

Legend

Live Action Roleplaying & Wargaming



A full contact, mock combat, roleplaying experience!

Rules of Play 6.5 Playtest



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VERSION OF THE RULES
OF PLAY

THIS PARTICULAR VERSION IS IN
EFFECT 6/16/2024

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Rules Committee

These rules are the result of the tireless effort, collaboration, debate, and arguments of the Legend Rules Committee. This book is written and formatted by the Chair.

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Art Credit

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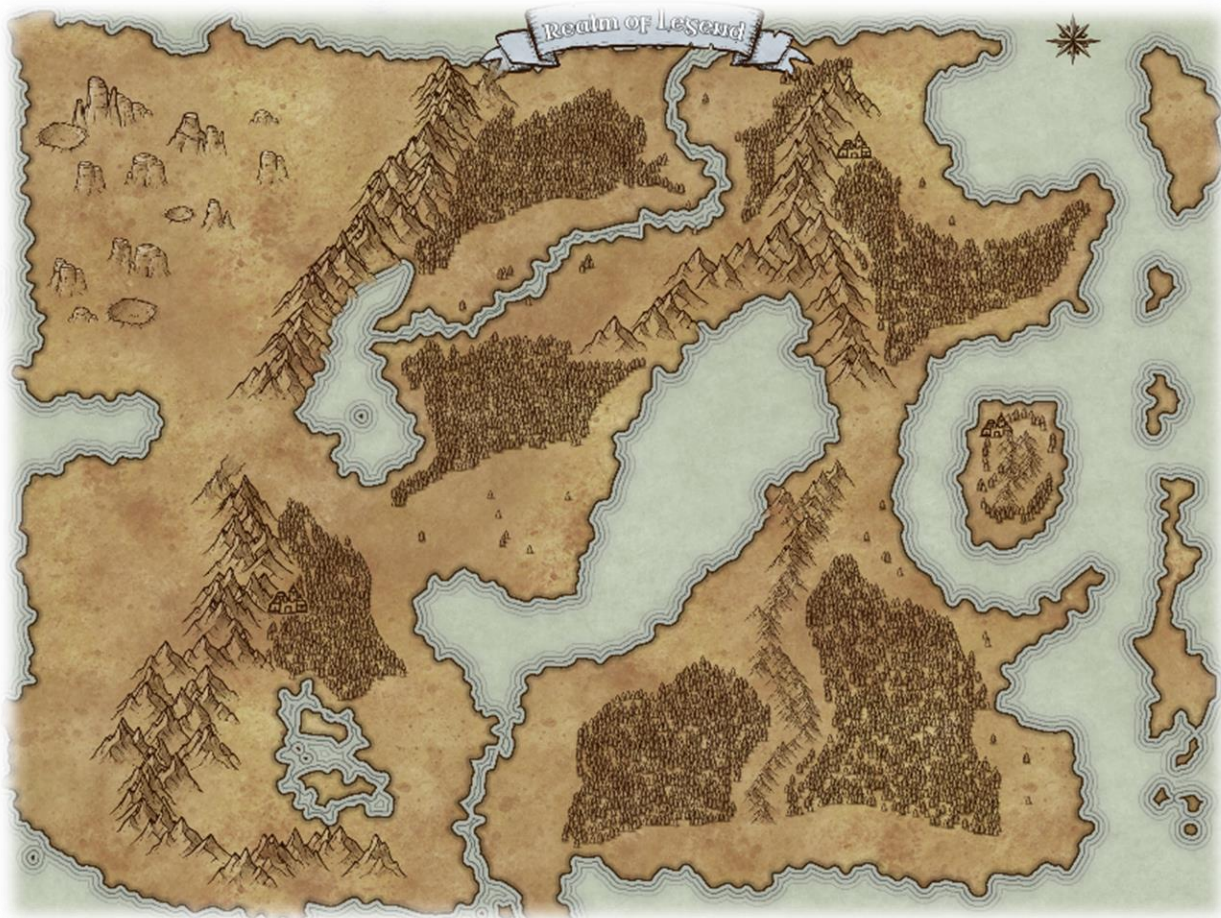
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The Realm of Legend



The World

For thousands of years the Realm of Legend has persisted. Drawing in fantastic beings, fearsome warriors, and powerful magic. How these things entered is varied, but the result was the same. A magical world was created. Fraught with danger, but rich in potential. It is here the first people made their claim upon the land. Founding great houses and eventually the Throne of Legend.

The Cataclysm

Pride, power, envy, and ego caused a great stir. As the Houses of the Realm squabbled over personal power, they failed to stop the enemies that they had awoken. The elemental lords, primordial beings responsible for Legend, the creeping darkness – a terrible, shapeless evil, and Malgrim the Lord of Destruction remade the world. Destroying everything, save a few destined to become Legend.

The Basics

The General Idea

Legend is a Live Action Role Playing (LARP) game, that incorporates elements of wargaming into its events. Unlike traditional tabletop wargaming, the battles are acted out by the players. In Legend, you will take on the role of a character that you have created. This character will have a history you have created, a race of your choosing, and a class with which they can better define their heroic feats.

Legend is a full contact, full force, mock combat game. This means you are not expected to lightly tap your opponent when striking them. You should not injure your opponent either. Using game legal and properly checked foam-weapons you should be able to deliver sufficient force no matter your size. If you feel like you were hit in a valid location, play fair, and acknowledge that you have been struck.

Always try to be unquestionably fair in your participation of the game.

Rule #1

Legend has many rules. Rules for combat, rules for spells, rules for nobility, and rules for conquering. There is one rule that is above all others in Legend.

If you are not having fun - GO HOME!

This rule is not intended to be harsh, but we have found through years of play that if someone is not having fun, it is always better to just go home and come back the next event.

New Players

Legend refers to its new members as new players. **If something in this book is bolded, that means you should pay special attention to it.** New players should attend the **new player speech** for the first few events (generally 5) that they participate in. The game is open to anyone 18 years of age or older regardless of sex, gender, race, ethnicity, background, religion, creed, or disability. Players 14 years or older (12 with parent present) may participate provided they have a parent or legal guardian sign a waiver of liability. Legend prides itself on welcoming new players and we hope that anyone considering playing, will do so! We have tons of spare equipment, veteran players to help you out, and a family friendly atmosphere. There is something in Legend for everyone who enjoys the historical-fantasy genre!

Creating a Character

Your First Event

We generally meet in public parks. Drive to the listed location on our schedule and look for the people wearing funny clothes. Once you have arrived at the event find the table where **check-in** takes place. This should be clearly marked, but if not just ask someone. There you will need to fill out your **Membership Agreement** and be informed where the new player speech will be taking place. You will need to show some form of I.D. if you appear to be younger than 18 years of age at the time you are filling out your waiver. Otherwise, your guardian must sign the document at the event.

Your Character

At your **second event** you can officially create your first character. Your character is the persona you have chosen to play in Legend. Remember that Legend is a Live Action Role Playing game, and you should endeavor to become another character. Although some players prefer the combat to any other aspect of the game, it is encouraged that you put as much thought and effort into your character as you desire. You can turn in a **one-page backstory** to the secretary to gain an additional experience credit.

Your Character's Name

The most important part of your character is their name. Choose a name you will enjoy being called. This name may be associated with you even when the event is over, or online. Choose a name from a historical or fantasy setting or something of your own creation.

Your Character's Garb (Costume)

Garb is the name used for your costume. Most characters wear the colors of their **noble house**, add trinkets and pouches, and constantly strive to make a costume match what their mind's eye sees. Keep in mind that certain garb like **circlets, golden leaves, and white belts** are reserved and denote game accomplishments. This is where some theming can come into play. If you are going to play a more western European warrior, then model your garb after the warriors of that area. If your goal is to be a more eastern samurai type, then dress more appropriate for that theme. At the end of the day, our only requirement is that you wear some sort of tunic, non-

denim pants, and some solid-colored shoes. There are many players who can help you develop your character's garb as you gain more experience.

Your Character's Alignment

Each character must have an alignment which guides their moral compass. Legend recognizes three alignments. Your alignment must be registered with the **Secretary**.

Good - Morally righteous and kind.

Neutral - An impartial way of thought.

Evil - Immoral and malevolent.

Once chosen, your character's alignment should not change, except after a major event or turning point in their personal storyline.

Your Character's Race

To preface this portion of the book, we are using a term that some would consider antiquated to describe a character's species. The use of this term is not intended to offend but is used in the traditional sense of fantasy gaming. While human characters are a bulk of what you will find in Legend, there are many other races a player may choose to play. Each **fantasy race**, aside from human, has a **specific costuming requirement**. Your fantasy race costume must be approved by the **Sheriff** or their designee before you may play that fantasy race and gain their game benefit. If at any point your costume is removed, you will lose their benefit.

If you cannot find a race that fits your concept for a character, you may simply adapt what is below -or- just play a fantasy race that gains no game benefit. Otherwise, you can just be a human. You may not change your race once chosen.

Your Character's Class

At your **first event** you must play an **unnamed fighter**. This is to give you an opportunity to learn the rules of the game and meet different players and to receive any help you need in choosing a class. You will still gain an experience credit for your first event. At your **second through fifth events**, you may try a different class each time you attend. You must make your final choice at your **fifth event**. Your class determines the overall theme of your character and determines a set list of abilities and spells that better define its role on the battlefield or in the dungeon.

Your Character's Class Cont.

Each class has a unique play style and ability to be functionally different during play. It is important when selecting a class for your character that you look over each one and decide for yourself which role on the field best suits your character. For instance, a wizard is not going to be the best armored tank and likewise a warrior is not going to be the best when magic is needed.

Your Character's Background Skill

While your character may have many skills that make up who they are, their background skill is one, defining feature of their past that surpasses all others. A background skill could give your character an extra technique to be applied in the game outside of their normal class set or it could be used to enhance an ability that they already gain from their class listing. Just like races and classes, your **second through fifth events**, you may try a different skill each time you attend. You must make your final choice at your **fifth event**.

Experience & Leveling

Legend uses a system of experience that is as simple as it could possibly be. Each standard event you attend will give your character one **experience credit**. You can also gain experience credits through special events put on by the club or by attending official club practices, but generally you gain them by attending standard events. When a character has received five experience credits, they are considered to have **leveled up**. There are ten total levels for each class in Legend. Once you have reached level ten you may continue playing that character and gaining experience credits for as long as you wish. Experience credits going beyond **forty-five** will be banked on that character and may be transferred by policies set forth by the **Administration Board**.

The Fantasy Races

The list of the playable fantasy races in Legend. Feel free to adapt each one to your own thoughts and design for your character but be sure to stay by the guidelines. All playable races are considered to be **Humanoid**, except revenant.

Aberrant

The aberrants are humanoids whose physiology defies reason. Touched by the old-ones or some other extra-planar entity, aberrants have a unique look to them. Their faces can be made of tentacles, or they can be adorned with many eyes leading each to be distinctive from others.

Garb Requirement - Aberrants must have tentacles or otherworldly features such as additional eyes or reflective skin paint in gray, blue, green, or purple.

Racial Benefit - Aberrants gain the **Impart Physiology** ability. This ability is listed in the abilities section of the rules of play.

Anubi

The anubi are a doglike race, similar to the Catfolk. They are expert trackers and fiercely territorial, making them excellent rangers.

Garb Requirement - Anubi should wear floppy dog ears and a doglike tail. They can also wear a mask to give them the appearance of an elongated snout.

Racial Benefit - Aberrants gain the **Scent Tracking** ability. This ability is listed in the abilities section of the rules of play.

Demonkin

The demonkin are spawned from the coupling of a demon and a human. Although uncommon, demonkin are considered exceptionally powerful. Generally finding the magical arts to come naturally due to their fiery heritage.

Garb Requirement - Demonkin must wear fiery colored body paint and horns.

Racial Benefit - Demonkin gain the **Demonic Protection** ability. This ability is listed in the abilities section of the rules of play.

Racial Limitation - Demonkin are vulnerable to the holy carrier.

Deva/Devi

The deva/devi are angelic beings spawned from the divine. They emanate a holy energy that draws those of good morality to them and drives those of evil away. They are usually found in a holy role, helping to stem the tide of darkness.

Garb Requirement - Deva/devi should have purple body paint and white eyes (or white paint around the eyes).

Racial Benefit - Deva/devi gain the **Holy Weapon** ability. This is in addition to any other holy weapons their class may grant them.

Dragonkin

The dragonkin are a fantasy race descended from dragons. They exhibit the heritage of their ancestors. Black, blue, white, or red are the make-up of this race, with each displaying a unique power.

Garb Requirement - Must wear horns and scaled make-up in the chosen color of dragonkin.

Racial Benefit - Dragonkin may have one of the following ancestries.

- **Black Dragon** - Black dragonkin gain the **Acid Bolt** ability. This ability is listed in the abilities section of the rules of play.
- **Blue Dragon** - Blue dragonkin gain the **Lightning Bolt** ability. This ability is listed in the abilities section of the rules of play.
- **Red Dragon** - Red dragonkin gain the **Fire Bolt** ability. This ability is listed in the abilities section of the rules of play.
- **White Dragon** - White dragonkin gain the **Ice Bolt** ability. This ability is listed in the abilities section of the rules of play.

Racial Limitation - Dragonkin may only have one of each bolt and may not use others for their racial benefit. The bolt must be retrieved and recharged.

Dwarf

The dwarves are a short and stout fantasy race, common to any similar setting. Generally making their homes under the earth and mountains, while specializing in mining, crafting, and rune smithing.

Garb Requirement - Must wear a beard of at least 6” and wear bulkier garb as well as anything that makes you appear stouter. A runic symbol should be worn from around the neck or waist.

Racial Benefit - Dwarves gain the **Runic Empowerment** ability. This ability is listed in the abilities section of the rules of play.

Catfolk

The catfolk are refined creatures. They are humanoid, but possess catlike features to include ears, tail, and fur. They are very adept in athletics and seem to possess an almost supernatural ability to survive.

Garb Requirement - Must wear cat ears, catlike make-up, and a fur tail.

Racial Benefit - Catfolk gain the **Nine Lives** ability. This ability is listed in the abilities section of the rules of play.

Elf

Elves are a staple of fantasy lore. In Legend elves take many forms and this fantasy race covers all manner of elf subtypes. Elves generally live in the forests, specializing in ranged combat or the practice of magic.

Garb Requirement - Pointed ears and braided hair or flowy garb.

Racial Benefit - Elves gain the **Channel Magic** ability. This ability is listed in the abilities section of the rules of play.

Fae

Fae are creatures of fairy tales and the magic plane of existence. Fae come in a myriad of varieties, but those playable in Legend have chosen to take humanoid form. Fae are tricky by nature and possess powerful magic but are generally small.

Garb Requirement - Brightly colored garb and other fairy-like costuming pieces.

Racial Benefit - Fae gain the **Magic Affinity** ability. This ability is listed in the abilities section of the rules of play.

Goblin

Goblins are small, green skinned humanoids. They are like orcs, but smaller and more conniving. They are very commonly employed as spies and thieves.

Garb Requirement - Green pointed ears or nose and green body paint

Racial Benefit - Goblins gain the **Sneaky, Backstabby!** ability. This ability is listed in the abilities section of the rules of play.

Racial Limitations - Goblins are considered **Small**.

Halfling

Halflings are small humanoids. They prefer feasting and comfort over adventure and excitement. They are especially adept at finding rare and magical items which makes them invaluable allies when searching for the powerful relics of Legend.

Garb Requirement - Button vest and any garb which makes the Character look smaller.

Racial Benefit - Halflings gain the **Artifact Attunement** ability. This ability is listed in the abilities section of the rules of play.

Racial Limitations - Halflings are considered **Small**.

Lizardkin

Lizardkin are similar to dragonkin in that they are large, scaled humanoids. The defining feature is that lizardkin are green and have a powerful tail. Lizardkin can be ruthless and use their powerful tails to augment their combat ability.

Garb Requirement - Green scales and body paint, lizard like tail.

Racial Benefit - Lizardkin gain the **Tail Weapon** ability. This ability is listed in the abilities section of the rules of play.

Merfolk

Merfolk encompasses all manner of humanoid aquatic creatures. Merfolk differs in that they are fully capable of living on the land but prefer the water.

Garb Requirement - Gills on the neck and blue, green, or gray body paint.

Racial Benefit - Merfolk gain the **Amphibious** ability. This ability is listed in the abilities section of the rules of play.

Orc

Orcs are a noble and often brutish green skin race. They had an aptitude for surviving the cataclysm and are at home roaming the wilderness of Legend. Generally tribal in nature, orcs possess a great warrior spirit and fury.

Garb Requirement - Tusks and green body paint.

Racial Benefit - Orcs gain the **Orc Fury** ability. This ability is listed in the abilities section of the rules of play.

Revenant

Revenants are the walking corpses of heroes or villains. They have gained the power of undeath, but the unnatural nature of their being makes them vulnerable to the power of the divine.

Garb Requirement - Dead looking body paint and tattered clothing or flesh wounds.

Racial Benefit - Revenants gain the **Undead** ability. This ability is listed in the abilities section of the rules of play.

Racial Limitation - Revenants are vulnerable to the holy carrier.

Trollkin

Trollkin are the descendants of trolls and other humanoid races. They retain the vulnerability to fire, but also the regenerative abilities of their troll ancestors. Trollkin are gruff looking and often look more troll-like than man-like.

Garb Requirement - Gray body paint and tusks or a troll mask.

Racial Benefit - Trollkins gain the **Fast-Healing** ability. This ability is listed in the abilities section of the rules of play.

Racial Limitation - Revenants are vulnerable to the flame carrier.

The Classes

Each class is listed in alphabetical order. Each character may only ever have one class and once chosen, it must remain that class. Nothing prohibits you from having two different characters with the same class, but they will gain experience credits separately. In Legend, the classes each fill a particular role, but can be boiled down to two separate types: **martial classes** and **spell-caster classes**. Each class also has built in counters to each of its abilities or spells, so make sure you familiarize yourself with each class. If you are playing with a group of friends, trying to create a **party dynamic** in which each of you will specialize in a certain aspect of the class.

Understanding the Classes

Each class has a description, details the garb (costume) that is required for play, and the specifics on which equipment the class can use. Each class also specifies if it is a martial or spell-caster class. Characters always begin at level one and gain all abilities and spells listed in the level one section of the class.

Abilities

Abilities are always listed first in the level section and indicate the effect of the ability. Some abilities are always active, and others require activation. Many abilities require that they be recharged before they can be used again or that they require a cloth strip. Abilities generally require a white cloth strip.

State

Each ability will list a phrase that must be stated when the ability is activated. It may also contain parenthesis which indicates that something specific to a situation must be stated. When stating the listed phrase, it should be loud enough that all players and Reeves within ten feet should be able to clearly hear the phrase being said.

Spells

Spells are listed after the abilities in each level section. Spells do not indicate how they are used or other requirements. Spells work differently than abilities in that they must be incanted and invoked before they may be used. Specifics on using spells is listed later in this rulebook.

Non-Leveling Classes

There are two non-leveling classes in Legend. The commoner class is a class for non-combatant participants and the fighter class is for new players.

