

Coverpage

HOUSE GREYWELD

HANDBOOK



This handbook has written contributions by numerous authors. If you are interested in contributing, please send your manuscript to a House Greyweld Captain.

Introduction

WHAT IS HOUSE GREYWELD?

WHY WAS THIS HOUSE FOUNDED?

House Greyweld was founded to provide a structured environment for those who are interested in developing their service skills.

Much of the hard work that players provide to Amtgard goes unnoticed. We seek to create a common forum to make sure those players and their hard work is advocated for.

House Greyweld ultimately represents growth. Personal growth (Forbearance and Wisdom), community growth (Forbearance and Charity), and institutional growth (Charity and Wisdom).

CHARITY

The grapevine symbolizes the virtue of charity. We seek to lessen the economic strain of Amtgard by providing community gear for anyone in need; either by crowdfunding gear or providing loaner gear. We prioritize serving Amtgard by offering our services as 'Crats', 'Reeves', or general 'Helpers'.

FORBEARANCE

The willow tree symbolizes the virtue of forbearance. We aspire to guide all members of Amtgardia towards both the noble and beautiful virtues that we all have the potential to achieve through leadership on and off the battlefield. To be a bountiful leader requires patience for others and the self.

WISDOM

The raven symbolizes the virtue of wisdom. We wish to procure educational resources in the form of workshops and manuscripts to pass on the knowledge our house has acquired. These workshops/manuscripts can be either created or procured from other parks.

JOINING THE HOUSE

To join House Greyweld you must be invited by a *Steward*, *Envoy*, *Captain*, or *Lord*.

When one joins House Greyweld they become a *Ward*. *Wards* are asked to select a path; Path of the Vine (Charity), Path of

the Grove (Forbearance), or Path of the Murder (Wisdom). They then become a *Ward of the* [Vine, Grove, or Murder].

WARDS

Wards' focus should be attempting to complete their milestones for the path they chose.

As *Wards* progress on their path, they will meet certain milestones. When they complete 7 of the 10 milestones, they will become a *Steward of the* [Vine, Grove, or Murder].

STEWARDS

Stewards' focus should be on mentoring *Wards*, working towards kingdom level goals, and leading *House Projects*.

When a member becomes a *Steward*, they will receive a belt favor representing their achievement.

When *Stewards* complete 5 of the 7 milestones, they will become eligible for *Captainship*. To become a *Captain*, all *Captains* of the respective path must approve.

ENVOYS

In the event that a park (in which House Greyweld is present) does not have a *Captain of the Grove* an *Envoy of Greyweld* may be elected by the *Captains of Greyweld*. To be elected requires a two-thirds vote in favor.

An *Envoy of Greyweld's* responsibilities include looking for new recruits, being the park representative for House Greyweld, and overseeing park specific *House Projects*. Failure to do so may result in stripping of the title and/or removal from House Greyweld.

CAPTAINS

Captains' focus should be making the finishing stretch towards Knighthood, advocating for *Stewards* and *Wards*, introducing *Stewards* and *Wards* to potential mentors for their goals outside of House Greyweld, overseeing *House Projects*, and continuing their house responsibilities.

LORDS

Lords' focus should be on recruiting, opening up lines of communication between kingdoms and parks, and making sure the house is running properly.

SWITCHING PATHS

In the event of a member wanting to switch paths (e.g. from Path of the Grove to Path of the Vine), they must have approval from at least one *Captain* of the path they are leaving and one *Captain* of the path they are joining. Each member may only switch paths twice.

If a *Captain* wishes to switch paths, then they must give up their status as *Captain*, until they reach the required *Milestones* in the newly chosen path. Once they do so, they do not need unanimous approval of all current *Captains* to become a *Captain* again.

HOUSE PROJECTS

VOTING

HOUSE COFFERS

Milestones

PATH MILESTONES

UPDATING YOUR MILESTONES

To update your milestones you should post in the House Greyweld Discord server what milestone you have made progress on, what day the progress was made, and who witnessed the progress. For members who are at a park with no other members a principle of honor should be employed. *Captains* or *Lords* will continuously update and track your milestones [here](#).

PATH OF THE VINE

Steward Milestones:

- ☐ Donate needed gear to either Greyweld or Park loaner box.
- ☐ Give a new park citizen field equipment that they need (weapons, sashes, etc.)
- ☐ Donate 5 items to either Greyweld or Park loaner box.
- ☐ Reeve 20 Park battle games or tournaments.
- ☐ Reeve 5 Kingdom battle games or tournaments.
- ☐ 'Crat' at a Kingdom event.
- ☐ Receive a 5th level Order of the Rose or higher.
- ☐ Be recommended for *Stewardship* by a *Captain*.
- ☐ Be the 'Autocrat' at a Kingdom event.
- ☐ Work under a 'Crat' at a Kingdom event 3 times (i.e. Warcrat, Kitchenrat, Watercrat, etc.)

Captain Milestones:

- ☐ Reeve 25 Kingdom battle games or tournaments.
- ☐ Donate 25 needed items to the Greyweld or Park loaner box.
- ☐ Be the 'Autocrat' at a Kingdom event 5 times.
- ☐ Work under a 'Crat' at a Kingdom event 5 separate times (i.e. Warcrat, Kitchenrat, Watercrat, etc.)
- ☐ Be recommended by 10 *Stewards* for *Captain*.
- ☐ Lead a Greyweld service project.
- ☐ Receive a 7th Order of the Rose or higher.

PATH OF THE GROVE

Steward Milestones:

- ☐ Introduce a new player to Amtgard.
- ☐ A new player you introduced to Amtgard becomes a citizen.
- ☐ As team captain, lead your team to victory in 20 Park battle games.
- ☐ As team captain, lead your team to victory in 5 Kingdom battle games.
- ☐ Receive a 5th level Order of the Lion/Crown or higher.
- ☐ Serve as Class Guildmaster.
- ☐ Serve as a Park officer.
- ☐ Be the 'Autocrat' at a Kingdom event.
- ☐ Be recommended for *Stewardship* by 5 *Wards*.
- ☐ Be recommended for *Stewardship* by a *Captain*.

Captain Milestones:

- ☐ Lead a Greyweld service project.
- ☐ Have 5 non-members become *Wards*.
- ☐ As team captain, lead your team to victory in 25 Kingdom battle games.
- ☐ Serve as a Kingdom Officer.
- ☐ Serve 5 terms as a Park Officer.
- ☐ Receive a 7th Order of the Lion/Crown or higher.
- ☐ Be recommended by 10 *Stewards* for *Captain*.

PATH OF THE MURDER

Steward Milestones:

- ☐ Make a battle game for park.
- ☐ Make 5 battle games for park.
- ☐ Make a battle game for a Kingdom level event.
- ☐ Run a workshop.
- ☐ Run five workshops.
- ☐ Run a workshop at a kingdom level event.
- ☐ Compile or improve an unoriginal manuscript.
- ☐ Compile an original manuscript.
- ☐ Receive a 5th Order of the Smith or higher.
- ☐ Be recommended for *Stewardship* by a *Captain*.

Captain Milestones:

- ☐ Lead a Greyweld service project.
- ☐ Make 5 battle games for a Kingdom level event.
- ☐ Run 5 workshops for a Kingdom level event.
- ☐ Take a Page, Squire, Man-at-Arms, or Apprentice.
- ☐ Compile 3 original manuscripts.
- ☐ Receive a 7th Order of the Smith or higher.
- ☐ Be recommended by 10 *Stewards* for *Captain*.

House Projects

HOUSE PROJECTS

Battlefield Skills

BATTLEFIELD SKILLS

INTRODUCTION

What makes a good battle gamer?
How should we honor *Orders of Battle*? This section is an analysis of what makes someone a formidable foe and an invaluable ally on the field.

SKILLS

According to Rules of play (ROP), *Orders of Battle* are given out to four tiers of play based on skill level: Basic (1-2), Intermediate (3-4), Advanced (5-6), and Game Changing (7-10) (ROP 8.6.3, 72). For the sake of this analysis, I will call the “Game Changing” tier “Expert.”

There seems to me to be five skills that make someone especially valuable on the battlefield:

1. Ability Knowledge
2. Battlefield Awareness
3. Communication
4. Team Strategy
5. Weapon Skill

I will provide a guide of how we ought to think about each of the skills in relation to their tier of skill.

This will be helpful in two ways. First, it will enable individuals to focus on improving individual skills instead of just “giving it their best” on the field when they battle game. Second, it will allow the park

and kingdom monarchy to have a more precise understanding of who is deserving of what award and *why* that person is deserving.

For each of the skill levels and skill categories I will be providing a checklist of specific skills I think is required for someone to meet that skill level. To meet the skill level, a player is not required to check every box, but at least ~75% of them.

