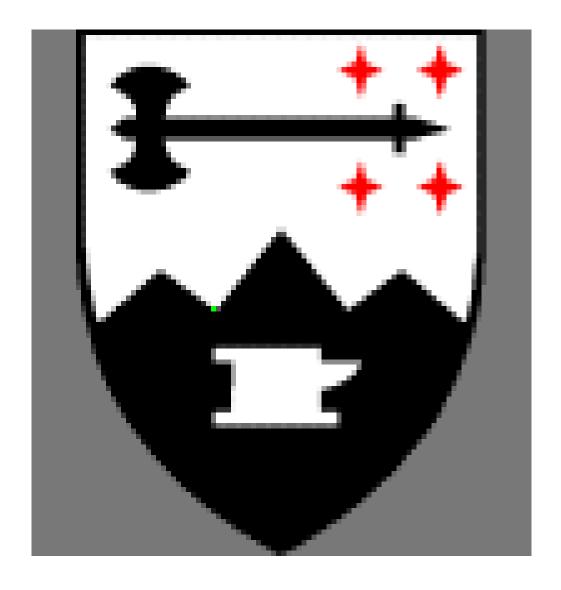
# Iron Mountains Battle Book



**Edited by Sir Michael Hammer of God** 

# **Introduction**

In serving as champion of both kingdoms and duchies, I have noticed that the hardest part is keeping the Battle-games fresh. While near full time ditch battling is often enough o satisfy old-timers, new players love to battle-game and original activities of all types are interesting to even to veterans. I have made this little book to so that there is a hard copy reference for Champions who feel uninspired. I intend to also make this available on the web. The several individuals responsible for inventing these games have all given permission for their creative efforts. All of these variations have actually been played and all of them are good. Most of them were tried during my term as Champion of the Iron Mountains. I have broken them into types of games. I choose to separate boat battles and scroll enhancement battles since I included three closely related variations of each. For the scroll enhancement battles I have included full lists of scrolls so that users may actually copy the scrolls to use themselves. Please enjoy these battles and feel free to pass these ideas on to any Amtgardians who might profit from them.

Sir Michael Hammer of God, KC, KF, KSw

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# Three man

Type: Practice Variant

Number of Players: 3

Origin: Amtgard Traditional

(I heard this one came from the EH)



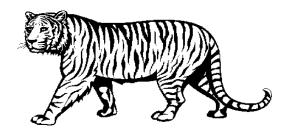
Three Players set them selves in a triangle with their chests about a weapon's length apart. Then they plant their forward foot. This is usually the left foot for right-handed players. This foot may never be moved. Leg shots don't count (maybe it is an EH Game). Other limb and kill shots count as normal.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

# Work off the Warriors

Type: Practice Variant

Number of Players: 2-5 is optimal

Origin: Tiger Clan Traditional



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

# Kill your Killer

Type: Ditch Battle Variant

Number of Players: 6-30

Origin: Amtgard Traditional

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

## Three Man Forever

Type: Ditch Battle Variation

Number of Players: 15-30

Origin: CK Traditional



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

## The Ax Game

Type: Modified Ditch battle Variant

Number of Players: 8-30

Origin: Celestial Kingdom Traditional

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



Chess

Type: Modified Ditch Battle Variant

Number of Players: 15-30

Origin: Squire Jabberwock



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

# **Greed is Good**

Type: Ditch Battle Variant

Number of Players: 10-30

Origin: Lord Squire Spyder

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

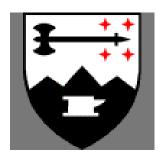
## Assassination

Type: Battle-game Variant

Number of Players: 12-50

Origin: Sir Guy Kasama

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



# 30-Minute Battle(Resurrection Game)

Type: Battle-Game Variation

Number of Players: 12-50

Origin: Iron Mountains Traditional



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

# Caravan Battle

Type: Battle Game Variant

Number of Players: 15-30

Origin: Sir Michael Hammer of God

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

## The Battle for Elfland

Type: Battle-game Variant

Number of players: 15-45

Origin: Sir Michael Hammer of God

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



# Race Battles(Winter Battle)

Type: Battle-game Variant

Number of players: 15-50

Origin: Sir Michael Hammer of God

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

# Winter Battle:

**Snow Primitives-**

Available classes: All but Wizard and Assassin

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

Special Disadvantages: No Snow Primitive may carry any enchantment over 2<sup>nd</sup> level.

#### Ice Demons:

Available Classes: All but Healer and Monk

Special Rules: All Ice demons have two points of natural armor. This can not be healed

or mended but is renewed for each life.

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

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

Available Classes: All but Druid and Barbarian

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

all wounds.

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

# The Great Goblin Massacre

Type: Battle-game Variant

Number of Players: 14-40

Origin: Squire Jabberwock

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

## Added Complexities:

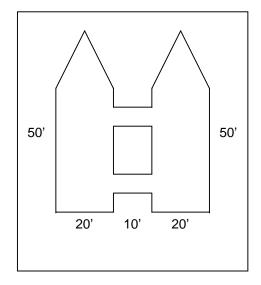
There are two added complexities to The Great Goblin Massacre. These are the Human Captain and the Orcs. The Human team must choose one among their number to be their Captain. That Captain is worth 20 points if killed by the Goblin team. The Captain may not be removed from game by any means, including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

# **Boat Battles**

Type: Modified Ditch Battle Variant

Number of Players: 8-20

Origin: Amtgard Traditional



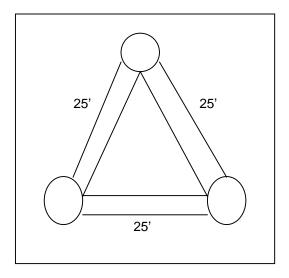
Each boat should be 12' long by 8' wide or so. Feel free to vary this based on the number of players. The gangplanks between the boats should be one person wide or maybe one and a half. Divide into two teams and each team will defend one boat. Players may only walk on the areas inside the boats. If anyone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