The Commoner Class

The Commoner is a class for those that wish to participate in the ambience and atmosphere of Legend, but do not want to or cannot enter the battlefield for one reason or another. The commoner class is unrestricted by garb but must adhere to basic garb requirements. Also, a commoner need not stay common. They can hold positions of authority in the game, reeve, hold a noble title, rule a house, and participate in all aspects of Legend other than fighting.

Non-Leveling Class - The commoner is a non-leveling class.

Garb Requirement - The commoner meet the basic garb requirements of a tunic, non-denim pants, and solid-colored shoes.

Non-Combatant - The commoner may not participate in combat in any capacity. Commoners may gain credits, but do not level.

The Fighter Class

The fighter is the beginners' class. Its role is to ensure that a new player can grasp the concepts of fighting and combat in Legend. As fighters are generally played by brand new players, they rarely have garb on and can usually be denoted by that fact. No credits may be gained in this class except for a player's first event. A fighter is not required to wear garb and may use any weapon. They may also use any size shield and participate unrestricted in all combat aspects of Legend. They may not wear armor however and should refrain from wearing enchantments.

Non-Leveling Class - The fighter is a non-leveling class.

Garb Requirement - The fighter does not have garb requirements.

Armor - The fighter may not wear armor.

Shields - The fighter may use any shield.

Weapons - The fighter may use any green weapon. Other weapon types may be permitted by the Sheriff or the game reeve.

Standard Classes

The Alchemist Class

The alchemist, having spent a lifetime in the pursuit of their craft, can create an array of interesting concoctions to be of aid in almost any situation. On the battlefields of Legend, alchemists are versatile, using their abilities to empower their comrades while throwing their concoctions at enemies in support. The alchemist may find purpose as a craftsman, healer, and battlefield support.

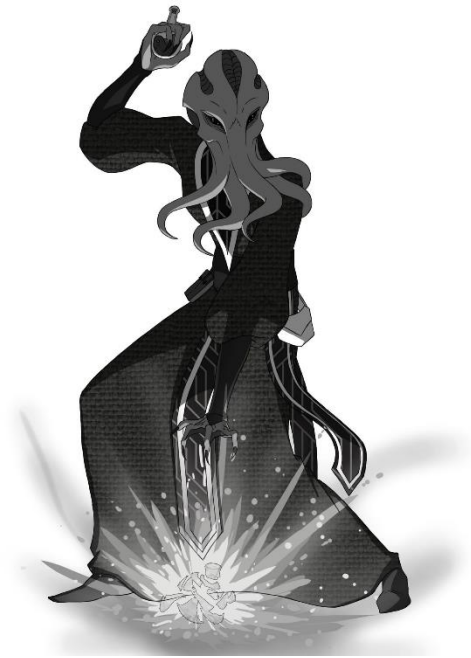
Martial Class - The alchemist is a martial class.

Garb Requirement - Alchemists must be visibly adorned with at least three non-breakable potion bottles.

Armor - The alchemist may wear armor class 1 & 2.

Shields - The alchemist may not use shields.

Weapons - The alchemist may use any green or blue weapons.



Level One

Identify Components - *State "Identify Components 1-30"*. The alchemist, after completing a 30 count, can identify all components used in a mixture, concoction, potion, or brew. The quest reeve must accommodate the alchemist's questions regarding the components and their effects.

Weapon Oil - *State "Weapon Oil" & "Flame (Weapon color)"*. The alchemist can give one weapon, the flame carrier. This ability functions as a limited enchantment but may not be dispelled or nullified. It may be neutralized. This ability requires a white cloth strip w/weapon oil written on it.

Level Two

Brew Potion - *State "Brew Potion (type) 1-30"*. The alchemist, after completing 30 count, may brew a healing or mana potion. The alchemist may only brew one of each potion each event and must provide a writ (slip of paper detailing the potion, date, and creator) to the player they are giving the potion. This potion is an expendable and lootable artifact. A phys-rep must be provided by the Alchemist. This ability may only be used once per event, per potion, or as designated by the Administration Board.

Create Vittles - *State "Create Vittles 1-30"*. The alchemist, after completing a 30 count may create a food dish or beverage. This is simulated with real food. Using this ability allows the alchemist to create food and water in situations they would be able to do so, but also the food and water they create is considered disease and poison free, but it may be affected later. It also heals a wound. Requires real or simulated food and water. This meal must be consumed within a 300 count.

Level Three

Acid Flask - *State "Acid Flask"*. The alchemist may make acid flasks. These flasks function the same as the spell acid bolt, but with the following exceptions: the alchemist may carry no more than three acid flasks. They do not need to be recharged. This ability requires a green spell ball w/o a tail.

Level Four

Last Laugh - *State "Last Laugh"*. The alchemist has ingested a slow acting toxin that causes any who would eat them to die an agonizing death. If the alchemist would be subject to the chomp, devour, or another ability that would indicate they have been eaten, the player/NPC doing so immediately dies.

Level Five

Magic Flask - *State "Magic Flask"*. The alchemist may make a magic flask. This ability functions as a throwing weapon with the magic carrier. The alchemist may carry up to three magic flasks. This ability requires a blue spell ball w/o a tail.

Silver Flask - *State "Silver Flask"*. The alchemist may make a silver flask. This ability functions as a throwing weapon with the silver carrier. The alchemist may carry up to three silver flasks. This ability requires a silver spell ball w/o a tail.

Level Six

Improved Brew Potion - *State "Improved Brew Potion (type) 1-30"*. The alchemist, after completing 30 counts, may brew an one additional healing or mana potion for each event and must provide a writ (slip of paper detailing the potion, date, and creator) to the player they are giving the potion. This potion is an expendable and lootable artifact. A phys-rep must be provided by the Alchemist. This ability replaces with brew potion but stacks the same with herbalism. This ability may only be used once per event, per potion, or as designated by the Administration Board.

Truth Serum - *State "Truth Serum"*. The alchemist may administer a truth serum to a subdued player. That player must answer any question the alchemist or their chosen party asks until they are no longer subdued. This ability requires a small bottle or phial to represent the serum. This may be one of the bottles adorned as a garb requirement.

Level Seven

Transformative Mutagen - *State "Transformative Mutagen"*. The alchemist transforms themselves or another player into a brutish mutant. The effected player loses all abilities but gains the ability to use great weapons if they cannot already and gains unlimited uses of the sunder ability. This ability functions like a limited enchantment. It may be ended by the bearer in a five count. This ability requires a green head band.

Level Eight

Incendiary Flask - *State "Incendiary Flask"*. The alchemist may make an incendiary flask. A player struck by this ability dies. This ability otherwise functions as a throwing weapon with the flame carrier. The alchemist may carry no more than one incendiary flask. This ability requires a red spell ball w/o a tail. This ability must be recharged.

Level Nine

Philosopher's Stone - *State "Philosopher's Stone 1-5"*. The alchemist may complete a 5 count, may resurrect dead players/NPCs while they carry this stone. This ability requires a palm sized stone. This ability must be recharged.

Level Ten

Immunizing Tonic - *State "Immunizing Tonic"*. The alchemist may grant an immunity to themselves or another player. This ability functions like a limited enchantment but may only be ended by the alchemist. The immunity chosen must be disease, poison, or another spell school. It may not be to magic as a whole. This ability requires a white cloth strip w/immunizing tonic written on it.

The Bard Class

The bard is the minstrel, enchanter, and entertainer of yore. Their primary role on the field of Legend is to amplify their own allies' power and reduce the effectiveness of the enemy. As a secondary role the bard can provide a powerful presence able to subdue enemies. Traditionally the bard is a well-travelled performer who can easily find work in the court of any noble as an entertainer, advisor, or mystic.

Spell-Caster Class - The bard is a spell-caster class.

Garb Requirement - The Bard must have a musical instrument or storybook on their person (other than their spell book). This item should be visible. In lieu of an item, the bard may adorn their garb with musical notes and symbols. It cannot be your house symbol.

Armor - The bard may wear armor class 1 & 2.

Shields - The bard may use bucklers and small shields.

Weapons - The bard may use all green and blue melee weapons.



Level One

Bardic Presence - *State "Bardic Presence"*. While a bard is performing (singing, reciting poetry, acting, or otherwise entertaining) and has no weapon in their hand they may not be attacked by NPCs. The performance must be a legitimate attempt in the chosen style. This ability may not be used within twenty feet of an objective or enemy Valhalla. This ability requires a 30 count to activate.

Spell: Cantrips - The bard may cast all cantrip spells.

Spell: Share Thoughts - The bard may cast the share thoughts spell.

Level Two

Bardic Anthems - The bard must select a bardic anthem. This may be changed between events. The bard anthem represents the “song” of the bard and the way they influence the fabric of the Realm. Reduce the incantation of spells within the bardic anthem by half after other reductions (min 5 words) and the recharge number by 15 (or half). The bard will gain the abilities and spells from each bardic anthem regardless of the bardic anthem chosen, but the reduction will only apply to those from the chosen bardic anthem.

Anthem of Defense I - The bard may cast the protect enchantment spell.

Anthem of Mind I - The bard may cast the feeble mind spell.

Anthem of Power I - The bard may cast the war skill spell.

Level Three

Spell: Aura I - The bard may cast the aura I spell.

Spell: Release - The bard may cast the release spell.

Level Four

Spell: Mimic - The bard may cast the mimic spell.

Level Five

Anthem of Defense II - The bard may cast the resist magic spell.

Anthem of Mind II - The bard may cast the control thoughts spell.

Anthem of Power II - The bard may cast the stun spell.

Level Six

Truth Speak - *State “Truth Speak (target)”*. The Bard may compel any player or NPC to answer their question truthfully. The target should endeavor to answer as quickly as possible but does not have to stop in the middle of what they are saying or doing. (i.e., this cannot be used to interrupt the casting of a spell.)

Level Seven

Spell: Mimic Enchantment - The bard may cast the mimic enchantment spell.

Level Eight

Spell: Experience - The bard may cast the experience spell.

Level Nine

Anthem of Defense III - The bard may use the bardic performance ability.

Anthem of Mind III - The bard may cast terrify spell.

Anthem of Power III - The bard may cast the kinetic push spell.

Level Ten

Combat Casting - *State "Combat Casting"*. The bard may move their feet and engage in combat while they are casting a spell.

Bardic Anthem Abilities

Bardic Performance - *State "Bardic Performance"*. The bard must utilize their bardic presence ability. While performing, allies designated by the bard benefit from bardic presence for as long as the bard is performing, and they are within approximately 5ft of the bard and are not engaging in combat. In addition, they may heal wounds or mend a piece of equipment in a 30 count. This ability must be recharged.

The Cleric Class

The cleric is the healer, priest, and bastion of faith. Their primary role on the field of Legend is to heal and aid their allies via their divine magic or as a tank of armor. As a secondary role, the cleric is excellent at destroying undead. Traditionally the cleric is a battle chaplain and a stalwart representative of faith and the gods. They generally provide direct battlefield support for the people they serve.

Spell-Caster Class - The cleric is a spell-caster class.

Garb Requirement - The cleric should wear a holy symbol of their choosing, openly displayed and visible. This may be a token, or a symbol sewn on to their garb. This symbol must be different from the symbol of their noble house and may not be the symbol of something awarded by the game.

Armor - The cleric may wear any armor class.

Shields - The cleric may use any shield.

Weapons - The cleric may use any melee weapons.



Level One

Spell: Cantrips - The cleric may cast all cantrip spells.

Spell: Heal - The cleric gains the heal spell.

Level Two

Divine Edict - The cleric must select a divine edict. This may be changed between events. This edict draws on the cleric's personal connection to their religion and pantheon. Reduce the incantation of spells within the edict by half after other reductions (min 5 words) and the recharge number by a 15 count (or half). The cleric will gain the abilities and spells from each edict regardless of the edict chosen, but the reduction will only apply to those from the chosen edict.

Life Edict I - The cleric gains the summon spirit spell.

Protection Edict I - The cleric gains the resist wounding spell.

Wrath Edict I - The cleric gains the bless weapon spell.

Level Three

Spell: Release - The cleric may cast the release spell.

Level Four

Spell: Hold Person - The cleric may cast the hold person spell.

Level Five

Life Edict II - The cleric gains the purify ability.

Protection Edict II - The cleric may cast the resist damage spell.

Wrath Edict II - The cleric may cast the wounding spell.

Level Six

Holy Weapon - *State "Holy (weapon color)".* At the beginning of the game, the cleric may choose one weapon to be imbued with divine energy. This weapon gains the holy carrier. This ability requires a white cloth strip.

Level Seven

Last Rites - *State "Last Rites 1-5 (target)".* The cleric may complete a 5 count and then touch a dead player and perform last rites on that player or NPC. That player may not be brought back to life except by normal means of respawning. Once the cleric begins the last rites ability, the character it is being used against may not proceed to Valhalla unless the ability stops.

Level Eight

Spell: Circle of Life - The cleric gains the circle of life spell.

Level Nine

Life Edict III - The cleric gains the resurrect spell.

Protection Edict III - The cleric gains the circle of protection spell.

Wrath Edict III - The cleric gains the turn undead ability.

Level Ten

Divine Intervention - *State "Divine Intervention (spell/target)".* The cleric may touch a wounded or dead player/NPC and instantaneously cast the heal or resurrect spell on that target. This ability must be recharged.

Divine Edict Abilities

Destroy Undead - *State "Destroy Undead".* The cleric can turn undead to dust by throwing a pink throwing weapon -or- spell ball at them. Any undead player or NPC struck by this ability dies. This ability requires a pink throwing weapon or spell ball. The throwing weapon ignores restrictions and does not deal damage. This ability must be recharged.

Purify - *State "Purify (target)".* The cleric may touch one item of food or drink or a player that has been affected by disease or poison and remove its effects. This ability has no effect on poison itself. This ability must be recharged.

The Druid Class

The druid is the shaman, shapeshifter, and avatar of nature. Their primary role on the field of Legend is to empower others through magic. As a secondary role, the druid can provide great field support as a fighter or great were-creature. Traditionally the druid is the master of nature. They can influence the elements to make way for parties of adventurers or armies of warriors.

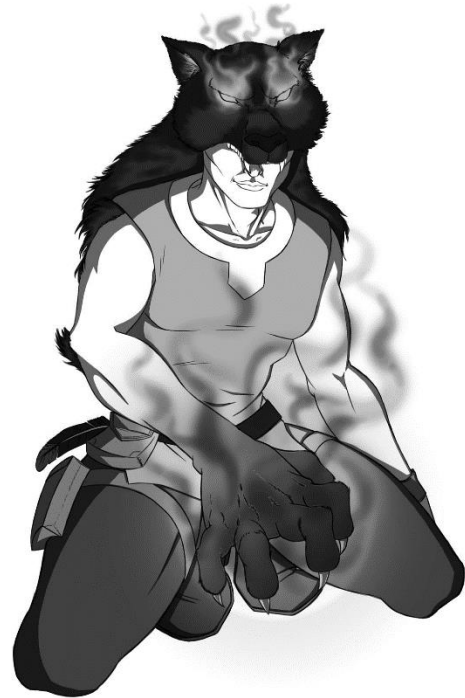
Spell-Caster Class - The druid is a spell-caster class.

Garb Requirement - The druid must have a symbol of nature openly displayed on their garb or adorned on their person. Acceptable symbols include leaves (except Golden Leaves), trees, critters, rocks, and other nature designs. It is suggested that druids also wear earthen colored garb as much as possible.

Armor - The druid may wear AC1 & AC2.

Shields - The druid may use bucklers, small & medium shields.

Weapons - The druid may use all weapons except axes of any kind.



Level One

Beast Form - *State: "Beast Form"*. The druid may play as any monster listed as a animal type or "were creatures" equal to their CL per the rules for playing a monster. The druid may activate or end this ability by returning to Valhalla for a 300 count. They may not cast spells while using this ability. Enchantments cast prior to using this ability are removed. This ability requires a tan headband w/a pawprint.

Beast Tongue - *State "Beast Tongue"*. The druid can communicate with all animals and the animals will not attack the druid unless provoked by the druid.

Search Wilderness - *State "Search Wilderness"*. The druid may serve as the searcher during land actions.

Spell: Cantrips - The druid may cast all cantrip spells.

Level Two

Druidic Circle - The druid must select a druidic circle. This may be changed between events. The druidic circle represents the focus of the druid's power and their influence over nature. Reduce the incantation of spells within the druidic circle by half after tother reductions (min 5 words) and the recharge number by 15 (or half). The druid will gain the abilities and spells from each druidic circle regardless of the druidic circle chosen, but the reduction will only apply to those from the chosen druidic circle.

Druidic Circle Beasts I - The druid gains the beast sight ability.

Druidic Circle Tempest I - The druid may cast the warp spell.

Druidic Circle Wilds I - The druid may cast the shillelagh spell.

Level Three

Spell: Aura I - The druid may cast the aura I spell. The druid may only cast this spell on themselves.

Level Four

Spell: Harden Weapon - The druid may cast the harden weapon spell.

Level Five

Druidic Circle Beasts II - The druid gains the summon beast spell.

Druidic Circle Tempest II - The druid may cast the lightning bolt spell.

Druidic Circle Wilds II - The druid may cast the entangle with vines spell.

Level Six

Spell: Harden Shield - The druid may cast the harden shield spell.

Level Seven

Spell: Harden Armor - The druid may cast the harden armor spell. The druid may only cast this spell on themselves.

Level Eight

Spell: Neutralize Elements - The druid may cast the neutralize elements spell.

Level Nine

Druidic Circle Beasts III - The druid gains the beast magic ability.

Druidic Circle Tempest III - The druid gains the storm cloud spell.

Druidic Circle Wilds III - The druid may cast the commune spell.

Level Ten

Rejuvenation - *State: "Rejuvenation"*. The druid may touch a player and instantaneously restore the use of all recharge abilities, remove all poisons and diseases, and mend all their equipment. This ability must be recharged.

Druidic Circle Abilities

Beast Sight - *State: "Beast Sight"*. The druid may declare the use of this ability to a game reeve and gain insight on a quest or adventure provided there would reasonably be an animal or critter that the druid could use to see through. The animal could be as simple as a fish or cricket or as complicated as a bear or crocodile. This ability simply grants the druid a bit of information about the quest similar to other abilities. The quest reeve must accommodate. This ability must be recharged.

Beast Magic - *State: "Beast Magic (spell)"*. The druid may declare one of their bolt spells as their beast magic (entangle with vines, lightning bolt, or warp). This means that the druid may cast this spell, even while in beast form. The druid must recite the incantation as they would if they were not using beast form. This ability must be recharged.

The Monk Class

The monk is the martial artist, the disciplined one, and fortified in body and soul. Their primary role on the field of Legend is to act as skirmishers. As a secondary role, the monk is an invulnerable and invaluable asset in quests, especially when traversing dangerous terrain. Traditionally the monk is a pious zealot, they can find work as spiritualist, a combatant, and mentor.

Martial Class - The monk is a martial class.

Garb Requirement - The monk must wear a gray sash around the waist or over the shoulder in addition they should wear the symbol of their monastic order. This symbol must be different from other required symbols.



Armor - The monk may not wear armor.

Shields - The monk may not use shields.