Order of Battle 2, 4, 6, 8, 9, and 10 invoke the term *consistent* (ROP 8.6.3, 72); for the purposes of this analysis, I will take it that this means the player is demonstrating three out of the five skills at the level of skill the award is being given for (e.g. *Order of Battle* 2 would mean that a player shows a basic level in three out of the five skills).

ABILITY KNOWLEDGE (AK)

Ability knowledge is the skill that consist in an understanding of what abilities’ effects are, knowledge of ability incantations, the linguistic dexterity to incant quickly, keeping track of the amount of times one's ability can be used, keeping track of one’s armor points, and knowing when using an ability would be most effective in a given scenario.

AK - BASIC

- ☐ Knows most of the ability incantations on their spell list.
- ☐ Can say their ability incantations during battle without taking pauses.
- ☐ Knows what all their abilities do.
- ☐ Doesn't egregiously overuse their abilities when they shouldn't be able (e.g. Doesn't use a 1/life ability 3+/life).

AK - INTERMEDIATE

- ☐ Knows all the ability incantations on their spell list.
- ☐ Has a general understanding of what abilities other classes have.
- ☐ Can explain what all of their abilities do to another player.
- ☐ Has a good understanding of the different states in class battle gaming (e.g. *Frozen*, *Insubstantial*, etc.)
- ☐ Can reliably keep track of how many points of armor they have when in battle.
- ☐ Can say their ability incantations while in the heat of combat.
- ☐ Rarely overuses their abilities when they shouldn't be able.
- ☐ Can reliably use their class abilities effectively during a battlegame.

AK - ADVANCED

- ☐ Has a good understanding of what abilities other classes have.
- ☐ Knows all the ability incantations for at least two classes.
- ☐ Can explain what the abilities of many classes are to another player.

- ☐ Can reliably keep track of how many points of armor they have when in battle.
- ☐ Can say their ability incantations quickly even while in the heat of combat.
- ☐ Never overuse their abilities when they shouldn't be able to.
- ☐ Can use their class abilities in creative ways to solve problems.

AK - EXPERT

- ☐ Has a great understanding of what abilities other classes have.
- ☐ Knows all the ability incantations for at least three classes.
- ☐ Can explain what the abilities of nearly all classes are to another player.
- ☐ Rarely messes up keeping track of how many points of armor they have when in battle.
- ☐ Can say their ability incantations quickly even while in the heat of combat.
- ☐ Never overuse their abilities when they shouldn't be able to.
- ☐ Can use their class abilities in creative ways to solve problems.

BATTLEFIELD AWARENESS (BA)

Battlefield awareness is the skill of understanding your place on the battlefield, identifying enemies' class sashes, understanding battle game mechanics, and understanding enemy positioning.

BA - BASIC

- ☐ Doesn't consistently position themselves in disadvantageous ways.
- ☐ Can identify some class sash colors.
- ☐ Has shown effort in "playing the objective" during battle games.
- ☐ Reliably engages in the battle game mechanics.

BA - INTERMEDIATE

- ☐ Understands how they should position themselves to be effective in combat.
- ☐ Can identify all class sash colors.
- ☐ Consistently "plays the objective."
- ☐ Nearly always engages in the battle game mechanics.

BA - ADVANCED

- ☐ Positions themselves well in combat to give themselves an advantage.
- ☐ Can identify all class sash colors.
- ☐ "Plays the objective" in nearly every game.
- ☐ Always engages in the battle game mechanics.

BA - EXPERT

- ☐ Positions themselves well in combat to give themselves an advantage.
- ☐ Can identify all class sash colors.
- ☐ "Plays the objective" in nearly every game.
- ☐ Uses the battle game mechanics creatively to give themselves, or their team, an advantage.

COMMUNICATION (CM)

Communication is the skill of explaining your abilities to your enemy while in combat, announcing your enchantments prior to an engagement, communicating enemy maneuvers to your team, and coordinating team tactics.

CM - BASIC

- ☐ Can take time to explain their abilities to another player if needed.
- ☐ Reliably warns their team of enemy maneuvers.
- ☐ Reliably informs team members of their plans.

CM - INTERMEDIATE

- ☐ Can explain the effects of their abilities to other players while in combat.
- ☐ Often announces their enchantments prior to engaging the enemy.
- ☐ Reliably warns their team of enemy maneuvers.
- ☐ Reliably informs team members of their plans.
- ☐ Often communicates change of plans or strategy while in battle.

CM - ADVANCED

- ☐ Can explain the effects of their abilities to other players while in combat.

- ☐ Always announces their enchantments prior to engaging the enemy.
- ☐ Reliably warns their team of enemy maneuvers.
- ☐ Reliably informs team members of their plans.
- ☐ Always communicates change of plans or strategy while in battle.

CM - EXPERT

- ☐ All *Advanced Communication* skills.
- ☐ Can effectively use coordinated signals with their team.
- ☐ Can form communication lines with team members to know of changes of plans or strategy while in battle.

TEAM STRATEGY (TS)

Team strategy is the skill focused on coordinating team maneuvers, executing unit tactics, formation of cohesive teams (i.e. team draft strategy), and strategic planning.

TS - BASIC

- ☐ Can stay in a team formation.
- ☐ Is willing to listen and attempt to execute their team's strategy.
- ☐ Understands basic team draft strategy (See, [Forthcoming])

TS - INTERMEDIATE

- ☐ Can be relied on to execute their strategic role.
- ☐ Can execute tactical maneuvers (e.g. setting up combos).
- ☐ Understands basic counter-pick strategy during team drafting.

- ☐ Can devise basic tactical maneuvers for small units.

TS - ADVANCED

- ☐ Can be relied on to execute their strategic role.
- ☐ Can be relied on to “fill the gap” in strategic roles.
- ☐ Can execute advance tactical maneuvers (See, [Forthcoming])
- ☐ Understand counter-pick strategy during team drafting.
- ☐ Can devise tactical maneuvers for large units.
- ☐ Can effectively lead small units.

TS - EXPERT

- ☐ All *Advanced Team Strategy* skills.
- ☐ Can effectively lead large units.
- ☐ Can devise multiple tactical maneuvers for disparate units.
- ☐ Can reliably predict opposing team strategy.

WEAPON SKILL (WS)

Weapon skill is focused on using a variety of weapons well and safely.

To help calibrate one's weapon skill, take one's *Order of the Warrior* as a marker for one's best weapon set and then compare one's other weapon sets with a similar comparison (i.e. if you have *Order of the Warrior 6* and your best weapon set is Sword and Shield then you can be said to have Sword and Shield 6). What counts as a weapon set is up for interpretation, but they should be significantly different from one another. The Weapon Master tournament can serve as a good guideline.

WS - BASIC

- ☐ Can safely use a few different types of weapon sets.
- ☐ One's best weapon set is at a 2 or above.

WS - INTERMEDIATE

- ☐ Can safely use a wide variety of weapon sets.
- ☐ One's best weapon set is at a 4 or above.
- ☐ Has at least two other weapon sets at a 3 or above.

WS - ADVANCED

- ☐ Can safely use nearly all weapon sets.
- ☐ One's best weapon set is at a 7 or above.
- ☐ Has at least two other weapon sets at 5 or above.

WS - EXPERT

- ☐ Can safely use a nearly all of weapon sets.
- ☐ One's best weapon set is at a 9 or above.
- ☐ Has at least two other weapon sets at 7 or above.

DEFINING A PARAGON

The Rules of Play define a *Paragon* as, "Sometimes referred to as a 'Class Masterhood', this is an award given to a player for consistently being an excellent example of their class in full-class battlegames. A player should look like, role-play, and be highly effective at playing their class to be bestowed a Paragon title. A

Paragon should take the lead in teaching new players how to play their class, assist them with getting the necessary equipment, etc. A player may receive multiple Paragon titles, one for each class." (ROP 8.6.3, 3). Moreover, the Rules of Play recommend giving an 8th *Order of Battle* for someone who receives a *Paragon* title.

Using the framework developed thus far, I think we can elucidate what it takes to become a Paragon in more concrete terms. What is required of someone to be consistently an invaluable asset on the field? I propose a Paragon must (preliminarily) require at least these skills:

- ☐ *Ability Knowledge - Advanced*
- ☐ *Battlefield Awareness - Expert*
- ☐ *Communication - Intermediate*
- ☐ *Team Strategy - Intermediate*
- ☐ *Weapon Skill - Basic*

However, for martial class Paragons it may be required to have to have at least one weapon set at around a 5.

Of course, increasing the other battlefield skills can help achieve a Paragon title. For example, having the *Team Strategy* skill at the *Expert* level

can help demonstrate the role you (and your class) plays on the field. Additionally, increasing one's *Weapon Skill* can allow one to play certain casting class archetypes effectively; such as, Frontline Healer or *Battlemage* Wizard.

