of August 5, 2023.