Weapons - The monk may use any weapons.

Level One

Feather Fall - *State: "Feather Fall 1-5"*. The monk may not take damage, wounds, or any other ill-effect from simulated falling. This does not protect them from the terrain type (i.e., lava, acid, spiked pit, etc.). The monk must complete a 5 count to simulate falling slowly. When the count is complete, they may move normally. Monks may not be attacked by melee weapons when falling but may be affected by ranged weapons. Monks may activate this ability while "falling".

Missile Block - *State: "Missile Block"*. The monk may block all weapon projectiles (arrows, bolts, javelins, and throwing weapons) with their weapons, hands, or feet. This block must be intentional. It has no effect on spell balls or siege weapons. If successfully blocked, it will negate any effect or carrier caused to the weapon.

Level Two

Toughness I - *State: "Toughness"*. The monk gains toughness I which will negate the first physical hit from a weapon, except siege weapons. Weapons with the magic carrier and spell balls will ignore this ability. This ability may not be dispelled or nullified. This ability requires a white head band w/ black I written in the center.

Level Three

Mighty Leap - *State: "Mighty Leap 1-5 & leaping"*. The monk may complete a 5 count and then move directly to a location, through enemies, boundaries, and other hazards without being subject to attacks or effects. In addition, the monk may not attack or activate abilities while using this ability. The location must be within 10ft of the monk, and they must state "landed" upon arriving at their location and completing the ability. The monk must move directly to their desired location with a deliberate pace. *This ability must be recharged.*

Turtle Stance - *State: "Turtle Stance"*. The monk may use a shield of any size. The monk may not use this stance while they are using any other. The monk may change their stance in a 30 count.

Level Four

Touch of Death - *State: "Touch of Death"*. The monk may touch another player in an unarmored location and kill them. This ability requires a black cloth strip tied around the wrist. This ability must be recharged.

Level Five

Toughness II - *State: "Toughness"*. The monk gains toughness II which will negate the first physical hit from a weapon, except siege weapons. Weapons with the magic carrier and spell balls will ignore this ability. This ability may not be dispelled or nullified. This ability replaces Toughness I and requires a white head band w/ black II written in the center.

Wave Stance - *State: "Wave Stance"*. The monk may ignore penalties for water or similar substances. This ability works similarly to hover, but only with water and similar. The monk may not use this stance while they are using any other. The monk may change their stance in a 30 count.

Level Six

Sunder - *State: "Sunder"*. The monk may strike an opponent's armor or shield and instantly destroy it. This strike must be done with a shield-breaking weapon and must be done with two hands. If the strike would ordinarily go through the armor, it does so as normal.

Level Seven

Aether Stance - *State: "Aether Stance"*. The monk may block spell balls with their weapons, hands, and feet. This block must be intentional. If successfully blocked, it will negate any effect or carrier attached to the spell ball. The monk may not use this stance while they are using any other. The monk may change their stance in a 30 count.

Immunity to Poison - *State: "Immune"*. The monk is immune to all poisons.

Level Eight

Toughness III - *State: "Toughness"*. The monk gains toughness III which will negate the first physical hit from a weapon, except siege weapons. Weapons with the magic carrier and spell balls will ignore this ability. This ability may not be dispelled or nullified. This ability replaces Toughness II and requires a white head band w/ black III written in the center.

Level Nine

Meditate - *State: "Meditate 1-5"*. The monk may regain one level of expended Toughness provided that the Toughness is fully expended. The monk must stand still, sit, or kneel while using this ability and may not be move. If they are interrupted, they must begin the count again.

Level Ten

Dragon Stance - *State: "Dragon Stance"*. The monk becomes immune to ranged weapons except spell balls and siege weapons. The monk may not use this stance while they are using any other. The monk may change their stance in a 30 count.

The Paladin/Dark Paladin Class

The paladin is the champion, the leader, and the hero. Their primary role on the field of Legend is to serve as battlefield commanders. As a secondary role the paladin can serve as a fighter on the line. Traditionally the paladin is a man-at-arms in service to God and country. They can generally find work fighting back hordes of evil or slaying a beast, adversely killing the champions of good and peace.

Martial Class - The paladin/dark paladin is a martial class.

Garb Requirement - The paladin must wear a white belt favor, cloak, or tunic or black if a dark paladin.

Armor - The paladin/dark paladin may wear any armor.

Shields - The paladin/dark paladin may use any shield.

Weapons - The paladin/dark paladin may use any melee weapon and javelins.



Level One

Code of Good/Evil - *State: "Code of Good/Evil" or "Detect Alignment"*. This class requires you to choose between a paladin (good alignment) and dark paladin (evil alignment). Paladins must wear their garb requirement in white and dark paladins must wear their garb requirement in black. This class may change their choice at the beginning of any event, but they should only do so if a significant character development has occurred. Paladins/dark paladins can also determine the alignment of any player or NPC. Some abilities are paladin/dark paladin dependent.

Holy Weapon - *State "Holy (weapon color)"*. At the beginning of the game, the paladin/dark paladin may choose one weapon to be imbued with divine energy. This weapon gains the holy carrier. This ability requires a white cloth strip.

Level Two

Lay on Hands - *State: "Lay on hands"*. The paladin/dark paladin may touch a wounded player and heal that wound. This ability must be recharged.

Level Three

Immunity to Control - *State: "Immune"*. The paladin/dark paladin is immune to all control school abilities, effects, and spells.

Level Four

Divine Health - *State: "Divine Health" or "Immune"*. The paladin/dark paladin is immune to all diseases and poisons.

Level Five

Smite! - *State: "Smite"*. The paladin may strike an opponent with their holy weapon and deal deadly damage. This ability must be recharged.

Level Six

Immunity to Necrotic - *State: "Immune"*. The paladin/dark paladin is immune to all necrotic school abilities, effects, and spells.

Level Seven

Destroy Undead (Paladin) - *State "Destroy Undead"*. The paladin can turn undead to dust by throwing a pink throwing weapon -or- spell ball at them. Any undead player or NPC struck by this ability dies. This ability requires a pink throwing weapon or spell ball. The throwing weapon ignores restrictions and does not deal damage. This ability must be recharged.

Wounding (Dark Paladin) - *"Wounding (desired limb)"*. The dark paladin may use the wounding ability. This is a caster-like ability and functions the same as the spell version in terms of its effect. This ability requires a gray spell ball and must be recharged.

Level Eight

Extend Immunities - *State: "Extend Immunities."* At the beginning of the game the paladin may pass their immunities to another player or NPC. The chosen player or NPC gains immunity to control and immunity to necrotic. This ability functions as a limited enchantment but may not be dispelled or nullified. It requires a white cloth strip w/extend immunity written on it.

Revive (Paladin) - *State: "Revive 1-5."* The paladin may touch a dead player or NPC and bring them back to life as if they had been resurrected by a cleric. This ability functions like a limited enchantment but may not be dispelled or nullified. This ability requires a white cloth strip w/revive written on it

Raise Zombie (Dark Paladin) - *State: "Raise Zombie 1-5."* The dark paladin may touch a dead player or NPC and raise them as a zombie. This ability requires a blue headband be placed on the raised zombie. The player/NPC will remain a zombie until they die. Per the zombie rules listed in the monster section of this book. This ability functions like a limited enchantment but may not be dispelled or nullified.

Level Nine

Lance of Faith - *State: "Lance of Faith".* The paladin/dark paladin may throw a javelin to gain that will destroy armor and shields upon impact. This ability is simulated with a javelin but does not count as a javelin for weapon restrictions. It also has the holy carrier. This ability requires a white cloth strip. This ability must be recharged.

Level Ten

Bastion of Faith - *State: "Bastion of Faith".* The paladin/dark paladin may choose one shield to become indestructible. This ability requires a white cloth strip.

The Ranger Class

The ranger is the scout, the archer, and the hunter. Their primary role on the field of Legend is to use their bows for pinpoint accuracy. As a secondary role the ranger can take on monsters better than any other. Traditionally the ranger is an explorer and protector of the wilderness. They can easily find themselves as the primary guide for a Noble House, master archer, and tournament marksman and competitor.

Martial Class - The ranger is a martial class.

Garb Requirement - The ranger must wear a visible green or brown hood, cowl, tunic, or sash or any combination.

Armor - The ranger may wear AC1 & AC2.

Shields - The ranger may use bucklers, small & medium shields.

Weapons - The ranger may use any weapon.



Level One

Mend Bows/Crossbows - *State: "Mending 1-30"*. The ranger may touch and repair any "broken" bow or crossbow.

Flaming Arrow - *State: "Flaming Arrow"*. This arrow counts as having the flame carrier and requires an orange cloth cover. This arrow otherwise counts as a regular arrow. A ranger may only carry one of these arrows and must retrieve it once shot. This ability may also be used with crossbow bolts.

Navigate - *State: "Navigate"*. When a ranger is using the search wilderness ability, they may roll twice on the encounter chart and choose the option they desire. The ranger should inform the Keeper of the Lands that they intend to use this ability prior to land actions beginning.

Search Wilderness - *State "Search Wilderness"*. The ranger may serve as the searcher during land actions.

Level Two

Preferred Enemy - *State: "Preferred Enemy (type)" and "deadly"*. The ranger may loudly declare their preferred enemy from the creature types listed in the monster section of this book or any other applicable/official document to include quest write ups. The ranger must make this declaration at the beginning of the game. If the ranger does not make a declaration, they automatically choose humanoid. Any attack made against an NPC of the preferred type has the deadly carrier.

Level Three

Armor Piercing Arrow - *State: "Armor Piercing Arrow"*. Any armor struck by an armor piercing arrow is ignored. This arrow otherwise counts as a regular arrow. A ranger may only carry one of these arrows and must retrieve it once shot. This arrow requires a purple cover. This ability may also be used with crossbow bolts.

Level Four

First Aid - *State: "First Aid 1-30"*. The ranger may complete a 30 count and heal any wound and cure any disease or poison. While this ability is being used the effect of the poison and disease is stopped until it is cured or the ability stops. This ability requires the ranger to carry a small satchel or pouch with bandages and herbs.

Level Five

Sundering Arrow - *State: "Sundering Arrow"*. Any armor struck by an armor or shield struck by this arrow is destroyed. A ranger may only carry one of these arrows and must retrieve it once shot. This arrow requires a red cover. This ability may also be used with crossbow bolts.

Level Six

Truth Speak - *State "Truth Speak (target)"*. The ranger may compel any player or NPC to answer their question truthfully. The target should endeavor to answer as quickly as possible but does not have to stop in the middle of what they are saying or doing. (i.e., this cannot be used to interrupt the casting of a spell.)

Level Seven

Stunning Arrow - *State: "Stunning Arrow"*. Any player or NPC struck in the body by a stunning arrow is subdued for a 5 count. This arrow otherwise counts as a regular arrow. A ranger may only carry one of these arrows and must retrieve it once shot. This arrow requires a green cover. This ability may also be used with crossbow bolts.

Level Eight

Tracking- *State: "Tracking (repeatedly)"*. The ranger may see, interact with, and attack all players and NPCs using stealth walk or similar abilities. This ability may be used to identify the type of monsters (animal, fey, draconic, etc.) and the quest reeve should accommodate.

Level Nine

Enchanted Bow - *State: "Enchanted Bow" and "Magic Arrow"*. The ranger's bow is permanently enchanted. This enchantment may not be dispelled or nullified. All arrows shot by the ranger when using this bow have the magic carrier. This ability requires a yellow cloth strip w/enchanted bow written on it.

Level Ten

Expanded Quiver - *State: "Expanded Quiver"*. The ranger may carry any number of their specialty arrows (flaming, armor piercing, and stunning). This ability requires a quiver or a similar device with which to hold arrows.

The Rogue Class

The rogue is the spy, the thief, and the assassin. Their primary role on the field of Legend is to get behind an enemy line and exploit their weakness. As a secondary role, the rogue is the most valuable class to have when exploring and looting dungeons. They can easily find themselves as an undercover agent working for a powerful lord, head of a powerful mafia, or even a secretive order of assassins.

Martial Class - The rogue is a martial class.

Garb Requirement - The rogue must wear a visible black sash around their waist or over their shoulder.

Armor - The rogue may wear AC1 & AC2.

Shields - The rogue may use bucklers & small shields.

Weapons - The rogue may use any green, blue, or yellow weapons as well as pikes.



Level One

Find Traps - *State "Find Traps 1-30"*. The rogue may complete a 30 count and discern the location and nature of traps within their immediate area (generally within 10ft). While the specific mechanism and effect of the traps is not necessarily determined with this ability, the Quest Master or Reeve should accommodate with giving the rogue a general idea of what the trap may be.

Open Lock - *State: "Open Lock 1-30"*. The rogue may complete a 30 count and touch and open any lock, magical or otherwise. They do not set off any traps when doing so.

Opportunity Attack - *State: "Opportunity Attack" or "Rogue"*. Any strikes the rogue makes while using a dagger, ignore armor.

Level Two

Quick Loot - *State: "Quick Loot (desired item)".* The rogue may touch a dead player or NPC and declare an item that they desire. If that player/NPC has the item they must provide it to the rogue immediately. The rogue may also request artifacts that the player has, provided that the artifact is expendable and not soul-bound. An exception is made for items that are bound to a guild or house to which the rogue belongs.

Level Three

Climb Walls - *State: "Climb Walls 1-5".* The rogue may complete a 5 count and ignore any boundary designated as a wall. They may not be attacked while climbing, except by ranged weapons. Rogues are subject to any other effects of a wall. A rogue may not linger on the side of the wall and must exercise and complete this ability in a ten count.

Level Four

Evasion - *State: "Evasion".* The rogue may ignore one strike from a ranged weapon or spell ball, including any effects of that weapon. They may also ignore the radius of a siege weapon with this ability, but not being struck directly by a siege weapon. This ability must be recharged.

Level Five

Craft Poison - *State "Craft Poison (type) 1-30".* The rogue, after completing 30 count, may craft a poison. The rogue may only craft one poison at each event and must provide a writ (slip of paper detailing the poison, date, and creator) to the player they are giving the poison. This poison is an expendable and lootable artifact. A phys-rep must be provided by the rogue. This ability may only be used once per event, per poison, or as designated by the Administration Board.

Poisoned Weapon - *State "Poison "weapon color".* The rogue has a permanently poisoned weapon. This is a standard death poison that attaches to one melee weapon or three arrows/bolts/throwing weapons. This weapon is usable only by the rogue. This weapon may be changed between events and requires a green cloth strip w/poisoned written on it.

Level Six

Stealth Walk - *State: "Stealth Walk (repeatedly)"*. The rogue may stealth walk and while they are using this ability they may not be seen, interacted with, or attacked. The rogue must have their arms outstretched and repeatedly state stealth walk. They may only walk while using this ability. Field effects or area effects will affect a rogue when using this ability if applicable. A rogue may not use this ability while carrying an objective or within 20ft of an enemy objective zone or Valhalla. The rogue may end this ability at any time, but it requires a 5 count to end this ability. While ending the ability they may be seen, but not attacked, except by applicable circumstances. This ability requires a black headband and must be recharged.

Level Seven

Immunity to Poison - *State: "Immune"*. The rogue is immune to all poisons.

Level Eight

Infiltrate - *State: "Infiltrate"*. The rogue may begin the game outside of 20ft of an enemy Valhalla or objective zone. This may not be applicable during quests. Rogues may also accompany any land action that they are invited to accompany.

Level Nine

Assassinate - *State: "Assassinate"*. When the rogue uses their opportunity attack ability, they instead assassinate. This ability may also be used with any ranged attack. Players and NPCs who are assassinated may not be resurrected or otherwise be brought back to life except by normal rules for respawning. This ability effectively replaces opportunity attack.

Level Ten

Innate Aptitude - *State: "Innate Aptitude"*. The rogue may use class-locked equipment as if it was their own equipment. (I.e., a rogue can use a ranger's specialty arrows or a witch hunter's vorpal weapon.)

Artifacts soul-bound to the player portraying a rogue, may also be used via this ability provided it was checked in by the Rogue. (I.e., a Great sword of Emberwood may be used if it is owned by the Rogue, even though they cannot use red weapons.)

The Warlock Class

The warlock is the otherworldly caster, empowered being, and blood sorcerer. Their primary role on the field of Legend is to quickly level enemies with their otherworldly energy. As a secondary role, the warlock can enhance their allies while controlling the flow of battle. Traditionally the warlock is a self-centered powermonger.

Martial Class - The warlock is a martial class.

Garb Requirement - The warlock must wear garb adorned with visible otherworldly letters and a red triangle for pact of the beyond, a green circle for pact of death, and a blue square for pact of madness.

Armor - The warlock may wear AC1.

Shields - The warlock may use bucklers & small shields.

Weapons - The warlock may use green and blue weapons.



Level One

Absorption - *State*: “Absorption”. If a warlock would be affected by an ability or spell, they may choose to ignore the effects of that ability or spell - this includes carriers. This ability must be recharged.

Caster-Like Abilities - The warlock has spells that function like abilities. They may be activated and recharged like abilities, but function with the same carriers and effects as the spells.

Comprehend Languages - *State*: “*Comprehend Languages*”. This ability functions per the spell but does not require an incantation to activate. This is a caster-like ability. This ability must be recharged.

Level Two

Chosen Pact - The warlock must select a chosen pact. This choice is reflected by their garb requirement. This may be changed between events. The pact represents power gained from beyond the Realm of Legend. Reduce the recharge number by 15 (or half). The warlock will gain the abilities from each chosen pact regardless of the of the pact chosen, but the reduction will only apply to those from the chosen pact.

Pact of The Beyond I - The warlock can use the throw the bones' ability.

Pact of Blood I - The warlock gains the steal vigor ability.

Pact of Madness I - The warlock gains the resist control ability.

Toughness I - *State: "Toughness"*. The warlock gains toughness I which will negate the first physical hit from a weapon, except siege weapons. Weapons with the magic carrier and spell balls will ignore this ability. This ability may not dispelled or nullified. This ability requires a white head band w/ black I written in the center.

Level Three

Acid Bolt - *State: "Acid Bolt"*. The warlock may use the acid bolt ability. This is a caster-like ability and functions the same as the spell version in terms of its effect. This ability requires a green spell ball and must be recharged. The warlock may throw 3 acid bolts before needing to recharge. Each bolt must be recharged individually.

Level Four

Otherworldly Constitution - *State: "Otherworldly Constitution"*. The warlock may restore their expended toughness, resist a disease effect, or resist a poison effect. If the disease or poison were ongoing such as a poison fog cloud, this ability will grant one minute of ongoing resistance. This ability must be recharged.

Level Five

Wall of Fire - *State: "Wall of Fire."* The warlock may lay a 10' (or less) cloth rope on the ground length wise Each end must be at least 5' from the other end. Any player which steps through this wall dies, unless they are immune. This wall may not be passed through by spells (including fire), weapons, or abilities. It may not be climbed but may be leapt or flown over. The wall is considered to be 10ft high. This is a caster-like ability and functions as a limited enchantment with a flame spell school. It may be removed by neutralize elements as well as dispel and nullify. This ability must be recharged.

Level Six

Pact of the Beyond II - The warlock gains the improved absorption ability.