Battle Game Strategy

BATTLEGAME STRATEGY*

BY ATTICUS OF HOUSE GREYWELD

TEAM ROLES

We have divided up Amtgard's class system into 7 different roles. Familiarize yourself with each role. Many classes can play multiple roles.

PILLARS

Team fights are centered around these players. They typically hold lines well, push objectives, and hold off pushes from objectives.

Typical Equipment:

Medium/Large Shields
4+ points of Armor

Typical Classes:

Anti-Paladin (No Archetype)
Paladin (Guardian)
Paladin (No Archetype)
Warrior (Any)

LINEMEN

These players support the **Pillar** players by helping push or hold objectives. **Linemen** should not move far from the **Pillar**.

Typical Equipment:

Medium Shield/Large Shields
Polearms
Armor

Sword

Typical Classes:

Anti-Paladin (No Archetype)
Assassin (Ruffian)
Barbarian (No Archetype)
Bard (Breacher)
Healer (Frontline)
Monk (Medium)
Monk (No Archetype)
Scout (Hunter)
Warrior (Any)

HARASSERS

These players play around objectives and picking off weaker targets – typically in pairs. These players should target **Rangers**, **Disablers**, **Refreshers**, and **Linemen** out of position.

Typical Equipment:

Any

Typical Classes:

Anti-Paladin (Any)
Assassin (Any)
Barbarian (Any)
Bard (Breacher)
Druid (Battle)
Monk (Any)
Paladin (Justiciar)

Scout (Any)

Wizard (Spellball)

RANGERS

These players use Bows, Crossbows, and sometimes throwables (either magic or mundane) to “pick off” enemy backlines or out of position players.

Typical Equipment:

Ranged weaponry.

Typical Classes:

Archer (Any)

Assassin (No Archetype)

Assassin (Spy)

Druid (Ranger)

Scout (No Archetype)

Scout (Apex)

BUFFERS

These players provide useful enchantments to their allies enabling them to perform their role better. After buffing their team they can support other positions.

Typical Equipment:

Any

Typical Classes:

Druid (Candy)

Druid (Golem Stack)

Healer (Candy)

Healer (Necromancer)

Wizard (Candy)

DISABLERS

These players disable enemies' roles with magic or abilities. These players should play around the **Pillar** or with **Harassers**.

Typical Equipment:

Any

Typical Classes:

Anti-Paladin (Void-Touched)

Bard (Dervish)

Bard (Songs)

Druid (Any)

Monk (Mystic)

Scout (No Archetype)

Wizard (Battlemage)

Wizard (Warlock)

REFRESHERS

These players provide valuable support to allies by healing them, repairing gear, or refreshing their abilities. **Refreshers** should play in the mid- or backline.

Typical Equipment:

Any

Typical Classes:

Bard (Battery)

Druid (Any)

Healer (Priest)

Monk (Medium)

PICK STRATEGY

Picking teams depends greatly on the type of battle game being played. As team captain you should be adaptive to what the other team(s) are picking. This being said here is a general strategy and some considerations.

GENERAL STRATEGY

You should begin by picking players to make up your main unit. Choose strong fighters who fill the **Pillar** and **Linemen** roles. These roles should fulfill roughly 30-50% of your team.

If **Disablers** and **Refreshers** are scarce, prioritize picking them up first.

Your second priority should be **Refreshers** – mainly healers. If you can pair a battery bard with a priest healer, you should do so.

Your third priority should be either **Buffers** or **Rangers**. If the enemy is choosing a lot of **Harassers** prioritize **Rangers** over **Buffers**.

Fill out your team with **Harassers**. Try to pick up players who fight well together in pairs.

Disablers should be chosen as counterpicks when applicable.

PICKING DISABLERS

Learning to counterpick with **Disablers** takes time to learn and requires at least some familiarity with players' skill sets.

However, we can give you a general idea with some common counterpicks.

- 1) Counterpick strong **Buffers** with *Dispel Magic* (Druid and Wizard are best).
- 2) Counterpick strong **Pillars** with *Lost, Shove, Terror*, and *Awe* (Bard, Wizard, Anti-Paladin, and Paladin).
- 3) Counterpick **Refreshers** (Healers) with *Assassinate* and *Brutal Strike* (Assassin and Barbarian).
- 4) Counterpick **Rangers** with strong **Harassers** who are able to “dive” (Assassin and Scout).

UNABLE TO FORM FRONTLINE

Forming a cohesive frontline can be challenging. It requires a **Pillar**, **Linemen**, and supporting roles such as **Buffers**, **Disablers**, and **Harassers**. This is not always

possible at every event or in every game.

What should you do when you are unable to form a solid frontline? Your main strategy should be to form 2-3 person units.

To form these units, prioritize picking strong battle gamers and build units around these players. Think about what classes can support these players and the roles they fill.

For example, if you begin by picking up a **Lineman** (Healer), then you can support them by grabbing another **Lineman** and a **Harasser** (Breach Bard). Then you can begin trying to form another strong unit.

If enemy teams have a frontline, then the strategy you should employ should be focused on “pincering” the frontline with your disparate units. This can help break up their frontline and enable your team to move towards their backline or the objective.

Battle Game Write Ups

BATTLEGAMES

HELL'S KITCHEN

BY ATTICUS OF HOUSE GREYWELD

A group of angry demons have arrived from Hell sweeping through [Insert Park Name]. [Insert Park Name] has fortified a [Insert Fast Food RP Chain] joint as their last bastion to fend off the hordes of demons.

Battle Game Format:

- Shatter Game
- Objective
- Terrain/Obstacles

What Players Get Out of the Game

- Honor Duels
- Learning to “Hold the Line”
- Use of Magic/Abilities in Non-Traditional Ways

Two Teams:

- **Demons** (Attackers)
 - **Demons** get 3x lives per player. Player lives are independent from each other player's lives. When killed, return to Portal from Hell —> 10 Second Respawn.
 - **Demons** are **Immune** to **Flame**
 - **Demons** cannot be **Resurrected**
 - **Demons** can have **Classes**.
 - **Demons** have **1 point of natural armor**.
- **[Insert Park Name] Citizens** (Defenders)
 - Citizens get 1 life per player.
 - When Citizens die on the **Bridge** that life does not count against them. They return to the “back of house” and instantly revive.
 - True Grit, Resurrection, etc do not count against life count.

Demon's Objectives:

- Cross into the Kitchen to Shatter [Insert Park] Residents before Shattering.

[Insert Park] Citizen's Objectives:

- Stop Demons from getting into the kitchen. Survive until all Demons are defeated.

Field Notables and Mechanics:

- “Bridge”
 - 10x20” area.
 - Magic-Nullification Field (doesn’t dispel enchantments etc, but does disable them while on Bridge)
 - Anti-Projectile?
 - Normal walking speed.
 - Number of bridges scale for player count. For every 10x players per team add a bridge if the field permits.
 - Only one player per team can be on the bridge at once.
 - When a player dies on the bridge, another player cannot take their spot on the bridge until 10 seconds have lapsed.
- Hot Grease Moat
 - Variable Width x 20” Length
 - Flaming (gain a wound per second in the grease; unless immune to flame)
 - Foarding (slow walk speed, weapons above head)
- Food Golems
 - While in the Kitchen 3 Citizens can work together to assemble a Food Golem. The 3 Citizens must not be moving, hold hands, and count to 30. Once the count reaches 30, a Shattered player becomes a Food Golem. If any of the Citizens die while counting, the count returns to 0.
 - Food Golems can only be summed once a Citizen has Shattered.
 - Food Golems are immune to Command, have 4 points of natural armor, immune to Flame (they just become cooked!), can wield any melee weapon, and cannot have a class.
 - Food Golems should be denoted by a piece of garb.
 - When a Food Golem dies, they Shatter.

CLASS DRILLS

BY ATTICUS OF HOUSE GREYWELD

Halt! -

2 Player Drill: Attacker and Defender

Attacker's Gear: Single Short

Defender's Gear: Any

Attacker begins by using *Hold Person* ("I command thee to stop"x3).

Attacker's Goal: Kill *Stopped*¹ Defender.

Defender's Goal: Survive the *Stopped* duration (30s).

Drill Goal: Players learn the *Hold Person* verbal and how to fight while *Stopped*.

Armadillo -

2 Player Drill: 2x Attacker

Attacker's Gear: Matching²

Each player has 3 points of armor.

Attacker's Goal: Defeat the other attacker.

Drill Goal: Players get comfortable calling "Point!" when hit while wearing armor. Players practice double/triple hitting.

¹ *Stopped*: Player may not move their feet.

² Both players should be using similar gear (i.e. single short, S&B, pole, etc).

Healer's War -

Any player drill: FFA/Team | Attacker

Attacker's Gear: Any kit available to Druid or Healer

Each attacker has access to the *Heal* and *Resurrect* spell. When an attacker dies, they stay in place. They may be revived by another attacker using the *Resurrect* spell. That player joins the resurrector's team.

