Player's Guide v5.0

of the

Free Kingdom of Drakenfjord

an affiliated chapter of the

High Fantasy Society

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Introduction

The Player's Guide is the core rulebook for the Free Kingdom of Drakenfjord, a live-action role-playing (LARP) group based in Livingston, Texas. Drakenfjord is affiliated with the High Fantasy Society (HFS), a nation-wide LARP organization. This book deals only with the rules of combat, which comprises roughly one quarter of the game. Other game activities, such as roleplay methods, arts & sciences, event operations, as well as the administrative documents of the Kingdom are found elsewhere. There are several other supplements and expansions, and a lot of information gets passed down through the players themselves. So if you have a question and can't find an answer, **ask somebody**!

Why is this book so large if combat is only 25% of the game?

Combat is the most rules-intensive part of the game. A lot can happen on the battlefield. Abilities and spells can create strange results in the blink of an eye, and the rules must be able to resolve those issues quickly and effectively. Also, combat full-contact and there is the chance that someone could be injured, so safety standards must be clearly spelled out. Finally, many aspects of the game are best taught by one-on-one learning and do not lend themselves well to a set of general rules (this is also true for many advance combat techniques). A single book addressing all these game aspects could be well over 8000 pages long, and that's too much to put into a single book.

Chapter 1 : Persona and Portrayal

Persona Guidelines

A persona is the "character" you will be portraying in the game. Most personas are reality-based, fantasy-based, or a combination of the two. All personas should be from a pre-industrial society. Do not take the name of an actual historic figure or a famous character from a book or movie. Personas should be a unique creation, something you are comfortable with.

In your first few months of playing, don't worry about the details. Personas often grow and develop over time. It enriches the experience and ultimately improves the game for everyone.

> **Remember: Every persona must be either from an ancient, medieval, or swords-and-sorcery related background.**

Garb Guidelines

Garb is a vital to giving the game the proper mood and color. Newcomers should have some form of garb within a month of beginning to play. All battlefield participants must be in "period" garb (tunic, robe, armor, etc). Anything that conceals the obvious mundane (modern-day) appearance of clothing is acceptable as a minimum.

The basic garb is easy and cheap. The simplest garb is a plain tabard and a pair of sweatpants. A tabard is essentially a section of cloth with a neck hole cut in the middle, worn like a poncho and belted in place. But this is only a starting point. Players are encouraged to let their garb develop along with their personas.

There are certain other garb elements that denote special positions:
- White belts (any belt at least 75% white) are reserved for knights.
- Red belts are reserved for squires.
- Yellow belts are reserved for Pages. A non-fighting page must also wear a silver sash if on the field.
- Unadorned large gold chains are reserved for Masters of Orders.
- Unadorned large black chains are reserved for Masters of Class.
- Spurs are reserved for company Captains.
- Crowns and coronets are reserved for royalty and nobility.
- Most companies and many individuals choose to register their personal symbols and colors. Use of these personal symbols by others is disallowed. Personal symbols and colors must be registered with the Guildmaster of Heraldry and the Prime Minister to enjoy this protection.

There are some classes that require instant identification for safety or mechanical purposes, and should not be struck for any reason. These are identified by wearing gold or silver, typically as a sash, headband, or tunic. These only apply to identification during a battlegame. All players may use these colors when off the field.

Chapter 2 : Combat Rules

Combat is only a small part of the game, but it the most athletic activity and involves direct physical contact between players. Therefore, extensive rules have been developed to ensure the safety of all participants.

No rules can cover every situation. If something unusual comes up or there is a question about a rule, do not make guesses or assumptions. That's how most long-term confusion starts. Refer the matter to a Reeve.

Hit Locations

Head and Neck – Does not count as a hit and is an illegal target. Deliberately parrying with your head or neck is also illegal.

Arm – A hit to the arm results in the loss of that arm. Any following hits to that arm result in death. A wounded arm must be kept behind your back and out of the way. Hand hits count as a hit to the arm unless you are holding a melee weapon in that hand, in which case it counts as hitting the weapon. Wrists are considered part of the arm, not the hand.

Leg – A hit to a leg results in the loss of that leg. You must drop to at least one knee and place the dead knee on the ground. Any following hits to that leg have no effect (exception: spellballs). You can move around on your knees, but cannot use your feet for movement. Hopping is not allowed.

(NOTE: Drakenfjord also allows players to remain standing, but the wounded leg must be kept well behind the player and the healthy leg must remain forward and unmoving. You can turn in place but not travel. This is a concession to the many players with real-world leg injuries, so don't abuse the privilege.)

Torso – (Includes the shoulders, groin, chest, back, and buttocks) Instant death. The Torso is divided into front and rear for armor purposes. The chest, belly, and sides are considered "Front," while the back and buttocks are considered "Rear." Shoulders are called at the player's discretion, but the idea is that the front of the shoulder counts as front torso, and the back of the shoulder counts as rear torso.

Feet – Shots on the feet do not count as a hit if they are on the ground when struck (exception: spellballs); otherwise they count as a hit to that leg.

How To Get Yourself Killed

Any blow to the unprotected torso, two blows to the same arm, or any combination of two wounded limbs results in death. In some specific instances (such as tournaments or non-class battlegames) the Reeve may make exceptions to this rule, but they will be well announced before the battlegame begins.

A blow to a hit location only counts as a single hit to that location, regardless of weapon type or damage value. "Extra" damage does not carry over to another location.

Shots that strike only garb or equipment do not count as a hit unless those 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).

Blows that nick or lightly glance off of a target do not count as valid hits. Any blow that stops or any blow that hits and deflects after firm impact is considered a valid hit. There is no such thing as a "light hit." If the shot connected lightly but firmly, it is a hit. Projectiles and arrows that nick or glance still count as hits.

The "chain" portion of flails are not legal striking edges and do not count as hits. The same applies to all weapon hafts, hilts, hand guards, and courtesy-padded shafts.

If a person is struck in an arm or killed while in the process of attacking and that attack successfully lands, it still counts as a hit. This is called the Shot-In-Motion method. This should be a clear case of finishing an already thrown shot, meaning that it requires no significant change of direction and the last action required to finish the attack has already been started prior to being struck.

Direct contact with another player with anything but a weapon is forbidden (except as allowed by certain special abilities), as is grappling, rough or dangerous contact, or contact which can be deemed offensive. Shield-bashing is also forbidden, defined as the act of striking an opponent or his shield with your own shield in a forceful manner. Violations can result in being banned from play indefinitely.

The Reeves' judgment is the final word in all situations. Disputes should be referred to a Reeve, not argued out between players.

Clarifications

Deflections that then strike true on a target are hits, with the exception of shots that deflect off the head or neck. Deflections from illegal targets don't count.

Blows that knock aside a parry and then strike the target are counted as hits.

Strikes from projectiles, magic balls, and arrows that bounced off another object are not valid hits unless specified in the individual effect descriptions.

Illegal hits pause the action if necessary for your opponent to recover (i.e. if you hit your opponent in the face, stop combat until he indicates he is unhurt). This is called a Personal Hold.

A player who consistently breaks game rules, cheats, causes mundane problems with authorities or safety issues can be barred from participating by joint agreement of the Monarch and either the Prime Minister or the Guildmaster of Reeves.

Players may not wield more than one weapon in a single hand. Firing multiple arrows simultaneously is an exception to this rule. (Wield = holding and using a weapon in an offensive or defensive manner. Just carrying it does not count as wielding it, so long as the weapon is obviously not ready for combat.)

If you have to think about whether or not a strike against you was 'good enough,' it probably was.

A shot must generally be felt to be considered valid. However, if you saw the shot coming in and were unable to do anything about it (an exceptionally clean blow), then you may count it as a legal hit.

A player has the right to deem any shot against him as valid as he pleases.

Do not declare whether a shot against another person was valid or not unless you are a Reeve, especially if you are the attacker. It is rude and considered poor form, and is just cause for removal from the field. If you consistently have problems with a player not acknowledging hits, inform a Reeve who will deal with them appropriately.

Not-So-Valid Shots

There are some shots that partially meet these requirements but are not valid. Included here is a list of shots that do not count.

- 'Wiggling' – A shot (normally a stab) that misses its initial target, but is then jerked back and forth weakly in order to hit your opponent.

- 'Draw Cuts' – A shot that slides along your opponent with little force exerted against your opponent. Note that a shot that lands legitimately and then turns into a draw cut will still wound or kill the opponent.

- 'Whipping' – A shot from a non-hinged weapon that is blocked, but the weapon bends around the block to strike an opponent. This is not to be confused with your opponent pivoting or 'wrapping' a shot around your block. Whipping only applies when the core of the weapon itself bends around a block, enabling a shot to land that would have otherwise been stopped.

- 'Bouncing' - When using heavily padded weapons, sometimes a hit will rebound and hit the target a second time. Only the initial strike counts as a hit, not the rebound. This includes shots that are intentionally bounced (rabbit-shots).

These are just guidelines, and you should never attempt to use these rules to cheat your way out of a valid hit. Also, any of these shots (especially draw cuts) may be called by the struck player as a good hit for dramatics or role-play purposes.

Chapter 3 : Field Equipment

Ribbons and Strips

Ribbons (also called cloths or strips) are used to denote special effects or magical enchantments that need to be identified quickly. All ribbons must be at least one inch wide and long enough that at least six inches can hang freely, and clearly visible from 50 feet away. Armbands and headbands act in all ways like ribbons and must follow their rules.

Terminology

Besides a few magical weapons, only non-explosive, non-chemical weapons that might have been in existence before 1700 AD are allowed. All weapons can be broken into four parts:

Strike-Legal: the weapon segment that is at least 2.5 inches in diameter and will not leave marks, bruises, or broken bones when used to hit your opponent. This is the only area of a weapon that counts as a valid hit. Stab-only weapons required to have at least six inches of strike-legal surface on any stabbing end.

Padding: the weapon area that has at least half an inch of foam over the weapon core. It is meant to prevent injuries from accidental contact. All non-handle and non-striking area must be padded. (Strike-legal areas also count as padded by default.)

Handle: the unpadded weapon segment where it is held. Padding requirements cannot force the total length of the handle and pommel to be less than six inches long.

Pommel: The end of the weapon next to the handle including non-striking protrusions such as crossguards and baskethilts. Pommels must be at least two inches in diameter and padded well enough to prevent the weapon core from being felt under reasonable pressure.

Attack Types

Each weapon also has a number of attack types it can perform. These are as follows;

Slashing: a slash or chop attack relying on the edge for attack. Swords, polearms, and similar weapons can slash.

Bludgeoning: relies on blunt impact rather than an edge. Clubs, maces, staves and flails are bludgeoning weapons.

Thrusting: the force of the attack is focused on a very small point, to amplify its effect. Spears, arrows, and similar weapons are thrusting weapons.

Weapon Damage

Unless noted in the weapon description, a single hit by a weapon will do one point of damage. Multi-point damage applies only to armor: against unprotected flesh, one hit is one hit regardless of damage value.

Weapon Types

Below is a list of weapon categories and their construction requirements.

Dagger: A slashing or piercing weapon between 12 inches and 18 inches long. At least half of its total length must be strike-legal.

Short: slashing, piercing, or bludgeoning weapons more than 18 inches long up to 3 feet. The pommel and handle can be no longer than 1/3 of the total length. If used to slash, at least 2/3 of its length must be strike-legal. If used to bludgeon, at least 1/3 must be strike-legal.

Medium: slashing, piercing, or bludgeoning weapons more than 3 feet long up to a maximum of 4 feet. The pommel and handle of the weapon can be no longer than 1/3 of the weapon's total length. If used to slash, at least 2/3 of its length must be strike-legal. If used to bludgeon, at least 1/3 must be strike-legal.

Long: slashing, piercing, or bludgeoning weapons more than 4 feet up to a maximum of 6 feet. The pommel and handle of the weapon can be no longer than 1/3 of the weapon's total length. If used to slash, at least 2/3 of its length must be strike-legal. If used to bludgeon, at least 1/3 must be strike-legal. Weapons may only exceed 5 feet if they conform to the standards of Great Weapons.

Flails: Weapons with a single articulating (chain-like) head. The chain of a flail is not a legal striking edge. Chains on these weapons must be wrapped in foam with less than half an inch of the rope exposed at any point. The combined rope and striking edge of a flail may not exceed 18 inches in length and the total length of the weapon may not exceed 3 feet.

Spear: Stabbing-only weapons at least 5 feet long and should not be confused with the javelin, which may be thrown. Spears must have padding on upper 1/3 of length and have six inches of legal striking surface. Considered wooden for purposes of being targeted by spells or affecting monsters. Thrusting only. Spears over 8 feet long must have a thrusting end 5 inches in diameter or more.

Staff: bludgeoning weapon (ends may be used to thrust, but it is a bludgeon attack) of 5 to 8 feet that must have legal striking surfaces of at least 1 foot in length on both ends. Must have padding on upper 1/3 of each end. Considered wooden for purposes of being targeted by spells or affecting monsters. Spears may never be considered Great Weapons.

Polearm: Between 5 and 10 feet in length. May also have slashing edges. Polearms must have padding on upper 1/3 of length, and the striking edge must be between 1 and 2 feet long. Polearms over 8 feet long must have a thrusting end 5 inches in diameter or more and must have a striking edge between 2 and 3 feet long. Considered wooden for purposes of being targeted by spells or affecting monsters. Classes which use polearms may also use spears.

Projectiles: Except for javelins, these may not be used in melee. There is no limit to the number of projectiles you can carry. Only javelins may be used as melee weapons.

Weapons that do not fall into the three sub-types below may not be thrown, i.e. you may not throw your sword. All these weapons do one point of damage to armor, can be blocked by weapons without penalty, and may not be used to block.
- Throwing weapons: throwing knives and axes, shurikens, darts, etc. Must be between 3 and 24 inches long.
- Javelins: may be used as a thrusting weapon in melee. Must be between 3 and 6 feet long.
- Boulders: large balls (at least 1 foot in diameter), otherwise the same as throwing weapons.

Other Weapon Types: This list is by no means exhaustive. A variety of weapons have been developed over the centuries that are not presented above. Unusual weapons are considered case-by-case, but several points should be kept in mind;
    1) A weapon usually doesn't stay in use very long if it doesn't work well or has a serious tactical flaw. Common weapons are common because they work well for their assigned tasks.
    2) Fighting styles varied by region, and the native weapons reflect this. Not all weapons can be effectively used against a foreign style, despite their effectiveness in their native land.
    3) When designing an unusual weapon, try to find a historical equivalent and how it was used. This will go a long way toward convincing the Reeve to allow it and you learning to use it.
    4) Some weapons are inherently unsafe, even when they conform to every safety standard.

Weapon Effects
NOTE: It is possible for a weapon to have multiple effects.

Red: A Red weapon does two points of damage to armor and can destroy a shield with three called hits (the attacker must shout 'shield!' before each attack). Great weapons are automatically Red weapons. Some enchantments and the berserk ability can also make weapons Red. In all cases where a one-handed weapon is Red, the weapon or the user must have a red strip to indicate the effect.

Great: If a weapon is over 5 feet in length, is strike-legal over at least 2/3rds it's length, and has a minimum diameter of five inches over the entire striking surface, then it is considered Great and becomes Red when wielded two-handed.

Magic: Relics and weapons bearing an enchantment other than Stun Weapon.

Archery

Damage from the bow depends on the class using it. Archers do four points, all others do two. Any class that can use a bow may use a crossbow. Bows, crossbows, and arrows are considered wooden for purposes of being targeted by spells or affecting monsters.

At close range (20 feet or less) bows must be no more than half drawn and crossbows may not be used. Arrows fired by Archers must be marked with a green ribbon to show they do greater damage. These may only be used by Archers. Other arrows do not need markings except for special effects ribbons.

A weapon in hand that is hit by an arrow is destroyed. If a bow is struck by a weapon of any type, the bow is destroyed.

The maximum limit for a bow's pull is 35 pounds with a maximum 28-inch draw length. Crossbows are limited to no more than 450 inch-pounds. No compound bows or pistol crossbows are allowed.

Broken or mended arrows are not to be used. All wooden arrows must be taped with fiber tape on the entire shaft. Arrows may never be used as a thrown or melee weapon. The "point" of all arrows must have a diameter of at least 2.5 inches.

Shields

1) Shields are considered wooden for purposes of being targeted by spells or monster abilities.
2) Small shields may be strapped to the arm instead of held in-hand (Bucklers).
3) Effects that break shields (such as Red weapons) are cumulative regardless of the source.
4) Only one shield may be carried and/or wielded by a single player except for bucklers. Up to two bucklers may be carried/wielded. A player may carry a weapon in the shield-bearing hand.

All shield measurements are from edge to edge on a flat plane.
- A small shield is no larger than 3 square feet.
- A medium shield is no larger than 6 square feet.
- A large shield is no larger than 9 square feet.
- A great shield is no larger that 12 square feet.

Weapon-type implements (boss-spikes) may not be mounted on a shield.

Combat with Armor

Armor is rated on its ability to stop blows. The normal rating ranges from 1 to 6 points. Each strike will remove one point from the armor. Certain weapons and effects deal more damage to armor as noted in their descriptions. When the armor value has reached zero, the next hit will wound or kill. Damage only applies to the armor on the hit location that was struck.

Armor covers the entire hit location evenly. In cases where different areas of a hit location have different armors, the armor value are averaged (round up) for an overall value.

Armor must be at least partially visible, and must be announced if asked.

Armor Descriptions

There is no way this small section can cover all of history's possible armor styles. Instead, it covers the basic armors familiar to the gaming community. Many of these have variations that will affect their final values. For details, consult the local craftsmen for what is possible and Reeves to get a rating.

* Quilted = Two layers of heavy cloth with batting in between sewn together. The effect looks like a quilt. **_NOTE_** : Quilted armor may be worn under lighter armors (unmodified value of 3 or less) for a +1 bonus due to the shock-absorbing benefits. Heavier armors do not get this bonus.

* Leather = Leather is between 1/8" and 3/16" thick and should be reasonably firm and spring back when bent in order to be considered "armor grade". Overly-soft or pliable leather (such as garment-weight leather) suffers a -1 penalty.

* Ringmail = Leather with thick steel rings sewn into it. Rings must be at least 1/8" thick and between one and two inches in diameter. They can be spaced no further apart than their own diameter.

* Chainmail = The standard for chainmail is 4-in-1 pattern with 3/8" diameter rings of 16-gauge wire.

* Scale = Refers to small metal plates attached to each other or to a sturdy backing in such a way that the plates overlap by at least half their surface area.

* Brigandine = The most common form is the "coat of plates", a layer of steel plates butted closely together and sandwiched between heavy cloth or light leather, and riveted or stitched into place.

* Banded = Long strips of steel, often overlapping, usually held together with straps and hinges to allow flexibility.

* Plate = large pieces of steel armor that are assembled in such a way to provided near-total coverage of the body.

Layering Armors

Identical armors cannot be worn over each other to combine their values (you can't wear two sets of plate to get 12 armor points). At most, some might merit a Heavy Gauge bonus. It is a Reeve's decision about different armor types being stacked.

Armor Points:

These are the base armors:	Pts
Quilted	1
Leather	2
Chainmail, Ringmail	3
Scale	4
Brigandine, Banded	5
Plate	6

Modifiers	
Hardened	+1
Heavy Gauge	+1
Light Gauge	-1
Non-authentic materials	-1
Plastic/Polymer	-1
Cupro-Metals	-1
Superior construction	+1
Poor Construction	-1
Superior appearance/artistry	+1
Shoddy/artificial appearance	-1

Armor Modifiers

NOTE: No physical modifications can raise an armor's base value by more than two points. Construction and Appearance bonuses may exceed this limit, as may the effects of enchantments or class abilities.

Heavy Gauge = The standard thickness of steel is 18-gauge, leather is 3/16" thick, wire is 16-gauge. Thicker materials or multiple layers of material merit a +1 bonus to the armor value.