Pact of Blood II - The warlock gains the festering bolt ability.

Pact of Madness II - The warlock gains the stun touch ability.

Level Seven

Eldritch Bolt - *State: "Eldritch Bolt"*. A player or NPC struck by this ability suffers a wound (death if torso or head), armor and shields struck are destroyed. This is a caster-like ability and functions the same as the lightning bolt spell but has the divine spell school. This ability requires an orange spell ball and must be recharged.

Level Eight

Otherworldly Gate - *State: "Otherworldly Gate 1-5"*. The warlock may transport themselves any other players/NPCs being touched to the warlocks Valhalla. The warlock must be standing still while counting and if interrupted must start over. Abilities that permit a warlock to move while using an ability may not be used with this ability. Players/NPCs must immediately proceed with the warlock to their Valhalla and state "Arrived" once they have completed the ability. Players/NPCs may not state that they have arrived until after the warlock has done so and must state so immediately after the warlock. The warlock and others must move directly to Valhalla and may not stop to engage with players, quests, or objectives. Objectives carried must be dropped when using this ability. This ability must be recharged.

Level Nine

Pact of the Beyond III - The warlock gains the otherworldly escape ability.

Pact of Blood III - The warlock gains the otherworldly strength ability.

Pact of Madness III - The warlock gains the madness bolt ability.

Level Ten

Otherworldly Haste - *State: "Otherworldly Haste"*. The warlock may recharge abilities while moving. They may not use this ability while in combat. If the warlock engages in combat while they are recharging their abilities, they must begin their count again.

Pact Abilities

Festering Bolt

Improved Absorption - *State: "Improved Absorption"*. This ability replaces "absorption" and is functionally identical. The exception is that when the warlock uses improved absorption it instantly recharges one ability. This must include the statement of "(ability name) recharged). This ability must be recharged.

Madness Bolt - *State: "Madness Bolt"*. The warlock may throw this spell ball at a target player. The affected player loses all higher reasoning and intelligence and becomes enraged attacking both friend and foe for a 30 count. This ability functions like an engulfing spell ball and requires a black spell ball w/a red tail. This ability must be recharged.

Otherworldly Escape - *State: "Otherworldly Escape 1-5"*. This ability functions identically to the teleport spell, but is not a spell. This ability must be recharged.

Otherworldly Strength - *State: "Otherworldly Strength 1-30"*. This ability allows the warlock to utilize a red weapon by foregoing the use of armor and shields. This ability requires a 5 count to end.

Resist Control - *State: "Resist Control"*. This ability functions identically to the teleport spell, but is not a spell.

Steal Vigor - *State: "Steal Vigor"*. The warlock may touch a dead character and heal one wound the warlock has taken or restore one point of otherworldly armor to each location. This ability must be recharged.

Stunning Touch - *State: "Stunning Touch"*. The warlock may touch another player in an unarmored location and subdue them for a 30 count. This ability requires a white cloth strip tied around the wrist. This ability must be recharged.

Throw the Bones *State: "Throw the Bones"*. The warlock may ask the quest master or game reeve one question as it pertains to the game lore or scenario. The question must be answered, even vaguely. This ability must be recharged.

The Warrior Class

The warrior is the soldier, the barbarian, and the killer. Their primary role on the field of Legend is to crush the line and kill the enemy. As a secondary role, the warrior can support the war effort during sieges and by staying in the fight longer. They can easily find themselves as a professional soldier, a tribal leader, or even as a warlord.

Martial Class - The warrior is a martial class.

Garb Requirement - The warrior must only meet the minimum garb requirements of a tunic, non-denim pants, and solid colored footwear.

Armor - The warrior may wear any armor.

Shields - The warrior may use any shield.

Weapons - The warrior may use any weapons.



Level One

Warrior's Courage - *State: "Warrior's Courage"*. The warrior is never subject to fear effects, nor can they be compelled to flee from battle.

Level Two

Superior Weapon - *State: "Superior Weapon"*. The warrior may choose one green or blue weapon they possess and make it deal red damage. This does not impart the shield-breaking ability. This ability requires a white cloth strip w/superior weapon written on it. The warrior may change their superior weapon in a 30 count.

Level Three

Sunder - *State: "Sunder"*. The warrior may strike an opponent's armor or shield and instantly destroy it. This strike must be done with a shield-breaking weapon and must be done with two hands. If the strike would ordinarily go through the armor, it does so as normal.

Level Four

Sturdier Weapon - *State: "Sturdier Weapon"*. The warrior's superior weapon becomes indestructible.

Level Five

Warrior's Rage - *State: "Warrior's Rage!" or "Rage!"*. This ability must be shouted or yelled, as if shrugging off a painful blow. The warrior may ignore one wound to their arm or leg. This ability does not protect against head and torso shots, nor does it protect against deadly. This ability must be recharged.

Level Six

Superior Sieging Tactics - *State: "Superior Sieging Tactics"*. The warrior counts as two people for the purposes of operating a siege weapon.

Level Seven

Bust Out! - *State: "Bust out 1-5"*. The warrior may complete a 5 count and then ignore the effects of a subdual ability or spell. This includes natural subdual effects during quests.

Level Eight

Last One Standing! - *State: "Last One Standing"*. The warrior may always respawn one additional time in Valhalla even if the rules would prohibit respawning. This ability may be used with other similar abilities. The respawn count is 300 if not otherwise stated. If there is no relevant Valhalla they may respawn where they died.

Level Nine

Superior Armor - *State: "Superior Armor"*. The warrior's AC1 armor counts as AC2 and their AC2 counts as AC3. This ability requires a white cloth strip w/superior armor written on it.

Level Ten

Heroic Defense - *State: "Heroic Defense"*. Any spell ball or ability effect striking a warrior's shield is negated. This does not prevent weapon properties, such as shield-breaking or siege weapons from affecting the target. This ability must be recharged.

Warrior's Prowess - *State: "Warrior's Prowess"*. The warrior's sturdier weapon has its damage category changed from red to yellow or a different red weapon the warrior possesses may be changed from red to yellow. This ability requires a white cloth strip w/warrior's prowess written on it if it is used with a weapon that is not the sturdier weapon.

The Witch Hunter Class

The witch hunter is the anti-mage, the immune, and the inquisitor. Their primary role on the field of Legend is to kill the spell-users. As a secondary role, the witch hunter can be useful in interpreting magical rituals. They can easily find themselves as a personal guard to someone of importance, the leader of a cult, or a crusader against magic.

Martial Class - The witch hunter is a martial class.

Garb Requirement - The witch hunter must wear a knee length overcoat or a period looking hat.

Armor - The witch hunter may wear any armor.

Shields - The witch hunter may use bucklers, small & medium shields.

Weapons - The witch hunter may use any weapons.



Level One

Detect Magic - *State: "Detect Magic"*. The witch hunter can see all magical auras and determine if something is magical. In addition, they can see and identify all enchantments and players/NPCs must inform the witch hunter when asked. The witch hunter is also aware of any druid using the commune spell.

Level Two

Hunter's Mark - *State: "Hunter's Mark (target)"* The witch hunter may declare one NPC that they can see and designate them with their hunter's mark. All strikes against that target have a deadly carrier. The mark may be switched in a 30 count or upon the death of the target.

Immunity to Control - *State: "Immune"*. The witch hunter is immune to all control school abilities, effects, and spells.

Level Three

Immunity to Subdual - *State: "Immune"*. The witch hunter is immune to all subdual school abilities, effects, and spells.

Level Four

Immunity to Arcane - *State: "Immune"*. The witch hunter is immune to all arcane school abilities, effects, and spells.

Level Five

Dispel - *State: "Dispel (target)"*. The witch hunter may end any ongoing spell effect. This is generally an enchantment. This ability will not end the effects of spells already cast. To cancel it, the spell must be ongoing. Dispel cannot be used to free a frozen player or remove a healed limb, etc. This ability must be recharged.

Level Six

Immunity to Necrotic - *State: "Immune"*. The witch hunter is immune to all necrotic school abilities, effects, and spells.

Level Seven

Vorpal Weapon - *State: "Vorpal (weapon color)"*. At the beginning of the game, the witch hunter may choose one weapon to become vorpal. This weapon gains the vorpal carrier. If applied to a ranged weapon you may choose three arrows/bolts/throwing weapons. This ability requires a white cloth strip or cover w/vorpal written on it.

Level Eight

Tracking- *State: "Tracking (repeatedly)"*. The witch hunter may see, interact with, and attack all players and NPCs using stealth walk. This ability may be used to identify the type of monsters (animal, fey, draconic, etc.) and the quest reeve should accommodate.

Level Nine

Immunity to Flame - *State: "Immune"*. The witch hunter is immune to all flame school abilities, effects, and spells.

Level Ten

Suffer Not! - *State: "Suffer Not!"*. When the witch hunter would be subject to a spell, intentionally or otherwise, the caster of that spell is also affected by the spell. This ability does not apply to spells the witch hunter is willingly receiving like healing or enchantment.

The Wizard Class

The wizard is the mage, sorcerer, and powerhouse. Their primary role on the field of Legend is to inflict carnage and chaos on the field with their magic. As a secondary role, the wizard is adept and understanding and nullifying magic. Traditionally the wizard is the pinnacle spell caster. Their command over the raw arcane elements makes them terrifying.

Spell-Caster Class - The wizard is a spell-caster class.

Garb Requirement - The wizard must wear knee-length robes, a pointy wizard hat, or have an arcane focus openly displayed that is at least 1"x1" in dimension.

Armor - The wizard may not wear armor.

Shields - The wizard may not use shields.

Weapons - The wizard may use any green weapons.



Level One

Staff of Power - State: "Staff of Power". If the wizard is wielding a staff in at least one hand, they may permanently reduce the word count for all spell incantations by 5. This staff has the magic carrier and is unbreakable. This only applies to one staff. In addition, while wielding the Staff of Power, the wizard may cast the magic bolt spell without reciting the incantation.

Spell: Cantrips - The wizard may cast all cantrip spells.

Spell: Ice Bolt - The wizard may cast the ice bolt spell.

Spell: Magic Bolt - The wizard may cast the magic bolt spell.

Level Two

Spell Focus - The wizard must choose a spell focus. This may be changed between events. The spell focus represents the focus of the wizard's power and their training as the ultimate spell caster. Reduce the incantation of spells within the spell focus by half after tother reductions (min 5 words) and the recharge number by 15 (or half). The wizard will gain the abilities and spells from each wizard circle regardless of the spell focus chosen, but the reduction will only apply to those from the chosen spell focus.

Battlemage Spell Focus I - The wizard may cast the acid bolt spell.

Enchanter Spell Focus I - The wizard may cast the magic weapon spell.

Conjurer Spell Focus I - The wizard may cast the magical lock spell.

Level Three

Spell: Aura I - The wizard may cast the Aura I spell. The wizard may only cast this spell on themselves.

Level Four

Spell: Hover - The wizard may cast the hover spell.

Level Five

Battlemage Spell Focus II- The wizard may cast the fire bolt spell.

Enchanter Spell Focus II - The wizard may cast the magic shield spell.

Conjurer Spell Focus II - The wizard may cast the magic wall spell.

Level Six

Spell: Aura II - The wizard may cast the Aura II spell. The wizard may only cast this spell on themselves.

Level Seven

Spell: Nullify - The wizard may cast the nullify spell.

Level Eight

Spell: Portal - The wizard may cast the portal spell.

Level Nine

Battlemage Spell Focus III- The wizard may cast the annihilation bolt spell.

Enchanter Spell Focus III - The wizard may cast the create magic scroll ability.

Conjurer Spell Focus III - The wizard may cast the polymorph spell.

Level Ten

Arcane Inspiration - *State: "Arcane Inspiration"*. The wizard permanently reduces the word count needed for all spell incantations by 5. This may be combined with staff of power and other similar abilities.

Spell Focus Abilities

Create Magic Scroll - *State "Create Magic Scroll (type) 1-30"*. The wizard, after completing 30 count, may create a magic scroll. This scroll may be a one-time use activation of wizard spell of half the wizard's level or lower (rounded down). The wizard may only create one magic scroll at each event and must provide a writ (slip of paper detailing the magic scroll, date, and creator) to the player they are giving the magic scroll. This magic scroll is an expendable and lootable artifact. A phys-rep must be provided by the wizard. This ability may only be used once per event, per magic scroll, or as designated by the Administration Board.

Prestige Classes

Players who have achieved the accolade and title of **class masterhood** may choose to take on the role of a prestige class. The title of the prestige class will be added to your primary class, and both should be stated when asked which class you are portraying. Each prestige class has **several classes** which feed into them. A player may only choose a prestige class, which their primary class feeds into. This is **listed** under each prestige class name. Once chosen, a prestige class may not be changed. Prestige classes have strict garb and equipment requirements that must be adhered to if you wish to draw on their benefit. If you do not wish to adhere to the restrictions of the prestige class, you may temporarily forego their use. This includes their ability. If a player achieves nobility or knighthood they may switch their prestige to centurion or black knight respectively, if they do it within 3 months.

The Arcanist Prestige

Bard - Wizard - Warlock

A master of the arcane arts, specializing in devastating speed and power.

Requirements - The arcanist must wear traditional knee length or greater wizard robes and a traditional wizard's pointed hat or a hood adorned with bright runes. The arcanist may not use shields of any kind.

Quick Cast - *State "Quick Cast"*. The arcanist may instantly recharge one ability or incant one spell. This ability must be recharged.

The Black Knight Prestige

Knight of the Realm - Knight Bachelor - House Knight

A knight that has forsaken or left behind their personage in order to fulfill an oath.

Requirements - The black knight must wear black garb with no heraldry or livery of any kind. They must wear armor, but it may not be brightly colored. Black knights may wear the symbol of their house on a sash or belt favor. They may not use ranged weapons except javelins.

Killing Oath - *State: "I declare a killing oath!"* The black knight gains one weapon with the deadly carrier. This requires a white cloth strip w/deadly written on it. If they kill at least one enemy (determined by them) they may respawn one additional time. This ability functions and stacks with similar abilities (Last one Standing, etc.)

The Centurion Prestige

Landed Noble - Noble-by-Virtue

A stalwart champion and commander who ushers their deadliest forces forward.

Requirements - The centurion must have a 2'x2' battle flag with their personal heraldry, openly displayed on the battlefield. It should be mounted on an appropriate device and be within the play area.

Deadly Retainers - *State: "Deadly Retainers"*. The centurion may choose two players to be designated as their deadly retainers at the beginning of a game. These retainers must be wearing the personal heraldry of the centurion. When the deadly retainers die, they may respawn within 10ft the centurion's location. If the centurion dies while they are respawning, they must return to Valhalla and begin the count over.

The Guardian Prestige

Cleric - Paladin - Warrior

An unbreakable bastion of fortitude able to withstand the most powerful blows.

Requirements - The guardian must wear armor on each limb. In addition, their torso armor must consist of at least one piece of AC3. They must also wear a helmet and use a shield. The guardian may not use red/yellow weapons or ranged weapons. This does not apply to warrior weapon improvements.

Guardian Armor - *State: "Guardian Armor"*. The guardian's armor is virtually impervious to great damage. Each strike to a guardian's armor (any armor worn) only deducts one point from its total protective value regardless of color. Abilities and spells which ignore or destroy armor instantly are still effective.

The Illusionist Prestige

Alchemist - Bard - Rogue

A powerful conjurer of tricks and fantastic deception capable of felling anyone.

Requirements - The illusionist must wear a black mask or a black scarf and may not use red weapons.

Illusory Spell - *State: "Illusory Spell (Spell Invocation)"*. The illusionist may select one 5th level spell or lower and create an illusion of that spell. This spell must be chosen at the beginning of the event. The illusion will function the same way as the spell but will be classified as an illusion for the purposes of quest mechanics. This ability requires a white cloth strip w/the spell name written on it. This ability must be recharged.

The Marksman Prestige

Ranger - Rogue - Witch Hunter

A true sharpshooter, able to hit their mark each and every time.

Requirements - The marksman must have a bow or crossbow and a quiver worn from the back or waist. In addition, they must wear a bycocket.

Deadly Arrow - *State: "Deadly Arrow"*. The marksman gains 3 deadly arrows marked with a white cover. Expanded quiver does not apply to these arrows.

The Necromancer Prestige

Alchemist - Warlock - Wizard

The master of undeath who wields the power of warriors slain in battle.

Requirements - The necromancer must wear dark robes and adorn themselves with bones or deathly images.

Raise Dead - *State: "Raise Dead 1-10"*. The necromancer may complete a 10 count and touch a dead player/NPC and raise them from the dead. The raised player/NPC loses all abilities, armor, and gains the undead ability. They may use any melee weapons as normal. In addition, they must behave as if they were undead (zombie) and obey the commands of the necromancer. This does not count toward life totals for games which include them, and the player returns to their Valhalla after they are slain as undead.

The Pontiff Prestige

Cleric - Monk - Paladin

A pinnacle representative of the faith of their people, blessed by their deities.

Requirements - The pontiff must wear vestments and be adorned with at least 3 holy tokens/symbols and may not use bladed weapons such as swords, axes, and polearms.

Blessing of Life - *State: "Blessing of Life."* The pontiff may choose two players/NPCs at the beginning of any game (including themselves). The two choices may always respawn one additional time, even in games which do not provide rules for respawning (standard 300 count). This ability requires a white cloth strip w/blessing written on it.

The Slayer Prestige

Druid - Monk - Warrior

A great hunter destined to take down the heartiest opponents with ease.

Requirements - The slayer must wear visible warpaint and use a great sword or great axe.

Sword/Axe of Slaying - *State: "Sword/Axe of Slaying" or "Ignore Armor"*. The slayer's great sword/axe will ignore all natural and normal armor.

The Warden Prestige

Druid - Ranger - Witch Hunter

A defender of the wilds who draws on the power of nature to keep them in the fight.

Requirements - The warden must wear a belt favor with two feathered wings adorned. The warden must wear armor and use a shield.

Heart of the Wild - *State: "Heart of the Wild (respawn count)"*. The warden may respawn in the location that they died, creating a personal Valhalla. They must remain 10ft away from another Valhalla and may move their location to accommodate. This ability may not be used if they are killed by an ability which prevents resurrection.

The Background Skills





Each background skill is listed in alphabetical order. Each character may only ever have one background skill and once chosen they cannot change the skill.

Background skills help you to flesh out a bit of your character's past. Things they were good at and helped develop them into who they are in the world.

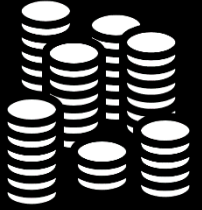



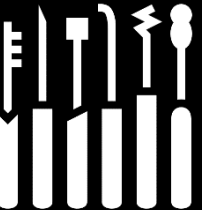


Understanding the Background Skills

Each background skill grants a bonus ability of some sort. The specifics are listed in the description of the background skill. Background skills generally have a garb requirement attached to them which serves as a visual indicator of your background skill. Some background skills may grant you a new ability and others may approve an ability you already have. As always if you have any questions, speak to the Sheriff.