Attacker Goal: Have the last remaining team.

Drill Goal: Players get comfortable using the *Heal* and *Resurrect* spell while in active combat.

You, Me, and Steve -

3 Player Drill - 2x Attacker and 1 Defender

Attacker's Gear - Single Short

Defender's Gear - Any

Attackers get one use of *Insult*³ ("I command thy attention"x3).

Attacker Goal: Kill the Defender

Defender Goal: Kill both Attackers

Drill Goal: Attackers get comfortable using the *Insult* verbal. Attackers get comfortable flanking. Defenders get comfortable fighting outnumbered.

³ Victim is unable to attack or cast magic at anyone other than the caster or their carried equipment for 30 seconds. If the victim of insult is attacked or has magic cast on them or their carried equipment by someone other than the caster, the victim of Insult becomes able to choose to attack the offending party as well.

1AM WAFFLE HOUSE RUN (WE'VE ALL BEEN HERE)

BY ATTICUS AND RAIN OF HOUSE GREYWELD

3 Teams:

1 team of "Patrons" → Any amount → When killed back in line.

2 teams of "Servers" → Teams of 5 → When killed 30 second respawn time from death.

Patron Team:

- Grab tips from "Host" (Reeve)
- Fill cleaned "seats"
- When killed drop tips.
- Patrons should not leave their seating area.
- If not served after 45 seconds becomes irate and can leave their seating area to kill servers, until killed. Does not drop a tip when killed.

Servers Team Objective:

- Serve tables (by killing patrons)
- Clean tables (after killing all patrons → "Cleaning" X times)
- Collect Tips after table is cleaned
- Put tips in the team's tip jar.
- Drops any tips on death.

Different Seating:

3 Bar Seating → Seats 1 Patron per seating → Time to clean: X = 5

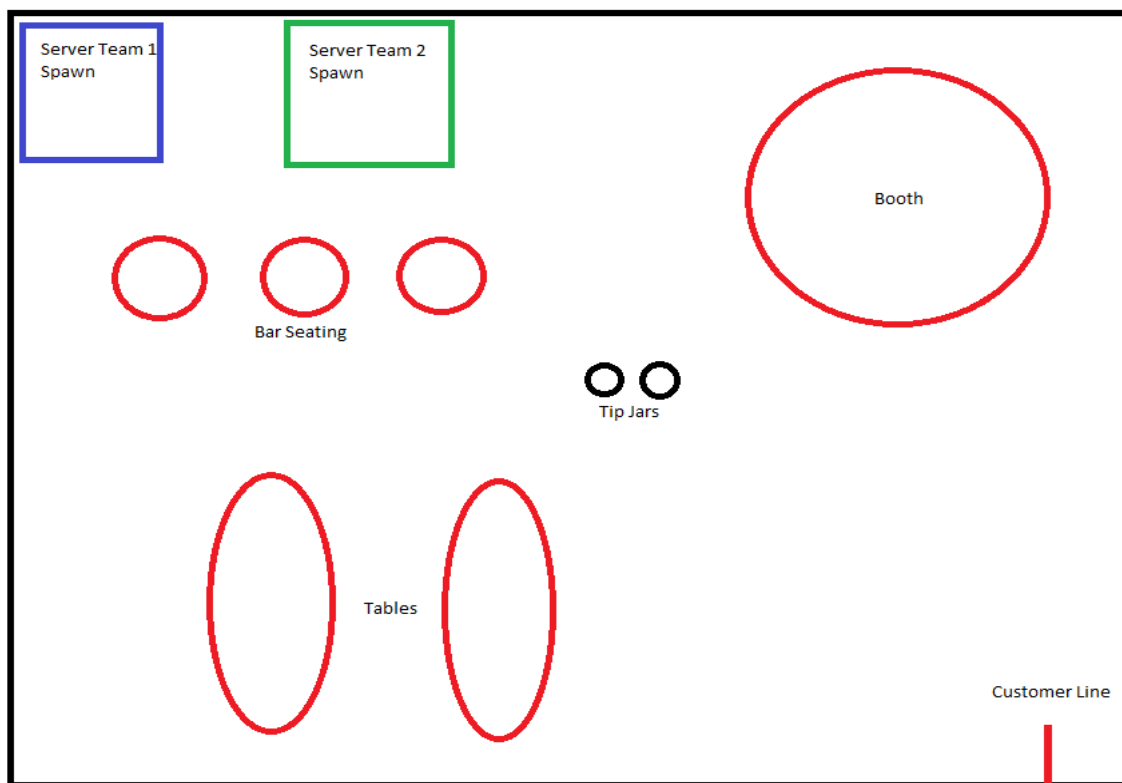
2 Table Seating → Seats 3 Patrons per seating → Time to clean: X = 10

1 Booth Seating → Seats 5 Patrons per seating → Time to clean: X = 15

Game Notes:

- Militia Game: Full Kit

- Requires Minimum of 2 Reeves: 1 Host (Seats Patrons | Gives Tips to Patrons) and 1 General Manager (General Reeving)
- Seating may be arranged however the General Manager wants.
- Seating should be sized appropriately; Booth seating should be a larger zone than Bar seating.
- Tips → (note cards or ping pong balls with a number on it between 0-5)
- Tips in jars cannot be stolen.
- Tips cannot be collected from any seating until they have been cleaned.
- Tables cannot seat more patrons until they have been cleaned.
- Serving teams can kill one another for tips or to be a general nuisance.
- Teams can be scaled for bigger or smaller parks/kingdoms.



EMPIRE

BY ATTICUS OF HOUSE GREYWELD

Objective: Teams win by eliminating the other *Ruler* and defeating all other opponents, or by having the most *Gold* at the end of the game in their Kingdom coffers.

Format -

- Any number of teams. Teams drafted by team captains.
- 15 minute game timer.
- Full class game.
- Respawn Time: 30 seconds at *Base*.
- Pre-Enchanting is allowed.

Rulers -

- Team Captains become *Rulers*
- *Rulers* pick a *Ruler Archetype* before drafting teams.
- *Rulers* have 1 life per game.
- Players Respawn as long as their *Ruler* is alive.
- *Rulers* cannot be resurrected with *Raise Dead*, *Resurrect*, or *Greater Resurrect*.
- *Rulers* cannot become enchanted by players other than themselves.
- *Rulers* maintain their class features.

Gold Mines -

- At *Gold Mines*, players may pick up a *Pickaxe* and can chant "Mining" x10. Upon completion of the chant, they grab 1 *Gold*.
 - *Gold* should be placed in a jar/box at the *Gold Mine*.
 - Can be symbolized by any small object (i.e. ping pong balls)
- 5x5 zones (can be increased)
- Any number of *Gold Mines* can be placed on the battlefield.
- Contains at least one *Pickaxe*.
 - *Pickaxe* must be wielded by 2 free hands.
 - *Pickaxe* may be symbolized/replaced by a *Javelin*.

Domination Variant -

- Requires more than 2 teams. Recommended 5+
- Players that are eliminated (after the death of their ruler) join the team that eliminated them.
- The *Ruler* joins the team that eliminated them, they don't maintain their *Ruler Archetype*.

Ruler Archetypes -

The Anti-Mage - Ruler gains *Protection From Magic* (touch) 3/life *Charge* x10, and *Dispel Magic* unlimited/life.

The Archmage - Ruler's team Bards, Druids, Healers, and Wizards gain *Ambulant* 1/life *Charge* x3 and *Swift* 1/life *Charge* x3.

The Artillerist - Ruler gains the ability to use a bow. Ruler's team may carry (and use) any amount of speciality arrows (i.e. *Poison Arrow*).

The Alpha - Ruler gains *Lycanthropy* (touch) 2/life *Charge* x10. Ruler can *Howl* ("I Howl to the Moon") 1/life *Charge* x15 giving their team *Rage* for 10 seconds (each player must maintain their *Rage* chant separately).

The Battery - Ruler gains *Song of Power* unlimited/life and *Confidence* 1/life *Charge* x1. Ruler's team Bards gain *Confidence* 1/life.

The Blacksmith - Ruler gains *Imbue Weapon* (touch) 1/life, *Imbue Shield* (touch) 1/life, *Greater Harden* (touch) 10/life, and *Greater Mend* unlimited/life.

The Caretaker - Ruler gains *Adaptive Protection* (touch) 3/life *Charge* x3 and *Resurrect* unlimited/life. Ruler's team Healers treat their *Resurrect* as per *Greater Resurrect*.

The Enchantress - Ruler's Enchantments given to other players are *Persistent*.

The Enlightened One - Ruler gains *Enlightened Soul*. Ruler's team Monks gain 2 points of *Magic Armor* as per *Ancestral Armor* and *Heal* (touch) unlimited/life (swift).

The Fortress - Ruler gains 5 points of *Magic Armor* as per *Ancestral Armor* and *Imbue Armor* (touch) 10/life (swift).