Light Gauge = Just as thicker pieces merit a bonus, thinner pieces merit a –1 penalty.

Hardened = Leather can be hardened in several ways, usually by boiling it in water, oil, or wax. Four layers of heavy cloth laminated with adhesives (linothorax) is considered hardened Quilted armor.

Non-Authentic Materials = those materials not available for use in armor-making prior to the 1700's, such as aluminum and titanium. **_NOTE_**: Stainless steel is not penalized because it's use is a real-world issue of durability and rust-resistance.

Plastics/Polymers = These receive a –1 penalty **_in addition_** to the non-authentic materials penalty due to their ultra-light weight and flexibility as compared to the actual armors that they simulate.

Cupro-Metals = Copper-based alloys such as brass and bronze are soft metals and receive a –1 penalty.

Construction modifiers are based on the skill of the assembly (or lack thereof). Factory-made armors are not eligible for this bonus without extensive owner-made modifications or truly awe-inspiring design (i.e., fluted plate fitted for the buyer), but are still eligible for the penalty. Armor made entirely by hand (the owner tanned the leather himself, or worked sheet steel over a forge and anvil) may merit a second bonus point. Remember, real armors were built to endure being abused by powerful weapons wielded by burly men, so the "standard" construction is already impressive.

Appearance refers to the overall appeal of the armor and its ability to resemble historical armors. The means of construction should be take into account. A factory-made but hideously ugly breastplate would definitely receive a penalty (and a good laughing to the poor sap who bought it), while the same armor, hand made as a player's first armoring attempt, would probably not. **_NOTE_**: This penalty can be waived if the armor's appearance is persona-appropriate to the user. A Barbarian who lives in a sewer system is going to have nasty armor and should not be penalized, but an impoverished Warrior will still take good care of his armor because his life depends on it.

Chapter 4 : Construction Standards

Weapon Standards

Weapon cores cannot be metal, wood, or bone. Other materials will be checked for safety on a case-by-case basis. All sharp edges must be removed from the core and other building materials.

Weapons must be padded as described in "Weapon Types", above. Padding cannot be excessively firm and must have enough "squish" to prevent injury. Foam must be fixed to the shaft in some way to prevent slippage or accidental removal. All weapon cores must be blunted by capping them with a layer of foam and tape with enough padding that the core cannot be felt through the padding.

Weapons must be covered in a durable, opaque cloth. No tape can be exposed on the striking edge.

Arrow Standards

Arrow shafts may be made from aluminum, plastic, graphite, or wood. Wood shafts must be taped their entire length with fiberglass strapping tape. Arrows may not be drawn beyond 28 inches, and must have a stopper in place if they are longer.

Tips must meet the same standards as melee weapons and should be reinforced to prevent tearing through the padding after repeated impacts. The original metal tip must be removed. Fletching and nocks must be in good repair, and tips should be checked regularly for excessive wear. Colored covers are not replacements for special effect ribbons.

Projectile Standards

A blow by any part of a thrown weapon counts as a hit, so all parts of these weapons need to be strike-legal. Javelins must strike point first to count as a hit, but must have courtesy padding along their entire length. All projectiles must be at least 2.5" (or pool noodle width) in diameter.

Thrown projectiles, with the exception of javelins, may not have rigid cores. Materials you may use for projectile cores include foam, fabric, and other soft, non-granular materials. Pennies, sand, and the like may not be used.

Spellballs must conform to Projectile standards.

Armor Standards

Armor should weigh close to historical equals to receive full value. Straps and other material that hold your armor together do not count as part of the armor, for either coverage or averaging, unless they are specifically built as such. All armor must be safe to the wearer, to other players, and reasonably harmless for game equipment. No sharp or protruding edges.

Shield Standards

A typical shield has some sort of backing, arm straps, handle, face and edge padding, and a cover.

Rigid backing must be of a material that will not or shatter into sharp pieces if broken. Approved cores include plywood, plastic, aluminum, and fiberglass. Other materials will be checked for safety on a case-by-case basis.

Strapping and handles may be attached in any sturdy manner. Bolts shanks and screw tips must be set to the inside of the shield, shortened to a functional height, and blunted or capped to prevent accidental injury. Nails are not allowed.

The shield face must be padded. Rigid-backing requires at least one inch of foam over the face and edge secured in a manner to prevent accidental slipping. There should be enough padding so that the core and bolts cannot be felt directly. Shields made without backing must not be excessively flexible but still retain a safe amount of "squish". Compressed foam (such as Styrofoam) is too rigid to be used by itself.

Shields require covers over the face and edge. Cloth is most common, but vinyl, leather, latex, and liquid plastic have all been successfully used. The cover should not cause friction burns during rough contact.

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Chapter 5 : Battlegames

Subduals and Prisoners

During class battles, prisoners may be taken by surrendering or by being rendered "unconscious" by a killing blow preceded by the word "subdue." The person will then be unconscious for 60 seconds. The prisoner may be subdued up to 5 times. Any more hits will result in his death. A prisoner's equipment must be kept within 10 feet of him and cannot be destroyed. Rescued prisoners must still count the required time before they are considered recovered. A Heal spell will remove all subdual effects. Certain defensive enchantments will prevent Subdual, such as Bless, Protection from Subdual, etc.

Armor negates a subdual blow and takes damage normally. Even if this damage is enough to pass through the armor, the target is not affected by the subdual blow. A subdual blow striking a person who is unaffected by subdual does not wound or kill. A subdual blow to a limb will render that limb useless for a 60 count. If a person has a combination of any two subdued and wounded limbs, that person becomes subdued as stated above. Stabbing may not be used to subdue.

Deaths and Lives

Immediately remove yourself from impeding play on the battlefield once you have died. If you want to get into the spirit of things, then fall down and scream. Make it dramatic. Reeves may give you a bonus for a good death. Then report to nirvana. Deaths are for 5 minutes (300 seconds) though a bonus will subtract 2 minutes and a penalty will add 2 minutes. The number of lives you get varies with level and class. You are out of a battle once you have expended your last life and left the field. When returning to life from nirvana you must return to your base and announce 'Alive' so that it is audible out to 50 feet before reentering the battle. Dead persons on the field must hold their weapons over their heads.

If the battlegame does not call for a Nirvana reeve, one must wait in Nirvana for a 300 count before returning to life. Most battlefield effects will not work on a dead person once he has left where he died, with the exception of moving to avoid impeding play. Effects that will function on dead players who have moved are noted in the descriptions. Dead players (provided they are not affecting or impeding play) may stay on the field as long as they want. A person may voluntarily take a game death at any time, but must immediately go to Nirvana and may not be raised from the dead except through a Summon Dead spell. Dead players may not move if they are currently the target of a magic or ability that affects dead players such as Steal Life or Resurrect.

Holds

When a hold is called all players must stay where they are and be quiet. No tactical maneuvering is allowed and weapons may only be collected if a Reeve gives permission. If you really do get hurt, yell "hold." Remove yourself from the battle and reenter behind your own lines once you have recovered. Deliberate faking of a game death or real injury is not allowed. Battlefield participants should only call a hold for injuries or when a potentially serious danger arises. If you are involved in a dispute then go find a Reeve or remove yourselves from the field until the issue is resolved.

There are two types of Holds; general and personal. General holds apply to everyone on the battlefield and can only be called by a Reeve. Personal holds apply only to a specific person or a small number of people. Personal holds can be called by a Reeve to resolve a dispute or examine a possible injury without bringing the entire field to a stop. In the case of a head hit, a personal hold is automatically in effect whether a Reeve has declared it or not.

Battlegame Rules

1) Switching classes or sides during a battlegame is not allowed unless specified by the scenario or by a Reeve.
2) Never handle anyone's personal property with out first having their permission.
3) There cannot be more than 1 bow to every 5 people on a side (round up)..
4) Each side may only have one wizard, healer, druid and bard per ten people, rounding fractions up. Therefore, a team with seventeen people may have no more than two of each spell-casting class.
5) Players who break the rules may be removed from the game by a reeve.

Battlegame Restrictions

The following activities are strictly forbidden:
- Maneuvering or engaging during a hold.
- Striking at reeves or non-combatants.
- Calling a hold to retrieve spent items or derive other advantages.
- Trying to influence a game while you are dead.
- Deliberately mimicking an ability that you do not currently have. Grand-standing and bluffing is fine, as long as it can't be confused with a real ability.
- Using rules loopholes or gray areas to derive an advantage on the battlefield.

Game Etiquette

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

Do not use a hold to gather or retain spent equipment or valuable game items. A reeve or the other team may grant a person the opportunity to pick up spent equipment if they are simply asked. Do not use a hold to avoid a death or get out of a bad situation.

While it is honorable to return the other team's spent equipment, it's not mandatory. Don't delay or stop play to return equipment. Similarly, don't attack someone who is being kind enough to return your own items.

As stated before, players should remove themselves from the field when discussing disputed blows or rules. This is not always practical in the immediate heat of the moment. If you see a dispute, do not engage or strike at those involved. By the same token, don't use the excuses of returning equipment, a headshot, or resolving a dispute to save yourself when the enemy has you dead in his sights. Example: You are accidentally struck in the face, and simultaneously stuck from behind by another opponent; you are still dead.

Chapter 6 : Classes and Abilities

Fighting Classes

Fighting classes are listed in the following manner:

Garb: All participants must dress in a tunic, robe, armor or other period garb. New players are not required to have full garb to play a class. Players who have four or more total credits are no longer considered new players and should have full and appropriate garb. Players without this must play the peasant class.

Armor: Lists the maximum point value of armor the class may wear. Note that you can always wear more armor than you are allowed, but additional armor is not counted.

Shields: The largest size shield available to a class. Smaller shields can be used.

Weapons: Lists what types of weapons the class can use.

Immunities: Lists what the class is immune to. If a creature or player has immunities, these take precedence over losing invulnerability. Immunities never extend to any sort of non-invulnerable armor or equipment of any kind.

Lives: Lists the number of lives the class has per battlegame.

Limitations: Some classes have restrictions on their abilities or have requirements to be played.

Abilities: Abilities are special powers of a class. If the ability requires an incantation to activate, the player must remain immobile while activating it. If no incantation is required, the ability is considered active from the beginning of the eligible life. Players may choose not to have that ability active when the life begins, but that ability cannot be used in that life.

Abilities marked with an (m) are considered Magical and are subject to magical effects such as *Protection from Magic* or *Anti-Magic Zone* spells.

Unless specified, no ability-enhanced equipment may be used by another player. "Per-Game" abilities may be used at any time, but only once. "Per-Life" abilities can be used once in each life.

Credits and Levels

You increase your power and ability as you play a class by building up attendance credits in that class. Generally, a player earns one attendance credit for a single day's participation. 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. All classes gain new abilities and levels at the following rate:

1st Level — less than 13 credits in that class
2nd Level— at least 13 and less than 25 credits
3rd Level — at least 25 and less than 37 credits
4th Level — at least 37 and less than 49 credits
5th Level — at least 49 and less than 61 credits
6th Level — 61 or more credits

Any player (new or old) may make a one-time shift of up to four credits from one class to another. This is to prevent having credits in a class that you have played once or twice and decided you liked something else more.

Anti-Paladin

Class Data:
Armor: up to 6 points
Shields: up to Large
Weapons: All Melee weapons, javelins
Immunities: Death, Petrification, Charm (spell)
Lives: 4
Limitations: Cannot use relics other than those granted by class. A player must be a Knight to play an Anti-Paladin.

Abilities & Traits:
1st Level – Touch of Death (2/life), Rune Weapon (1/game)
2nd Level – Rune Shield (1/game), Steal Life (1/life), Awe (2/game)
3rd Level – Reanimate (m) (1/game), Doom (m) (2/game)
4th Level – Rune Weapon becomes 1/life
5th Level – Banish (m) (1/life), Rune Shield becomes 1/life
6th Level - Immunity: Flame

Awe
A per the level-4 Bard spell

Banish
As per the level-2 Healer spell.

Doom
As per the level-4 Wizard spell.

Reanimate
As per the level-5 Wizard spell

Rune Shield
Lesser Relic. Marked with a purple strip.

Rune Weapon
Lesser Relic. Considered a Red weapon regardless of size or type, and may be wielded with one hand. It cannot be improved or enchanted in any way. The weapon is marked with a silver strip.

Steal Life
Incant: Touch dead player and say, "I take your life"
Target loses one life and the user gains one life. This life is in addition to already being dead. You cannot steal lives from those already shattered. This is considered a Death effect for immunity purposes. This effect may be used on any dead person not in Nirvana, even if they have moved from where they died. May be used while moving.

Touch of Death
As per the level-3 Wizard spell

Archers

Class Data:
Armor: up to 3 points
Shields: None, initially
Weapons: Dagger, short, medium, bow
Immunities: None
Lives: 4

Abilities & Traits:
1st Level – Stun Arrow (1/reusable) , Flame Arrow (1/reusable), all arrows do 4 points of damage.
2nd Level – Stun Arrow and Flame Arrow both become 2/reusable, Bowyer (1/life)
3rd Level – Total lives increase to 5, Armor-Piercing Arrow (1/reusable)
4th Level – May use Small Shield, Armor-Piercing Arrow becomes 2/reusable
5th Level – Penetration Arrow (1/reusable)
6th Level – Penetration Arrow becomes 2/reusable, Bowyer becomes 2/life

Armor-piercing Arrow
Will destroy all non-invulnerable armor on the location struck and continue through to hit the target. Does one point of damage to invulnerability. Marked with a blue strip.

Bowyer
Touch damaged bow or arrow and repeat x10 "Make this item whole again." Will repair a damaged or destroyed arrow or bow. May only be used on one's own bow or arrows. Cannot negate the affects of Heat Weapon, Shatter, or Cursed Weapon, or those destroyed by Sphere of Annihilation. If an enchanted item is repaired, the enchantment stays intact.

Flame Arrow
Component: An red ribbon tied to the arrow
Incant: Repeat x5 "flame arrow"
A hit to a shield will destroy the shield unless its face is tapped to the ground three times within five seconds. Will do damage to armor and people as normal. Has no effect on Iceball, Entangle, or any other magic unless specifically mentioned in the magic description. A flame arrow will remain lit for two minutes.

Penetration Arrow
Component: Denote arrow with white ribbon
Behaves exactly like an Armor-piercing Arrow except that it will also destroy a normal shield. It will not carry through to the arm underneath, however.

Stun Arrow
Component: Denote arrow with gray ribbon.
Arrow behaves as a Subdual blow.

Assassins

Class Data:
Armor: None initially.
Shields: None initially.
Weapons: Dagger, short, medium, throwing
Immunities: None
Lives: 4

Abilities & Traits:
Level 1 - No additional abilities
Level 2 - May use bow, Poison Weapon (1/life), Trap (1/game)
Level 3 - Backstab (1/life), Antidote (1/life), choose one of the following before each battlegame: Touch of Death (1/game) or Teleport (1/game).
Level 4 - Up to two points of armor may now be worn. May now use Long weapons.
Level 5 - Trap becomes 1/life, may now use a small shield.
Level 6 - Teleport (1/life), choose one of the following before each battlegame: Backstab, Touch of Death, or Trap becomes 2/life.

Antidote to Poison
Instantly cures any poison. Requires a usable material component (vial of water, bag of herbs, etc).

Backstab
State, "Backstab" as a blow is delivered to the back of the target. The blow penetrates all armor (even magical armor) and kills the victim. Bless, Protect, Enchant Armor, Invulnerability and Stoneskin will stop this attack. The backstab must be delivered from behind by a melee weapon.

Poison Weapon
Component: White enchantment strip
May poison one weapon. People who are wounded by poisoned weapons die if they are not cured in a 100 count. A player may only poison one of his own weapons. This effect remains on the weapon for the duration of the current life.

Teleport
As per the level-4 Wizard spell, but may only be used on self.

Touch of Death
As per the level-3 Wizard spell

Trap
A 15' green cloth or rope is laid in a circle. Repeat twice ""May my devious trap bind thee." A player who steps inside the circle is stuck in place. The victim cannot move until each of his legs are struck ten times with a slashing or bludgeoning weapon. May be used while moving.

Barbarians

Class Data:
Armor: up to 2 points
Shields: up to Large
Weapons: All melee weapons, bow, all throwing weapons.
Immunities: Subdual
Lives: 4
Limitations: Cannot carry enchantments.

Abilities & Traits:
Level 1 - Enrage on last life, Heal Self (1/life)
Level 2 - Improvise Weapon (1/life)
Level 3 - Berserk when Enraged
Level 4 - Total lives increase to 5. May choose one of the following before each battlegame: Heal Self becomes 2/life, or Savage Might.
Level 5 – May be Enraged on the last two lives.
Level 6 - Item Enchantment (m) (1/game)

Berserk
Occurs immediately after having died. Player continues to fight for 10 seconds—which must be counted out loud—after dying. Limbs and armor lost before death remain lost. Additional limbs and armor can be removed, but do not stop the berserker from functioning for the duration of the Berserk. Additional killing shots do not kill the barbarian.

Berserk does not count as 'moving after having died.' Players are immune to Death effects while Berserk. A Sphere of Annihilation will prevent or end Berserk. This does not free the player from any pre-existing effects such as Stun.

(A player is always required to stay in control of his actions. Violent flailing with real life disregard for others is grounds for punishment or expulsion by the Reeve. You can role-play a crazy person, but you must still have control of yourself.

Enrage
Incant: You may become Enraged at any point on an eligible life by tying on the red headband or armband and announcing your Enraged state.
While Enraged you gain the following traits:
* Natural armor: 2 points on all hit locations.
* Strong: Melee weapons become Red. Melee weapons that are already Red do an extra point of damage to armor.
* Rage: Weapons used while Enraged must be over two feet in length. Players may not use projectiles, shields, or activate other class abilities. Armor is considered destroyed and cannot be used while Enraged. You may not retreat from combat unless facing odds of at least 5:1, monsters with a ratio of 5:1 or greater, or a spell-caster of any kind.
* Immunity: Enrage confers immunity to Control.

Heal Self
As per the level-1 Healer spell *Heal*, but may only be used on self.

Improvise Weapon
Allows the Barbarian to use a destroyed, annihilated, cursed, heated, or shattered weapon as if a totally new one had been freshly manufactured. Requires a weapon broken/damaged by a game effect, and the player must be inactive for a 100 count.

Item Enchantment
The Barbarian may have one item (weapon or shield only) enchanted once per game. The Barbarian may not carry any neutral enchantments.

Savage Might
Announce "Savage Might" at the start of the eligible life. Weapons are considered magical for purposes of damaging targets only affected by magic. Must be marked with green strip(s).

Bard

Class Data:
Armor: None
Shield: up to Medium (deducts from magic points)
Weapons: Dagger, short, medium, long, staff (will deduct from available magic points).
Immunities: None
Lives: 4
Limitations: May one have one Bard for every 10 players

Abilities & Traits:
Bardic Charm: Any Control magic that is cast by a Bard. Some monsters may be immune to Control magics, but not Bardic Charm.
Magic-user: Bards are spellcasters. They get 10 points of magic at 1st-level, 10 more at 2nd, and 10 more at 3rd. These points are divided evenly at levels 4, 5, and 6. See the Magic section for more details.

Bushi

Class Data:
Armor: up to 4 points
Shields: small
Weapons: any melee
Immunities: none
Lives: 5
Limitations: Code of Honor

Abilities & Traits:
Level 1 - Family Weapon, Seppuku (1/life)
Level 2 - Challenge (1/life), Heal Self (1/life)
Level 3 - Immunity: Control, May use throwing weapons
Level 4 - Berserk (2/game), Leatherskin
Level 5 - Immunity: Subdual, May use bow
Level 6 - Adamantium Weapon (2/game)

Adamantium Weapon
Must be used on the Family Weapon. Considered non-magically Hardened, and is considered an enchanted weapon for purposes of striking targets that can only be hit by magic. It is not a Red weapon. Marked with a green strip.