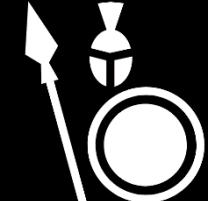
Background Skills

	Skill Name	Description
	Artificer	Your character gains the Artifact Attunement ability. If they already have it, they gain an additional artifact. Only one artifact weapon may be checked in. Garb: A ring, a medallion, and dagger.
	Criminal	Your character may "swipe" an item from the shop each event, provided it is expendable, and they provide their own phys-rep. Garb: Black kerchief worn around the neck or hung from the waist.
	Dark Arts	Your character may use speak to dead as an ability on recharge. If they can already use this ability/spell they can ask 5 questions. Garb: pentacle adorned to garb or belt favor.
	Diplomacy	Your character may automatically defeat any monster during a land search, but all bonuses are forfeited from that search. Garb: A white fabric square at least 12"x12".

Background Skills Cont.

	Economics	<p>Your character is a master of the world of finance or comes from immense wealth. They gain an additional 50gp at creation and 50gp at each Equinox. Garb: Green Coin Purse.</p>
	Healer	<p>Your character gains the first aid ability. If they already have this ability or a similar one, reduce the activation count by 5. Garb: A belt favor with a red cross on it.</p>
	Herbalism	<p>Your character gains the brew potion ability. If they already have the ability, they gain one additional use of the ability per event. Garb: A bundle of herbs.</p>
	Linguistics	<p>Your character may use Comprehend Languages as an ability (recharge). If they already have it as a spell, they reduce the word count by 5. Garb: A belt flag with a book displayed on it.</p>
	Lock Picking	<p>Your character can open any non-magical lock in a 30 count. If your character already has this ability or a similar one, decrease the count to 5. Garb: A set of lock picks (min 3)</p>
	Mercenary	<p>Your character has worked as a mercenary and knows how to find work. They gain the ability to attend any land action they are invited to join. Garb: Red coin purse.</p>
	Oracle	<p>Your character can tell the future. They gain the “Throw the bones” ability. If they can already use this ability they gain one additional use. Garb: A tarot deck.</p>

Background Skills cont. etc.

	<p>Pathfinding</p>	<p>Your character gains the search wilderness ability, if they already have it, they gain the navigate ability, and if they have both they may roll 3 times on the chart instead of 2. Garb: map/spyglass</p>
	<p>Scholar</p>	<p>Your character can identify the strengths and weaknesses of any NPC. The reeve must inform you of any abilities, strengths, and weaknesses. Garb: A period book with academic facts.</p>
	<p>Siege Warfare</p>	<p>Your character gains the “siege tactics” if they already have a similar ability, this reduces the required number from 2 to 1. Garb: red belt favor with siege engine adorned.</p>
	<p>Smithing</p>	<p>Your character can repair any equipment in a 30 count. If they can already repair (not mend) reduce the count by 5. Garb: A smith’s apron or blacksmiths hammer (props allowed).</p>
	<p>Weapon Master</p>	<p>Your character can choose one specific weapon (Short sword, great club, etc.) to be able to use regardless of restrictions. Then lose access to one color of weapon. Garb: Belt favor with weapon.</p>

The Rules

Legend is a **full contact, full force, mock combat game**. This means you are not expected to lightly tap your opponent when striking them. You should not injure your opponent either. Using legal and properly checked foam-weapons you should be able to deliver sufficient force no matter your size. If you feel like you were hit in a valid location, play fair, and acknowledge that you have been struck. **Always try to be unquestionably fair in your participation of the game.**

It may seem like a lot at first, but the game is extremely easy to pick up and to master by your second or third event. Just be sure to read over this section thoroughly and attend the **New Player Speech** given at the beginning of each event until you feel that you have a solid grasp on the rules.

Hitting your Opponent

In Legend, we use safe foam weapons. Each will undergo a scrutinizing inspection at the beginning of each event. Due to the nature of our combat, we do not generally allow **latex weapons** to be used, but with Sheriff approval they may be allowed if they meet all other weapon requirements. Legend operates on what is called the “**two-limb**” system. We divide our body into hit locations, which when struck produce a different result. There are no hit points in this game. When you first join, you should aim to use only **one-handed weapons** and swing only at **45 degrees**. Remember the object is to hit your opponent.

Melee Weapons & Ranged Weapons

There are two types of weapons in Legend: melee weapons and ranged weapons. Melee weapons are any weapon that remains in your hand the entirety of the time that it is being used. Ranged weapons are any weapon which leaves, even if just a component piece like an arrow or bolt, the hand of the player wielding the weapon. Melee weapons may not be used in ranged combat and ranged weapons may not be used in melee combat. The only exception is the javelin. The javelin may be used in melee combat as a green weapon and in ranged combat as a yellow weapon. All weapons will list if they are melee weapons or ranged weapons in the construction description later in this book as well as any other special rules.

Hit Locations

Below is a list of the valid hit locations in Legend. While we do use some grappling techniques, never strike your opponent with your body. For the purposes of this game, the body is divided into four locations and two zones. The head and torso count as the torso zone and arms and legs count as the limb zone.

Head (*torso*) - The head is an **illegal target** for all except for **blue weapons**. The only locations on the head that are legal are the top and back of the head, more commonly - the hairline. The sides, face, and neck are illegal targets to all weapons.

Torso (*torso*) - The torso is defined as the groin, buttocks, chest, and back up to the collar bone, including the inside of your shoulder, but not the neck.

Arms (*limb*) - The arm is defined as from the ball of the shoulder to the fingertips. A hit from the wrist to the fingertips does not result in a wound only if that hand is holding a weapon or shield (not to include a spell ball or throwing weapon). A hit to the arm will cause the arm to be wounded and useless. Any items carried must be dropped or transferred to the other hand. For a hit on the shoulder, the "t-shirt line" is a general rule for if it counts as an arm or torso wound.

Leg (*limb*) - The leg is defined as the thigh, knee, leg, and foot, but not the buttocks. A hit to the leg will cause the leg to be wounded. A hit to the foot counts, unless it was on the ground at the time it was struck. This usually happens when running or jumping. When a leg is wounded you have two options.

- Drop to your knees - You can drop to your knees and still move. While on your knees, hits/strikes to your wounded knee do not count.
- Post - You can call "Post" and put your wounded leg in place. You can pivot on your wounded leg, but your foot must stay in place. While posting, a second hit to the posted leg will count as a second wound. If you are posted, you may decide to drop to your knees, but you may not return to the posted position. A wound to the head or torso results in death. Accumulation of two wounds anywhere (to the same or different limbs) results in death.

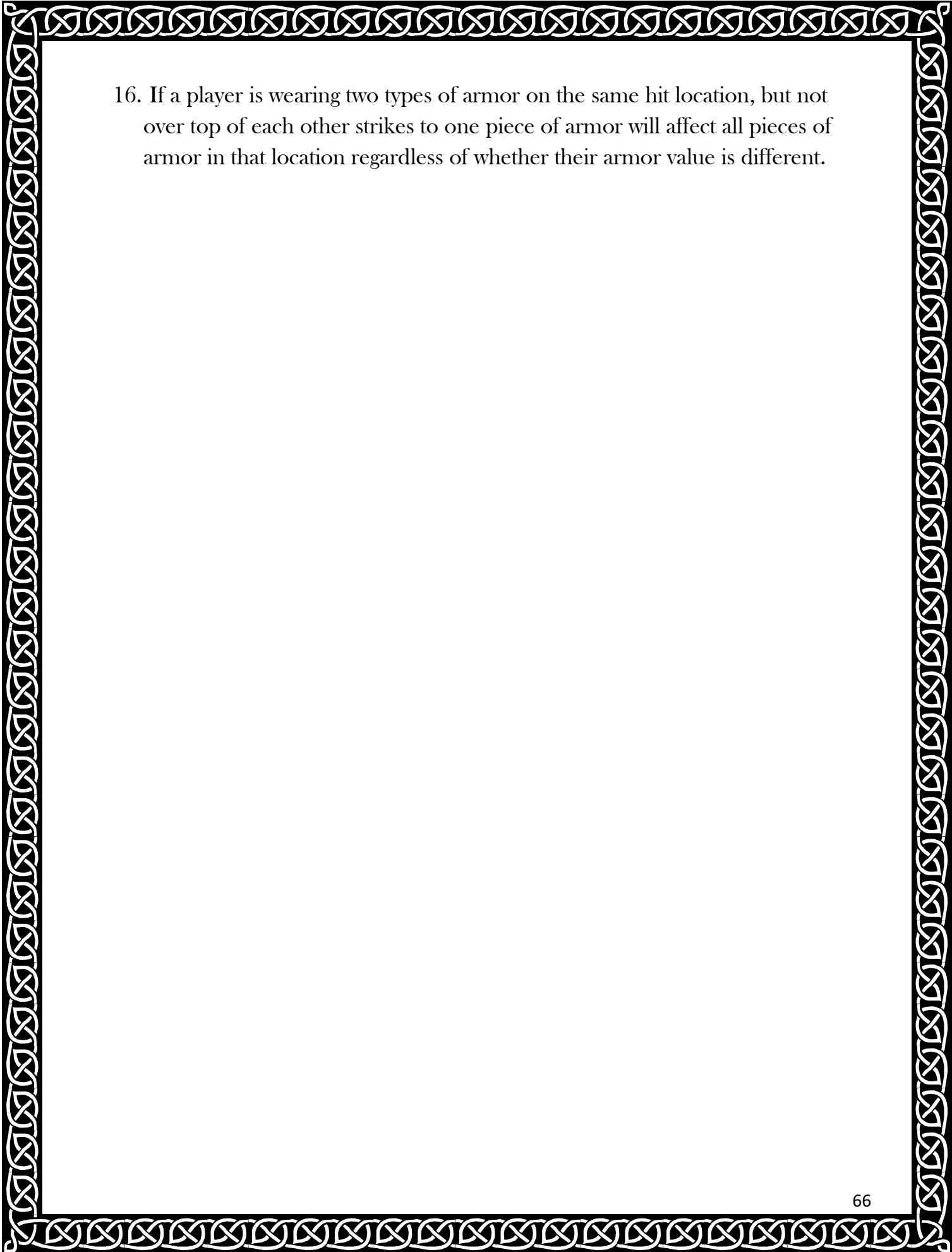
Combat Rules

Legend follows strict, regulatory rules for combat. This helps ensure a fair, exciting, and most importantly safe play environment. Players should become intimately familiar with these rules as quickly as possible. Remember, we are all participating in a game for fun! Keep it that way!

The rules are listed in a numerical order, but this does not necessarily indicate their importance. Each rule exists for a reason, and all should be followed for the duration of play.

1. A reeve is a Legend's version of a referee. A reeve's ruling is **absolute** and should not be questioned by players. It is poor form to argue with a reeve and generally viewed as disruptive to a healthy play environment. You may always ask a reeve for clarification of their ruling or voice concerns about a particular game or scenario. Reeves are denoted by a **gold sash** worn shoulder to waist or a tunic with the word **REEVE** boldly displayed on a garment. **A reeve sash may only be worn by those certified as reeves while they are actively reeving at the direction of the administration board, event runner, or master reeve.**
2. Combat begins with a reeve loudly stating "**Lay-On!**".
3. Hitting/Striking your opponent is how you inflict damage to armor, wound, and kill your opponent. A legal hit is one that is solid, stopping, or deflecting from your opponent. Hits should have a noticeable amount of force, but do not and should not injure your opponent. Reckless swinging is forbidden and will cause you to be removed from the field. If you could feel the hit, then you should appropriately take it as armor damage, wound, or death.
4. A strike to the garb or equipment does not count, unless the garb or equipment would have impeded the strike from causing damage, a wound, or death. Blocking with armor, shields, and weapons is permitted.
5. A strike to the weapon does not count as a hit, unless it was an arrow or white weapon. In the case of an arrow striking a weapon, the weapon is destroyed. A strike to the hand holding a weapon will count as if it was a strike to the weapon. The exception is if the arm holding the weapon has been wounded.
6. A strike to a foot that is firmly planted on the ground does not count, unless the strike was from a white weapon, or the effect is engulfing.
7. Glancing blows do not count from melee weapons but do count from ranged weapons and spell balls. A glancing blow is defined as a shallow or weak tap

- from a weapon that did not produce a noticeable amount of force, stop, or deflect at an angle.
8. A strike that hits an illegal location before hitting a legal location does not count as a valid hit. (i.e., a strike that hits the head, before ricocheting to the shoulder.)
 9. A strike that hits a legal location before hitting an illegal location does count as a valid hit. (i.e., a strike that hits the shoulder, before ricocheting to the head.)
 10. All strikes should start at least **12 inches** away from your opponent. This is to prevent excessive tapping, more commonly called “machine gunning”.
 11. No more than one weapon may be wielded in one hand. The exception is for weapons 4 feet long or more. While wielding a weapon that is 4 feet long or more (generally a two-handed weapon) an offhand weapon may be carried.
 12. When attacking with your weapon you must call out the color associated with the weapon. The color corresponds to a damage type. This is not necessary for green weapons; if the color of a weapon is not called it is presumed to do green damage.
 13. If a player is injured due to an illegal, excessive, or injury causing strike, **“HOLD!”** should be shouted. It should be repeated by all players who hear it. When a hold is called all players must cease combat and drop to their knees. This usually happens when a player is injured, or their glasses are knocked from their face. It is recommended that glasses are not worn while participating. It is important that no one moves during a hold to allow the **Safety Team** to render aid or for the **Administration Board** to deliberate if necessary. In addition, it is considered poor form to change position during a hold as you may gain the advantage. Combat will resume when a reeve indicates that players may stand up and shouts **“Lay-On!”**.
 14. Armor only protects the area it covers but is considered sectional regarding limbs. A player wearing a long sleeve chain shirt (AC2) is considered to have separate armor for both his torso and his arms. (i.e., A strike to the torso will not deduct from the point value of the arms, even if the armor worn on the torso offers no more protection.)
 15. If multiple types of armor are worn over top of each other only the highest value armor counts. (i.e., If Someone wears a chain shirt underneath a breast plate, only the breast plate will count for the area both items are covering.)

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16. If a player is wearing two types of armor on the same hit location, but not over top of each other strikes to one piece of armor will affect all pieces of armor in that location regardless of whether their armor value is different.

Non-Weapon Tactics

Legend allows certain non-weapon tactics. Remember this is a full contact game which means that **grappling and shield bashing** are allowed. All non-weapon tactics should be performed with caution and safety is key. New players should refrain from these tactics for their first few events. Most importantly, and it will be stated again, a player wearing an **orange headband** is indicating that they do not wish to be grappled or bashed.

1. Non-Weapon Tactics are some of the more dangerous combat techniques permitted in Legend. Safety is always the top concern when performing these maneuvers. At no time may a joint lock be performed on the limbs, or a lock placed around the head or neck. Punching, kicking, or otherwise striking with your body is also completely prohibited. A player who has indicated they are dead may never be subject to a non-weapon tactic. Moving the player with their consent is allowed.
2. **Orange Headbands (No Grapple Bands)** are worn by players who do not wish to participate in the non-weapon tactics of Legend. This does not mean they will never be subject to a non-weapon tactic, only that it is disallowed to engage them using a tactic. The headbands may be removed by the player, game reeve, or the Administration Board at any time. Grabbing the weapon or equipment of a player wearing an orange headband to subdue it is permitted and in addition they may be physically subdued. If they do not wish to be physically held in place, they must indicate they are subdued and must remain that way until the player subduing them or a reeve indicates they are no longer subdued. Orange Sashes indicate a total non-combatant, generally reserved for feasts or other courtly events.
3. Shield bashing is permitted. **Eye contact** must be made before the shield bash is initiated. The shield bash must be shield to shield, shield face to shield face. Initiating a shield bash with a running start is permitted if the rules above are followed.
4. Shield pushing and pinning is permitted, and no prior eye contact is required. A running start or excessive forward momentum is not permitted. The push may be used to force your opponent into another position or to the ground. They may also be pinned in place by the shield. Any movement made by the shield intended to daze or strike an opponent is considered a shield bash.

5. Shield kicking is permitted provided that eye contact is made before kicking and the kick is a forward front kick (**Sparta kick**), and the other foot remains firmly planted on the ground.
6. Grappling an opponent is permitted but must be performed with extreme caution and good judgement. A grapple is when you grab your opponent with your hands to restrain or reposition them or their equipment. Grabbing any part of the body or a shield firmly strapped to the arm or back is considered initiating a grapple.
7. Tackling is permitted, but only a simple “bear hug” style tackle is allowed. Running and tackling an opponent is prohibited.
8. Pushing and tripping are permitted. Contact to the body must be made before an opponent may be tripped. Sticking your leg out to trip a running player is prohibited.
9. Grabbing an opponent’s weapon is permitted, but if the striking surface of the weapon is grabbed (this includes the wider non-striking portion of swords) will result in an immediate wound to the arm. You may not ever grab the striking portion of your own weapon, or you will also be subject to a wound to the arm. The exception is made for the wielder of a staff, which may grab any portion of their weapon.
10. Armor may **restrict** your ability to grapple an opponent. Players wearing **metal armor** are not allowed to initiate a grapple with other players. Once a grapple has been initiated, they may grapple as normal.
11. Certain abilities and spells may change the armor class for armor value purposes. Always consult the construction guidelines for armor regarding grappling. (i.e., If a player is wearing leather with the superior armor ability, it is leather for grappling purposes.)

Battlefield Rules

The general field rules apply to the actual battlefield and game scenarios. A reeve will generally be the one to facilitate and keep track of these rules. It is, however, important to know all these rules.

1. A player that has been killed is dead. A dead player may only be affected by rules that specifically apply to dead players. They may not be struck or affected by anything else. Dead players must indicate this state by lying motionless on the ground or more commonly by **placing their hand or weapon on their head**. A dead player must always indicate they are dead to anyone who asks. Once a player moves from where they were killed (except reasonable movement for safety) they may not be resurrected.
2. A player should audibly state or acknowledge when they have been struck. A shot that was in motion will still count even if the player who through the shot died immediately beforehand.
3. A player may **denote or call themselves dead** at any time. A player that calls themselves dead to avoid the effect of an ability, spell, or game rule may be violating the spirit of the rules. (i.e., Calling yourself dead, because you do not wish to be subdued by a spell.)
4. Armor, shields, and weapons fully regenerate when you are returned to life after dying. Also called respawning.
5. A count denotes a slow and steady time requirement. A count usually has a requirement of ten, thirty, or sixty. (i.e., A count requirement of ten or more commonly called a ten count would require roughly ten seconds.)
6. Unless otherwise noted in by the game scenario, the time it takes to respawn (the death count) is a **300 count**. Which should roughly equate to five minutes.
7. Combat is considered to have been initiated when a player has or has attempted to attack their opponent, used an ability or spell on them, or initiated a non- weapon tactic.
8. Telling another player that they were struck by you (calling their shots or hits) is prohibited and is considered extremely poor form. If you believe someone to be cheating (sluffing) inform the **game reeve**.
9. Unless explicitly or implicitly stated, rules which apply to players also apply to characters and NPCs. Check with the Sheriff to resolve confusion.