The Hero - Ruler gains *Enlightened Soul*, *Immune to Death*, *Immune to Subdual*, Gain *Phoenix Tears* (self) 1/refresh (swift).

The Idol - Players may treat their Ruler or another team member at a *Gold Mine* as a *Base*. The player must be alive to treat them as a *Base*.

The Raider - Ruler's team may grab 1 *Gold* after killing an enemy player in a *Gold Mine*.

The Shade - Ruler gains *Blink* 2/life. Ruler's team Assassins and Scouts gain *Tracking* unlimited/life, *Blink* 1/life, and *Imbue Weapon* 1/life (self).

The All Storm - Ruler gains *Lightning Bolt* 5 ball/unlimited and *Call Lightning* 1/life *Charge* x10.

The Tyrant - Ruler gains *Terror* 3/life *Charge* x5. Ruler's Team Barbarians and Warriors gain *Terror* 1/life.

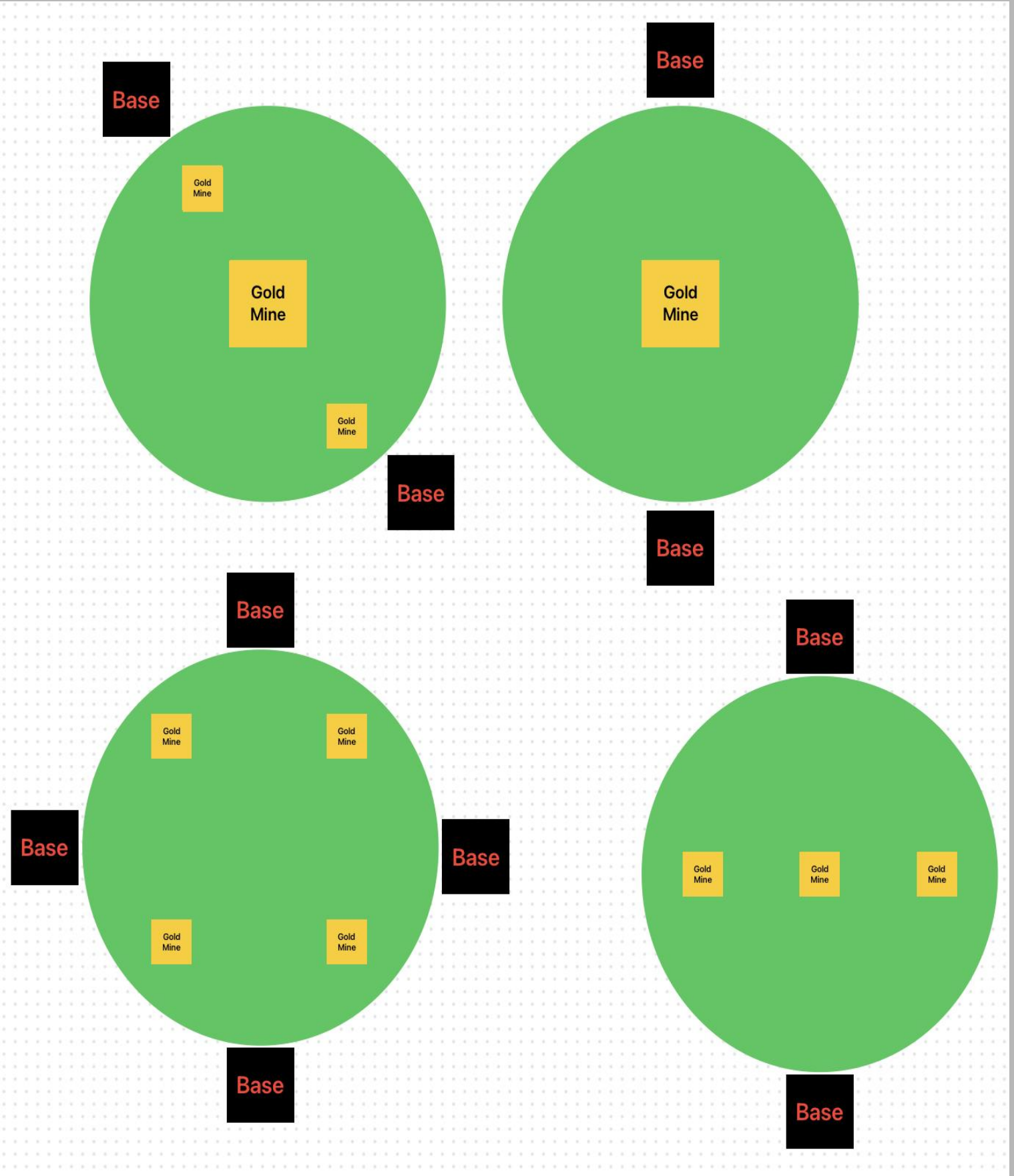
The Lich - Ruler gains *Undead Minion* 3/life (swift) and *Steal Life Essence* unlimited/life.

The Miner - Ruler's team may take 2 *Gold* when successfully completing the *Mine* incantation and the *Mine* incantation becomes "Mining" x5.

The Wanderer - Ruler gains *Lost* 3/life (swift) *Charge* x5.

The Wavebringer - Ruler gains *Immunity to Flame*, *Icy Blast* 3/life *Charge* x3 and *Gift of Water* (touch) 10/life.

Battlefield Examples:



SALAD SHOWDOWN

BY ABEJA MELINTIDES, W.A.A.

Objective: Teams compete to gather ingredients from around the field.
The team who makes the best salad is the victor.

Format -

- 2-3 Teams.
- Teams drafted by team captains.
- 15 minute game timer.
- Militia Game
- Respawn Time: 30 seconds at *Base*.
- Teams share a lifepool. Lifepool consists of 3 lives per player.

Salad Making -

- Reeves periodically scatters salad ingredients around the field.
 - EX: Lettuce, kale, tomato, dressing, cucumbers, salt, pepper, chicken, nuts, croutons, onions, carrots, cheese, etc.
- Players may carry one ingredient at a time
 - Requires 2 hands to hold an ingredient.

THE STRONGHOLD

BY ATTICUS OF HOUSE GREYWELD

Format -

- Two teams: defenders and attackers.
- Class or Militia Game
- Game Clock: 15-30 Minutes
- Defenders Respawn Time: 30 Seconds at Base
- Raiders Respawn Time: 30 Seconds on Death
- Pre-Enchanting is allowed.

Defender Objective: Defend the *Stronghold* from the attackers. Defenders win if the *Stronghold* has not been captured when the game clock ends.

Attacker Objective: Take the *Stronghold*. Defenders win if they are able to “Capturing” x15 at the heart of the *Stronghold*.

The Stronghold: The *Stronghold* is a large bastion with three levels of walls. On each wall, there are two *Gates*. Past the levels of walls there lies the heart of the *Stronghold* (a 5'x5' zone). At the heart of the *Stronghold* the attacking team can capture the *Stronghold* to win the game.