Berserk
As per the Barbarian ability, but can be used at the end of any eligible life.

Code of Honor
The Bushi is required by the demands of honor to never refuse a challenge issued by another player. The challenge immediately becomes an Honor Duel as per the level-1 Wizard spell, but no incant is required.

Family Weapon
This is a weapon of superior craftsmanship and is considered permanently Improved. It may be short, medium, or long. Marked with a blue strip.

Heal Self
As per the level-1 Healer spell *Heal*, but may only be used on self.

Challenge
As per the level-1 Wizard spell *Honor Duel*, but is declared by stating the name of the target and stating once, "I challenge you to defend your honor."

Leatherskin
Has one point of natural armor. This may layer with worn armor (no limits).

Seppuku
If facing defeat or a dishonorable situation, the Bushi may commit ritual suicide. Once dead, the Bushi is immune to Spirit magic (but non-magical Spirit effects) and is considered unwilling for casting purposes. The Bushi may relent to an effect if he wishes, but this removes immunity for the rest of his death count. This cannot be used with Berserk. This requires the player to visibly and dramatically kill himself; simply "taking a death" is not sufficient.

Druid

Class Data:
Armor: None
Shield: up to Small (deducts from magic points)
Weapons: Dagger, short, medium, spear, staff, shortbow (deducts from magic points).
Immunities: None
Lives: 4
Limitations: May one have one Druid for every 10 players

Abilities & Traits:
Magic-user: Druids are spellcasters. They get 10 points of magic at 1st-level, 10 more at 2nd, and 10 more at 3rd. These points are divided evenly at levels 4, 5, and 6. See the Magic section for more details.

Healer

Class Data:
Armor: up to 3 points
Shield: up to Medium (deducts from magic points)
Weapons: Dagger, short, medium, staff, hinged (deducts from magic points).
Immunities: None
Lives: 4
Limitations: May one have one Healer for every 10 players

Abilities & Traits:
Magic-user: Healers are spellcasters. They get 10 points of magic at 1st-level, 10 more at 2nd, and 10 more at 3rd. These points are divided evenly at levels 4, 5, and 6. See the Magic section for more details.

Monks

Class Data:
Armor: None
Shields: None
Weapons: Dagger, short, medium, polearm, staff
Immunities: Poison, *Wounding* (spell)
Lives: 4

Abilities & Traits:
Level 1 - Heal Self (1/life), Missile Block
Level 2 - May now use throwing weapons , Immunity: Control , Transfer Life (1/game)
Level 3 - Touch of Death (1/life)
Level 4 - Greater Missile Block, Banish(m) (1/life), Heal Self becomes 2/life
Level 5 - Banish (2/life), Immunity: Death, Sanctuary (1/life)
Level 6 - Immunity: Traps , Immunity: Petrification

Banish
As per the level-2 Healer spell.

Greater Missile Block
Functions exactly like Missile Block except it also allows the player to use bare hands to block projectiles and arrows without penalty.

Heal Self
As per the level-1 Healer spell, but may only be used on self.

Missile Block
Player is allowed to block arrows with their weapons without penalty.

Sanctuary
Incant: Begin chanting "Sanctuary".
Players within 20' may not take hostile actions towards the player or his equipment. Must be chanting "Sanctuary" while hands are raised. Cannot be holding a weapon. Cannot carry nor affect game items. May not impede the game in any way and must immediately leave any such situations. Sanctuary is broken if the Monk comes within 20 feet of a base. May be used while moving.

Touch of Death
As per the level-3 Wizard spell

Transfer Life
Component: Person (non-Monster)
Incant: Touch person and state "I grant thee a life."
This ability has two possible effects:
1. A dead person is immediately resurrected as per the spell Resurrect.
2. A living person adds one life on their current total. The monk loses one life from his total. If he was on his last life, he dies immediately and may not be restored to life.
NOTE: Lives given to transformed monsters are played as the original class, not the monster.

Paladin

Class Data:
Armor: up to 6 points
Shields: up to Large
Weapons: All Melee weapons, javelins
Immunities: Death, Petrification, Charm (spell)
Lives: 4
Limitations: Cannot use relics other than those granted by class. A player must be a Knight to play a Paladin.

Abilities & Traits:
Level 1 - Healing Touch (m) (2/life), Rune Weapon (1/game)

Level 2 - Rune Shield (1/game) , Curing Touch (m) (2/life), Awe (2/game)
Level 3 - Resurrecting Touch (m) (1/game), Banish (m) (2/game)
Level 4 - Rune Weapon becomes 1/life
Level 5 - Rune Shield becomes 1/life, Banish becomes 1/life.
Level 6 - Extend Immunities

Awe
A per the level-4 Bard spell (Awe/Fear)

Banish
As per the level-2 Healer spell.

Curing Touch
Incant: State once: "Curing Touch"
Instantly cures a poison effect. Converts diseased or undead creature back to human. Will remove the effects of poison and disease from an object. Is not a Heal spell or Resurrect spell. If dead, the target must still come back to life normally. All wounds remain after it is cast.

Extend Immunities
Incant: Touch target, say "My faith defends thee."
Touched player shares all Paladin immunities so long as physical contact is maintained. Immunities may not be extended to equipment. This ends when contact is broken. May be used while moving.

Healing Touch
Incant: Touch person and say "Healing Touch."
Person's wound is healed. It will also remove the effects of Subdual, and will free a victim from Petrify in a 30 count after the spell is completed. May not be used on self. Will repair one point of natural armor on any one hit location.

Resurrecting Touch
Incant: Touch target and say: "Resurrect" followed by a 30 count, then state: "The gentle power of healing hath resurrected thee."
The dead person is alive again, negating the last death and removing all negative effects on the player such as Yield or poison (as if he never died). Enchantments remain intact, though expended spells or abilities are not regained. All wounds and damage to natural armor are healed/mended. Enchantments not eliminated by combat effects or not specifically prohibited may be retained by a Resurrected player. A person that reaches Nirvana or was killed by a Sphere of Annihilation cannot be Resurrected except by means of the Summon Dead spell. Protection from Magic, Sever Spirit, and Desiccate will prevent Resurrect. Will not turn monsters back to human. Monsters created by magic may not be Resurrected.

Rune Shield
Lesser Relic. Marked with a purple strip.

Rune Weapon
Lesser Relic. Considered a Red weapon regardless of size or type, and may be wielded with one hand. It cannot be improved or enchanted in any way. The weapon is marked with a silver strip.

Peasant

Peasants are players who do not have garb but still want to play. Peasants have no levels or abilities.
Weapons: Dagger, short
Armor/Shield: None
Lives: 4
Limitation: Is only played if a player does not have garb and equipment for any other class. Must be played if appropriate garb is not worn.

Pirates

Class Data:
Armor: Up to 2 points
Shields: None
Weapons: Dagger, short, medium, spear, throwing weapons.
Immunities: Honor Duel, Wind, and all magical and non-magical forms of Lost.
Lives: 4

Abilities & Traits:
Level 1 - Pegleg (1/life), Aquatic
Level 2 - Disarm (1/life), Sea Legs
Level 3 - Hook Hand (1/life), Missile Block
Level 4 - Handgun (1/life)
Level 5 - Disarm becomes 2/life, Improve Weapon (1/life)
Level 6 - Pirate Stand (1/game)

Aquatic
May move normally if in the water.

Disarm
State, "Disarm" and strike an opponent's weapon. He must drop the weapon for a 10 count. Will not work on 2-handed weapons.

Pegleg
If a leg is wounded, tie a brown strip around the wounded leg and count to 30. The leg may be used normally but the player cannot move faster than a walk. Counts as being unwounded. Pegleg is wood for spell purposes. Another hit will destroy the Pegleg, but it may be Mended.

Handgun

To use this ability, the player needs a flintlock pistol. It has to be built of foam, cloth, and tape. If it is built to strike in melee, is must follow the same requirements as a Dagger. The Handgun must be in-hand to use any of it's special effects. To load, the player repeats 20 times, "Loading." This must be done before each use, but may start the game loaded. There are two ways to use the Handgun. The method must be chosen before the battlegame and cannot changed mid-game.

- Spellball Method – When fired, the player shouts "BANG!", "POW!" or other gun-type noise, and throws a purple spellball. A hit will remove one point of Invulnerability, is armor-piercing, and is stopped by *Protection from Projectiles.* Up to seven may be carried, and they are reusable.
- Verbal method – May be used to cast two *Wounding* spells and a *Doom* spell. To fire, name the target, point the handgun, and say the incantation. These are non-magical effects and are not stopped by regular class immunities. *Pro/Projectiles* is effective. Will remove one point of invulnerability.

Hook Hand

Tie a brown strip onto a dagger. This weapon is a natural weapon and cannot be enchanted or Improved. Spellballs and other effects that strike the Hook Hand are considered to have hit the arm.

Improve Weapon

A melee weapon deals +1 damage when wielded in a slashing or bludgeoning manner. Does not confer shield-breaking abilities. Marked with a blue strip.

Missile Block

Player is allowed to block arrows with their weapons without penalty.

Pirate Stand

At the start of a battlegame, lay out a 15-foot diameter purple cloth or rope in a circle. The Stand must be more than 50 feet from any base or Nirvana. It is considered a Nirvana for the Pirate's team, though combat may take place in and around it. The Pirate does not nee to be present. The Stand remains in play until the Pirate is shattered.

Sea Legs

Due to a Pirate's natural agility and skill at walking on slippery and shifting surfaces, his defenses improve, granting him a +1 bonus to his armor value if using a 1-handed weapon. Can be used without armor. This is not physical armor, thus cannot be Mended or Healed, and has no effect on area-wide game effects or if the Pirate is immobilized.

Scouts

Class Data:

Armor: up to 3 points
Shields: Small
Weapons: Dagger, short, medium, staff, throwing, shortbow.
Immunities: all magical and non-magical forms of Lost
Lives: 4

Abilities & Traits:

Level 1 - Heal (1/life)
Level 2 - Heal becomes 2/life. Choose one of the following before each battlegame; Stun Arrow (1/reusable) or Flame Arrow (1/reusable)
Level 3 - Antidote to Poison (1/life), Truth (1/life), Camouflage (1/game)
Level 4 - Immunity: Traps, Tracking (1/life), Pass Without Trace (1/game)
Level 5 - Entangle (1/life), Camouflage becomes 1/life
Level 6 - Tracking becomes 2/life, Attuned (2/game), may now use longbow

Antidote to Poison

As per the Assassin ability

Attuned

May carry two enchantments from any caster (or combination of casters) for the duration of the current life. This ability may not be used in conjunction with any other similar ability or magic. Only one of these two enchantments may be simulcast if both of them allow for it.

Camouflage

Component: 5 ft diameter brown cloth or rope
Place cloth in a circle, repeat x3 "May the forces of nature hide my presence." To end the effect, the player must repeat x2; "Nature release me." While camouflaged, the Scout can't be attacked. Area-effect magic still affects the Scout. May not affect anyone else without canceling the ability, though he can use abilities on himself. The Scout may not Camouflage anyone else, their belongings, or game items. An enemy with Tracking within 20 feet can cancel the Camouflage by stating "Tracking" and pointing at the Scout.

Entangle

As per the Level-1 Druid spell.

Flame Arrow

As per the Archer ability

Heal

As per the level-1 Healer spell.

Pass Without Trace
As per the level-3 Druid spell

Stun Arrow
As per the Archer ability

Truth
Incantation: State "Truth" followed by a single yes or no question. The Scout may ask one question per the Scout's level. The target must answer the question truthfully, either 'yes,' 'no,' or 'I don't know.' Range is 20 feet. This represents the gathering of information through the Scout's well-honed senses, and is not stopped by Liplock or similar effects. Questions may be asked at any time during the eligible life, may be asked at different times, and may be asked to different sources (living or dead players, Reeves, or monsters).

Tracking
Incantation: Repeat x5 "Tracking"
Range: 20 ft
The Scout may perform one of the following actions;
   a) Follow a teleporting player
   b) Walk through a Thornwall
   c) Dispel a Camouflage or similar ability.
   d) May ask one question of someone (including a dead player, monster, or Reeve) that must be answered truthfully, in detail, and to the best of the target's ability. This is not stopped by Liplock or similar effects.

Warriors

Class Data:
Armor: up to 6 points
Shields: any size
Weapons: all melee weapons
Immunities: none
Lives: 5

Abilities & Traits:
Level 1 - No additional abilities
Level 2 - Improve Weapon (1/life), Repair Item (1/life)
Level 3 - May now use javelins.

Level 4 - Improve Shield (1/life), Repair Item becomes 2/life.
Level 5 - Shield-Breaker (1/life)
Level 6 - Leatherskin

Improve Shield
The shield may only be destroyed by magical balls or verbal spells. Considered to be metal for game effect purposes. It is marked with a purple ribbon.

Improve Weapon
A melee weapon deals +1 damage when wielded in a slashing or bludgeoning manner. Does not confer shield-breaking abilities. Requires a blue ribbon tied to the weapon.

Leatherskin
Has one point of natural armor. This may layer with worn armor (no limits).

Repair Item
As per the level-1 Healer spell, but may only be used on one's own equipment.

Shield-Breaker
The weapon is considered Red and will destroy shields in three called blows. This effect will remain in place until the weapon is destroyed or damaged, or the bearer dies.

Wizard

Class Data:
Armor: None
Shield: None
Weapons: Dagger, short, medium, spear, staff (will deduct from available magic points).
Immunities: None
Lives: 4

Abilities & Traits:
Magic-user: Wizards are spellcasters. They get 10 points of magic at 1st-level, 10 more at 2nd, and 10 more at 3rd. These points are divided evenly at levels 4, 5, and 6. See the Magic section for more details..

Non-Combat Support Classes

Reeve
    The Reeve is the referee on the battlefield. When involved in a battlegame, the Reeve's word is the law. The Reeve has the power to make rules interpretations, make rules exceptions, and to declare what is and is not legal on the field. He also has the authority to discipline or reward players for their on-field conduct, and to remove problem players. Reeves are identified by a gold tunic, sash, or headband.

Marshal

The Marshal is like the Reeve and works at the Reeve's direction. But Marshals are not rules judges. They are purely safety officers. However, even though he does not have the power of a Reeve, the Marshal's word is still law.

Water-bearer

Water-bearers carry water onto the field during holds and sometimes run a refresher table of drinks and light foods near the battlefield. They keep people hydrated on hot days and provide warmth on the cold days. Most importantly, they keep watch over the fighters and make sure that no one gets over-exerted and begins to have health problems.

Chapter 7: Magic Systems

The Rules of Magic:

Magic must be said loudly and clearly enough to be heard within 50 feet or by the target, whichever is closer.

When casting verbal magic with a single target, the caster must announce the target's name immediately before the incantation (or some descriptor if the name is unknown) and point at the target with an open hand or focus.

A player must stand still when casting magic, unless otherwise stated in the magic's description. If a player moves his feet while casting magic, it is interrupted and not cast. The caster must reset and begin casting again. Incomplete or interrupted magic has no effect, and does not count as if it was used.

The target of magic must be in range when the spell is completed.

If the spell has a 50-foot or larger range (including fixed enchantment diameters), then the caster must use a focus. This is an easily visible object that is used to identify the target of the spell. Rune swords are the only weapons that may be used as a focus.

Any hand being used to cast magic must be empty with the exception of magical components, a focus, or the target of a touch spell such as Heal. Magical balls charged in the left hand may be transferred to the right hand before throwing. Unless they buy Ambidexterity, Wizards and Druids must cast spellball magic with their left hand and may not cast if their left arm is wounded. Healers and Bards may cast with either hand.

All magic is listed as a spell, enchantment, fixed enchantment, ball spell or neutral. This distinction can have a great impact on play so note it carefully. Unless stated otherwise, fixed enchantments follow all general rules for enchantments, and magical balls follow all general rules for spells.

General Rules:

Magic points must be evenly distributed between levels; however, higher-level magic points may be spent on a lower level spells. This cannot exceed listed spell Maximums.

Spells completely cast and enchantments discharged are considered used, even if they were ineffective against their targets. The same is true of all class abilities. Example, Touch of Death is used on a 6th level Monk. The Monk is immune to the effect and the enchantment is discharged harmlessly.

In the event of a conflict between magic that is not directly covered by the rules, the following precedent is followed:
a) The higher level magic is more powerful
b) The higher level caster is more powerful
c) The defensive magic is more powerful
d) Reeve's decision.

In the case of confusion or contradictions, then the specific magic description should be the final source. Use your common sense when ironing out problems.

The Reeve's word is final. If what looks like 30 feet to you is determined to be 60 feet by a reeve, then it is 60 feet.

Protections cast on a target have no effect on effects already active; i.e. casting Protection from Magic on a person who is Yielded does not free them from the Yield, though it would prevent them from being killed by a Fireball.

Immunities to magic are based on the School of magic they belong to. Exceptions to this are noted under the limitations of the spell. Note that immunities do not extend to equipment. Additional immunities, unless specified, do not exist.

Reeves may assist in placing a mage's components, such as markers for a fixed enchantment.

A break in the casting of magic is defined as either improper or non-magical wording and/or a gap of two or more seconds between words. This prevents, for example long spells from being cast while under the influence of a magic that requires an ongoing verbal component such as the chanting of "Commune" for the Commune spell.

Effects and magic with ongoing chants require the chant to be repeated with no more than a 5 second pause. Chants must be audible to 50 feet.

Enchantments (E)
a) A person may carry only one at a time unless explicitly noted otherwise in a spell or class, such as the Stack magic or the Attuned ability. Note: Reanimate and Lich are enchantments.

b) When a person moves from where they died, any enchantments they carry are lost. Unless they have moved, Resurrected players retain enchantments unless specifically prohibited. Summon Dead does not return missing enchantments to players.

c) Will only cover one object (for example a person, a weapon, armor, etc). Thus while you may be protected from flame, your armor and equipment is not. The same applies to class abilities.

d) Enchantments cast on equipment count against the number of enchantments that may be carried.

e) Enchantments cast on equipment only function when used by the player who was in possession of the item when it was enchanted. Example: If you give a Bladesharped sword to another player, the enchantment does not function.

f) If you are carrying an enchantment you cast on yourself, it is removed when you begin casting other magic unless otherwise noted.

g) May not be cast on unwilling participants or their equipment; though this does not prevent them from being the target of enchantment effects such as Touch of Death. The dead are always considered willing targets.

h) Must be denoted by a visible enchantment strip and announced if asked.

i) Enchantments nullified must be removed.

j) Enchantments on a dead player should remain while on the battlefield as they may affect attempts to Resurrect, Talk to Dead, etc.

k) If already wearing your maximum number of enchantments, you must have an enchantment removed by the appropriate means (Cancel from the caster, Dispel Magic, etc) before receiving another.

l) When cast upon objects, they cover the entire object; i.e. a robe with Protection from Flame on it would prevent Fireballs from affecting the wearer if they struck the robe. If they struck a part of the player not covered by the robe then the player would be affected as normal.

m) May be dispelled.

Fixed Enchantments (FE)
a) Disappear (never to return) when their caster dies or travels farther than 100 feet from them.

b) Are considered to be on the area of ground and do not dissipate when other magic is cast.

c) A player may only have a single fixed enchantment active at a time. Casting a fixed enchantment while another fixed enchantment from the same player is already active causes both enchantments to be negated.

d) May be dispelled.