Garb Rules

Garb is the costume that is worn by players in Legend. Costuming is what sets Legend apart from just hitting each other with foam sticks. Your garb should always exceed the minimum requirements.

1. Garb must be worn by each player at every event. Each player should endeavor to meet the basic garb requirements and their class garb requirements. Players not meeting the basic and class requirements may be denied their credit for attending the event.
2. Basic garb includes a tunic or tabard, solid color non-denim pants, and shoes with no visible logos.
3. Class garb requirements are listed with each class in their description and their garb requirement should always be visible from at least one obvious angle during play. A class garb requirement does not restrict other classes from wearing that type of garb.
4. Civilian (Mundane) clothing should not be overtly visible during play. **Ballcaps, cleats, and other modern apparel** (except for sunglasses) are totally prohibited.
5. Garb should not display inappropriate or generally offensive words/symbols.
6. Certain garb is restricted to certain players/characters for their accomplishments in the game. Be sure to thoroughly read through this document to ensure that you are not wearing something restricted for other players/characters.
7. Garb requirements must be distinct and separate. No item may double for two different requirements.
8. Players are encouraged to wear gloves and finger protection at all times to help prevent injury.

Valhalla

During an event there are several areas that are not appropriate for battle. An area or areas that are not for combat, but are for staging, water breaks, administration, logistics, or most commonly respawning or coming back to life is called Valhalla. Combat of any variety is not permitted in Valhalla. Certain abilities or spells may be approved for use during game scenarios but check with the game reeve and be certain of their approval before using them. Valhalla may be a clearly specified and defined area, or it may be implied by scenario rules. (i.e., The reeve says that respawn will be ten feet behind the goal. That area would be considered Valhalla.)

There may be **more than one place** designated as Valhalla. The check in and staging areas are always considered Valhalla. A dead player in Valhalla will respawn in a three hundred count unless otherwise specified by the scenario. Broken or destroyed equipment (in terms of game rules) will be fully repaired if left in Valhalla for a one hundred fifty count. Players who die are considered to lose **five minutes of memory** during adventures/quests.

Weapons

This section details the types of weapons used in Legend and the damage they inflict to players and NPCs during combat. Legend divides its weapon types into colors and then further distinguishes them by carriers. Construction of weapons is detailed in a later section.

- **Green Weapons** - Green weapons are the standard weapons of Legend. They are generally one-handed, hacking, and slashing tools usable by most anyone. Green weapons are the most numerous of the weapon types and are generally considered the most effective. A green weapon will deal one point of damage to armor struck or one wound to any location struck.

A list of green weapons - Short swords, long swords, staves, maces, clubs, daggers, hammers, axes, javelins (when stabbed with).

- **Blue Weapons** - Blue weapons are similar in purpose and effect as the green weapons. They are primarily one handed and will deliver a wound to a location struck or deduct one point from armor stuck. **Blue weapons are different in that they may strike the top and back of the head.**

A list of blue weapons - Flail, morning-star, throwing weapons. Spell balls are not always considered weapons but do fall into this category.

- **Red Weapons** - Red Weapons are more devastating in combat. They are bigger and hit harder, generally requiring two hands. They deal a wound to a location struck and either ignore or **deduct two points** from armor struck.

A list of red weapons - Great sword, great axe, great club, pike, and great hammers, and polearms.

- **Yellow Weapons** - Yellow weapons are specifically piercing in nature. They are generally projectile weapons and are shot from another weapon. They deal a wound to a location struck and either ignore or **deduct three points** from armor struck.

A list of yellow weapons - Arrows, bolts, and javelins (when thrown).

Weapons Cont.

- **White Weapons** - White weapons are the most powerful weapons in the game. They require **three people** to operate unless otherwise noted and will kill any player they meet. They ignore both arms and armor, a player struck anywhere is dead. As an additional feature, projectiles launched or shot from a white weapon have a **radius effect of three feet**. This means a player within three feet of the projectile will be subject to the effects of a white weapon. Any class may use white weapons.

A list of white weapons - Ballista, battering-ram, catapult, and trebuchet.

Special exception - A battering ram may be used by three people to break down a door or another similar barrier but does not deal white damage.

Shield-Breaking

As an additional feature, some weapons can break shields after **three powerful and forceful strikes** to a shield face or edges. This feature is not inherent and must be called out loudly by the attacker who must state “**Shield break!**” during each strike. This feature requires **two hands** and only **slashing/hammering motions** will count. Stabbing motions will not count. Shield-breaking weapons should be denoted with black tape in addition to their other weapon colors.

Shield-breaking weapons - Great sword, great axe, great club, great hammer, and polearms.

Shields

Shields are the ultimate defensive tool in Legend. They are **impervious** to all weapon colors of damage and will only become unusable because of an ability or spell. The exception being the “shield-breaking” effect and white weapons. A player may only wield one shield at any given time except bucklers, two may be worn. A shield may be worn on any part of the arm or on the back. Detailed construction rules are listed in another section.

Bucklers will be broken by the shield breaking effect in **two hits** instead of three.

A list of Shield Types - Bucklers (10”-18”), Small (19”-25”), Medium (26”-32”), Large (33”+).

Armor

There are three classes of armor. These classes are referred to as “AC” or “Armor Class”. A number always follows the “AC” and determines what the value of the armor is. That number directly corresponds to the number of hits it can take from a green weapon. A player can wear any combination of armor classes, but the armor does not stack or add together. The armor class of a player for the purpose of non-weapon tactics is always the highest value armor worn.

Armor Class One (AC1) - Armor Class One consists of padded armor, light leather (5oz or less), or simulated armor. AC1 grants **one point of protection** against damage from a green weapon.

Armor Class Two (AC2) - Armor Class Two consists of heavy leather (5.1oz or more), hide armor, chain mail, shark mail, brigandine (spaced plates), and scale mail (spaced scales). AC2 grants **two points of protection** against damage from a green weapon.

Armor Class Three (AC3) - Armor Class Three consists of plate armor, brigandine (overlapping plates), scale mail (overlapping scales), and double ring chain. AC3 grants **three points of protection** against damage from a green weapon.

Armor vs. Weapon Colors

Armor is destroyed (unusable) when it has reached the threshold of hits it can take. I.e., if armor class three is struck by a green weapon once and a red weapon once, it would be destroyed because green weapons do one point and red weapons deal two points.

Armor which takes damage that would exceed its protective value is destroyed and the hit would carry through. I.e., if torso AC1 is struck by a yellow weapon, it would be destroyed, and the player would be considered struck in the torso.

Natural Armor & Weapons

Armor and weapons that are considered natural are in essence part of the body of the player or NPC. Natural weapons may represent claws and natural armor a thick hide. Natural armor acts as normal armor but may be healed or mended. Natural weapons may not be broken, destroyed, or affected by abilities and spells, but a wound to the arm will render them useless. Healing a wounded limb will restore the weapon.

Abilities & Spells

The abilities and spells of Legend are what truly make it a live action roleplaying game (LARP). They give the illusion of a warrior smashing through an enemy's shield in one blow or a wizard hurling a fire bolt at a devious rogue who is sneaking around. The specific abilities and spells explanations are listed with each class.

While all abilities and spells with the same name have the same effect, they may not have the same implementation or limitations. Abilities and spells are themed for each class and as a player you should enjoy crafting personal reasons as to how you derive your power.

Ability Rules

An ability is an innate power or skill that a class has. It does not rely on magic to power it. Abilities can take the form of equipment, the capability to understand something, a resistance or immunity to attack, or even to cause unrelenting damage to an enemy. Unless otherwise noted, when a player dies, their abilities are automatically recharged.

Recharging Abilities

If an ability indicates that it must be recharged, that means it may be used once before the player must recharge it. Recharging an ability requires a 30 count or roughly 30 seconds. Players may not move their feet or engage in combat when recharging the ability.

Delayed Activation Abilities

Some abilities require that a count be performed prior to the abilities effect being used. The effect of the ability will not be activated until the count has been completed. Unless otherwise stated, while activating an ability your feet must remain stationary as with recharging abilities.

Spell Rules

A spell is a magic power that is only accessible to spellcasters. Spells are generally more powerful than abilities but take longer to use because they must be invoked by reading a set of magic words. Depending on the level of the spell, the number of words -or- incantation will change. Players may not move their feet or engage in combat when casting a spell. If they are interrupted, they must start over.

Incantations & Spell books

Players who cast spells are required to **read incantations** to channel the energy and effect of the spell. The incantation must be read before the player may invoke the spell. Incantations are completely customizable but should be themed appropriately for the setting. Incantations must be written in a semi-period looking book or scroll. Players must also have their book/scroll on them when they are casting, but they do not need to read from the source if they have memorized it. Incantations should be spoken audibly and be heard from at least 10ft away.

Spell Schools

In Legend all spells are divided into schools of magic. Spells fall into one the following schools **arcane, control, divine, flame, necrotic, or subdual**. The school dictates immunities and susceptibilities. It is important for every player to memorize the schools of magic. All spells are magic, except for the arcane school the schools themselves are not. (i.e., A blade that has been enchanted with flame does not make the blade magical.)

Enchantments

Enchantments are a type of spell that has a lasting effect. This effect may last for the entirety of the event or until the effect of the enchantment is expended.

Enchantments are denoted by a specific-colored cloth strip or headband, or other means specified. Cloth strips should be affixed to the wrist, arm, around the waist or on the item enchanted and headbands around the temple or neck and have the enchantment name written on it. Enchantments are magic and can be dispelled. Enchantments always extend to a player's equipment. While the Enchantment is magical, the effect of the enchantment may not be. Some spells have multiple enchantment types - usually "limited" and another type.

Types of Enchantments

Enchantment Type	Rules
Limited	The caster may have only one active enchantment of this type at any time - per spell. I.e., you can have a magic weapon and magic shield, but not two magic shields.
Expendable	Expendable enchantments are enchantments that the player may bear until its effect has been used - then it must be recast.
Field	Field enchantments are placed on the field of play or play area and are considered an on-going effect such as a wall of flame or a pit of insects. If a field enchantment is dispelled, it will take a 10 count for the enchantment to end.
Personal	Personal enchantments may only be cast on the character who is casting the spell. This means if a bard wants to cast the war skill spell, they may only cast it on themselves.

Cloth Strips for Abilities & Spells

Many abilities and spells require cloth strips. Commonly called “enchantment strips” these cloth strips should be 2”x12” in size and have the name of the ability or spell written on it.

Carriers

Some weapons and items have what are called carriers. This means that they have a useful effect attached to them that should be stated when the weapon or item is used. The weapon color should be called with the carrier.

Below is the general list of carriers and their effects.

Carrier	General Effect
Deadly	A player/NPC wounded by this carrier is dead.
Disease	A player affected by this carrier will die in a 10 count after having been wounded.
Flame	Some NPCs and effects are only affected by the flame carrier. All flame spells have this carrier. Anything which bears the flame carrier, may be used as a “light source” for quests, providing up to 10ft of visibility.
Holy	Undead and Demonic players and NPCs wounded by this carrier are dead.
Magic	Some NPCs are only affected by weapons with the magic carrier. All spells have this carrier.
Poison (Death)	A player wounded by a weapon with this carrier will die in a 10 count after having been wounded. If a character is poisoned, the poison count will stop as soon as a means of curing it has been started (i.e., first aid, purify, etc.)
Silver	Some Players/NPCs are only affected by weapons with the silver carrier.
Vorpal	The vorpal carrier effects those struck as if it was their weakness. In effect, the vorpal carrier counts as every carrier simultaneously - excluding deadly.

Spell Balls

Some abilities and spells use what are called spell balls. Spell balls are padded throwing weapons used to imitate an effect, but with a chance of failure. If the spell ball misses its target, it generally has no effect. Some spells like fire bolt are meant to simulate an actual ball of fire being hurled at an enemy and others are meant to simulate a general effect that has a chance of failure like turn undead.

Types of Spell Balls

Spell Ball Type	Rules
Standard	The spell ball must hit the target location directly for the effect to work.
Engulfing	The spell ball may hit any part of the target for the effect to work, including equipment and garb.

Line of Sight

Some abilities and spells require line of sight to be effective. This means that the player using the ability or spell must be able to see their target for the effect to work. If they cannot see their target, they cannot successfully use the ability/spell. They must be able to see at least part of their target by the time they have finished using the ability/spell.

Touch Range

All other abilities and spells must be within touch range. This means you must be able to touch the target of the ability or spell for the effect to work. Touch range generally means touching with your hand.

Prebattle and Persisting Abilities & Spells

Many abilities and spells may be used before “Lay on!” is called. This includes static things like equipment enhancements or enchantments. Most of these things persist through death, which means unless they are expended, they will return upon the player coming back to life. If you are unsure, check with the Sheriff.

Magic Beats Magic

When it comes to magic defending against magic, the offensive magic will beat the defensive magic. A weapon with the magic carrier will ignore abilities and spells like “aura”. The exception being protection from magic.

Class Locked

Unless otherwise noted, most special equipment and other abilities are only usable by the class (and player) that made them. (*I.e., a warrior cannot hand their superior weapon to a friendly wizard. It would lose the properties.*) Exceptions include arrow sharing for rangers and enchanted weapons aside from the Ranger’s bow.

Point Across Rule

Sometimes players will not state the right evocation or trigger word. Sometimes they will say something that is incorrect per the rules but was understood by all parties. This is the “point across rule”. If you understood what the player was trying to do and their attempt could be reasonably accepted, it should be accepted. (*i.e., stating “healing touch” instead of “lay on hands”.*) This does not prevent the reeves from enforcing the rules or from another player ignoring the incorrect wording due to it being incorrect. **Remember, it is a game and people make mistakes!**

Controlled

When a player is subject to a controlling effect, generally a control school spell, they must obey the effects of that ability or spell as faithfully as they can. This means that they may be required to answer a question truthfully or even obey the commands of the one who used the abilities. All questions and commands should be appropriate for the game and if they are not, you should tell a member of the Administration Board right away.

Subdued

When an ability or spell would subdue a player (usually a subdual spell) they may not move, fight, or otherwise interact until the duration of the effect has passed. This does not mean that they cannot be killed or otherwise effected. An ability or spell that subdues and protects will indicate as such in its description.

Ability Schools

This section indicates the school associated with each ability. Ability schools work the same as they do for spells and abilities which confer them, but abilities have schools in and of themselves. Many abilities are under the **neutral school**, meaning they impart no specific effect beyond what is listed. Ability schools are listed in class & level order but will list two classes if they both receive the ability.

Class	Ability	School
Alchemist	Identify Components	Neutral
Alchemist	Brew Potion	Neutral
Alchemist	Acid Flask	Neutral
Alchemist	Last Laugh	Neutral
Alchemist	Truth Serum	Control
Alchemist	Transformative Mutagen	Neutral
Alchemist	Incendiary Flask	Flame
Alchemist	Philosopher's Stone	Neutral
Alchemist	Immunizing Tonic	Neutral
Bard	Bardic Anthem I-III	Neutral
Bard	Bardic Performance	Neutral
Bard	Bardic Presence	Neutral
Bard/Ranger	Truth Speak	Control
Bard	Combat Casting	Neutral
Cleric/Paladin	Holy Weapon	Divine
Witch Hunter	Hunter's Mark	Neutral
Cleric/Paladin	Destroy Undead	Divine
Cleric	Divine Edict I-III	Divine
Cleric	Purify	Divine
Cleric	Last Rites	Divine
Cleric	Divine Intervention	Divine
Druid/Ranger	Search Wilderness	Neutral
Druid	Beast Form	Neutral
Druid	Beast Magic	Neutral
Druid	Beast Sight	Neutral
Druid	Beast Tongue	Neutral
Druid	Druidic Circle I-III	Neutral
Druid	Rejuvenation	Neutral
Monk	Feather Fall	Neutral

Monk	Missile Block	Neutral
Monk/Warlock	Toughness I-III	Neutral
Monk	Mighty Leap	Neutral
Monk	Turtle Stance	Neutral
Monk	Touch of Death	Necrotic
Monk	Wave Stance	Neutral
Monk/Warrior	Sunder	Neutral
Monk	Aether Stance	Neutral
Monk/Rogue	Immunity to Poison	Immunity
Monk	Dragon Stance	Neutral
Monk	Meditate	Divine
Paladin	Paladin's Code	Neutral
Paladin	Lay on Hands	Divine
Paladin/Witch Hunter	Immunity to Control	Immunity
Paladin	Divine Health	Divine
Paladin	Smite	Divine
Paladin/Witch Hunter	Immunity to Necrotic	Immunity
Paladin/Warlock	Wounding	Necrotic
Paladin	Revive	Divine
Paladin	Extend Immunities	Divine
Paladin	Lance of Faith	Divine
Paladin	Bastion of Faith	Divine
Ranger	Mend Bow/Crossbow	Neutral
Ranger	Navigate	Neutral
Ranger	Preferred Enemy	Neutral
Ranger	Flaming Arrow	Flame
Ranger	First Aid	Neutral
Ranger	Armor Piercing Arrow	Neutral
Ranger	Stunning Arrow	Subdual
Ranger	Sundering Arrow	Neutral
Ranger	Tracking	Neutral
Ranger	Enchanted Bow	Arcane
Ranger	Expanded Quiver	Neutral
Rogue	Open Lock	Neutral
Rogue	Find Traps	Neutral
Rogue	Opportunity Attack	Neutral
Rogue	Quick Loot	Neutral
Rogue	Climb Walls	Neutral
Rogue	Evasion	Neutral

Rogue	Craft Poison	Neutral
Rogue	Poisoned Weapon	Poison
Rogue	Infiltrate	Neutral
Rogue	Assassinate	Neutral
Rogue	Innate Aptitude	Neutral
Warlock	Pacts I-III	Neutral
Warlock	Acid Bolt	Arcane
Warlock	Comprehend Language	Neutral
Warlock	Eldritch Bolt	Divine
Warlock	Festering Bolt	Disease
Warlock	Improved Absorption	Neutral
Warlock	Madness Bolt	Control
Warlock	Otherworldly Constitution	Neutral
Warlock	Otherworldly Escape	Neutral
Warlock	Otherworldly Gate	Neutral
Warlock	Otherworldly Haste	Neutral
Warlock	Otherworldly Strength	Neutral
Warlock	Resist Control	Neutral
Warlock	Steal Vigor	Necrotic
Warlock	Stunning Touch	Subdual
Warlock	Throw the Bones	Neutral
Warlock	Wall of Fire	Flame
Warrior	Warrior's Courage	Neutral
Warrior	Superior Weapon	Neutral
Warrior	Sturdier Weapon	Neutral
Warrior	Warrior's Rage	Neutral
Warrior	Superior Sieging Tactics	Neutral
Warrior	Bust Out!	Neutral
Warrior	Last One Standing!	Neutral
Warrior	Superior Armor	Neutral
Warrior	Warrior's Prowess	Neutral
Warrior	Heroic Defense	Neutral
Witch Hunter	Detect Magic	Neutral
Witch Hunter	Immunity to Arcane	Immunity
Witch Hunter	Dispel	Neutral
Witch Hunter	Immunity to Necrotic	Immunity
Witch Hunter	Vorpal Weapon	Neutral
Witch Hunter	Immunity to Flame	Immunity
Witch Hunter	Suffer Not!	Neutral

Wizard	Arcane Inspiration	Arcane
Wizard	Create Magic Scroll	Neutral
Wizard	Spell Focus I-III	Arcane
Wizard	Staff of Power	Arcane
Arcanist	Quick Cast	Arcane
Black Knight	Killing Oath	Neutral
Centurion	Deadly Retainers	Neutral
Guardian	Guardian Armor	Neutral
Illusionist	Illusionary Spell	Arcane
Marksman	Deadly Arrow	Neutral
Necromancer	Raise Dead	Necrotic
Pontiff	Blessing of Life	Divine
Slayer	Sword/Axe of Slaying	Neutral
Warden	Heart of the Wild	Neutral

Non-Class Abilities

This section is a comprehensive list of abilities not listed with a class. This list includes racial abilities as well as those used by NPCs.