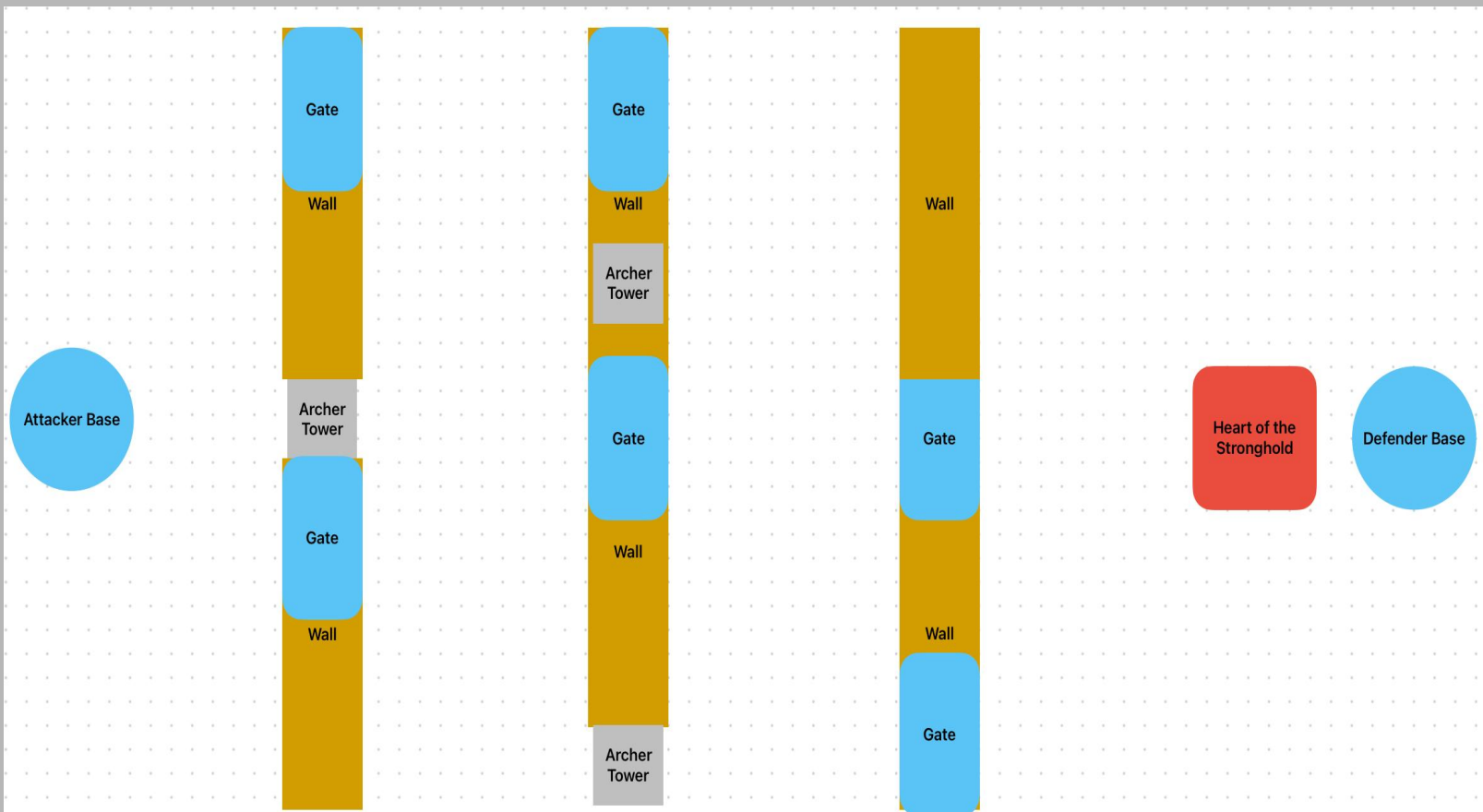
Archer Towers: Before the game begins the defending team may place three *Archer Towers* on the walls of the *Stronghold*. The defending team may place any number of archer towers on a single wall — provided there is room. For example, the defending team could put all three on a single wall or put one *Archer Tower* on each of the three walls. Archer Towers are at least a 3'x3' zone and can be accessed from the defender's side by any player saying, “Climbing”x5. While in an *Archer Tower* players are Immune to Melee attacks that are thrown outside the *Archer Tower*, are Immune to any Verbal that has a range of 20', and if they become “pushed” out of the tower — i.e. Terror, Awe, Shove, etc. — they die. Players climbing the tower are Immune to Melee.

Gates: Each wall of the *Stronghold* has two *Gates* — each gate should at least span ¼ of the length of the wall; for example, if the wall is 20' then the *Gate* should be at least 5'. *Gates* that have not been broken act as walls for attacking players. Defending players can move through *Gates* as though they are not walls. Attacking players can destroy a *Gate* by carrying a *Battering Ram* to a gate and chanting, “Crashing” x5. The *Battering Ram* is considered a heavy object and requires four free hands to carry. For example, this could be carried by two players not wielding any weapons or shields or by four individuals carrying a weapon in one hand. Additionally, players carrying the *Battering Ram* must also walk slowly. When a *Gate* is destroyed, then attacking players may move through the *Gate* as though it were not a wall. The attacking team starts with a single *Battering Ram* and may construct more by two players chanting, “Building” x60 together simultaneously. *Gates* can be repaired by two players chanting, “Repairing” x60 together simultaneously.

Game Variants -

- **Attrition** - Instead of a time limit, each team has 10 lives per player. The game ends when the attacking team is completely defeated or the attacking team takes the *Stronghold*.
- **Two Lines of Attack** - The *Stronghold* has three walls on either side of the heart of the *Stronghold* (six walls total). Defenders must defend from both sides; attackers may attack from both sides. You may add another attacking team. The first attacking team to capture the heart of the *Stronghold* wins; defenders win by waiting out the game timer. The defending team should have more players than either of the attacking teams — i.e. $\frac{1}{2}$ players are defenders, $\frac{1}{4}$ players are attacking team one, and $\frac{1}{4}$ players are attacking team two.
- **Siege Weapons** - Stationed in the *Archer Towers* are Ballistas. Attacking team gains access to one catapult or trebuchet.

Battlefield Example -



MUTAGEN

BY ATTICUS OF HOUSE GREYWELD

Format -

- Free-For-All
- Full class game.
- Respawn Time: 15 seconds at Base.
- Pre-Enchanting is not allowed.

Objective: Game ends when one player is left standing, except for the *Amoeba*. The *Amoeba* also wins the game if they have 25% of players on their team at the end of the game.

Game Setup: Begin by distributing *Mutagens* to each player (see *Mutagen List* below). *Mutagens* are a simple “buff” that the player gains access to. One player will gain the *Amoeba Mutagen*. The Reeve should designate a single “base” for the purposes of respawning.

Playing the Game:. Players should begin spread out from one another. Players begin the game with two lives. When a player kills another player and that player has only one life left, they may call “Out of Game!” and become *Invulnerable* and *Stopped* for 15 seconds. The player that becomes shattered gives their

Mutagen to the player that killed them.

Mutagens:

- **Agile** - You gain *Ambulant* 2/refresh.
- **Armored** - Gain 3 points of armor.
- **Amoeba** - You may use any equipment and lose your class abilities. You are unable to *Shatter*. When you kill another player, if they *Shatter* they join your team and gain this *Mutagen*.
- **Anti-Mana** - You gain *Immune* to *Magic*.
- **Deadly Instruments** - You gain *Imbue Weapon* (self) 1/life.
- **Flaming** - You gain *Flameblade* (self) 1/life.
- **Impervious Defense** - You gain *Imbue Shield* (self) 1/life.
- **Reach** - You gain *Extension* 2/life.
- **Retaliation** - You gain *Fight After Death* 1/refresh.
- **Rubbery** - You gain *Immune* to *Projectiles*.
- **Robust** - You gain 1 additional life.
- **Sticky** - You gain *Hold Person* (swift) 2/life.
- **Strength** - Your attacks are *SCAB*.
- **Swift** - You gain *Swift* 2/refresh.
- **Versatile** - You may wield any weapon or shield.
- **Void Born** - You gain *Sphere of Annihilation* 1/ball.

WAR OF THE GUILDS

BY ATTICUS OF HOUSE GREYWELD AND FERT, THE EAGER

Format -

- Three Teams (Monastery | Magic | Martial)
- Full class game.
- Respawn Time: 15 seconds at *Base*.
- Game Ends when a team's win condition is met.
- Teams have a life pool equal to 5 times the player amount of the largest team.
- Pre-Enchanting is not allowed.

Monastery Team:

Objective: Defeat the Magic Team.

Team Composition: May only be composed of *Monks, Paladins, and Peasants*.

Magic Team:

Objective: Defeat the Martial Team.

Team Composition: May only be composed of *Bards, Druids, Healers, and Wizards*.

Martial Team:

Objective: Defeat the Monastery Team.

Team Composition: *Anti-Paladins, Archers, Assassins, Barbarians, and Scouts*.

Game Variants -

GAME TITLE

BY PLAYER(S)

Format:

- # of teams
- Game Type
- Militia or Class
- Respawn Time
- Life pool
- Game Clock
- Pre-Enchanting (yay or nay)

Objective:

- How do teams win?

Game Mechanic 1

Game Mechanic 2

Game Mechanic 3

Game Mechanic N...

Game Setup:

- How many reeves are required?
- What materials are needed?

Variant Rule:

Game Notes:

- Has this game been playtested?
- Things to consider for different field sizes, number of players, etc.

CROWN OF IO'MEDIA

BY ATTICUS OF HOUSE GREYWELD

Format:

- Variable (up to 5 people per team), players will band together before the game to constitute teams.
- Round Based Capture Point Game
- Militia
- Between Rounds
- Team Lives = Largest Team Size * 3
- 3 Minutes Per Round
- Number of Rounds = 3 + Number of Teams

Objective:

The goal of *Crown of Io'Media* is to both steal and maintain possession of the crown. At the end of each round, the team who holds possession of the crown will be awarded points. The team with the most points at the end of the game wins.

Vying for the Crown:

The game is played over rounds. At the beginning of each round each team may choose to vie for the crown (denoted by a 3...2...1... count down and teams raising their hands). Any team who chooses not to, stays in their base. Teams in their base cannot be attacked nor can attack. The team who steals the crown stays on the battlefield until they are killed or retreat. At the end of each round, the team with possession of the crown will earn points. Rounds 1-3 award one point, rounds 4-6 award two points, rounds 7-9 award three points, etc. Each round lasts three minutes, or until only one team remains on the battlefield. When the round time is up, if no team has claimed the crown, then all players on the battlefield die and return to their base.

