

*From Chapter one: Understanding the enemy.*

The key is learning to fight from a disadvantage. Magicians have all of the advantages; they can reach a melee opponent first, they can hit harder, more precisely, and more frequently. If they are given a chance, they will end a melee fight immediately.

*etc.*

We can put it into perspective this way: Fighting a magician is swimming with an enormous weight on your body. You can move, you can struggle, but at the end of the day, The most you can do is break the water with the tips of your fingers and then drown. When the time comes to fight a magician, think about that. Remember what it feels like when you're bound and dying, and you can't do anything about it. Find that feeling of hopeless despair, and find a way to work during these emotions.

*etc.*

*From Chapter Four: Taking the fight to them.*

To fight them, every underhanded trick must be employed, every scheme and low-handed dirty move used to achieve proximity. Then waste the bastard before he knows you're even there.

*etc.*

... simply can't win a direct fight. A good magician can break bones with the flick of his hand, and if engaged from 10+ feet away will do so immediately. For this reason, I do not, as a reiteration of the opening disclaimer, recommend anyone, ever, for any reason, attempt to fight a magician with melee weapons.

*etc.*

Distraction is key, the fight is lost as soon as the mage focuses on his opponent. It is for this reason I recommend throwing any weapons at the mage. In the time taken to approach with a sword, the fight is already lost. The 1.5 seconds gained from the distraction of throwing the weapon is far more valuable than the weapon itself. Ideally this time can be used as a gap closer, in which case a simple neck twist or double eye gouge may be employed.

*etc.*

*From Chapter 5: Shields, shields...*

When attempting to fight a highly skilled mage, they will more often than not utilize shields. This can be exceedingly difficult, as most shields cannot be broken with the strength of bare hands alone. There is some hope though, as squeezing a shield with your arms or pushing the user down a cliff will frequently break the shield. A more powerful wizard's shield may prove unbreakable.

*...cont.* Distraction may not work in all instances of shield uses. Some shield users have an anchor, either a spot or an item to which the shield is attached. In these examples, killing the magician may prove extremely difficult, and it is recommended to have as much assistance as possible in taking down these magics. The shield will have to be broken against such enemies, as regrettably, you cannot simply walk through a shield.

*etc...*