Ball Spells (B)
a) A magic-user may physically carry no more than 7 spellballs of each type. Other players may not carry extra spellballs.

b) A magic-user may have only one type of spellball charged at a time, but may have a number spellballs charged within the limits of his spell list and the spell descriptions. This is called simulcasting (each one charged separately) or multicasting (charged all together with one incantation). Simulcast spellballs must be thrown separately. Multicast spellballs must be thrown all at once.

c) When an item is struck by multiple simulcast spellballs, only the first spellball from that group affects that item; i.e. a shield hit by two simulcast Lightning Bolts is simply destroyed, but the wielder is unharmed. This rule does not apply to armor; i.e. if a player wearing torso armor and two Protects is struck in the torso armor by two simulcast Iceballs, he loses both of his protects.

d) When a Lightning Bolt, Fireball, or similar destructive spellball strikes a player in a location covered by armor, the armor is destroyed in that hit location and the magic affects the player as normal unless otherwise noted. Spellballs that deal damage (such as Magic Bolt) affect armor as normal per projectiles unless otherwise noted.

e) Spellballs 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 him.

f) Spellballs, except where explicitly noted, only affect the first thing they hit.

g) Unless otherwise noted, spellballs are not engulfing.

h) Barring any enchantments or magical effects, garb strikes count as hitting the player if the spellball would have continued on to hit the player (i.e. you may not block Lightning Bolts with your cloak).

i) All magic classes must have a list of which magic they have bought for that game on them at all times. Failure to have this list renders a player incapable of casting magic. Failure to wear appropriate class garb also negates magic abilities.

j) Beginning an incantation discharges all of your unused spellballs and interrupts the incantation of any other magic you were casting.

k) Spellcasters may never be affected by their own spellballs.

l) Dispel will dispel all active spellballs of a type.

The Schools of Magic:

There are eight schools of magic. Each represents a different type of effect. Note that immunities are based on the school. Therefore, as Hold Person is a magic of the Subdual school, a barbarian, immune to subdual effects, is not affected. Stun, on the other hand, is of the Sorcery school, and barbarians would be affected by it.

- Control: Controls the mind, will, or senses.
- Death: An effect whose consequence is death or the withering of a body part.
- Flame: Produces heat, fire, or lightning
- Neutral: Magic that is neutral in terms of its School. They cannot be dispelled.
- Protection: Causes the target to be protected in some way.
- Sorcery: Effects that are purely magical in nature or somehow affect magic itself.
- Spirit: An effect that has to do with the forces of life. Includes healing.
- Subdual: Causes the target to be subdued in some manner.

Relics
Relics are objects of great power, rare and highly prized. A relic will generally win any question of magical superiority unless the magic states otherwise in the descriptions, are considered Enchanted, and are indestructible.
Great Relics are often the subjects of quests and are held under specific conditions. Lesser Relics (Rune Sword, Rune Shield, etc.) are usually granted by the class.

Weapon Costs for Spellcasters
Cost per 10 points of magic (multiple weapons must be paid for, even if of the same type)

Weapon	Cost
Dagger	0
Short, Staff	2
Medium	3
Spear, Hinged	3
Small Shield	3
Medium Shield	4
Bow	5

	Magic Points Available per Spell Level					
	Lvl-1	Lvl-2	Lvl-3	Lvl-4	Lvl-5	Lvl-6
Caster Lvl 1	10 pts	-	-	-	-	-
Caster Lvl 2	10 pts	10 pts	-	-	-	-
Caster Lvl 3	10 pts	10 pts	10 pts	-	-	-
Caster Lvl 4	7 pts	8 pts	7 pts	8 pts	-	-
Caster Lvl 5	6 pts	6 pts	6 pts	6 pts	6 pts	-
Caster Lvl 6	5 pts	5 pts	5 pts	5 pts	5 pts	5 pts

Chapter 8: Spell Descriptions

.

Advancement
Bard 5, Druid 5, Wizard 5, Healer 5
Type: Neutral   Cost: 1
School: Static   Max: 1
Uses: 1/game   Rng: n/a
May purchase up to 3 points of 1st level magic (of the same class).

Ambidexterity
Druid 3, Wizard 3
Type: Neutral   Cost: 2
School: Static   Max: n/a
Uses: Unlimited   Rng: n/a
User may charge and cast ball spells with either hand (and with the same hand).

Anti-Magic
Wizard 3
Type: Fixed Ench.   Cost: 1
School: Sorcery   Max: 2
Uses: 1/game   Rng: 50' dia
Component: 50 ft. diameter yellow cloth or rope
Incant Lay cloth in a circle, repeat x10 "May all forms of magic forsake this place."
No magic of any kind will work within the circle, including Protection from Magic, though enchantments will reappear when removed from the affected area. Active spellballs must be recast upon leaving. Dispel Magic (if cast from outside) will remove Anti-Magic.

Awe
Bard 4, Healer 5
Type: Spell   Cost: 1
School: Control   Max: 4
Uses: 1/game   Rng: 20'
Incant: Repeat x3 "I make thee in awe"
Target may not take hostile action against the caster and must remain at least 20 ft away at all times for a 300 count. If the caster attacks or casts magic at the target, this spell's effect is negated. Area-effect magic will still affect the caster.

Banish
Healer 2
Type: Spell   Cost: 1
School: Sorcery   Max: 4
Uses: 1/life   Rng: 20'
Component: Undead or extra-planar creature.
Incant: Repeat x5 "I banish thee monster."
Monster is removed from play for a 300 count. It will come back at the spot where it was Banished (the life is not lost). Three Banishments on the same life of the creature will kill it. May not be dispelled.

Barkskin
Druid 2
Type: Enchantment Cost: 1
School: Protection   Max: 4
Uses: 1/game   Rng: touch
Component: Orange enchantment strip
Incant: Touch person and repeat x5 "May nature protect thee," attach cloth to person.
Recipient gains one point of natural armor to all hit locations. Cannot be Mended or used with worn armor. May be simul-cast up to four times. May be cast on players that cannot normally wear armor. Is not a form of invulnerability.

Bless
Healer 1
Type: Enchantment Cost: 2
School: Protection   Max: 4
Uses: 1/life   Rng: n/a
Component: White enchantment strip, item of garb or armor.
Incant: Touch item and repeat x5 "I bless thee." tie cloth to item.
Person is immune to the first physical hit of any type. Immunity only applies to areas covered by the item. May not be simulcast. This is considered a form of limited invulnerability, not armor, and may not be Mended or Healed. Magic Bolts and Flame Bolts are considered physical blows for this spell's purposes.

Call Lightning
Druid 4
Type: Sorcery   Cost: 1
School: Flame   Max: 4
Uses: 1/game   Rng: 20'
Incant: Raise empty hands above head and repeat x3 "I call lightning to strike thee."
Target immediately dies.

Cancel
Bard 1, Druid 1, Healer 1, Wizard 1
Type: Spell   Cost: 0
School: Sorcery   Max: n/a
Uses: Unlimited   Rng: 50'
Incant: State; "I cancel my magic."
A magic you previously cast is negated and expended. May not be used on a spellball already thrown. Magic that is completed when cast such as Heal and Resurrect cannot be cancelled. The Permanency spell cannot be canceled.

Charm

Bard 1

Type: Spell   Cost: 2
School: Control   Max: 2
Uses: 1/life   Rng: 20'
Incant: State "Charm" - followed by a 20 syllable or larger poem - followed by "Charmed."
Enemy player is given a task by the caster, such as sing or dance about, which he must perform. The caster should describe what he wants the Charmed player to do within a 50 count after casting the spell. The caster may not be attacked by the victim during this time. If the caster dies or instructions are not completed in this time, the player is freed of the Charm. Spell ends when the task is completed or a 150 count has elapsed, whichever comes first. You may not Charm somebody to affect his own person, equipment, or teammates. The victim may defend himself if attacked, but otherwise may not interact with other players unless it is required to complete the Charm. The victim may move to a safe, out of the way location if performing the Charm impedes game play. If moving to a safe location, the count for the Charm resumes when the victim arrives at that location. Impossible tasks such as, "Bring me the moon in a teacup" result in the Charm being wasted. The charmed player's count starts the moment they are Charmed, except as noted above.

Circle of Protection

Healer 4, Wizard 2

Type: Fixed Ench.   Cost: 2
School: Sorcery   Max: n/a
Uses: unlimited   Rng: 5' dia
Component: 5 ft diameter white cloth or rope
Incant: Lay cloth in a circle, repeat x5 "Circle of protection," place person(s) and/or item(s) you wish to protect inside.
Person(s)/item(s) inside can't harm or be harmed by anyone outside the circle, nor can they cast magic that affects anyone or any thing outside the circle. Forces outside the Circle of Protection may not affect them. Can't block or restrict access to an area. Cannot be used as a cage. No one can enter without recasting the magic. Neither game items, nor persons acting as game items may be put inside. Protection starts when you step inside the cast circle. Magic in the process of being cast inside the circle is broken when the circle is broken (e.g., no Doomsday circles). Players outside the circle can detect its presence (it is linked to this plane). May be removed by Dispel Magic or having an Anti-Magic fixed enchantment cast with the circle inside its area of effect.

Commune

Druid 4

Type: Spell   Cost: 2
School: Sorcery   Max: n/a
Uses: unlimited   Rng: self
Component: Tree
Incant: Touch tree, repeat x3 "May Mother Nature hide me."
Caster may not harm others. Others within 20 feet may not harm or take hostile actions towards the caster. Must be humming or chanting, and say in physical contact with the tree. Cannot be holding a weapon or game item or the magic is broken. Cannot be closer than 20 feet to a base or flag when Commune is started. May not interact with game items while in Commune and cannot affect the game in any way. Destruction of the tree does not affect the Commune in any way.

Cone of Quiet

Druid 4

Type: Fixed Ench.   Cost: 1
School: Sorcery   Max: 4
Uses: 1/game   Rng: 20' dia
Component: 20 ft. diameter orange cloth or rope.
Incant: Lay cloth in a circle, stand in middle with both hands above head and repeat x5 "May no form of sound, speech or noise be heard in this place."
No talking, including magic casting, is allowed inside the circle. Magic may be cast into or through a Cone, however. Speaking requirements used in class abilities to allow others to know what the player is doing are not affected and may still be used.

Confidence

Bard 3

Type: Enchantment Cost: 1
School: Sorcery   Max: 2
Uses: 1/game   Rng: touch
Component: Blue enchantment strip.
Incant: Touch player, repeat x5 "You are great and powerful," tie enchantment cloth on target.
While enchanted, player is considered one level higher. If a life was gained from the increase of level and the player died while enchanted, the "extra" life is lost instead of a normal one. The player gains all abilities of the higher level. Each player can have this cast on them only once each game. May not be cast on magic-users or monsters.

Confusion

Bard 5, Druid 2

Type: Spell   Cost: 1
School: Control   Max: 4
Uses: 1/game   Rng: 50'
Incant: Repeat x5 "By the power of my mind, I will you to be confused."
Victim must attack the nearest creature(s) by the most lethal means possible for a 100 count (with magic if the target wishes). The victim may change targets if another becomes closer. If the "closest" person is killed, the target must attack the next closest, and so on until the 100 count is up.

Monsters are immune. Pacify will end this effect. The affected player is encouraged to "role-play" the Confusion. Reeves may penalize players who make only half-hearted attempts at this effect and shorten the death count of targets that play it well.

Cure Disease
Druid 2, Healer 2
Type: Spell   Cost: 1
School: Spirit   Max: Druid:4, Healer: 8
Uses: 1/life   Rng: touch
Component: An undead, diseased or like type creature
Incant: Repeat x5 "I cure thy illness"
Converts diseased or undead creature back to human. With clean a diseased object. This is not a Resurrect. Does not restore lives or heal wounds.

Cure Poison
Druid 1, Healer 1
Type: Spell   Cost: 1
School: Spirit   Max: 4
Uses: 1/life   Rng: touch
Incant: Repeat x10 "Cure Poison."
Instantly removes Poison effects. Will remove the effects of poison from an object. Is not a Heal spell, wounds remain after Cure Poison is cast.

Curse Weapon
Healer 2
Type: Spell   Cost: 1
School: Static   Max: 4
Uses: 1/life   Rng: 20'
Incant: Indicate the target player and repeat x5 "I curse that <weapon>." Be specific if possible.
The targeted weapon must be dropped and is useless for a 300 count. If the target has more than one weapon, the specific weapon must be noted at the start of the spell. Mend and Repair have no effect on a Cursed Weapon.

Dance
Bard 6
Type: Neutral   Cost: 2
School: Static   Max: 2
Uses: 1/game   Rng: self
Incant: State "Dance," followed by the incantation of the spell it is to be used with, and ending with "The dance is now complete."
You may cast the altered spell while moving, but it must be cast within a 50 count. May only be used with the caster's class spells. May be cast while moving. The spell enhanced by Dance is not cast until the ending phrase is also completed. Dance is cast as soon as "Dance" is said, even if the accompanying magic is not completed

Deathblade
Wizard 4
Type: Enchantment Cost: 2
School: Sorc/Death Max: 4
Uses: 1/game   Rng: n/a
Component: Black and yellow enchantment strips, melee weapon
Incant: Weapon in free hand, repeat x10 "Enchant this weapon," tie cloth on weapon. Upon a successful attack, state "Deathblade."
Wounds inflicted by the weapon kill. This will not affect a player through armor, even if the strike successfully penetrates. Protection from Death or Protection from Magic will negate this effect, though the weapon will still cause damage normally. The enchantment itself is a sorcery, while the effect when used is a Death effect.

Death Strike
Wizard 2
Type: Enchantment Cost: 1
School: Death   Max: 4
Uses: 1/game   Rng: n/a
Component: Black and yellow enchantment strip, melee weapon
Incant: "May this weapon slay its victim." x5. Upon a successful attack, state "Death Strike."
Wounds inflicted by the weapon kill. This will not affect a player through armor, even if the strike successfully penetrates. Enchantment is lost after killing one person or strikes physical invulnerability. Death Strike does only normal damage against Protection from Magic and Protection from Death.

Defend
Wizard 6
Type: Enchantment Cost: 2
School: Protection   Max: 1
Uses: 1/game   Rng: Self
Component: Yellow enchantment strip
Incant: Repeat x5 "Power defend me." Tie cloth on self.
Caster is granted Protect and one of the following: Protection from Magic, Protection from Flame, or Protection from Projectiles. Casting magic does not cause this enchantment to dissipate.

Desiccate
Healer 6
Type: Spell   Cost: 2
School: Spirit   Max: 2
Uses: 1/game   Rng: Touch
Component: Dead player
Incant: Place hand on victim and say: "On life thou has no hold, thy corpse is growing cold, discard this empty husk, return to ash and dust."
Target is instantly shattered. May only be used on dead bodies (undead must be killed before this spell

will work on them). Will permanently kill undead creatures. Will kill a Lich outright. May be used on any player that has not yet reached Nirvana, even if they have moved from where they died.

Dispel Magic
Druid 5, Healer 6, Wizard 3
Type: Spell Cost: 1
School: Sorcery Max: 4
Uses: 1/game Rng: 20'
Incant: Repeat x5 "I dispel that magic."
If cast on a player or object, all spells and enchantments carried are dispelled, including any on equipment. Reanimated players die. Will remove a fixed enchantment. Not usable against relics. Does not affect class abilities or skills, neutral magic of any type, spells or enchantments already discharged (such as Heal), Commune, Messenger, Teleport in the act of being completed, Lost, or Banish. Will cancel Anti-Magic only if cast from the outside. Will cancel Protection from Magic. Equipment not carried is still affected. *Example*: Throwing down an enchanted weapon will not prevent Dispel Magic from removing the enchantment. Permanency will prevent dispelling.

Doom
Wizard 4
Type: Spell Cost: 1
School: Death Max: 4
Uses: 1/game Rng: 50'
Incant: Point at victim, repeat x10 "I doom thee."
Target immediately dies.

Doomsday
Wizard 4
Type: Spell Cost:2
School: Death Max: 1
Uses: 1/game Rng: Line of Sight
Incant: Count "Doomsday 1, Doomsday 2…" through "Doomsday 300."
All enemies in line of sight immediately die.

Enchant Armor
Wizard 4
Type: Enchantment Cost: 1
School: Sorcery Max: 2
Uses: 1/game Rng: Touch
Component: Yellow enchantment strip, armor
Incant: "Enchant this armor" x10
Weapons, regardless of weapon damaging capacity, do one point of damage to Enchanted Armor. Enchanted armor may not be mended or repaired in any way, and provides no protection from verbal or ball spells. This is proof against Backstab, Armor Piercing arrow, and Penetrating arrow. This covers all armor worn by the player, but does not grant the ability to wear armor.

Enchant Shield
Wizard 1
Type: Enchantment Cost: 1
School: Protection Max: 4
Uses: 1/game Rng: Touch
Component: Yellow enchantment strip, shield
Incant: Shield in hand, repeat x5 "Enchant this shield," tie cloth to shield so it is visible.
Shield may not be destroyed by any means except Sphere of Annihilation. The shield is not affected by other magic. Engulfing magic balls that strike the shield still affect the holder of the shield.

Enchant Weapon
Wizard 1, Druid 1
Type: Enchantment Cost: 1
School: Sorcery Max: Druid:4, Wizard: 8
Uses: 1/game Rng: n/a
Component: Yellow (Wizard) or Orange (Druid) enchantment strip
Incant: Hold weapon in free hand and repeat x5 "Enchant this weapon," tie cloth on weapon.
Weapon deals one additional point of damage. May be simulcast up to four times on one weapon allowing it to deal up to four extra points of damage. This does not make it a red weapon. Only usable on bladed or blunt weapons; cannot be applied to piercing or projectile weapons.

Enrage
Bard 4
Type: Enchantment Cost: 1
School: Sorcery Max: 4
Uses: 1/game Rng: Touch
Component: Blue enchantment strip, Red headband.
Incant: Touch target, say "The anger builds within thy veins. No longer shall thou keep it caged. Thine enemies shall feel the pain. Thy crimson visaged berserk rage!" Place cloth and red headband clearly visible on target.
Player gains all the abilities and restrictions listed for the Enraged ability for the duration of the life enchanted. May not return to "normal" until the enchantment is removed by magic or death. Player does not gain Berserk unless they may normally do so while Enraged. May not be used on players who are already Enraged. This enchantment can be cast on Barbarians. Each player can have this cast on him only once each game.

Entangle
Druid 1, Healer 2
Type: Ball spell Cost: 1
School: Subdual Max: 4
Uses: 1/bolt (U) Rng: Thrown
Component: Brown spellball.
Incant: Hold ball and repeat x5 "Entangle."
Victim is stuck in place for 300 count or until each

leg is struck ten times by a slashing weapon. The victim may not move or communicate in any fashion, and neither the victim nor his equipment can be affected except where noted below. It is Engulfing. Beings immune to Flame may not be freed by a Fireball or Flameblade. Dispel Magic, Rot, Freedom, or a touch from a Flameblade will instantly negate the effect. One Fireball striking the victim will instantly negate the effect. Shove, Teleport, and Wind may be used normally on a victim.

Expertise
Bard 6, Druid 6, Healer 6, Wizard 6
Type: Neutral   Cost: 2
School: Static   Max: 1
Uses: 1/game   Rng: self
May purchase four points of up to second level magic in the same class.

Extension
Bard 3, Druid 3, Healer 5, Wizard 3
Type: Neutral   Cost: 1
School: Static   Max: 4
Uses: 1/life   Rng: n/a
Incant: State "Extension" loudly before a spell. Doubles range of the spell for one use. If the spell has a range of 'Touch', grants range of 20 ft and the caster must point at the target in lieu of touching. May not be used more than once on the same casting (e.g., no doubling range twice). The Extension is expended when "Extension" is stated, even if the accompanying spell is not completed.

Extension Fast Heal
Healer 3
Type: Spell   Cost: 1
School: Spirit   Max: 4
Uses: 1/life   Rng: 20'
Incant: "Extension" + Fast Heal incantation
Same as Heal spell, except range and incantation. Can not be dispelled or canceled.

Fast Heal
Healer 2
Type: Spell   Cost: 1
School: Spirit   Max: 4
Uses: 1/life   Rng: touch
Incant: "The gentle power of healing heals thy wounds" x2
Same as Heal spell, except for incantation. Can not be canceled or dispelled.

Feeblemind
Druid 5
Type: Spell   Cost: 1
School: Control   Max: 4
Uses: 1/game   Rng: 50'
Incant: Point at victim, repeat x3 "By the power of my mind, I confuse and erase yours."