Retreating:

After one minute into the round and until the end of the round, any player who is not in active combat (20ft away from another enemy player) may choose to forfeit the round by saying, "I live to fight another day"x3. They return to their base and do not lose a life.

Claiming the Crown:

The crown can be claimed in the *Throne Room* (a 10x10' zone) by chanting "I claim the crown!" x5. The player who claims the crown cannot leave the *Throne Room*. If they take a step outside the *Throne Room*, they die, dropping the crown. The crown cannot be claimed if a player currently has possession of the crown. The player who has possession of the crown gains *Imbue Weapon*.

Between Rounds:

Between rounds, players in their base heal and any gear is repaired. Any players on a team who have possession of the crown who are on the battlefield do not have their wounds healed nor their equipment repaired.

Game Setup:

- Set up a 10x10' zone for the *Throne Room*.
- Some kind of hat is required for the crown.
- Cones to denote bases.
- Team set their own base location. Base locations should be at least 50' away from the *Throne Room*.
- 3 Reeves and 1 Scorekeeper is recommended.

FORGE OF OSTO'RONIOUS

BY ATTICUS OF HOUSE GREYWELD

Format:

- 2 Teams
- Class Game
- 45 Seconds on Death Respawn Time
- 3 Lives per Player
- Game ends when players shatter
- Pre-Enchanting: Yes

Objective:

- A team will win, when they have shattered the enemy team.

Forging Cerulean Iron

- There are two of *Osto'Ronious' Forges* placed on the battlefield where players can bring 10 *Cerulean Iron Ore* to forge a set of *Cerulean Iron Equipment* (players who have the equipment will be denoted with a blue tape strip).
- To forge a set of *Cerulean Iron Equipment* 10 ore must be brought to the forge and the player must smith the equipment using the incantation "Smithing 1... Smithing 2..." x10. The player must have two free hands when doing this.
- Once the smithing of the equipment is done, a Reeve will retrieve the ore and give the player a blue tape strip.

Wielding Cerulean Iron

- A player who is in possession of the *Cerulean Iron Equipment*, is affected as per *Imbue Weapon*, *Imbue Shield*, *Imbue Armor*, and *Greater Harden*.
- When a player in possession with the *Cerulean Iron Equipment* dies, they may not return to *Nirvana* until another player gains possession of the *Cerulean Iron Equipment* by using the looting incantation, "Looting 1...

Looting 2..." x10. To loot a player, you must have one free hand.

Mining for Cerulean Iron

- To acquire *Cerulean Iron Ore*, players must delve into the mines. These mines are special zones that require players to climb down into them by saying, "Climbing 1... Climbing 2..." x10. The same incantation can be used to leave the mine.
- There will be 2-3 mines on the battlefield (depending on the number of players).
- Players not in the mines cannot attack or cast at players in the mines.
- While in the mines, players can mine for *Cerulean Iron Ore* by saying, "Mining 1... Mining 2..." x10. Mining requires two free hands.
- A player may carry any amount of *Cerulean Iron Ore*, but must carry it in a free hand.
- When a player that is carrying *Cerulean Iron Ore* dies, they must drop all the ore on the ground. Any player may pick up ore that is on the ground.

Game Setup:

- A reeve should be stationed at each one of *Osto'Ronious' Forges* and at each mine. If available, another reeve should be wandering the battlefield.
- Mines should be large areas at least 20' diameter and should have two entrances.
- Each mine should have an equal amount of starting ore. With ~100 ore total on the battlefield.
- Forges should be 10'x10' zones near, but at least 30' away from each team's *Nirvana*.

GAME 2: COLONIZERS OF THE WILDS

BY ATTICUS OF HOUSE GREYWELD

When to Play:

This game is played after *Restoring the Wilds* if the **Avatar of Cor'Neas** was summoned 7 times.

Scenario:

Being driven out by the **Avatar of Corneas** the colonizers redouble their efforts to claim the wilds. They turn to **Ab'Dathar** (the god of people, cities, and wealth) to aid them in claiming the wilds.

Format:

- Two Teams (Colonizers & Naturalists)
- Full class game
- Respawn Time: 30 on Death
- Unlimited life pool
- Game Clock: 20 minutes
- Pre-Enchanting is allowed.
- Players should be drafted by team captains.

Colonizers Objective:

- Destroy the **Sacred Totems of Cor'Neas** and build **Temples of Ab'Dathar**.
- To destroy a **Sacred Totem of Cor'Neas** a colonizer must be present in the zone where the totem is located and chant "Destroying!" x15.
- To build a **Temple of Ab'Dathar** two colonizers must be present in the zone where a totem was destroyed. They must chant "Building!" x15 together simultaneously. If either colonizer is killed or stops the chant, then they must resume from the beginning.
- The Colonizers win the game if, when the game timer reaches 0, there are more **Temples of Ab'Dathar** built than **Sacred Totems of Cor'Neas** left standing.

Naturalists Objective:

- Protect the **Sacred Totems Cor'Neas**.
- Destroy the **Temples of Ab'Dathar**. To destroy a **Temple of Ab'Dathar** a naturalist must be present in the zone

where the temple is located and chant "Destroying!" x15.

- The Naturalist wins the game if, when the game timer reaches 0, there are more **Sacred Totems of Cor'Neas** left than there are **Temples of Ab'Dathar** built.

Cycle of Suffering:

- Both teams lose the game if there are no **Sacred Totems of Cor'Neas** or **Temples of Ab'Dathar** standing at the end of the game.

Sacred Totems of Cor'Neas:

- Marked by a 10x10 foot zone.
- Naturalists can go to a **Sacred Totem of Cor'Neas** to receive a blessing. They must chant, "Give me your blessing Cor'Neas!" x10. If they are successful, they are enchanted with the effects of *Lycanthropy* (m), *Poison Glands* (m), or *Regeneration* (m).
- A Naturalist may only receive this blessing twice per game.
- Once a **Sacred Totem of Cor'Neas** is destroyed it cannot be rebuilt.

Temples of Ab'Dathar:

- Marked by a 10x10 foot zone.
- Colonizers can treat **Temples of Ab'Dathar** as a base for purposes of respawning or effects which require the bearer to go to their base.
- Colonizers can receive healing or mending services at **Temples of Ab'Dathar** by chanting, "Ab'Dathar

heal me!” x10 and “Ab’Dathar mend my broken item!” x10 respectively.

- While in a **Temple of Ab’Dathar**, are affected by *Song of Power*.

Game Setup:

- Required Equipment:
 - Game Time Keeper
 - 2 Cones to denote Nirvanas
 - Rope or PVC to denote **Sacred Totems of Cor’Neas** and **Temples of Ab’Dathar**.
- Identify a safe play area and consider game boundaries soft-edges. (A large square is optimal for this game).
- Set 1 **Sacred Totems of Cor’Neas** plus an additional 2 totems for every 5 players on each team. (e.g. a 10v10 should have 3 totems, a 15v15 should have 5 totems.)
- **Sacred Totems of Cor’Neas** should be “scattered” around the playing field.

Cor'Neas Chronicles

COR'NEAS CHRONICLES

GAME 1: RESTORING THE WILDS

BY ABEJA MELITIDES, RAIN OF HOUSE GREYWELD, AND FERT THE EAGER

Format:

- Four Teams
- Points-based Payload (Four-way race)
- Full class game
- Respawn Time: 10 seconds from base
- Unlimited life pool
- Game Clock: 15 minutes
- Pre-Enchanting is not allowed.

Objective:

- Teams compete to escort centrally located payloads to their respective team's square to summon an avatar, which stores a point. To store points, team players must count out loud (audible to at least 20 ft.) ten (10) "Restoring" and summon the **Avatar of Cor'Neas**. Avatars can only be summoned one at a time. Once payloads (Wildlings) have been "Restored", the **Avatar of Cor'Neas** spawns.
- The team to summon a "Avatar of Cor'Neas" gains a point.
- The game ends when the game clock has reached its limit. The team with the highest points wins the game.

Escorting Wildlings:

- *Wildlings* are creatures from the domain of Cor'Neas. These *Wildlings* have been gathered by fur hunters and must be healed to gain Cor'Neas's favor.
- Payloads are embodied by players. These players are called *Wildlings*.
- *Wildlings* shall be depicted as an mammals or animals (non-functional or mystical animals allowed : 🦌, 🐰, 🐻, 🐾, 🐿, 🐿)
- *Wildlings* must be escorted at all times. If left alone, *Wildlings* shall wander back to the central safe zone.