Amphibious - *State: "Amphibious."* This ability allows its user to move freely on land and in water - taking no restrictions on movement in either environment.

Artifact Attunement - *State: "Artifact Attunement (artifact)".* This ability allows the user to check in an additional artifact at each event. This does not apply to title artifacts. Only one artifact weapon may be checked in regardless of the number of artifacts you can check in.

Channel Magic - *State: "Magic (weapon color)."* This ability allows one strike from a weapon carried by the user to have the magic carrier in addition to any others. This ability must be recharged.

Chomp! - *State: "Chomp".* When the ability user strikes an opponent with a melee weapon that player is considered to have been eaten and dies.

Demonic Protection - *State: "Demonic Protection."* This ability allows the user to ignore the effects of one strike, ability, or spell with the flame and/or necrotic carrier. This ability must be recharged.

Devour - *State: "Devour 1-5".* This ability allows the user to touch a subdued player and kill them. The player is considered to have been eaten.

Entangle with Vines - *State: "Entangle with Vines".* This ability functions the same as the ice bolt spell but is themed more for living plant growth.

Fast-Healing - *State: "Fast Healing 1-30".* This ability may heal a wound suffered by the user of the ability. This ability may be used while moving or otherwise engaged in combat. This ability does not prevent subsequent wounds.

Flight - *State: "Flying 1-5" & "Flying (repeatedly) & Landed".* This ability allows the user to fly for a 60 count before they must land for a 60 count, may not be attacked with melee weapons while flying and ground-based terrain. Ranged weapons may be used against a flying player or NPC, but not within 20ft. A flying player/NPC may only use ranged weapons against players & NPCs on the ground.

Impart Physiology - *State: "Impart Physiology"*. This ability allows the user to ignore one spell. This ability functions like absorption but may be given to another player. It also functions like a limited enchantment and requires a white cloth strip.

Incorporeal - *State: "Incorporeal"*. This ability allows the user to ignore all in-game boundaries such as walls, terrain, and other impediments. Players/NPCs that are incorporeal are only affected by weapons with the magic carrier. Incorporeal players/NPCs should continually state that they are using this ability.

Legendary Resistance - *State: "Legendary Resistance or Resist"*. This ability allows the user to ignore the effects of any strike, ability, or spell. It should not generally be available more than three times per user during a single event.

Magic Affinity - *State: "Magic Affinity"*. This ability allows the user to reduce the incantation on all spells by 5 words (combining with similar abilities) and the count to recharge abilities by 5.

Many Legs - *State: "Many Legs"*. This ability allows the user to ignore the first wound to each of their limbs. The hits are negated entirely, similar to warrior's rage, but this ability also protects against the deadly carrier.

Multiple People - The monster/NPC listed requires more than one person to play the whole. Generally, each player portraying the monster/NPC must always remain within 10ft of each other, but each player acts independently of the others and dies individually.

Nine Lives - *State: "Nine Lives"*. This ability allows the user to respawn one additional time in Valhalla even if the rules would prohibit respawning. This ability may be used with other similar abilities. The respawn count is 300 if not otherwise stated. If there is no relevant Valhalla they may respawn where they died.

Orc Fury - *State: "Orc Fury"*. When the ability user strikes an opponent with a melee weapon it gains the deadly carrier in addition to any others. This ability must be recharged.

Petrify - *State: "Petrify"*. This ability allows the user to look at the face of a subdued player/NPC (within a few feet) and extend their subdual indefinitely. In essence, the subdued player becomes a statue and is permanently subdued.

Phylactery- State: “Phylactery”. The ability user must have a phylactery placed somewhere on the field of play and it must be an object at least 1’x1’. The Lich will continue to respawn every 10 count when killed until the phylactery is destroyed. The phylactery may be destroyed by striking it three times.

Plague- State: “Plague”. Any player/NPC character killed by a player/NPC using this ability will become a zombie in a five count and will remain until they are killed again or cured.

Raise Dead - State: “Raise Dead”. The ability user may touch a dead player/NPC and raise them from the dead. The raised player/NPC loses all abilities, armor, and gains the undead ability. They may use any melee weapons as normal. In addition, they must behave as if they were undead (zombie) and obey the commands of the ability user. This does not count toward life totals for games which include them, and the player returns to their Valhalla after they are slain as an undead.

Regenerating - State: “Regenerating 1-10”. This ability allows the user to restore a wounded limb in a 10 count or respawn (where they died) in a ten count. This ability may be used while in combat. This ability may not be activated by the user if they were wounded or killed by the flame carrier.

Runic Empowerment - State: “Runic Empowerment.” This ability allows the user to write runes on one hammer or axe. That weapon becomes indestructible.

Scent Tracking - State: “Scent Tracking.” This ability is functionally the same as tracking but does not work on ethereal players/NPCs.

Small - State: “Small”. Characters and NPCs with this ability may not use large shields or any weapon over 4ft in length irrespective of weapon color.

Sneaky, Backstabby! - State: “Sneaky, Backstabby!”. This ability allows the user to begin each game on the enemy team. They are not in disguise and may be attacked freely while using this ability.

Tail Weapon - State: “Tail Weapon”. This ability allows the user to use a flail/morning star that is designated as a natural weapon and deals red damage. This ability requires that the tail weapon be mostly green, black, or brown in color.

Terrify - State: “Terrify”. This ability functions the same as the bard spell but may be used as a verbally rather than requiring a spell ball. This ability is a fear effect, making warriors immune to it.

Undead - State: “Undead”. This ability applies to all undead players/NPCs. They become immune to disease, poison, and the necrotic abilities and spells. They gain a vulnerability to the holy carrier.

Weak (Pop) - State: “Pop”. This ability is commonly shortened to “pop” during play. This ability means that the player/NPC will die when wounded once, instead of twice.

Webs- State: “Webs”. This ability functions the same as the ice bolt spell but is themed more for spider webs.

Book of Spells

This section provides the specifics for each spell, the incantation length, the invocation phrase, and the materials required to use the spell. Remember that you will need a spell book or another approved device to contain your incantation. The spells are listed by level and indicate which class may use each spell. Spells which do not specify player/NPC, always effect the player and NPCs.

Incantation Word Requirements			
Level	Word Count	Level	Word Count
1	30	6	55
2	35	7	60
3	40	8	65
4	45	9	70
5	50	10	75

Cantrips

Comprehend Languages		30 Words
School: Arcane	No Materials	
<i>State "Comprehend Languages".</i> The caster may decipher one phrase, inscription, or text in an unfamiliar or unknown language.		

Mending		30 Words
School: Arcane	No Materials/Touch Spell	
<i>State "Mend".</i> The caster may restore a broken weapon, shield, or game item to full use or one piece of armor or a door.		

Speak to the Dead		30 Words
School: Necrotic	No Materials	
<i>State "Speak to the Dead".</i> The caster may designate one dead player or NPC they can see and ask them up to three questions.		

Level One Spells

Feeblemind (Bard)		30 Words
School: Control/Engulfing	Gold Spell Ball	
<p><i>State "Feeblemind".</i> The player struck by this spell may not activate abilities or spells for a 5 count. This does not apply to effects already active such as enchantments.</p>		

Heal (Cleric)		30 Words
School: Divine	No Materials/Touch Spell	
<p><i>State "Heal".</i> A wounded limb is fully restored.</p>		

Magic Bolt (Wizard)		30 Words
School: Arcane	Blue Spell Ball	
<p><i>State "Magic Bolt".</i> The player struck by this spell suffers a wound to the location struck (death if head/torso) or 1pt of damage to armor or 1 shield breaking hit.</p>		

Ice Bolt (Wizard)		30 Words
School: Subdual/Engulfing	White Spell Ball	
<p><i>State "Ice Bolt".</i> The player struck by this spell is considered subdued for a 30 count. A "frozen" player may be freed if struck by a weapon or spell with the flame carrier. A "frozen" player may not otherwise be killed.</p>		

Share Thoughts (Bard)		30 Words
School: Arcane/Limited Enchantment	Yellow Cloth Strip	
<p><i>State "Share Thoughts".</i> The player bearing this enchantment may mentally communicate with the bard who cast it. This allows them to communicate over distances via the most viable methods (shouting, following out of character, etc.) the Quest Reeve must accommodate.</p>		

Level Two Spells

Acid Bolt (Wizard)	35 Words
School: Arcane	Green Spell Ball
<p><i>State "Acid Bolt".</i> The player struck by this spell suffers a wound to the location struck (death if head/torso) or 2pts of damage to armor or 2 shield breaking hits. Effectively this is a red weapon.</p>	

Bless Weapon (Cleric)	35 Words
School: Divine/Limited Enchantment	Yellow Cloth Strip
<p><i>State "Bless Weapon" & "Holy (weapon color)".</i> The weapon bearing this enchantment is considered to have the "holy" carrier.</p>	

Feeble Mind (Bard)	35 Words
School: Control/Engulfing	Gold Spell Ball
<p><i>State "Feeble Mind".</i> The player struck by this spell loses their ability to activate or use all their abilities for a 30 count. This includes immunities.</p>	

Magic Weapon (Wizard)	35 Words
School: Arcane/Limited Enchantment	Yellow Cloth Strip
<p><i>State "Magic Weapon".</i> The player bearing this enchantment may conjure a magic weapon (any melee weapon) that may be used regardless of weapon restrictions. (if the enchantment is ended - the weapon disappears.)</p>	

Magical Lock (Wizard)	45 Words
School: Arcane/Limited	Lock with yellow tape around it
<p><i>State "Magical Lock".</i> The player creates a magical lock which cannot be opened except by the caster and those given the secret word. Upon creating the lock, the player must choose a secret word that must be uttered before opening the lock. Those with the "Open Lock" ability may open it through use of the ability, but not "Pick lock". This lock may only be used to secure chests and other containers and may not be used to restrain or subdue players. Magic lock is an unbreakable spell and may not be ended by dispel or nullify.</p>	

Protect Enchantment (Bard)		35 Words
School: Arcane/Expendable	Yellow Cloth Strip	
<p><i>State "Protect Enchantment".</i> The player bearing this enchantment may have this enchantment dispelled or nullified instead of the target.</p>		

Resist Wounding (Cleric)		35 Words
School: Divine/Expendable	Yellow Cloth Strip	
<p><i>State "Resist Wounding".</i> The player bearing this enchantment may ignore the next wound they suffer. This does not protect against the deadly carrier.</p>		

Shillelagh (Druid)		35 Words
School: Arcane/Limited	Yellow Cloth Strip	
<p><i>State "Shillelagh".</i> The player bearing this enchantment on one of their melee weapons deals red damage with that weapon. This does not include the shield-breaking ability.</p>		

Summon Spirit (Cleric)		35 Words
School: Divine	No Materials	
<p><i>State "Summon Spirit (character name)".</i> The cleric casting this spell may name one character who has died and summon them to their location as an incorporeal spirit. This summoned spirit may not be interacted with or effected except by abilities which resurrect, allow communication, or prevent resurrection. Only willing characters may be summoned from Valhalla or otherwise.</p>		

War Skill (Bard)		35 Words
School: Arcane/Limited	Yellow Cloth Strip	
<p><i>State "War Skill (item)".</i> The player bearing this enchantment may use any one weapon, shield, or armor regardless of class restrictions. When this enchantment is ended, they must stop using the equipment immediately. Understandably, armor is difficult to take off. Just make sure to ignore the armor once the spell is ended.</p>		

Warp (Druid)		35 Words
School: Arcane/Engulfing	Brown Spell Ball	
<p><i>State "Warp (equipment)".</i> The player/NPC struck by this spell has the designated equipment "destroyed" (<i>designated by the caster i.e., sword, shield, or armor.</i>)</p>		

Level Three Spells

Aura 1 (Bard/Druid/Wizard)		40 Words
School: Arcane/Personal	Yellow Headband w/1 in center	
<i>State "Aura".</i> The player bearing this enchantment may ignore the next physical strike from a weapon. This spell functions the same as the ability.		

Release (Bard/Cleric)		40 Words
School: Divine	No Material/Touch	
<i>State "Release".</i> A subdued player is released from the effects of their subdual.		

Level Four Spells

Harden Weapon (Druid)		45 Words
School: Arcane/Limited	Yellow Cloth Strip	
<i>State "Harden Weapon".</i> The weapon bearing this enchantment may not be destroyed.		

Hold Person (Cleric)		45 Words
School: Subdual/Engulfing	Silver Spell Ball	
<i>State "Hold Person".</i> The player/NPC struck by this spell is considered subdued for a 30 count. A "held" player may not be killed.		

Hover (Wizard)		45 Words
School: Arcane/Expendable	Yellow Cloth Strip	
<i>State "Hover".</i> The player bearing this enchantment may ignore ground level hazardous terrain rules and falling damage. If this enchantment is ended, the player suffers the effect of any terrain beneath them.		

Mimic (Bard)		70 Words
School: Arcane/Personal	Yellow Cloth Strip & ability requirements	
<p><i>State:</i> “Mimic (ability)”. The player bearing this enchantment may play as any martial class at half their level rounded down. They lose all bard abilities and spells while using this spell. They must meet garb and equipment requirements for both the bard class and the one they are mimicking.</p>		

Level Five Spells

Control Thoughts (Bard)		50 Words
School: Control/Limited Enchantment	Yellow Cloth Strip	
<p><i>State</i> “<i>Control Thoughts</i>”. This spell may be cast on a subdued NPC. While under the effect of this enchantment, the NPC must obey all commands of the bard and may not attack the bard or otherwise try to harm them.</p>		

Entangle with Vines (Druid)		50 Words
School: Subdual	Brown Spell Ball w/green tail	
<p><i>State</i> “<i>Entangle with Vines</i>”. The player struck by this considered subdued for a 30 count but may move everything except their feet. They may attack or be attacked as normal.</p>		

Fire Bolt (Wizard)		50 Words
School: Flame/Engulfing	Red Spell Ball	
<p><i>State</i> “<i>Fire Bolt</i>”. The player struck by this spell is dead.</p>		

Lightning Bolt (Druid)		50 Words
School: Arcane	Yellow Spell Ball	
<p><i>State</i> “<i>Lightning Bolt</i>”. The player struck by this spell suffers a wound to the location struck (death if head/torso) or 3pts of damage to armor or shield destroyed.</p>		

Magic Shield (Wizard)		50 Words
School: Arcane/Limited Enchantment	Yellow Cloth Strip	
<p><i>State "Magic Shield".</i> The player bearing this enchantment may conjure a magic shield that may be used regardless of shield restrictions. (if the enchantment is ended - the shield disappears.)</p>		

Magic Wall (Wizard)		50 Words
School: Arcane/Limited Field Enchantment	10ft long yellow rope or cloth strip	
<p><i>State "Magic Wall".</i> The magic wall is a field enchantment that cannot be moved after it is placed. No player, weapon, ability, or spell may pass through the wall. (The two ends of this wall must be at least 2ft apart.) It may be climbed. The wall is 10ft in height.</p>		

Resist Damage (Cleric)		50 Words
School: Arcane/Expendable	Yellow Cloth Strip	
<p><i>State "Resist Damage."</i> The player bearing this enchantment may ignore the damage inflicted by a strike or effect that would damage or destroy their armor, shield, or weapons. This spell has no effect on effects which ignore defenses all together.</p>		

Resist Magic (Bard)		50 Words
School: Arcane/Expendable	Yellow Cloth Strip	
<p><i>State "Resist Magic."</i> The player bearing this enchantment may ignore the effects of one spell.</p>		

Stun (Bard)		50 Words
School: Subdual	Purple Spell Ball	
<p><i>State "Stun".</i> The player struck by this spell is subdued for a 5 count. This spell acts as engulfing, except for weapons and shields.</p>		

Summon Beast (Druid)		50 Words
School: Arcane	Yellow Cloth Strip & Monster Garb	
<p><i>State "Summon Beast".</i> This spell works identically to the polymorph spell, except that the druid must use it on another character, and it may only be of the "animal" type of monsters.</p>		

Wounding (Cleric)		50 Words
School: Necrotic/Engulfing	Gray Spell Ball	
<i>State "Wounding (limb)". The player struck by this spell is wounded in the limb designated by the caster. (I.e., right leg, left arm, etc.)</i>		

Level Six Spells

Aura II (Wizard)		55 Words
School: Arcane/Personal	Yellow Headband w/2 in center	
<i>State "Aura". The player bearing this enchantment may ignore the next 2 strikes from a weapon(s). (This spell replaces Aura I.)</i>		

Golemify (Druid)		55 Words
School: Arcane/Limited	Gray Headband w/brown circle	
<i>State "Golemify". The player bearing this enchantment is transformed into an earthen golem. They lose their class abilities while using this enchantment, but gain AC3 natural in all locations, immunity to arcane, their weapons are natural red w/shield breaking. They may only use two green/blue weapons or one red weapon. They may also respawn on the druid that summoned them.</i>		

Harden Shield (Druid)		55 Words
School: Arcane/Limited	Yellow Cloth Strip	
<i>State "Harden Shield". The shield bearing this enchantment may not be destroyed.</i>		

Level Seven Spells

Harden Armor (Druid)		60 Words
School: Arcane/Personal	Yellow Cloth Strip	
<i>State "Harden Armor". The armor bearing this enchantment is considered to be one armor class higher. This spell ignores equipment restrictions. (This spell does not affect AC3 armor.)</i>		

Mimic Enchantment		60 Words
School: Arcane/Limited Personal Enchantment	Yellow Cloth Strip (w/wo headband)	
<p><i>State "Mimic Enchantment (enchantment name)".</i> The bard bearing this enchantment gains an enchantment that is not normally available to them to cast. (I.e., cleric, druid, or wizard enchantments). This mimicked enchantment counts as both mimic enchantment and the enchantment mimicked. Meaning one dispel or nullify would take both away. The bard may select enchantments equal to half their level rounded down.</p>		

Nullify (Wizard)		60 Words
School: Arcane	No Material	
<p><i>State "Nullify (target)".</i> The designated ongoing spell effect ends. This is usually an enchantment. This spell has no effect on the effect of spells already cast.</p>		

Resurrect (Cleric)		60 Words
School: Divine	No Materials/Touch	
<p><i>State "Resurrect".</i> A dead character or NPC who has not begun travelling to Valhalla is brought back to life fully restored.</p>		