Victim may not cast magic or use any abilities of their class. Victims may still fight with melee weapons. Death or Dispel Magic will remove this effect. Class abilities already in use when Feeblemind is cast continue to function. Example: A warrior may continue to use his existing Improved Weapon, but would be unable to use his Repair Item ability. Resurrected victims will still be under the effect of Feeblemind until cured. Pacify will end this effect.

Finger of Death
Druid 6
Type: Spell   Cost: 1
School: Death   Max: 4
Uses: 1/game   Rng: 50'
Incant: Point at victim, repeat x5 "I call for your death."
Target immediately dies.

Fireball
Wizard 3
Type: Ball Spell   Cost: 1
School: Flame   Max: 4
Uses: 1/bolt (U)   Rng: thrown
Component: Red spellball.
Incant: Hold ball in free hand and repeat x5 "Fireball."
Will destroy or kill anything it touches while moving, even on a roll, foot shot, or bounce (it affects all targets it touches, not just the first thing struck). It is considered Engulfing.

Firebow
Druid 4
Type: Enchantment Cost: 1
School: Flame   Max: 4
Uses: 1/game   Rng: touch
Component: Red and Orange enchantment strip on bow, arrows as Flame Arrows.
Incant: repeat x10, "I empower this bow with the element of fire"
Arrows shot from Firebows are considered non-magical Flame Arrows. This is in addition to any other arrow properties, such as penetration or armor-piercing, that the arrows have. This does not give the user ability to use a bow. All arrows must be marked as Flame Arrows.

Fire Trap
Druid 6
Type: Fixed Ench.   Cost: 1
School: Flame   Max: 4
Uses: 1/game   Rng: 20' dia
Component: 20' ft diameter orange cloth or rope
Incant: Lay cloth in a circle, repeat x5 "I call upon the element of fire to consume all that violate these boundaries."

Anyone not protected who enters the area (and all their belongings) will be completely destroyed. Melee and ranged combat cannot take place across wall. It will not stop spells or spellballs. Protection from Flame will protect the player and his belongings. Protection from Magic will only protect the person or object bearing the enchantment, thus a shield carrying Pro/Magic would survive while the player carrying it would not. Any person entering this area with invulnerability loses one point and is ejected from the point at which he entered. Against invulnerable armor this counts as one hit on every location and has a full effect on the target if any areas have no points of invulnerable armor.

Flameblade
Druid 5
Type: Enchantment Cost: 2
School: Flame   Max: 2
Uses: 1/game   Rng: touch
Component: Red and Orange enchantment strips, edged weapon
Incant: Tie cloth to weapon, repeat x10 "Flameblade."
Weapon becomes Red. This will negate Iceball and Entangle hits to the wielder and free other players from Iceball or Entangle with a touch. Wounds result in death, unless the target is immune to magic or flame. The weapon is immune to Flame magic. A Flameblade may be used to block Entangle, Iceball, and all Flame-effect spellballs with no effect on the wielder or the weapon.

Flame Bolt
Druid 3
Type: Ball Spell   Cost: 1
School: Flame   Max: 4
Uses: 1/bolt (U)   Rng: thrown
Component: Orange spellball.
Incant: repeat x5, "Flame Bolt"
Flame Bolt inflicts damage as a Flame Arrow. Protection from Missiles does not block a Flame Bolt. Garb shots are ignored. Protection from Magic and Protection from Flame confer immunity. Cannot be dispelled or canceled. Flame Bolt does 2 points of damage to armor and will destroy any weapon it strikes unless that weapon is Hardened or wielded by a Monk (as per Missile Block). It will destroy an unprotected shield unless the face of the shield is tapped on the ground 3 times within 5 seconds. Will not harm an Improved or Enchanted shield.

Flames of Freedom
Druid 3
Type: Enchantment Cost: 1
School: Sorcery   Max: 4
Uses: 1/game   Rng: touch
Component: Orange enchantment strip
Incant: "Flames of Freedom" x10

This spell confers immunity to Entangle and Iceball spells and similar effects. Immunity extends to equipment, weapons, etc.

Flamewall
Druid 4
Type: Fixed Ench.   Cost: 1
School: Flame   Max: 4
Uses: 1/game   Rng: 15' line
Component: 15 ft. orange cloth or rope.
Incant: Lay cloth in straight line, raise hands, repeat x5 "By the might of nature, I call forth a flaming wall." Creates a wall of flame. Anyone not protected who touches or crosses it (and all their belongings) will be completely destroyed. Melee and ranged combat cannot take place across wall. It will not stop spells or spellballs. Protection from Flame will protect the player and his belongings. Protection from Magic will only protect the person or object bearing the enchantment, thus a shield carrying Pro/Magic would survive while the player carrying it would not.

Flight
Wizard 5
Type: Enchantment Cost: 1
School: Sorcery   Max: 4
Uses: 1/game   Rng: Self
Component: Yellow enchantment strip
Incant: Tie cloth on self and state "Take to the air and fly away" x5 and "Arriving" x5 to land.
The bearer is considered to be flying. The bearer may take flight and land multiple times. Flight should be physically indicated by distinctive posturing. May only be cast on self. A flying player may engage in melee combat only with another flying player. Missile combat, including spell balls, is not allowed while in flight. A flying player may not attack "grounded" players by any means except verbal magic. Caster may use verbal spells without losing the enchantment. Immune to melee attacks by non-flyers. Immune to projectile and magic ball attacks from within twenty feet. Range for all game effects is considered to be the same as actual physical range.

Forcewall
Healer 3, Wizard 2
Type: Fixed Ench.   Cost: 1
School: Sorcery   Max: 4
Uses: 1/game   Rng: 15' line
Component: 15 ft. white (Healer) or yellow (Wizard) cloth or rope
Incant: Lay cloth out in straight line, repeat x10 "Forcewall."
Creates an impenetrable 10-foot wall. Nothing may cross this wall. It will stop all verbal spells, melee and missile combat, spellballs, and all magical effects. Some in game effects (like a river of lava), may be able to simply move around the wall, but cannot destroy or overcome it.

Freedom

Healer 4, Bard 6

Type: Spell	Cost: 1
School: Sorcery	Max: 4
Uses: 1/life	Rng: 20'

Incant: Repeat x3 "From thy bindings thou art released."

Dispels the effects of one subdual or control magic on the target, and any magic or ability that physically restricts movement in any way. Target is immediately freed. Can not be dispelled or canceled. If cast on someone in a Legend, they may not be retargeted by that Legend spell for its duration.

Harden

Healer 4, Wizard 2

Type: Enchantment	Cost: 1
School: Protection	Max: 4
Uses: 1/game	Rng: touch

Component: White (Healer) or yellow (Wizard) enchantment strip

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

Makes object indestructible, except versus Sphere of Annihilation. Cannot be placed on players, garb, armor or anything else that covers a player directly. May be cast on shields.

Heal

Druid 1, Healer 1

There are two forms of Heal (Druid ad Healer). They have different stats but function the same way.

	Druid	**Healer**
Type	Spell	Spell
School	Spirit	Spirit
Uses	1/life	unlimited
Cost	1	0
Max	4	none
Range	touch	touch

Component: Injured Player

Incant: Touch person and state: "Healing 1, Healing 2..." through "Healing 30."

Person's wound is healed. It will also remove the effects of Subdual, and will free a victim from Petrify in a 30 count after the spell is completed. May be used on self. Will repair one point of natural armor on any one hit location. Healers do not require a spell book or scroll to cast Heal.

Healblade

Healer 5

Type: Enchantment	Cost: 2
School: Spirit	Max: 1
Uses: 1/game	Rng: touch

Component: White and yellow enchantment strips, melee weapon.

Incant: "Healblade" x10

The weapon instantly heals wounds on a hit to the wounded limb. It may also be used to cure Stun and end Subdual effects. The weapon will not cause wounds to anyone except undead. Acts as a Deathblade on the undead. A Healblade will not repair natural armor. May not be used on self. The Healblade affects Petrified players as a Heal spell.

Heal Extend

Healer 2

Type: Spell	Cost: 1
School: Spirit	Max: 8
Uses: 1/life	Rng: 20'

Incant: State "Heal Extend," identify target, then recite the Heal spell.

Effects are identical to the Heal spell.

Heat Weapon

Druid 1, Wizard 1

Type: Spell	Cost: 1
School: Flame	Max: 4
Uses: 1/life	Rng: 20'

Incant: Repeat x2 "By the might of the sun, I heat that (weapon)." Be specific, if possible.

The weapon is considered useless for a 300 count and must be dropped. Works against any weapon, but not armor or shields. Someone protected against flame effects may continue to wield the weapon normally. Mend will not restore the weapon. Heat Weapon does affect Hardened weapons.

Hold Person

Bard 1, Wizard 2

Type: Spell	Cost: 1
School: Subdual	Max: 4
Uses: 1/life	Rng: 20'

Incant: Repeat x3 "I command you to stop."

Victim may not move feet for 100 count. May yell, fight or cast any magic that does not involve moving feet. May be cast while moving. Wizards do not require a spell book or scroll to cast Hold Person.

Honor Duel

Bard 4, Wizard 1

Type: Spell	Cost: 1
School: Sorcery	Max: none
Uses: unlimited	Rng: 20'

Incant: State "(the names of both contestants)" loudly and repeat x5 "Remain this duel pure."

Each contestant becomes completely immune to outside effects. They must duel each other until one is dead or a mutually agreed term of winning is accomplished. Participants in an Honor Duel may only affect one another and are considered to be out of play until the spell is finished. The victor may choose safe passage to their home base, ignoring all wounds until arrival. If alive, the loser must return to his base and call 'Alive' to re-enter the game. Both contestants must be within 20 ft of the caster

when the incantation is finished for the spell to work. May not be members of the same team with out the Reeve's permission. Barbarians can not be involved in this spell. Spell is negated if no side achieves victory in a 300 count. Combat is limited to a reasonable area. Should the duel become a stalemate (e.g., a participant is Petrified or otherwise incapacitated) the spell will be considered a draw if no combat takes place within a 30 count and both players must then return to base. Honor Duel may not be dispelled or cancelled. May not be cast on people acting as game items.

Iceball
Wizard 1
Type: Ball Spell   Cost: 1
School: Subdual   Max: 4
Uses: 1/bolt (U)   Rng: thrown
Component: White spellball.
Incant: Hold ball in free hand and repeat x5 "Iceball." Victim is stuck in place for 300 count. The victim may not move or communicate in any fashion, and neither the victim nor his equipment can be affected in any way - except where noted below. It is considered Engulfing. Beings immune to Flame may not be freed by a Fireball or Flameblade. A ball may not be reused if the spell is in effect (on a victim), but may be reused once the victim is free. Dispel Magic, Melt, and Freedom or a touch from a Flameblade will instantly negate the effect. One Fireball striking the victim will instantly negate the effect. Shove, Teleport, and Wind may be used normally on an affected victim.

Legend
Bard 2
Type: Spell   Cost: 1
School: Control   Max: 4
Uses: 1/game   Rng: 20'
Incant: State "Legend," followed by a short poem of 20+ words, and end with "Legended"
The caster and victim move to an out of the way place within 50 ft of the casting of the spell, where the caster will perform for him. Neither the caster nor target can be attacked by anyone within a 20 ft radius. The caster may defend himself, but at the cost of canceling the spell. The victim may not do anything. Once the performance has begun, anyone susceptible to control magic may be ensnared, at the caster's option, if they come within 20 ft of the bard while he is performing. He may ensnare a maximum number of people equal to his level. The "out of the way place" cannot be within 50 ft of a base. Performance has a maximum length of a 300 count (started the moment the spell is finished being cast). If ended without the death of the target(s), the targets must tag their base before returning to the game. Players not affected by Legend may not attack, cast magic, or use class abilities on the bard or his victims if within 20 ft of the caster's

performance but may enter and leave the area at will. The caster may attack victims of this spell, though the caster attacking anyone in a Legend frees all other victims and the Legend spell is broken. The caster and victim are considered removed from the game during their transit to the performance location. This is considered an ongoing spell effect and as such may be removed via Dispel Magic targeted on the caster.

Lend
Wizard 5
Type: Neutral   Cost: 1
School: Static   Max: 4
Uses: 1/game   Rng: self
May Lend magic to another Wizard (of any level). That person may then use the magic as if he had purchased it with his own points. The caster lending the magic may no longer use it. To Lend a magic, the caster must pay for both the Lend and the magic he is Lending. Lend must be decided, bought and paid for before the game begins. Spell maximums must still be observed. May be cast on self only.

Lich
Wizard 6
Type: Neutral   Cost: 1
School: Spirit   Max: 2
Uses: 1/game   Rng: self
Component: Monster handout (Lich), yellow marker., yellow enchantment strip.
After having died his last natural death, the caster returns to the place he died as a Lich (marked with the Marker before leaving to perform the death count). A Lich has all the casters per life spells as though it is an additional life plus all other magic the caster had not yet expended before becoming a Lich. A Sever Spirit or Dispel will kill a Lich. A Lich is considered to be a caster and undead and may still die from normal means. A Lich (as an undead) has the following powers and restrictions;
• Immunity: Death, Immunity: Charm, Immunity: Poison, Immunity: Disease, Regenerates wounds in a 60 count, but will not regenerate from death. The Lich may still be killed by normal means.
• The lich may not be Healed or Resurrected. The lich may be affected by Banish and Perdition. A Healblade acts as a Deathblade.
• The lich may not carry any game items or enchantments. The lich may not be brought back to life in any manner.

Lightning Bolt
Wizard 2
Type: Ball Spell   Cost: 1
School: Flame   Max: 4
Uses: 1/bolt (U)   Rng: thrown
Component: Yellow spellball.
Incant: Hold bolt and repeat x5 "Lightning Bolt." Players struck die. Items struck are destroyed.

Liplock

Bard 2, Wizard 2
Type: Enchantment Cost: 2
School: Sorcery   Max: none
Uses: unlimited   Rng: touch
Component: Blue (Bard) or wizard (Wizard)
enchantment strip.
Incant: repeat x5 "Remain the truth still," tie on cloth.
Bearer cannot speak or otherwise respond to questions asked under Talk to Dead or similar magic. Does not affect the Tracking ability. May only be cast on each player once per battlegame. Disappears when the person comes back to life. May be cast on an unwilling target

Lore

Bard 4
Type: Spell   Cost: 2
School: Control   Max: 2
Uses: 1/life   Rng: 20'
Incant: State "Lore," followed by a short poem (20 words or more), and ending with "Lore."
The caster and target are removed from the game. The caster then may ask the victim a 'yes' or 'no' question, which must be answered truthfully. The caster may continue asking questions until he receives a 'no' answer - in which case, the spell ends. If the target does not know the answer of the question, he may state so, but it does not end the spell. The reeves might give the bard additional information to further define the Lore spell. The questioning has a maximum time count of 100. The caster and target may not attack each other during the duration of the spell and for a 100 count after its completion. Neither the caster nor the victim may move about while the questions are being asked.

Lost

Healer 1
Type: Spell   Cost: 1
School: Subdual   Max: 4
Uses: 1/game   Rng: 20'
Incant: Repeat x5 "I make thee lost."
Person must go back to his base before he can do anything else. The person is out of game until he reaches his based and cannot affect or be affected by the game. May not be used on Teammates. May not be dispelled.

Magic Projectile

Druid 2
Type: Enchantment Cost: 1
School: Sorcery   Max: 4
Uses: 1/game   Rng: touch
Component: Projectile (arrow, javelin, throwing knife, etc), orange enchantment strip.
Incant: Hold projectile in free hand, repeat x5 "May this projectile strike true," tie cloth to projectile weapon.

Projectile will do one more point of damage than normally done by the projectile type. If this increases the damage to five points or more, the projectile can act as a shield breaking weapon. Monks may block these without penalty. This enchantment may be simulcast up to four times, providing four additional points of damage to the projectile.

Magic Bolt

Wizard 1
Type: Ball Spell   Cost: 1
School: Sorcery   Max: 4
Uses: 1/bolt (U)   Rng: thrown
Component: Blue spellball
Incant: Hold ball and repeat x5 "Magic Bolt."
A direct hit on a person will kill or wound them just as if it were a throwing weapon. Will destroy a weapon on a hit. Destroys one point of armor. It is not stopped by Protection from Projectiles. Missile Block is effective. Garb hits are ignored.

Mass Sleep

Healer 5
Type: Spell   Cost: 1
School: Subdual   Max: 1
Uses: 1/game   Rng: line of sight
Incant: Repeat: "Mass Sleep 1… Mas Sleep 2… Mass Sleep 3…." until 250 is reached.
As per Sleep for a 60 count, except it effects everybody (both teams) in line of sight

Melt

Healer 1
Type: Spell   Cost: 1
School: Sorcery   Max: 4
Uses: 1/life   Rng: touch
Incant: Repeat x3, "I call upon the warmth of the earth to release you."
The target is freed of the effects of an Iceball upon completion of this spell. Can not be dispelled or canceled.

Mend

Druid 2, Healer 1, Wizard 2
Type: Spell   Cost: 1
School: Sorcery   Max: 8
Uses: 1/life   Rng: touch
Incant: Repeat x10 "Make this item whole again."
Will repair a damaged or destroyed item or restore all armor damage. Cannot be used to negate the affects of Heat Weapon, Shatter, Cursed Weapon, or Sphere of Annihilation. If an enchanted item is Mended, its enchantment stays intact.

Messenger
Wizard 2
Type: Enchantment   Cost: 1
School: Sorcery   Max: none
Uses: 1/game   Rng: self
Component: Yellow enchantment strip
Incant: Repeat x10 "Safe passage unto thee," tie cloth on player.
Recipient must go straight to destination, deliver message, and then return where spell was cast. Cannot harm others nor be harmed, and may not be followed.

Mimic
Bard 4
Type: Neutral   Cost: 2
School: Static   Max: 1
Uses: 1/game   Rng: self
During life used caster gains all the non-magical 1st level abilities and restrictions of a single standard class that is mimicked, including all weapons, armor and shields permitted that class at 1st level. The caster may also still use his normal class abilities. If the Bard is Level-5, he may Mimic a 2nd level class under the same conditions. If the Bard is Level-6, he may Mimic a 3rd level class under the same conditions. May not be used to Mimic the Anti-paladin or Paladin classes unless caster is a knight. If Berserk, caster may not cast magic. Monsters may never be mimicked.

Mute
Healer 1, Bard 5
Type: Spell   Cost: 1
School: Control   Max: 4
Uses: 1/life   Rng: 20'
Incant: Repeat x5 "I silence thee."
Victim cannot speak or cast magic for a 100 count. Speaking requirements used in class abilities to allow others to know what the player is doing (sanctuary chant, etc) are not affected and may still be used.

Mutual Destruction
Wizard 3
Type: Spell   Cost: 1
School: Death   Max: 4
Uses: 1/game   Rng: 50'
Incant: Repeat x5 "I call for our deaths."
Both the caster and the victim die. Nothing will protect the caster from his own Mutual Destruction.

Pacify
Healer 4
Type: Spell   Cost: 1
School: Spirit   Max: 4
Uses: 1/game   Rng: 50'
Incant: Repeat x5 "(Name target), with the power of healing, I pacify thy rage."
This spell instantly ends effects of Confusion, Feeblemind, Chant of Rage, Enrage, and Berserk. May not be canceled or Dispelled.

Paralyze
Healer 6
Type: Spell   Cost: 1
School: Subdual   Max: 4
Uses:1/game   Rng: 50'
Incant: Repeat x3, "(Identify target), I call upon the power of healing to paralyze thy body."
The target is paralyzed for a 100 count. The target is unable to speak, defend self, move, etc. Protection from Magic confers immunity to this spell. Cannot be dispelled or canceled.