- Players escort *Wildlings* by having one free hand and bringing the payload to their team's "Square" or "Restoring Well". *Wildlings* have very little free will and shall follow any player. A dead player cannot escort a *Wildlings*.
- If left alone, a *Wildling* will count to five and upon reaching that number, shall return to the central pen. This return can be stopped by a player with a free hand. *Wildlings* are injured and incapable of running and shall walk during their escort.
- Players can place a *Wildling* in their **Restoring Well** without starting the "Restoring" count. A *Wildling* is only considered "Restored" when a consecutive count of 10 "Restorings" is completed. Once a *Wildling* has been restored, it follows the **Avatar of Cor'Neas** until it returns to the center pen.
- Once a *Wildling* is placed in a **Restoring Well**, it cannot be removed until restored by players or encountered by the **Avatar of Cor'Neas**.

The Fierce Avatar of Cor'Neas:

- Cor'Neas is also known for their fierce retribution. Once they are made aware of the transgressions made against their wildlands, they unleash an **Avatar of Cor'Neas** upon the lands. This is a wild guardian that protects those truly aligned with nature and consumes everything else that is not. The "Avatar of Cor'Neas" is commonly depicted as a Ram with Thorns around its horns.
- The **Avatar of Cor'Neas** wields a great weapon or a kingdom relic.

Unleashing the Avatar:

- For restoring their domain, Cor'Neas shall reward the team with an **Avatar of Cor'Neas** to defeat their foes. Once summoned, the **Avatar of Cor'Neas** shall attack all in its path
- The avatar cannot be eliminated once summoned and shall travel from "Square" to "Square" in a clockwise fashion, attacking all near or around its path. Once it reaches its original "Square", the "Avatar of Cor'Neas" returns to the center pen and goes back to being dormant.
- If the **Avatar of Cor'Neas** encounters a *Wildling*, it is restored but does not provide any points.

Game Setup:

- Required Equipment:
 - Game Time Keeper
 - Animal garb to denote *Wildlings*
 - 4 Cones to denote Nirvanas
 - 4 different colored cones to denote team colors
 - Rope or PVC to denote squares to bring *Wildlings* to be restored at and safe zones for *Wildlings*.
 - A crown or horns to denote the **Avatar of Cor'Neas**.
 - A great weapon or kingdom relic for the **Avatar of Cor'Neas**.
 - **Optional:** Bells. Bells can be rung to denote a *Wildling* being restored.
- Identify a safe play area and consider game boundaries soft-edges. (A large square is optimal for this game).
- Before play can commence, determine *Wildlings* that shall reside in the center of the map and determine the player that will play as the **Avatar of Cor'Neas**.

Playing the Game:

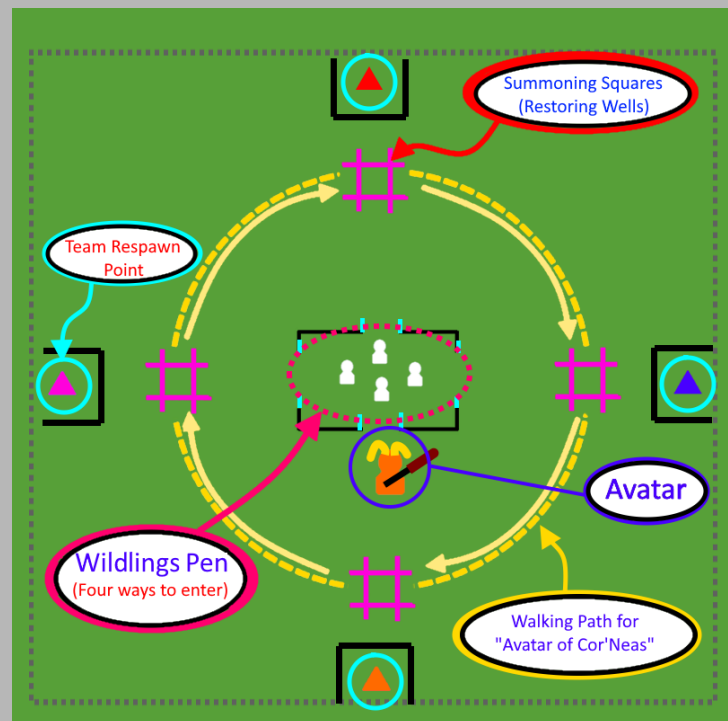
- Begin the game by having all *Wildlings* and a single dormant **Avatar of Cor'Neas** player in the center square.

- Players should be drafted by team captains.
- Have each team behind their respawn cone. Once ready, yell "Lay On" and teams will fight to escort *Wildlings* back to their bases.
- Players are fighting to escort payloads to their own teams' **Restoring Wells**. After counting to 10 (ten) "Restoring"s with a *Wildling* present at their **Restoring Wells**, the *Wildling* shall yell or ring a bell and the **Avatar of Cor'Neas** shall be summoned to the first *Wildling* it heard.

Variant Rule:

Children of the Wilds: Players using the Druid class are unaffected by the powers and attacks of the **Avatar of Cor'Neas**. Druid players are able to ward off the wild guardian and not be harmed as other classes would be.

Game Map:



Resources

RESOURCES

INTRODUCTION

This section is a collection of resources ranging on where to acquire gear, how to make certain equipment, combat tutorials, etc.

PURCHASABLE GEAR

CRAFTING GEAR

COMBAT TUTORIALS

Battle Games for Midreign

SIEGE OF ARKHAK

BY ATTICUS OF HOUSE GREYWELD

Format -

- Two teams: *Defenders of Arkhak* and *Raiders of Core'Lione*.
- Class Game
- Game Clock: 30 Minutes
- Defenders Respawn Time: 30 Seconds at Base
- Raiders Respawn Time: 30 Seconds on Death
- Pre-Enchanting is allowed.

Defenders of Arkhak:

Defend the *Arkhak* from the attackers. Defenders win if the *Heart of Arkhak* has not been captured when the game clock ends. Defenders may begin the game any place behind the first wall.

Arkhak:

Akhar is a large bastion with three levels of walls. On each wall, there are two *Gates*. Past the levels of walls there lies the *Heart of the Arkhak* (a 10'x10' zone). At the heart of the *Stronghold* the attacking team can capture the *Stronghold* to win the game.

Gates:

Each wall of the *Stronghold* has two *Gates* — each gate should at least span $\frac{1}{4}$ of the length of the wall; for example, if the wall is 20' then the *Gate* should be at least 5'. *Gates* that have not been broken act as walls for attacking players. Defending players can move through *Gates* as though they are not walls. Defending players may not attack players in front of the *Gate*, while behind the *Gate*. To attack a player outside of the *Gate*, the defending player must have both feet outside the gate as well.

When a *Gate* is destroyed, the *Raiders of Core'Lione* may move through the *Gate* as though it were not a wall. *Gates* can be repaired by two *Defenders of Arkhak* (with two free hands each) chanting, "Repairing" x60 together simultaneously.

Archer Towers:

Before the game begins the *Defenders of Arkhak* may place three *Archer Towers* on the walls of the *Arkhak*. The *Defenders of Arkhak* may place any number of archer towers on a single wall — provided there is room. For example, the defending team could put all three on a single wall or put one *Archer Tower* on each of the three walls. Archer Towers are at least a 5'x5' zone and can be accessed from the defender's side by any player saying, "Climbing"x5.

While in an *Archer Tower* players are Immune to Melee attacks that are thrown outside the *Archer Tower*, are Immune to any *Verbal* that has a range of 20', and if they become "pushed" out of the tower — i.e. Terror, Awe, Shove, etc. — they die. Players climbing the tower are Immune to *Melee*.

Blessing of Ab'Dathar -

Periodically throughout the game, a reeve may give a defending player the *Blessing of Ab'Dathar*. The player who receives this blessing must wear something to denote they have received this blessing (e.g. a colored headband). The *Blessing of Ab'Dathar* provides the player with *Adaptive Protection* (other) 10/refresh charge x10. When this player dies, they lose the *Blessing of Ab'Dathar*.

Raiders of Core'Lione:

Take the *Stronghold*. Defenders win if they are able to "Capturing" x20 at the heart of the *Stronghold*. *Raiders of Core'Lione* can destroy a *Gate* by carrying a *Battering Ram* to a gate and chanting, "Crashing" x10.

Battering Ram:

The *Raiders of Core'Lione* starts with two *Battering Rams*. The *Battering Ram* is considered a heavy object and requires four free hands to carry. For example, this could be carried by two players not wielding any weapons or shields or by four individuals carrying a weapon in one hand. Players carrying the *Battering Ram* must walk slowly. If both *Battering Rams* get "stuck" behind the *Gates* while the *Gates* are not broken, then the reeves will return the *Battering Rams* to the *Raiders of Core'Lione's* base.

Blessing of Core'Lione -

Periodically throughout the game, a reeve may give a defending player the *Blessing of Core'Lione*. The player who receives this blessing must wear something to denote they have received this blessing (e.g. a colored headband). The *Blessing of Core'Lione* provides the player with *Imbue Weapon* (ex) (self) 1/refresh and may carry *Battering Rams* by themselves with two free hands.