## Three-way Boat Battles (The Helipad)

Type: Modified Ditch Battle Variant

Number of Players: 12-24

Origin: Sir Rook



This game works very much like boat battles except that there are three teams. Each team starts out inside one of the circular "boats" (see Diagram). The object is to be the last team alive. I recommend one spear and one throwing weapon per team. Throwing weapons that land on the bridges or on the boats may be reused, by whomever gets them. Once a throwing weapon goes into the water it is lost. This in a great cat and mouse game, as a team cannot press across one bridge after one enemy without opening themselves to attack by spear and throwing weapon from their other enemy. This variation is also better if the winning team gives their first dead to the first team eliminated after each round. Obviously, switching players should not take a teams spear or throwing weapon with them.

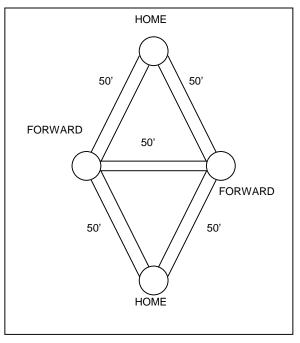
## Dalewars Tourney

Type: Tournament Variation

Number of Players: Teams of 4

Origin: Sir Rook

Substantially Edited by: Squire Jabberwock



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

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

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

Lost (once per game) cost:1 max. number: 4 Lightning Bolt (unlimited) cost:1 max. number: 4 Magic Bolt (unlimited) cost:1 max. number: 4 Mute (once per game) cost:1 max. number: 4 Mend (once per game) cost:1 max. number: 8

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

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

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

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

# Easter Egg Battle

Type: Battle-game Variant

Number of players: 15-40

Origin: Sir Michael Hammer of God

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

The Bearer of this Scroll may cast Fireball as per the third level wizard spell for the Rest of the Game.

(You have to borrow your own spell Components)

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

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

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

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

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

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

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

Use the following incantation:

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

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

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

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

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

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

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

The bearer of this scroll may mimic the first level abilities of any class as the Bard spell with the following restrictions. This does not allow spell casting from the class being mimicked. Spell casters using mimic must still pay spell points for any equipment that they choose to use. Any piece of equipment that in not normally allowable to a class, such as shields for wizards, gained by mimic, cost five spell points per level. This ability may be used on one life and then expires.

The Bearer of this Scroll may cast Iceball as per the first level wizard spell for the Rest of the Game.

(You have to borrow your own spell Components)

The Bearer of this Scroll may cast Petrify as per the fourth level wizard spell for the Rest of the Game.

(You have to borrow your own spell Components)

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

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

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

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

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

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

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

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

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

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

The Bearer of this Scroll may cast Wounding as per the second level wizard spell four times during the rest of the game. Incantation "By my heart, I strike off your (fill in appropriate limb)" X 3. This spell may be used while moving.

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

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

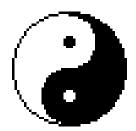
This scroll provides no benefit but the egg it came in counts as two unopened eggs at the end of the game. This egg, once open can not be taken from the bearer by a player who kills them.

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

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

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

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



Good vs. Evil

Type: Battle-game Variation

Number of Players: Any.

Origin: Jabberwock Pentacles

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

#### Benefits:

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

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

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

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

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

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

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

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

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

The Gift of Life-Giving

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

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

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

The Armor of Hope

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

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

The Armor of Hope

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

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

The Gift of Healing

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

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

The Gift of Life

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

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

The Gift of Life

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

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

The Gift of Life

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

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

The Gift of Freedom

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

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

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

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

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

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

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

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

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

For your Minor Act of Evil for the Dark Powers, you have been granted The Power of Life-Theft

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

For your Minor Act of Evil for the Dark Powers, you have been granted The Power of Life-Theft

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

#### Curses:

For your act of Evil, you have been punished!

Take a wound! This wound cannot be healed and will last until you are slain. Resurrection will bring the wound back as well. You may choose where the wound is taken. (Note to reeve: this curse should not be given out to a wounded character.)

For your act of Evil, you have been punished!

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

For your act of Evil, you have been punished! You are made weak! Wounds kill you.

For your act of Evil, you have been punished! You are damned! You cannot be resurrected.

For your act of Goodness, you have been punished!

Take a wound! This wound cannot be healed and will last until you are slain. Resurrection will bring the wound back as well. You may choose where the wound is taken. (Note to reeve: this curse should not be given out to a wounded character.)

For your act of Goodness, you have been punished!

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

For your act of Goodness, you have been punished!

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

For your act of Goodness, you have been punished!

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

## Chaos Gifts

Type: Battle-game Variation

Number of Players: Any.

Origin: Squire Jabberwock Pentacles

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

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

#### The Burning Aura

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

#### The Aura of Chill

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

#### The Thorns of Chaos

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

### The Endless Undead Existence

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

#### The Thorn Barrier

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

#### The Unforgiving Pain

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

#### The Heart that Detonates.

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

#### The Curse of the Jester Sylvane

You may throw spell balls of all colors. They do no damage and have no effect. You should call out "Banana Cream Pie!" when you throw the spell-balls. Note that no spell-ball you throw will have an effect. Whenever you are hit by a spell-ball, if you immediately say "Its just a pie!" it does you no harm.

## The Jabberwock's Blessing

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

# The Sharing

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

#### Necromancy

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

#### The Shell of the Turtle

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

#### The Strike of the Snake.

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

# The Rage

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