Paralyzing Pit
Druid 6, Wizard 5
Type: Fixed Ench.   Cost: 1
School: Subdual   Max: 4
Uses: 1/game   Rng: 15 dia'
Component: 15 ft diameter orange (Druid) or yellow (Wizard) cloth or rope.
Incant: Repeat x10 "Paralyze all who violate this area."
Any players inside the zone are completely immobilized and may not move, cast spells, or use active class abilities. Bearers of Protection from Magic are immune. May not be placed within 20' of base. May not bring game items into a Paralyzing Pit (item is removed from the Pit and victim is still paralyzed). This spell does not confer any protection on victims. Victims may be freed by a magical Heal, Freedom, Shoving them out of the area of effect, or by being carried out by two players who are immune to the effects.

Pass Plant
Druid 5
Type: Spell   Cost: 1
School: Sorcery   Max: 4
Uses: 1/game   Rng: touch
Incant: Touch tree and repeat x5 "Pass plant", and repeat upon arrival x5 "Arriving."
Caster is transported from the current tree to any tree in the game boundaries. Cannot harm others nor be harmed during transit. Treat as Out of Game until at location, and may not be affected until the final "Arriving" has been stated. Must go straight to location unless tracked (may then take indirect route). Should quietly tell reeve or teammate destination. Cannot be followed except through Tracking. Location must be a fixed location, cannot be something like "Where the bandits are hiding the captives" if this location is not known. Cannot be used on unwilling targets and attempting to do so results in the spell being wasted.

Pass Without Trace
Druid 3
Type: Spell   Cost: 1
School: Static   Max: 2
Uses: 1/game   Rng: Self
Incant: Repeat x3 "Pass Without Trace"
The Druid vanishes and must go directly to his or her base. The Druid cannot be attacked or affected in any way, including battlefield effects, until base is touched. Cannot be Tracked. This may be cast while moving. The Druid may not take Game Items while under this spell. In games without definable bases, follow the Teleport spell rules, but may still cast while moving. Cannot be dispelled or canceled.

Perdition
Healer 6
Type: Spell   Cost: 1
School: Spirit   Max: 4
Uses: 1/game   Rng: 50'
Incant: Repeat x3 "(Identify target), I call upon the force of healing to destroy this abomination."
Targeted undead monster is destroyed and cannot be returned to life by any means, including Regeneration. It loses one life, and plays additional lives normally. May not be canceled or dispelled.

Permanency
Wizard 6
Type: Neutral   Cost: 1
School: Static   Max: 4
Uses: 1/game   Rng: touch
Incant: State: "Permanency".
The targeted enchantment or fixed enchantment may not be Dispelled or Cancelled, and has no fixed duration. The Wizard may not cast Permanency on enchantments placed on himself. Permanency is placed on a specific enchantment already in effect. Permanent enchantments are lost when the bearer dies. Permanent fixed enchantments are negated by the death of the caster of the fixed enchantment. Casting this does not activate a fixed enchantment.

Petrify
Druid 5, Wizard 4
Type: Ball Spell   Cost: 1
School: Subdual   Max: 1
Uses: 1/bolt (U)   Rng: thrown
Component: Gray spellball
Incant: Hold ball and repeat x5 "Petrify."
Victim is turned into a stone statue. The victim may not move or communicate in any fashion until the game is finished. He and his equipment cannot be harmed. It is Engulfing. A ball may not be reused if the spell is in effect, but may be reused once the victim is free. Can be dispelled. Shove, Teleport, and Wind may be used normally on an affected victim, but he may not otherwise be moved. A player who takes a death while under the effect of Petrify may not in any way return from the dead, with the obvious exception of his normal death count, until a Summon Dead has been cast on the corpse.

Plant Door
Druid 3
Type: Spell   Cost: 1
School: Sorcery   Max: 4
Uses: 1/life   Rng: self
Component: A tree taller than the caster.
Incant: Touch tree, repeat x5 "Open up and receive a loyal protector of the forest."
Caster is assumed to be inside the tree and may not be attacked. May cast Verbal magic, but must touch the tree or the spell ends. Cannot fight with melee weapons. If the tree is hit 10 times by a slashing weapon, or if a flame effect strikes it, it is destroyed and the caster is no longer protected. The caster may be affected by Verbal magic.

Presence
Bard 1
Type: Neutral   Cost: 1
School: Static   Max: 4
Uses: 1/game   Rng: self
Component: Tie a blue ribbon on an arm.
Due to respect and awe for the position, all barbarians will not attack the caster during a life in which Presence is used. If the caster attacks or casts magic at a Barbarian, that person may ignore the affects of the caster's Presence for the rest of the game. Players that are Berserk ignore Presence

Protect
Healer 3, Wizard 3
Type: Enchantment   Cost: 1
School: Protection   Max: 4
Uses: 1/game   Rng: touch
Component: White (Healer) or yellow (Wizard) enchantment cloth.
Incant: Repeat x5 "May this magic Protect thee," tie cloth on person.
Person enchanted is immune to the first hit of any kind or the first magic cast against him (is a type of invulnerability). May be simulcast up to four times on the same person. May not be Mended. Offers no protection from attacks that cause no damage.

Protection from Control
Bard 1, Healer 4
Type: Enchantment   Cost: 1
School: Protection   Max: 4
Uses: 1/game   Rng: Touch
Component: White (Healer) or blue (Bard) enchantment cloth.
Incant: Repeat x5 "Thou art Fearless and Brave," tie cloth to target.
Target is immune to Control magic and abilities.

Protection from Death

Healer 5
Type: Enchantment Cost: 1
School: Protection   Max: 4
Uses: 1/game   Rng: touch
Component: White enchantment cloth
Incant: Repeat x5 "I protect thee from death," tie cloth on person
Target is immune to Death magic and abilities.

Protection from Disease

Druid 3, Healer 3
Type: Enchantment Cost: 1
School: Protection   Max: 4
Uses: 1/game   Rng: touch
Component: White (Healer) or orange (Druid) enchantment cloth
Incant: Repeat x5 "I protect thee from disease," tie cloth on person.
Person is immune to all forms of disease. A weapon hit will still cause normal damage. This will protect a person from being converted to an undead or lycanthrope.

Protection from Flame

Druid 2, Wizard 2
Type: Enchantment Cost: 1
School: Protection   Max: 4
Uses: 1/game   Rng: touch
Component: Orange (Druid) or yellow (Wizard) enchantment cloth
Incant: Repeat x5 "I protect thee from the element of flame," tie cloth on person or object.
Protects against all forms of flame, including all magic of the Flame School. Stops Fireball's negation of Iceball and Entangle.

Protection from Magic

Wizard 4, Healer 6
Type: Enchantment Cost: 1
School: Protection   Max: 4
Uses: 1/game   Rng: touch
Component: Yellow (Wizard) or white (Healer) enchantment cloth
Incant: Repeat x5 "Protection from all forms of magic," tie cloth on person or object.
Blocks all forms of magic, even beneficial magic such as Heal and Resurrect. Treat weapons with enchantments cast on them as normal weapons. Protection from Magic will prevent other enchantments from being cast on a target.

Protection from Petrification

Healer 4
Type: Enchantment Cost: 1
School: Protection   Max: 4
Uses: 1/game   Rng: touch
Component: White enchantment cloth
Incant: Repeat x5; "I protect thee from the calcification of thy tissues."
The bearer is immune to Petrify.

Protection from Poison

Healer 2
Type: Enchantment Cost: 1
School: Protection   Max: 4
Uses: 1/game   Rng: touch
Component: White enchantment cloth
Incant: Repeat x5 "I protect thee from all deadly venoms," tie cloth to person or object.
Grants a one-time immunity to poison effects (but not the wound itself if delivered by a weapon) on a person or object. Does not protect from damage from a poisoned weapon, but only negates the poison.

Protection from Projectiles

Wizard 3
Type: Enchantment Cost: 1
School: Protection   Max: 4
Uses: 1/game   Rng: touch
Component: White enchantment cloth
Incant: Repeat x5 "I protect three from the weapons of flight," tie cloth on person or object.
E: Protects from all non-magic projectiles.
L: Ineffective against magical or enchanted projectiles, including magic balls, relic projectiles, and weapons bearing Magical Projectile.

Protection from Subdual

Bard 2
Type: Enchantment Cost: 1
School: Protection   Max: 4
Uses: 1/game   Rng: touch
Component: Blue enchantment cloth
Incant: Repeat x5 "Be stout of heart and strong of will," tie cloth on target.
Target is immune to subdual magic and abilities. Target also gains immunity to being subdued or held in place by any means.

Pyrotechnics

Druid 4, Wizard 3
Type: Spell   Cost: 1
School: Flame   Max: 4
Uses: 1/game   Rng: 50'
Incant: Repeat x5 "I call upon the element of fire to destroy that (object)."
Object is destroyed. May be repaired by a Mend. Does not affect bases, relics, game items, items bearing the Harden enchantment, Enchanted Shield or any enchantment. Is stopped by Protection from Magic and Protection from Flame.

Reanimate
Wizard 5
Type: Enchantment Cost: 1
School: Spirit   Max: 4
Uses: 2/game   Rng: touch
Component: Yellow enchantment strip, dead player
Incant: Repeat x10 "Rise and fight again," tie on strip
Player is returned from the dead to loyally serve the caster. Dispel will kill. Wounds (other than the one which killed) and damage to armor remain, but may be Healed or Mended as normal. Reanimated players may not use magic or abilities though any that were already in effect still remain. Barbarians may not be reanimated. As Reanimate is an enchantment, person does not retain enchantments carried before death unless they are able to bear two enchantments.

Regeneration
Healer 6
Type: Enchantment Cost: 1
School: Spirit   Max: 2
Uses: 1/game   Rng: touch
Component: White enchantment cloth
Incant: Repeat x5, "Endless health unto thee," tie cloth to person.
Players bearing this enchantment will recover from all wounds and/or death in a 60 count and are immune to poison. The player may not be fighting to gain this benefit. Fighting will interrupt the count and cause the player to have to start over when they stop fighting. The last five seconds of the count must be said aloud and audible to fifty feet. Will not work on armor. It will not work on those already dead.

Reincarnate
Druid 6
Type: Enchantment Cost: 2
School: Spirit   Max: 2
Uses: 1/game   Rng: touch
Component: Dead person, appropriate garb, monster handout
Incant: Repeat x5 "I call upon the forces of nature to grant you life in a new form."
Player sacrifices lives (listed in the monster description) to play as a monster with one life. Restricted to the following monsters: Lizard man, Dryad, Unicorn, Hill Giant, Regenerating Troll, Centaur, Brownie, Minotaur and Siren. Must be approved by the appropriate officers. The garb for the monster must meet required standards. Once the monster dies, it is out of the game. May be removed via Dispel Magic. Player does not get the sacrificed lives back if this is done. Reincarnated players no longer play by their class rules, but by the rules of the class they have become.

Resurrect
Healer 3
Type: Spell   Cost: 1
School: Spirit   Max: 8
Uses: 1/game   Rng: touch
Component: Dead Person
Incant: State once: "Resurrect" followed by a 30 second count followed by "The gentle power of healing hath resurrected thee."
The dead person is alive, negating the last death and removing all negative effects such as Yield or poison (as if he never died). Enchantments remain intact, though expended spells or abilities are not regained. A dead person cannot move on his own nor speak in order to encourage a caster to Resurrect him. A person that reaches nirvana or was killed by a Sphere of Annihilation cannot be Resurrected except by means of the Summon Dead spell. Will not turn monsters back to human. Monsters created by magic may not be Resurrected. All wounds and damage to natural armor the dead person had prior to dying are repaired. A dead person may remain on the field as long as he wishes, but may not affect the battle or impede play. Enchantments not eliminated by combat effects or not specifically prohibited may be retained by a Resurrected person. Protection from Magic, Sever Spirit , and Desiccate will prevent Resurrect.

Rot
Druid 1
Type: Spell   Cost: 1
School: Sorcery   Max: 4
Uses: 1/life   Rng: touch
Component: Victim in Ensnare or Entangle
Incant: Repeat x3 "I call upon the powers of entropy to release you."
The target is freed of the effects of an Entangle upon completion of this spell.

Safe Passage
Bard 3
Type: Neutral   Cost: 1
School: Static   Max: 2
Uses: 1/game   Rng: self
Incant: Repeat x5, "Song of Safe Passage" and then begin performing in some manner.
The Bard may wander freely as long as the Bard continues to perform. The Bard may not be directly attacked, but is still affected by battlefield effects. The Bard may make no hostile moves toward the enemy during this time, nor may the Bard approach within 20' of a base. If the Bard wanders into or is caught in the area of effect of an Anti-Magic Zone the spell ends immediately. If the Bard stops performing, makes any hostile moves toward the enemy, or tries to influence combat in any way then the spell ends immediately.

Safe Zone
Healer 6
Type: Fixed Ench.   Cost: 2
School: Protection   Max: 1
Uses: 1/game   Rng: 15' dia
Component: 15 ft diameter white cloth or rope
Incant: Repeat x5 "Let the gentle power of healing make a place of sanctuary for those in need."
Anyone within the circle is immune to all battle game effects, except healing magics preformed inside the circle. A Safe Zone may not be placed within 50' of a base. Game Items may not enter a Safe Zone. Anyone is free to enter or exit the Safe Zone without dispelling it, including the caster and opposing team members. The death of the Healer will end the effects of a Safe Zone.

Sever Spirit
Healer 4, Wizard 4
Type: Spell   Cost: 1
School: Spirit   Max: 4
Uses: 1/life   Rng: touch
Component: Dead player
Incant: Repeat x2 "I sever thy spirit."
Targeted corpse is impossible to Resurrect, Re-animate, Reincarnate or bring back to life in any manner, this includes regeneration. May only be used on corpses (undead creatures must be killed before this spell will affect hem). Will permanently kill undead creatures. Will kill a Lich outright. May be used on any player that has not yet reached Nirvana, even if they have moved.

Shove
Wizard 1
Type: Spell   Cost: 1
School: Sorcery   Max: 4
Uses: 1/life   Rng: 20'
Incant: Repeat x3 "I shove thee."
Forces victim to back up 20 feet directly away from the caster. Cannot force a person into a mundanely physically dangerous position. Will work against persons under effects of Iceball, Entangle, Petrify, Stun, Paralyzing Pit, and Sleep magics, as well as those who are wounded.

Silence
Healer 5
Type: Enchantment Cost: 1
School: Sorcery   Max: 4
Uses: 1/game   Rng: 50'
Incant: Repeat x5 "Let all sounds forsake thee."
The victim cannot speak or cast magic for a 300 count. Speaking requirements used in normal class abilities are not affected and may still be used. 2nd level Monks are immune to this spell.

Sleep
Bard 3, Healer 2
Type: Spell   Cost: 1
School: Subdual   Max: 2
Uses: 1/life   Rng: 20'
Incant: Repeat x5 "Close your eyes and sleep in peace."
Victim must lie down and "Sleep" for a 60 count. The target is awakened when struck, even if blow is ineffective. Offers no special protection to its target.

Speak to Dead
Healer 1, Wizard 1, Bard 2
Type: Spell   Cost: 1
School: Spirit   Max: 4
Uses: 1/life   Rng: touch
Component: Dead player
Incant: Repeat x3 "Reveal your secrets from beyond the grave."
Dead person must answer one "yes or no" question truthfully with "yes," "no," or "I don't know." The spell fails if the dead player wore an un-dispelled Protection from Magic or was subjected to Sever Spirit or Desiccate.

Sphere of Annihilation
Wizard 6
Type: Ball Spell   Cost: 2
School: Sorcery   Max: 1
Uses: 1/bolt (U)   Rng: thrown
Component: Black spellball
Incant: Hold ball and repeat x5 "Sphere of Annihilation."
Will destroy anything not protected by Invulnerability; even Enchanted or Hardened items. Ignores non-invulnerable armor. Counts as one hit against invulnerability. It is Engulfing. Protection from Magic is not effective. Destroyed objects may not be Repaired or Mended. Will stop Berserk. Bounces do not count. Players killed by Sphere can be Resurrected. Only one bolt may be carried.

Splinter
Druid 3
Type: Spell   Cost: 1
School: Sorcery   Max: 4
Uses: 1/game   Rng: 20'
Incant: Repeat x3 "By the power of nature, I destroy that (object)."
The target object is completely destroyed. This spell cannot affect bases or game items. Hardened objects may not be Splintered. Splintered objects cannot be Mended or Repaired. Any enchantment on the item is lost.

Stack

Wizard 6
Type: Neutral	Cost: 1
School: Static	Max: 4
Uses: 1/game	Rng: touch

You may place one extra enchantment on a single player or his equipment. May be used on self. May not be Stacked on itself. May not be used with enchantments cast by other players. Stack cannot be used with Attuned or Item Enchantment. If both enchantments are used on the player's body, they should be tied in different places. The cost must still be paid for the two enchantments to be used.

Stoneskin

Druid 4
Type: Enchantment	Cost: 1
School: Protection	Max: 4
Uses: 1/game	Rng: touch

Component: Orange enchantment cloth
Incant: Touch target, repeat x5 "May nature protect thee from all forms of attack," tie cloth to players arm.

Player gains one point of invulnerability and one point of armor. Cannot be used with any other armor. This enchantment can be simulcast up to four times, giving the target four points of invulnerability and four points of armor. May be cast on players that cannot normally wear armor.

Stone to Flesh

Druid 4
Type: Spell	Cost: 2
School: Sorcery	Max: 2
Uses: 1/life	Rng: 20'

Component: Petrified victim
Incant: Repeat x5 "I call upon the element of earth to free thee from its stony fist."
The target is immediately freed from Petrification.

Stun

Healer 3
Type: Spell	Cost: 1
School: Sorcery	Max: 4
Uses: 1/game	Rng: 20'

Incant: State the target and repeat x 5 "I stun thee."
Affected player may not move, speak, cast magic, fight, or use class abilities for a 100 count. They are considered completely senseless to the world around them. Will affect Barbarians.

Stun Weapon

Wizard 1, Healer 1
Type: Enchantment	Cost: 0
School: Subdual	Max: none
Uses: unlimited	Rng: touch

Component: Yellow (Wizard) or white (Healer) enchantment cloth

Incant: Repeat x5 "May this weapon stun its victim," tie cloth to weapon.

Allows any weapon to be used to subdue. Does not allow the weapon to affect monsters that are only affected by magic weapons. May only be used by members of the caster's team.

Summon Dead

Healer 5
Type: Spell	Cost: 1
School: Spirit	Max: 4
Uses: 1/life	Rng: 50'

Incant: Repeat x5 "I summon thy corpse."
Dead person must go to the caster but is not again alive. May be used on people in Nirvana (if in range); this does not interrupt the payer's death count.

Teleport

Healer 6, Wizard 4
Type: Spell	Cost: 1
School: Sorcery	Max: 4
Uses: 1/game	Rng: touch

Incant: Repeat loudly x5 "Teleport;" upon arrival loudly x5 "Arriving."

Target goes to any one location of the caster's choice. Cannot harm others nor be harmed during transit. Treat as "Out of Game" until at location, and may not be affected until the final "Arriving" has been stated. *Example*: A player casts Teleport and chooses as his destination the base of his enemy. The enemy cannot notice his transit to the area, but does notice when he starts repeating "arriving" and may not affect him in any way until he finishes the final "arriving." Must go straight to location unless tracked (may then take indirect route). Should quietly tell reeve or teammate destination. May not be followed (Exception - Tracking). Location must be a fixed location, cannot be something like "Where the bandits are hiding the captives" if this location is not known. Cannot be used on unwilling targets and attempting to do so results in the spell being wasted.

Theater

Bard 5
Type: Fixed Ench.	Cost: 2
School: Protection	Max: 1
Uses: 1/game	Rng: 15' dia

Component: 15 ft. diameter blue cloth or rope
Incant: Repeat x3 "All ye gentle souls, gather close and listen well, for the show is about to begin!"
Anyone within the circle is immune to game effects so long as a Bard is performing inside. No combat, spell casting, or ability use may be made inside the circle (even other Bard magics). Theater may not be placed within 50' of a base. Game Items may not enter Theater. Large-area effects from outside Theater (Doomsday, Mass Sleep, etc.) will affect

those inside Theater, as will some battlefield effects (floods, volcanoes, etc). Anyone, including the caster, is free to enter or exit the Theater without dispelling it, but there must be a performing Bard inside at all times. The death of the caster will end the effects of a Theater.

Thornwall
Druid 2
Type: Fixed Ench.   Cost: 1
School: Sorcery   Max: 4
Uses: 1/game   Rng: 15' line
Component: 15 ft. brown cloth.
Incant: Lay cloth in straight line, raise hand in air, repeat x5 "Thorns come forth."
Creates a 15 ft long impassable wall of sharp thorns. This wall can be destroyed by 10 hits with a melee weapon, a hit from a Flame effect or Sphere of Annihilation. If struck by a Flame effect, the wall becomes a Flamewall for a 100 count before being consumed and disappearing. The barrier will stop all verbal spells, spellballs, melee, and missile combat.

Touch of Death
Healer 4, Wizard 3
Type: Enchantment Cost: 1
School: Sorc/Death Max: 4
Uses: 1/game   Rng: self
Component: Black enchantment cloth
Incant: Repeat x20 "Touch of death," tie strip on hand.
Bearer of enchantment's touch kills (via either hand). Works through clothes, but not armor of any sort. Does not have to be discharged on the next person touched after the enchantment is cast, but can be saved until it is needed; must be announced when discharged. One use only. The magic itself is Sorcery, but its effect when released is Death magic. Targets may not be touched in an illegal, dangerous, or offensive manner. Counts as one hit against invulnerability and invulnerable armor.

Touch of Paralyzation
Druid 2
Type: Enchantment Cost: 1
School: Sorc/Subd   Max: 4
Uses: 1/game   Rng: touch
Component: Grey enchantment cloth
Incant: Repeat x10 "Paralyzation." Tie cloth on person.
If bearer of this enchantment touches a player, that player is paralyzed and may not move for a 100 count. Bearer must state "Paralyzation" as he touches the victim. The effects are similar to a subdual blow. Works through clothes, but not armor of any sort. Does not have to be discharged on the next person touched after the enchantment is cast, but can be saved until it is needed; must be announced when discharged. The magic itself is Sorcery, but its effect when released is Subdual

magic. Targets may not be touched in an illegal, dangerous, or offensive manner. Counts as one hit against invulnerability and invulnerable armor. One use only.

Transform
Wizard 6
Type: Enchantment Cost: 2
School: Sorcery   Max: 2
Uses: 1/game   Rng: touch
Component: Appropriate monster garb and monster handout.
Incant: As player dresses in monster garb, caster repeats x5 "I transform thee into a (Monster's name)."
Player sacrifices lives as listed in the monster description to play a monster for one life. May only be cast on a willing recipient. When a player is playing a summoned monster, their player persona is considered out of the game, and is not used. If the monster has levels, the player may play the monster at his class level or monster level, whichever is lower. Restricted to the following monsters: Mummy, Giant, Dryad, Unicorn, Gorgon, Gargoyle, Siren, Goblin, Troll, Pegasus, and Skeleton. Must be approved by the appropriate officers. The garb for the monster must meet required standards. Once the monster dies, it is out of the game. Player does not recover the sacrificed lives back if this is done. Dispel Magic will kill. Transformed players no longer play by their class rules, but by the rules of the monster they have become.

Truth
Bard 2
Type: Spell   Cost: 1
School: Control   Max: 2
Uses: 1/life   Rng: 20'
Incant: State "Truth" followed by a single yes or no question. The Bard may ask one question per the Bard's level.
The target must answer the question truthfully, either 'yes,' 'no,' or 'I don't know.'

Vigor
Druid 5, Healer 6
Type: Neutral   Cost: 1
School: Protection Max: 1
Uses: 1/game   Rng: touch
Component: Green enchantment cloth
The caster is immune to Poison and Disease. Lasts for the entire game

Visit
Bard 1
Type: Neutral   Cost: 1
School: Static   Max: 4
Uses: 1/game   Rng: self

Incant: While standing at a base, very loudly state; "What a wonderful day! I think I will go and pay a completely harmless visit to those nice friendly people on the other side of the field!" The caster may take no hostile actions or the magic is cancelled. May defend himself if directly threatened, but must disengage as soon as possible.

The caster may enter and sit within/at the enemy base and/or position, and perform and talk with them. Neither the caster nor the enemy may attack one another or cast hostile magic at each other. To end the "Visit" the caster must declare that he is leaving and tag his base before returning to the game. The caster is immune to attack while coming and going (not while at the enemy camp), but is not immune to game effects or mass spells. Monsters may ignore Visit.

Vivify
Wizard 5
Type: Neutral   Cost: 2
School: Static   Max: 1
Uses: 1/game   Rng: self
Gives the caster one additional life.

Voice
Bard 6
Type: Neutral   Cost: 2
School: Static   Max: 1
Uses: 1/game   Rng: self
Allows the caster to purchase five points of druid magic from any level. They are considered to be druid magic, regardless of the caster's class. May not be used to purchase neutral magic. Voice does not allow the caster to exceed the maximum number of uses of the magic that may be purchased i.e. you may only purchase up to two Fingers of Deaths. You may not purchase any druid magic that is also on your native spell list.

Warp Wood
Druid 1
Type: Spell   Cost: 1
School: Sorcery   Max: 4
Uses: 1/life   Rng: 20'
Incant: Repeat x2 "By the power of nature I warp that (object)."
Item is useless until Mended or dispelled. Only works on objects made of wood such as arrows, bows, shields, spears, pole arms, staves, and any other game item declared to be wooden. Does not work on armor unless it is wooden armor. Warp Wood will not affect Hardened items or Enchanted Shields.

Warskill
Wizard 5, Healer 5, Druid 5, Bard 4
Type: Neutral   Cost: 2
School: Static   Max: 1
Uses: 1/game   Rng: self
Caster may use a single weapon (not weapon type) at no cost to spell points.

Wind
Wizard 5, Druid 6
Type: Spell   Cost: 2
School: Sorcery   Max: 2
Uses: 1/game   Rng: line of sight
Incant: Repeat x5: "Sleeping force of Wind I hail, send you forth a mighty gale. Buffet, whip them to the bone, toss them in a pile at home."
All enemies in sight are blown back to their base and considered out of game until they arrive.

Wounding
Healer 3, Wizard 2
Type: Spell   Cost: 2
School: Death   Max: 2
Uses: 1/life   Rng: 20'
Incant: Repeat x2 "From my heart I strike off your (right or left/arm or leg)."
Victim's designated limb is wounded. The victim must be unwounded prior to spell casting. Has no effect on an injured player. May be cast while moving. Spell books or scrolls are not required to cast. Will outright kill monsters that die on wounds. May only be cast on non-wounded players.

Yield
Bard 3, Healer 3, Wizard 3
Type: Spell   Cost: 1
School: Control   Max: 4
Uses: 1/game   Rng: 50'
Incant: Repeat x3 "Yield thy arms and resist no longer, come unto me and be my captive."
Victim lowers weapons and surrenders, moving in a straight line at a brisk walk -- until at the caster's side -- where they then begin a 300 count. During this spell he stays by the caster's side and cannot fight, cast magic, or use abilities. The caster may free the victim at any time for any reason. If he is not killed before the spell ends, he must return to his base and is then able to act freely. May not be physically restrained to prevent returning to base or going to the caster. If the caster dies the count immediately expires. Other magic may still affect the victim during the duration of Yield.
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Chapter 9 : Monsters

The Monster Class

Monster is a special class. Credit in Monster can only be taken twice a month but, as you increase levels in Monster, you increase it for ALL monsters. Thus, if you have enough credits to play a 2nd level Brownie, you can also play a 2nd level Dragon, Troll, or whatever.

Monsters are listed in much the same ways as normal classes, though monsters tend to have a **Standard Battlegame:** You must get the permission of the Monarch and Guildmaster of Reeves, and cannot play Quest monsters or monsters with a 4:1 or greater ratio. If you play a monster with a ratio of 2:1 or 3:1, when you are added to a side, the other side then gets to pick 2 (or 3 if 3:1) people for the other side. Playing monsters with a 1:1 ratio does not alter how teams are picked. When playing a monster in a standard battlegame, you play the monster as your standard monster level.

> *Note:* a Reeve may allow you to play a monster that violates these rules if he feels it is important to the battlegame. In this case, you operate under the Senior Reeve's directions and are considered part of the battlegame, not a player.

Summoned Monsters: Some monsters can be summoned in a standard battlegame. These do not normally require Reeve's permission, though a reeve can always state what can and cannot be used in a battlegame. When playing a summoned monster, a player will sacrifice lives to play the monster for one life. That player will be considered enchanted. If a player is dispelled while playing a summoned monster, it kills him instantly.

> *Player lives/life*: This is the number of lives a player must give up to play this monster for one life. The player cannot gain more than one life as a monster unless otherwise stated in the monster description. Players cannot give up lives they do not have. Slain monsters cannot be reanimated. If Resurrected, or given a life by a monk, they return as their normal class, not as the monster.

> *Level*: When playing a summoned monster, a player's level is equal to the number of lives that were sacrificed or that player's Monster level – whichever is lower.

Quests Monsters: Quests are simply special battlegames. The reeves and designers of these make special rules, and often have special monsters, which are not used in the standard games.

> *Level*: When playing monsters in Quests and other special battlegames, the designer of the Quest or the reeve will generally set each player's monster

much larger list of special traits and abilities than the normal classes do. When playing a monster, you must always carry a complete description of the monster with you, have a copy for the reeve, and wear the appropriate garb. If you are a magic-user casting summoning magic, remember that both the garb and the descriptions are part of the magic component. There are a number of ways you can play a monster in a game. They include:

level based on what they wish or require. Summoned monsters still have the restrictions in level.

Monster Definitions

Monsters are listed much as the player character classes, though they have a few more aspects to them.

Garb = A person playing a monster should look as much like it as possible. The reeve can always disallow someone playing a monster if they feel this criteria is not meet. Summoned monsters should be given slightly more latitude, but they must have the minimum garb requirements and act in character.

Q/M Ratio = This is a general indicator of how powerful the monster is. It defines how many player characters of the same level as the monster should be required to kill the monster. When designing Quests, one uses this number to balance the sides. This assumes you use the 10 to 1 rules for magic casters and 5 to 1 rules for archers.

Shields = Due to the very infrequent use of shields, it is stated if a monster can use them in the armor descriptions.

Natural Lives = While summoned monsters usually only have one or two lives, monsters used in Quests use the Natural number of lives listed for the monster. If extra NATURAL lives are gained through leveling, summoned monsters ARE NOT given an extra life.

Type = There are a number of monster types, each with special information regarding it. Some monsters are more then one type of creature.

> Animations: These creatures are immune to control, subdual, and death magic as well as poison. If a Dispel Magic is cast on them, they act as if under the effects of an Iceball. If place in an Anti-Magic field, they act as under a Petrify spell until the field is removed or they are removed from the field in which

case they act as if just healed from the Petrify. These cannot carry enchantments.

Beast: These are non-humanoid creatures, most often with more then two legs.

Extra-Planar: These creatures are not from our world but another. They include angelic creatures, demons, and elementals. Extra-Planar creatures are immune to Death magic and poison. These cannot carry enchantments save for the one used to summon them.

Fey: These are fairy folk. They are not immune to Bardic Charm (Control magic cast by bard), but are immune to other forms of Control magic.

Humanoid: These creatures have 2 legs and walk upright. Only humanoids can use normal weapons and shields, creatures without this designation can only use their natural weapons.

Mystical: Mystical Creatures hit with a Dispel Magic lose all their magic-like abilities and innate abilities for that life. They may not use their magical or innate abilities while in an Anti-Magic zone.

Multi-Person: These are monsters played by multiple people. They have a number of special rules, detailed individually for each one. They are ALWAYS Quest monsters.

Undead: These are immune to Control and Death magic as well as poison. These cannot carry enchantments save for the one used to summon them.

Traits = Traits are attributes that function all of the time without activation being required. This includes things like extra lives, immunities, the ability to regenerate, etc.

Magic-caster: Monsters with magic ability will list what class magics they get, what level they get them at, and how many points they get. Natural weapons never count against magic points.

Innate Abilities: These are abilities the monster has that have a limited number of uses. In many cases they act just like magics. These require the person to stand still as per casting a magic unless noted otherwise. If a School is listed, a magic that protects from that School, protects from the abilities. Otherwise only invulnerability will protect from the ability (though some have immunity to poison and traps, and thus are unaffected by them). Unless listed as magical, they are non-magical in nature. Magical innate abilities cannot be used in Anti-Magic areas and are stopped by Protection from Magic on those they target.

Magic-Like Abilities = These are magical abilities of the class that act in all ways as per the magic listed, save they do not cost magic points, do not require a free hand, and are given a number of uses. These cannot be used in Anti-Magic areas. These require the person to stand still as per casting a magic.

Vulnerabilities = These are special magics or effects that break the rules. They take precedence over immunities.

Description = This is a description of what the monster represents and would look like.

Monster Abilities and Traits

Aquatic
Does not have to go to knees to move through water.

Armor, Invulnerable
Not to be confused with invulnerability, this is a magical armor particular to some monsters and not normally usable by the standard classes. Functions just like invulnerability, except that it is sectional like normal armor. Thus 2 points of invulnerable armor grants 2 points of protection to each hit location. Magic casters must specify which hit location of invulnerability that they destroyed with Verbal magic. If the caster fails to specify, or in the cases of spells of mass destruction like Doomsday, it is at the location of the target's choice. Invulnerable armor can be Mended.

Armor, Natural
This armor cannot be damaged by Pyrotechnics or otherwise removed from the monster (except by damage). Can be Mended or Healed. It otherwise acts in all ways as normal armor. If protection magics that do not protect normal armor (Protection from Flame for instance), will protect natural armor. Natural invulnerable armor can be Healed, not Mended. Worn armor is always destroyed BEFORE natural armor in a given location.

Blend
Incantation: Repeat x10 "Forest hide and protect me." To end the effect repeat x2 "Forest release me"
Effect: You are considered out of the game. You may move anywhere you like, as long as you remain within 50 ft of a tree. When you wish to return to the game, recite the phase to end the effect.
Limitation: If you go more then 50 ft from a tree, you can NOT recite the phrase to end the effect until you are again within 50 ft of a tree. Someone within 20 ft can use tracking to "dispel" this ability.

Bloodless
Immune to the piercing/stabbing attacks.

Bone
Immune to the piercing/stabbing attacks.

Camouflage
As per the normal (scout) ability.

Home Tree

Must pick a tree, and denote it to the reeves. Any death before the home tree is struck by 10 strikes from a blue or red weapon, or hit by a flame magic (destroying the tree, which can not be Mended), does not count towards its total number of lives lost. Instead you must go to your home tree and count to 300 before returning to the game.

Large
Does not have to go to knees to move through water. May use melee weapons to attack flying players.

Many-Legged
The first time a many-legged creature's leg is injured, it forces them to walk instead of dropping to one knee. A second leg shot that would injure the creature acts as normal (creature drops to one knee, and further shots to the same leg have no effect).

Natural Flight
Incantation: Repeat x5 "I take Flight," to land repeat x5 "Landing."

Effect: Creature cannot be attacked by melee weapons while flying unless the attacker is also flying or Large. Creatures flying must still drop to their knees if wounded in the leg (simulates Wounding the wings). Creature must flap its arms or state "Flying" every 2 seconds to denote this. Magic and magic-like abilities still require the being to stand still to cast and only verbals and innate abilities can by used while flying.
Limitation: To take off and land, the creature must stand still.

Natural Weapons:
Cannot be Heated, Warped, or Enchanted. Things that destroy the weapon take the arm as well. Spells that destroy everything they touch (Fireball, Sphere of Annihilation, etc) that strike natural weapons affect the target as though they hit them in the arm. Touch based abilities, such as touch of death, can be extended through natural weapons (both ways, by the monster, and by those attacking it). If a touch-based ability is used through its weapon, the creature must denote the effect immediately following the weapon hitting the victim.

Important Note About Monsters

Many players select a monstrous persona and want to play the Monster class as often as possible. While this is usually fine, Monsters can be extremely overpowering. This often leads to others playing Monsters just so they can compete, and that leads to a Monster "Arms Race" to see who can play the biggest, baddest critter.

This is devastating to the newbie who barely knows the game and knows nothing about Monsters. It's not much fun if you are constantly eaten by ancient dragons and undead warlords within seconds of the Reeve shouting "Lay On!"

Monster Descriptions

Brownie

Description: A small (18 inch tall) being that is a distant relative of elves and leprechauns. They are usually very shy and leery of strangers, but can be helpful if treated well. They have pointed ears, and long pointed noses. Being creatures of the woods, typically wear clothing of brown, green, and other earthly tones.

Garb: Brown or green tunic or tabard. Suggested: Pointed ears, exaggerated smile.

Summoned: Druid 6 (Reincarnate)

Player lives per life: 2

Type: Mystical Fey Humanoid

Q/M Ratio: 1/1

Armor: 1 point natural armor with up to 3 additional points of normal armor.

Weapons: May use a single dagger or short sword.

Immunities: Control. (save for Bardic Charm)

Natural Lives: 3

Abilities & Traits:

Magic-like Abilities: Flight (1/life), Lost (1/life), Teleport (1/life)

Innate Abilities: Camouflage (1/life), Blend (Unlimited)

Levels

1st - No additional abilities

2nd - Camouflage becomes 2/life

3rd - Lost becomes (2/life)

4th - Flight becomes (2/life)

5th - Lost becomes (3/life)

6th - Flight becomes (unlimited)

Centaur

Description: These creatures are half-horse, half humanoid of unknown origin. Centaurs are usually neutral, and are fierce defenders of their homes.

Garb: Furred leggings and yellow or white shoe covers. Suggested: a horse tail, and anything that would make your lower half look more like a horse.

Summoned by: Druid 6 (Reincarnate)

Player lives per life: 2

Type: Fey Humanoid

Q/M Ratio: 2/1

Armor: Up to 4 points of normal armor, any shield can be used.

Weapons: Melee weapons and Shortbows (no crossbows allowed).

Immunities: Control (except for Bardic Charm)

Natural Lives: 4

Abilities & Traits:

Many Legged

Innate Abilities: Attuned (2/game): As per the scout ability. If summoned, may carry two enchantments in addition to the one used to summon the centaur.

Tracking (1/life): As per scout ability.

Bowyer (1/life): As archer ability.

Stun Arrow (1/unlimited): As the archer ability.

Flame Arrow (1/unlimited): As the archer ability.

Levels

1st - No additional abilities

2nd - Innate Magical Ability: Armor-Piercing Arrow (1/unlimited): As the archer ability.

3rd - Innate Magical Ability: Penetration Arrow (1/unlimited): As the archer ability.

4th - May now use Longbow

5th - Tracking becomes (2/life). Flame and Stun Arrow each become (2/unlimited).

6th - Armor-Piercing Arrow becomes (2/unlimited).

Dryad

Description: These creatures are beautiful, mischievous wood spirits. Little is known about them, except they command powerful magic, and always demand a high price for their benevolence. This price is often a male who is seldom seen again.

Garb: Seductive attire adorned with leaves and twigs. Suggested: Pointed ears, sparkling green makeup.

Summoned by: Druid 6 (Reincarnate), Wizard 6 (Transform)

Player lives per life: 2

Type: Mystical Fey Humanoid

Q/M Ratio: 1/1

Requirement: Suggested be female to play a Dryad.

Armor: None

Weapons: Single Dagger.

Immunities: Control (save for Bardic Charm)

Natural Lives: 3

Abilities & Traits:

Home Tree

Magic-like Abilities: Commune (Unlimited), Heal (Unlimited), Yield (3/life).

Levels

1st - No additional abilities

2nd - Gain 1 point of natural invulnerable armor

3rd - Magic-like Abilities: Heat Weapon (1/life), Warp Wood (1/life)

4th - No additional abilities

5th - Heat Weapon and Warp Wood both become (2/life)

6th - Natural Invulnerable armor increases to 2 points.

Giant, Hill

Description: Standing 10-15 feet tall, these are slow and simple-minded humanoids. Of the wide variety of giants, hill giants are the most common.

Garb: White and Brown tunic. Suggested: Anything that makes you look bigger, a smear of white or brown face paint.

Summoned by: Druid 6 (Reincarnate)
Player lives per life: 2
Type: Humanoid
Q/M Ratio: 1/1
Requirement: Must be a 2nd level monster to play a Hill Giant. If summoned, the class sacrificed does not have to be 2nd level, but the player must be a 2nd level monster to play a hill giant.
Armor: 2 points natural armor, up to 2 additional points of normal armor.
Weapons: Melee weapons and boulders.
Immunities: None
Natural Lives: 2
Abilities & Traits:
Large, Strong
Levels
None

Goblin

Description: These are small humanoids who become threats only in large numbers. They are notoriously weak-willed and devious. They are also often cruel, jealous, selfish, petty and suspicious.
Garb: Green ears, most often sewn to a head band. Suggested: Browns and tans for garb.
Summoned by: Wizard 6 (Transform)
Player lives per life: 0.5. Players who are summoned as goblins, sacrifice 1 life to gain 2 lives as goblins. When the first goblin is killed, the player plays the "next" goblin in a 50 count as per sheer numbers. If the enchantment is dispelled from the first "goblin" the player still gets to play the second life. Treat this as though the player was enchanted and created two separate goblins, each with the enchantment on them.
Type: Humanoid
Q/M Ratio: 0.5
Armor: Up to 1 point of normal armor.
Weapons: Single melee weapon under 4 ft in length.
Immunities: None
Natural Lives: 8
Abilities & Traits:
Sheer Numbers: Each player playing a goblin actually represents a horde of them. When a goblin dies, the player must lie down and count to 50, only to rise again as "another goblin takes his place." When coming alive, the goblin must do so within 50 ft of where he died, and at least 20 ft away from others if possible. When coming live the goblin must shout loudly "alive!"
Vulnerabilities:
Weak: Limb shots kill goblins.
Levels
1st - No additional abilities
2nd - Lives (sheer numbers) increase to 10.
3rd - May use a short bow, or a medium shield.
4th - Lives (sheer numbers) increase to 12.
5th - Lives (sheer numbers) increase to 15.
6th - May wear up to two points of armor.

Lich

Description: Liches are wizards who have used their arts to prolong their existence through becoming undead.
Garb: Yellow Sash. Suggested: a skull mask or other "undead" looking garb and makeup.
Summoned by: Wizard 6 (Lich)
Player lives per life: 0. Wizards who become Liches gain additional lives.
Type: Undead Humanoid
Q/M Ratio: 2/1
Armor: None
Weapons: As per Wizard.
Immunities: Control, Death, Poison
Natural Lives: 1 per time taken as a magic.
Abilities & Traits:
Magic-caster: As per the wizard who became the Lich. It is treated as an additional life for the wizard for all purposes, including magics. Liches who use Mutual Destruction kill their target, but do not lose a life, instead they act as if banished. Liches who use the Transform magic can only Transform beings into undead monsters.

Lizardman

Description: Lizardmen are dangerous, tribal reptilians who are quite primitive. They can be found in any climate but most often in marshes and swamps. They are savage in mind but crude in technology.
Garb: Green tunic, preferably with cloth scales. Suggested: Green face paint, and green cloth-covered flail for his tail.
Summoned by: Druid 6 (Reincarnate)
Player lives per life: 2
Type: Humanoid
Q/M Ratio: 2/1
Armor: 1 point natural armor, up to a small shield can be used.
Weapons: All melee weapons, single natural flail. This is his tail and is considered a red weapon.
Immunities: Poison
Natural Lives: 4
Abilities & Traits:
none
Levels
1st - No additional abilities
2nd - Can use thrown weapons and javelins.
3rd - Natural armor increases to 2 points.
4th - Camouflage (1/life)
5th - Natural armor increases to 3 points.
6th - May wear up to 3 points of additional normal armor.

Mummy

Description: Mummies are undead creatures, the corpses of humanoids wrapped in bandages and filled with preserving fluids. They are usually associated with a curse. If something concerning the

mummy has been desecrated, the mummy may come back to life to kill the guilty party. Other times, it is merely a spirit that has inhabited a body to wreak havoc. They are quite mindless, and will destroy anything that gets in their way.

    Garb: Mostly wrapped in bandages.
    Summoned by: Wizard 6 (Transform)
    Player lives per life: 4
    Type: Undead Humanoid
    Q/M Ratio: 3/1
    Armor: 1 point natural armor.
    Weapons: Single Short Sword.
    Immunities: Control, Death, Sorcery, Subdual, Poison
    Natural Lives: 3
Abilities & Traits:
    Bloodless
    Innate Ability: Touch of Death (Unlimited): as per the assassin ability.
Levels
    1st - No additional abilities
    2nd - Strong
    3rd - Natural armor increases to 2 points.
    4th - Natural armor increases to 3 points.
    5th - Magic Like Ability: Awe/Fear (2/life)
    6th - Magic Like Ability: Heal (2/life), self only.
(This represents rejoining its body parts).

Pegasus

    Description: These winged horses are extremely intelligent beasts and sought after by every facet of society for many reasons, not all of which would benefit the Pegasus. They are extremely intelligent beasts. They generally choose to ignore most other races, though Pegasi will go out of their way to annoy harpies.
    Garb: A pair of white feather wings and white fur leggings.
    Summoned by: Wizard 6 (Transform)
    Player lives per life: 2
    Type: Mystical Beast
    Q/M Ratio: 1/1
    Armor: 1 point of natural armor.
    Weapons: 2 natural short hacking or bludgeoning weapons (no stabbing allowed). These represent hooves.
    Immunities: Control
    Natural Lives: 3
Abilities & Traits:
    Many-Legged, Natural Flight
    Magic-Like Ability: Awe (1/life)

Levels
    1st - No additional abilities
    2nd - Mount: May carry one rider.
    3rd - Awe becomes (2/life)
    4th - Magic-Like Ability: Charm (1/game)
    5th - Charm becomes (1/life)
    6th - Awe becomes (3/life)

Siren

    Description: These beings are a race resembling human females, but are something very inhuman. They sing most of their lives, luring unsuspecting travelers to their doom. To help them along, they are both incredibly seductive and extremely beautiful.
    Garb: Seductive gray, blue, or green dress. Aquatic looking if possible. Suggested: Blue and green glitter makeup.
    Summoned by: Druid 6 (Reincarnate)
    Player lives per life: 1
    Type: Mystical Humanoid.
    Q/M Ratio: 1/1
    Requirement: Suggest female to play a Siren
    Armor: None
    Weapons: Single Dagger.
    Immunities: None
    Natural Lives: 3
Abilities & Traits:
    Magic-like Abilities: Circle of Protection (1/life), Yield (2/life)
    Vulnerabilities:
    Bound: Sirens are bound to within 50 ft of a single object that is chosen each life. Denote the chosen object to a reeve. This item cannot be one that is moveable (very large rock, tree, body of water, etc).
Levels
    1st - No additional abilities.
    2nd - 1 point of armor can be worn.
    3rd - Circle of Protection becomes (2/life).
    4th - Yield becomes (3/life).
    5th - Circle of Protection becomes (3/life).
    6th -Gain any two bardic Verbal Spells.

Skeleton

    Description: Skeletons are the animated bones of a corpse. They are mindless and follow the directions of their creators without fear or question. They tend to interpret orders in the most literal way.
    Garb: White skull mask or face makeup and black tunic. Suggested: skeleton-like painted gloves, anything that makes you look more skeletal.
    Summoned by: Wizard 6 (Transform)
    Player lives per life: 1
    Type: Undead Humanoid
    Q/M Ratio: 2/1
    Armor: Up to 2 points of normal armor. Any shield can be used.
    Weapons: Melee weapons.
    Immunities: Control, Death, Poison
    Natural Lives: 1
Abilities & Traits:
    Bone, Regeneration (from death)
Vulnerabilities:
    Weak: Limb shots kill skeletons.
    Lightning Bolt and Call Lightning: These act as an Iceball (frozen for a 100 count) on a skeleton due to fused limbs. They cannot be used to kill a skeleton.

Resurrection: If used on a skeleton (save those summoned by the spell Transform), this forces the skeleton to play out that life as a warrior of the same level as the skeleton.

Levels

    1st - No additional abilities

    2nd - Normal armor increases to 3 points.

    3rd - Natural lives increase to 2.

    4th - Normal armor increases to 4 points.

    5th - May use javelins.

    6th - Natural lives increase to 3.

Troll, Regenerating

Description: A troll is a vicious; disgusting creature who's very Presence is one which strikes fear into most. Their hide is a nauseating mixture of moss greens, grays, blacks, and mottled greens. They are relentless when attacking due to their pea-sized brains.

    Garb: Dirty green or gray tunic with fur/skin loincloth. Suggested: Crude clothing, tusk-like fangs.

    Summoned by: Druid 6 (Reincarnate)

    Player lives per life: 4

    Type: Mystical Humanoid

    Q/M Ratio: 3/1

    Armor: 1 point of natural armor.

    Weapons: Two Red natural 2 point short swords, These are the troll's claws. Melee weapons.

    Immunities: None

    Natural Lives: 2

Abilities & Traits:

    Regeneration, Strong

Levels

    1st - No additional abilities

    2nd - Magic-Like Ability: Awe/Fear (1/life)

    3rd - Natural armor increases to 2 points.

    4th - Natural lives increase to 3.

    5th - Natural armor increases to 3 points.

    6th - Magic-Like Ability: Awe/Fear becomes (2/life).

Unicorn

Description: These resemble great white horses with a golden horn springing from its head. They are kind-hearted and will often help those in need. They often shy away from violence.

    Garb: White hooded cloak and golden horn. White fur leggings. Suggested: as horse-like as possible.

    Summoned by: Druid 6 (Reincarnate) Wizard 6 (Transform)

    Player lives per life: 3

    Type: Mystical Fey Beast

    Q/M Ratio: 2/1

    Armor: None.

    Weapons: Single natural magical short sword that deal 2 points thrusting and slashing - represents the unicorn's horn.

    Immunities: Control (save for Bardic Charm)

    Natural Lives: 3

Abilities & Traits:

    Home Tree, Many-Legged

    Magic-like Abilities: Heal (unlimited); Teleport (unlimited) requires the unicorn put its hood over its head in addition to the normal incantation.

Levels

    1st - No additional abilities

    2nd - Magic-like Ability: Resurrect (1/life), requires bringing the dead to the unicorn's home tree and having them and the unicorn touch it while casting the spell.

    3rd - Resurrect becomes (2/life)

    4th - Magic-like Ability: Lost (1/life)

    5th - Resurrect becomes (3/life)

    6th - Lost becomes (3/life)

Zombie

Description: foul unfortunate creatures doomed to walk the earth as undead. They are always in pain, and only brains sate that pain for a short time. These are the simple ones raised by dark means as little more than animated corpses.

    Garb: Gray Rags and a gory face makeup. Suggested: the more gore the better.

    Summoned by: Wizard 6 (Transform)

    Player lives per life: 3

    Type: Undead Humanoid

    Q/M Ratio: 2/1

    Armor: None initially

    Weapons: 2 bludgeoning blunt clubs. These represent the zombie's fists.

    Immunities: Control, Death, Poison

    Natural Lives: 4

Abilities & Traits:

    Rubbery: Immune to bludgeoning weapons.

    Regeneration

    Innate Abilities: Slow: Zombies may only walk, and cannot run or jump. Must make constant noises like screaming, saying "brains," or other such unintelligent words.

Levels

    1st - No additional abilities

    2nd - Natural lives increase to 4

    3rd - Natural lives increase to 5.

    4th - Strong

    5th - One point of natural armor.

    6th - Natural lives increased to 6.

Note: This is a summoned zombie; Quest zombies and zombie game's zombies have infinite lives, 100 count deaths, 50 count wounds, and when they "kill" a player, the victim becomes a zombie.

Magic per Class and Level

Bard Spells

Level-1	Cost	Max	Uses
Cancel	0	n/a	unlimited
Charm	2	2	1/life
Hold Person	1	4	1/life
Presence	1	4	1/game
Pro / Control	1	4	1/game
Visit	1	4	1/game

Level 2	Cost	Max	Uses
Legend	1	4	1/game
Liplock	2	n/a	unlimited
Pro / Subdual	1	4	1/game
Speak to Dead	1	4	1/life
Truth	1	2	1/life

Level 3	Cost	Max	Uses
Confidence	1	2	1/game
Extension	1	4	1/life
Safe Passage	1	2	1/game
Sleep	1	2	1/life
Yield	1	4	1/game

Level 4	Cost	Max	Uses
Awe	1	4	1/game
Enrage	1	4	1/game
Honor Duel	1	n/a	unlimited
Lore	2	2	1/life
Mimic	2	1	1/game

Level 5	Cost	Max	Uses
Advancement	1	1	1/game
Confusion	1	4	1/game
Mute	1	4	1/life
Theater	2	1	1/game
Warskill	2	1	1/game

Level 6	Cost	Max	Uses
Dance	2	2	1/game
Expertise	2	1	1/game
Freedom	1	4	1/life
Voice	2	1	1/game

Druid Spells

Level 1	Cost	Max	Uses
Cancel	0	n/a	unlimited
Cure Poison	1	4	1/life
Enchant Weapon	1	4	1/game
Entangle	1	4	1/bolt (U)
Heal	1	4	1/game
Heat Weapon	1	4	1/life
Rot	1	4	1/life
Warp Wood	1	4	1/life

Level 2	Cost	Max	Uses
Barkskin	1	4	1/game
Confusion	1	4	1/game
Magic Projectile	1	4	1/game
Mend	1	8	1/life
Pro / Flame	1	4	1/game
Thornwall	1	4	1/game
Touch/Paralyzation	1	4	1/game

Level 3	Cost	Max	Uses
Extension	1	4	1/life
Flame Bolt	1	4	1/bolt (U)
Flames/Freedom	1	4	1/game
Pass Without Trace	1	2	1/game
Plant Door	1	4	1/life
Pro / Disease	1	4	1/game
Splinter	1	4	1/game

Level 4	Cost	Max	Uses
Call Lightning	1	4	1/game
Commune	2	n/a	unlimited
Cone of Quiet	1	4	1/game
Cure Disease	1	4	1/life
Firebow	1	4	1/game
Flamewall	1	4	1/game
Pyrotechnics	1	4	1/game
Stoneskin	1	4	1/game
Stone to Flesh	2	2	1/life

Level 5	Cost	Max	Uses
Advancement	1	1	1/game
Ambidexterity	2	n/a	unlimited
Dispel Magic	1	4	1/game
Feeblemind	1	4	1/game
Flameblade	2	2	1/game
Pass Plant	1	4	1/game
Petrify	1	1	1/bolt (U)
Vigor	1	1	1/game
Warskill	2	1	1/game

Level 6	Cost	Max	Uses
Expertise	2	1	1/game
Finger of Death	1	4	1/game
Fire Trap	1	4	1/game
Paralyzing Pit	1	4	1/game
Reincarnate	2	2	1/game
Wind	2	2	1/game

Healer Spells

Level-1

	Cost	Max	Uses
Cancel	0	n/a	unlimited
Bless	2	4	1/life
Cancel	0	n/a	unlimited
Cure Poison	1	4	1/life
Heal	0	n/a	unlimited
Lost	1	4	1/game
Melt	1	4	1/life
Mend	1	8	1/life
Mute	1	4	1/life
Speak to Dead	1	4	1/life
Stun Weapon	0	n/a	unlimited

Level-2

	Cost	Max	Uses
Banish	1	4	1/life
Cure Disease	1	8	1/life
Curse Weapon	1	4	1/life
Entangle	1	4	1/bolt (U)
Fast Heal	1	4	1/life
Heal Extend	1	8	1/life
Pro/Poison	1	4	1/game
Sleep	1	2	1/life

Level-3

	Cost	Max	Uses
Extension Fast Heal	1	4	1/life
Forcewall	1	4	1/game
Protect	1	4	1/game
Pro / Disease	1	4	1/game
Resurrect	1	8	1/game
Stun	1	4	1/game
Wounding	2	2	1/life
Yield	1	4	1/game

Level-4

	Cost	Max	Uses
Circle of Protection	2	n/a	unlimited
Extension	1	4	1/life
Freedom	1	4	1/life
Harden	1	4	1/game
Pacify	1	4	1/game
Pro / Control	1	4	1/game
Pro / Petrification	1	4	1/game
Sever Spirit	1	4	1/life
Touch of Death	1	4	1/game

Level-5

	Cost	Max	Uses
Advancement	1	1	1/game
Awe	1	4	1/game
Healblade	2	1	1/game
Mass Sleep	1	1	1/game
Pro / Death	1	4	1/game
Silence	1	4	1/game
Summon Dead	1	4	1/life
Warskill	2	1	1/game

Level-6

	Cost	Max	Uses
Desiccate	2	2	1/game
Dispel Magic	1	4	1/game
Expertise	2	1	1/game
Paralyze	1	4	1/game
Perdition	1	4	1/game
Pro / Magic	1	4	1/game
Regeneration	1	2	1/game
Safe Zone	2	1	1/game
Teleport	1	4	1/game
Vigor	1	1	1/game

Wizard Spells

Level-1

	Cost	Max	Uses
Cancel	0	n/a	unlimited
Enchant Shield	1	4	1/game
Enchant Weapon	1	8	1/game
Heat Weapon	1	4	1/life
Honor Duel	1	n/a	unlimited
Iceball	1	4	1/bolt (U)
Magic Bolt	1	4	1/bolt (U)
Shove	1	4	1/life
Speak to Dead	1	4	1/life
Stun Weapon	0	n/a	unlimited

Level-2

	Cost	Max	Uses
Circle of Protection	2	n/a	unlimited
Death Strike	1	4	1/game
Forcewall	1	4	1/game
Harden	1	4	1/game
Hold Person	1	4	1/life
Lightning Bolt	1	4	1/bolt (U)
Liplock	2	n/a	unlimited
Mend	1	8	1/life
Messenger	1	n/a	1/game
Pro / Flame	1	4	1/game
Wounding	2	2	1/life

Level-3

	Cost	Max	Uses
Ambidexterity	2	n/a	unlimited
Anti-Magic	1	2	1/game
Dispel Magic	1	4	1/game
Extension	1	4	1/life
Fireball	1	4	1/bolt (U)
Mutual Destruction	1	4	1/game
Protect	1	4	1/game
Pro / Projectiles	1	4	1/game
Pyrotechnics	1	4	1/game
Touch of Death	1	4	1/game
Yield	1	4	1/game

Level-4

	Cost	Max	Uses
Deathblade	2	4	1/game
Doom	1	4	1/game
Doomsday	2	1	1/game
Enchant Armor	1	2	1/game
Petrify	1	1	1/bolt (U)
Pro / Magic	1	4	1/game
Sever Spirit	1	4	1/life
Teleport	1	4	1/game

Level-5

	Cost	Max	Uses
Advancement	1	1	1/game
Flight	1	4	1/game
Lend	1	4	1/game
Paralyzing Pit	1	4	1/game
Reanimate	1	4	2/game
Vivify	2	1	1/game
Warskill	2	1	1/game
Wind	2	2	1/game

Level-6

	Cost	Max	Uses
Defend	2	1	1/game
Expertise	2	1	1/game
Lich	1	2	1/game
Permanency	1	4	1/game
Sphere / Annihilation	2	1	1/bolt (U)
Stack	1	4	1/game
Transform	2	2	1/game