Level Eight Spells

Circle of Life (Cleric)		65 Words
School: Divine/Limited Field Enchantment	5ft long white rope/cloth strip circle	
<p><i>State "Circle of Life".</i> The Circle of Life is a field enchantment that cannot be moved after it is placed. This spell functions as a limited Valhalla. Dead players may respawn at this location as if it was Valhalla. This spell may not be placed within 5ft of another magic circle of any variety. (I.e., Circle of Protection).</p>		

Experience (Bard)		65 Words
School: Arcane/Limited	Yellow Cloth Strip	
<p><i>State "Experience (level)".</i> The player bearing this enchantment may operate as if they were one level higher. This has no effect on max level players and may be cast on martial characters only.</p>		

Neutralize Elements (Druid)		65 Words
School: Arcane	No Materials	
<p><i>State "Neutralize (target)".</i> The player casting this spell ends the negative effects of any terrain for a 60 count as well as some other aspects of the game. (<i>I.e., lava becomes stone, tornadoes become a breeze, rapids become a calm stream, etc.</i>)</p>		

Portal (Wizard)		65 Words
School: Arcane	Shiny spell bolt or throwing weapon	
<p><i>State "Teleport" & "Teleporting/Complete".</i> The player casting this spell may throw the shiny bolt or throwing weapon and then proceed directly to that object. This simulates the wizard travelling through a magical portal to the location of the object. This spell works similarly to otherworldly gate, except that only the wizard may use the portal.</p>		

Level Nine Spells

Circle of Protection (Cleric)		70 Words
School: Divine/Limited	5ft long yellow rope/cloth strip circle	
<p><i>State "Circle of Protection".</i> The Circle of Protection is a field enchantment that cannot be moved after it is placed. No ranged or siege weapon, ability, or spell may pass through the circle. Undead/Demonic Players/NPCs who cross the boundary with body, weapon (melee or ranged), ability or spell are killed.</p>		

Commune (Druid)		70 Words
School: Divine	No Materials	
<p><i>State "Commune".</i> The player casting this spell must place their body by or on a large piece of plant matter (bush, tree, high grass) remain still and commune with nature. They may not be attacked, targeted, or otherwise noticed. The player casting this spell may listen and communicate as they choose. This spell requires a 5 count to exit and must be 20ft from all objectives. Druids may cast enchantments and cantrips while using this spell.</p>		

Kinetic Push (Bard)		70 Words
School: Arcane/Engulfing	White Spell Ball w/black tail	
<p><i>State "Kinetic Push".</i> The player struck by this spell immediately exits combat and must proceed immediately to the direction behind them for approximately 10ft. This spell simulates the effected player flying through the air and therefore they cannot be stopped except by barriers of at least 10ft. They may not be affected while moving. Once they have moved 10ft they should state "landed".</p>		

Polymorph (Wizard)		70 Words
School: Arcane/Limited	Yellow Cloth Strip & Monster Garb	
<p><i>State "Polymorph (type)".</i> The player bearing this enchantment may play one monster of equal or lesser level than the Wizard casting this spell to play. If this spell is ended by the effect of another ability or spell it will stop only after a 300 count (5 minutes) - it may not be recast until that time has elapsed.</p>		

Storm Cloud (Druid)		70 Words
School: Arcane/Limited Field Enchantment	5ft long gray rope/cloth strip circle	
<p><i>State "Storm Cloud".</i> The player casting lightning bolt from within the boundary of the Storm Cloud may cast the lightning bolt spell simply by invoking it. They incantation does not need to be recited.</p>		

Terrify (Bard)		70 Words
School: Control/Engulfing	Plaid Spell Ball	
<p><i>State "Terrify".</i> The player struck by this spell must flee in terror for a ten count. This means they must avoid combat at all costs, trying to hide from enemies.</p>		

Level Ten Spells

Annihilation Bolt (Wizard)		75 Words
School: Necrotic/Engulfing	Black Spell Ball	
<p><i>State "Annihilation Bolt."</i> The player struck by this spell is dead and may not be resurrected.</p>		

Artifacts & Relics

Legend is a magical place with magical things: artifacts & relics. Relics first. Relics are kept and maintained by the Sheriff or their designee. Relics are released on to the battlefield at the discretion of the Administration Board. Once released, Relics should always remain in play, but if a relic becomes too powerful or is not seeing much use, the Administration Board may remove them from the field temporarily. Relics are indestructible. **Any class may use any relic, regardless of class restrictions.**

Artifacts are like relics, except they are generally weaker and must be bound to a player, a guild, or a house. This is called **soul-bound**. Once bound, these artifacts may not be transferred. Only those who are a part of what the artifact is bound to may use that artifact. A player/guild/house may have any number of artifacts but may only use one at any given time. Each artifact will have a physical representation requirement which must be furnished by the player that is using it. Some artifacts are one time use which may not be used again. **Artifacts with one time use are considered lootable.** Artifacts are created by quest masters and approved by the Administration Board. Artifacts adhere to all class restrictions. Players may only use one soul-bound artifact per event, which must be registered with the secretary at the time of check in.

Title Artifacts

While most soul-bound artifacts are bound to a noble house, guild, or player, title artifacts must be bound to a specific character. Each character may only have one title artifact and no two characters may have the same title unless approved by the Administration Board. A character may check their title artifact in as well as another artifact(s) during check in. A title artifact must have an associated belt favor/flag that must be worn to show the title is in use. **Title artifacts should be exceedingly rare and no more than 3-4 given out in a year.**

The Common Artifacts

These artifacts are common to Legend and can generally be found during quests and land searches. The artifacts listed are not unique and each list if it may be looted or if it soul-bound.

Aether Shuriken (soul-bound)

Physical Representation - Throwing weapon with a shiny cloth cover.

Effect - This throwing weapon has the vorpal carrier.

Elven Chain (soul-bound)

Physical Representation - Chainmail of any variety.

Effect - This armor provides the protection of AC2 but does not count toward armor restrictions. A class does not need to be able to wear AC2 in order to wear Elven Chain.

Magic Sword (soul-bound)

Physical Representation - Green sword with a yellow cover or cloth strip.

Effect - This sword has the magic carrier in addition to any other carriers.

Magic Scroll (lootable)

Physical Representation - A piece of parchment with the spell name and incantation written on it.

Effect - This allows the user to cast the spell written on the scroll as if they could cast it normally. *State: "I invoke this scroll of (spell name)"* after the incantation.

Poison "Death" (lootable)

Physical Representation - A vial or bottle with green coloring or liquid.

Effect - The coated weapon will deal the poison carrier in addition to any others. If applied to a ranged weapon you may choose three arrows/bolts/throwing weapons. When wounded by a poisoned weapon, the effected player/NPC will die in a 10 count. To poison food/drink, simply inform a reeve and then touch the food/drink container (be respectful of people's food/drink) and it is poisoned. In a 30 count after the food or drink is consumed, the affected player dies. The reeve must inform them they have died of poisoning. If a weapon is poisoned it requires a green cloth strip and is considered poisoned for the event or until a daily reset is declared. It takes a 5 count to apply a poison unless otherwise stated.

Poison “Contact” (lootable)

Physical Representation - A vial or bottle with green coloring or liquid.

Effect - The item, equipment, or device coated with this poison is poisoned. Any character which touches the poisoned “item” will die in a 10 count. Applying this poison requires a reeve as witness or a small green fabric or tape indicator as well it takes a 5 count to apply the poison. The game reeves should accommodate.

Potion, Health (lootable)

Physical Representation - A vial or bottle with red coloring or liquid.

Effect - When “consumed” instantaneously heals one wound and removes any disease and poison.

Potion, Mana (lootable)

Physical Representation - A vial or bottle with blue coloring or liquid.

Effect - When “consumed” instantaneously recharges one or instantaneously completes the incantation for one spell. The chosen ability or spell must be named when the potion is consumed.

Silvered Weapon (soul-bound)

Physical Representation - Silver cloth weapon cover.

Effect - This weapon deals the silver carrier in addition to any other carriers.

The Realm’s Champion Artifact

Artifact Title: Realm’s Champion (soul-bound)

Physical Representation - Belt favor or flag that indicates the realm’s champion victory as well as a shield with a cover with the symbol of the Realm emblazoned.

Effect - The Realm’s Champion gains an unbreakable shield for the duration of their time as Realm’s Champion. This shield may be of any variety. If the Realm’s Champion is prohibited from using shields, they may use a buckler.

The Relics

Black Arrow - The Black Arrow is an indestructible, powerful implement capable of killing almost any creature instantaneously. This arrow was found in the lair of some giant spiders. It is said to never miss its mark. As such the evasion ability may not be used against it. Any player struck by the black arrow is killed, ignoring protections, including shields as well as immunities. This arrow should be black and marked with white tape.

Cerberus Chain - The Cerberus Chain is a relic forged in the dark places of Legend. It is a three headed flail that allows the one who wields it to use the sunder ability with each attack they make with the flail. This should be a standard blue flail with three heads and marked with white tape.

Crown of Hera - This is the Crown of the Monarch. Crafted in honor of Hera, a priestess born long ago in Legend. The Monarch is the only one permitted to use this relic. It grants the Monarch Aura 1 in addition to all their other abilities. If they already have Aura, this relic adds +1 to the total amount (max 4). This relic changes to fit the desired appearance of the current Monarch, so any crown worn by the Monarch is the Crown of Hera.

Flame Sword - Considered by many to be the most powerful relic in all of Legend, the Flame Sword is powerful, fiery sword that is capable of slaying most any opponent instantly. This short sword is a red weapon. In addition, this sword is considered to have the deadly, flame, and magical carriers and makes the wielder immune to flame. This weapon should have a fiery cover and be marked with white tape.

Lava Axe - The Lava Axe is composed of molten earth, bound in magical energy. It is a throwing weapon but is considered to have the same effect as the sundering arrow ability as well as having the flame and magical carrier. Its origins are unknown. This throwing weapon should be shaped like an axe, have a fiery cover, and be marked with white tape.

Orb of Healing - The Orb of Healing is a magical ball that grants the power to magically heal anyone. The wielder of this relic can cast the heal spell (30 count) as many times as they want. Its origins are unknown. It should be a small ball marked with white tape.

The Relics Cont.

Shield of Protection - The Shield of Protection was crafted from a branch of the World Tree. It protects its wielder from nigh every attack. This shield makes its wielder immune to magic and ranged weapons - including the black arrow. It must be a small shield marked with white tape.

Vorpal Sword - The Vorpal Sword is the only weapon capable of killing the Jabberwocky. It is also capable of killing any other beast as well. This short sword is a red weapon that shield breaks with one hand and has the vorpal carrier. It must have a shiny/sparkly cover and be marked with white tape.

The Economy

As your characters develop and gain clout, experience, and riches they will need some place to put those items. You will gain gold, rare items, magic treasure, and powerful titles and all must be accounted for in the game. This gaining of gold and riches and then exchanging those gold and riches for other goods and services is what we call the economy of Legend. The economy is managed by an out of character board or committee outlined in the bylaws or by the Administration Board of Legend. This board/committee, along with the secretary will keep track of your gold, items, artifacts, as well as run the in-game shop, and manage the underworld.

Gaining Wealth

As a new player you are given five gold pieces to start your Legend. They may be gained at the Bank of Legend which is usually situated with the shop. These gold pieces are generally not given until your second event, but at the discretion of the Administration Board, they may be given out sooner. Wealth may be gained in other ways, primarily adventuring. Each **Equinox & Solstice event**, players will gain (or lose) more gold according to their rank, station, and accomplishments.

Equinox Wealth Chart	
Gain if...	Amount gained (gp = gold pieces)
Monarch/Underworld	100gp
Archduke	75gp
Grand Duke/Duke	50gp
Count	25gp
Baron	15gp
Lord/Housecarl	10gp
Freeman/Non-Nobles	5gp
Class Master/Knight (Knight of the Realm/Knight Bachelor)	5gp for every 2 years of experience in that role. (Multiple class masterhoods do count)
Field Reeves Qualified/Economy Background Skill	5gp
Monarch's Court	Gain 5gp if you are a member of the Monarch's court. Temporary nobility granted by the Monarch does not gain the noble amounts listed above, only the five gold pieces in this section.

The Bank of Legend

There is a massive and powerful banking system in Legend. **Nothing can breach it.** Your gold once stored cannot be accessed except by you. The bank is an out of game system run by the aforementioned board/committee. Generally, it can be accessed at the beginning and end of events. Some special events may allow it to be accessed more frequently. All your soul-bound artifacts are considered to be stored there, unless it is the one you are currently using. As they cannot be stolen anyway, they are safe. You may store all your gold and silver at the bank and may check out physical coin when the bank is open. The physical coin should be returned to the bank at the end of the event. No interest is gained while your money is in the bank. **All gold and artifacts are bound to the player and not a character.** These items may be traded freely between your characters.

The Shop of Legend

The shop of Legend is both an in-character and out-of-character location. The shop is a small area, usually designated by a table and accoutrement. At the shop players can buy both expendable and soul-bound artifacts. Generally, the bank is featured in the same location as the shop to ensure ease of purchasing items. While the shop may provide physical representations (phys-reps) of artifacts they will not always do so, especially with soul-bound artifacts. They will record all your purchases and ensure that the bank is notified of any payments/withdrawals. The shop is managed by a board or committee as described by the bylaws of Legend. In conjunction with the Administration Board, this board or committee will provide various items for sale. Those items listed in these rules of play must always be featured sale items. Prices may be adjusted by the board or committee with the approval of the Administration Board.

The Underworld of Legend

Since the cataclysm the seedy criminal element has taken hold in the Realm of Legend. The Underworld is both an in-character and out of character system within the game. The underworld is led by a member of the aforementioned governing board or committee. This member is called the Underworld Marshal and is appointed by the Administration Board on advice of the board or committee. The Underworld is permitted to buy any and all items available at the shop prior to the players being permitted to purchase them. This does not include items which must always be available for purchase. The Underworld has its own bank account that may be spent by the Underworld Marshal as they see fit. The Underworld is

available throughout events, unlike the shop which is generally only open at the start and end of events. However, buying from the underworld has a price more than gold.

The Face of the Underworld

The **Underworld Marshal** must choose one/some of their own character(s) to serve as the face of the Underworld. While these characters still have their own accounts, they may access and spend the resources of the Underworld as if they belonged to them.

Bounties (Dead or Alive)

When a character wishes for another character or NPC to be bountied (dead) they must approach the **Underworld Marshal** and inform them that they wish for a bounty (dead) to be carried out. They must then pay the Underworld Marshal for the bounty (dead) to be posted. The minimum cost is 10 gold pieces, but there is no maximum. The bounty (dead) is then sanctioned and the reward for carrying it out is the amount of money put up, minus 10% which will go to the Underworld Marshal.

The Underworld Marshal is permitted to work out other deals with characters, but 10% must go to the Underworld no matter what deal is struck. Once the bounty (dead) has been posted any prospective bounty hunters may approach (or be told by) the Underworld Marshal of the posted bounty (dead) and receive a writ. The Underworld Marshal has discretion on how many writs to give out. The bounty (dead) has two events to be completed and requires only that the character performing the bounty (dead), kill the target and show them the writ. **If successful, they receive the money put up and the bountied (dead) player loses money from their account equal to the reward money (to a minimum of zero).** This lost money disappears into the Aether.

The process for a bounty (alive) is very much the same in terms of placing the bounty and prospective hunters receiving a writ. The difference is that the bountied **character must be brought in alive.** They must be brought to the Underworld **Marshal under a subdual effect** (or physically restrained if the player allows it). Once a player has been subdued, they must be shown the writ. At that point they are **permanently subdued** while they are on their way back to the Underworld Marshal. They may only be freed if their captor(s) are killed. A character may only have one bounty of any type on them at any time and may not have an assassination placed on them more than once within a 3-event period.

The War Game

In addition to being a fantastic live action roleplaying game, Legend is also a fantastic live action wargame. Our world map, located at the front of the book, provides an abstract example of how our world looks and where the Noble Houses are located. The map will be updated to show where each Noble House is located. The wargaming portion of Legend is sometimes informally called the “land system”. This is because the most important actions you can take are called land actions. These actions are abstract and generally take place on the same field of play that all other games take place. The difference is that land actions “take place” in different parts of the Realm of Legend.

Land & Assets Sheet

Each Noble House is given a land and assets sheet (or more than one) to record their actions, amount of land, structures, and defenses. Types of land should be recorded. This sheet is maintained by the **Keeper of the Lands** and the Sheriff. It is recommended that Noble Houses also maintain a record of their ventures. The specific duties of the Keeper of the Lands is outlined in the Bylaws of Legend.

House Representative

Each Noble House must choose a house representative that will serve as the liaison to the Keeper of the Lands. Each week (or schedule given by the Keeper of the Lands) the House Representative must declare which actions they are taking. The house representative may be changed by the house noble at any time, but they should not change frequently.

Land & Assets

Noble Houses control the Realm of Legend by having great swaths of land. This land is acquired through searching, trading, or war. The Noble Houses may also have assets which include structures, ships, and upgrades. These are all purchased in between Legend events. **At each event, in which a Noble House’s flag and at least 3 members are present, they may select one asset or perform one land action. Special Structures cost 1000 gold pieces each.**

Land Actions

Land actions are how a Noble House acquires more land. Land is recorded on the sheet as points. Each time you acquire land, it will increase the points of land you possess. A Noble House will always have one point of land minimum for as long as they exist. Material currently in play-test, may not be used in land actions.

Types of Land Actions

Each Noble House may perform one of these actions each event if they choose to perform a land action.

Search Wilderness - The most common land action is to search the wilderness. You will require a druid or ranger to be present. A random encounter will be triggered, and if successful you will gain one point of land.

Trade Land - You may trade one or more points of land for another Noble House's asset(s).

War/Fortify - The final and most brutal option is to declare war against another house. The rules for war and fortifying are below.

Search Wilderness

In order to gain more land, you must search the wilderness, but to do that you will need a druid or ranger, someone in tune with the wild. When you have declared that you are going to search for more land, you must first roll two d6s. This will determine what is living on the land you are trying to capture as well as if there is anything else at the location. There are various types of land to explore. Choose land that is relevant to where your house is searching. As always, the Keeper of the Rules has discretion to make things easier, never harder, for houses. There is **no limit** to the points of land a Noble House may have.

Navigating & Throwing the Bones

Prior to rolling to determine what you and your exploratory party have encountered; you should inform the Keeper of the Rules if a ranger is going to be designated as the one who is searching. This is because the ranger can choose to **navigate** and change the results of the encounter. The ranger will be informed privately of the two results and can choose which of the two they wish to encounter. The choice is the ranger's alone. Additionally, warlocks wishing to **throw the bones** may do so just prior to "Lay On!" being called. The Keeper of the Lands should answer the warlock's question as well as give hints as to what else may be at this location such as an artifact or structure.

Encounter Charts

Roll 2d6s (two 6-sided polyhedral dice) to determine the results of the encounter. (x#) indicates there will be that many of that type of monster and any indicates it may be of any type listed in the rules of play or supporting documents.

Desert Chart

Number	First d6 Roll (Encounter)	Second d6 Roll (Effect)
1	Genie x1	No Water
2	Mummies x3	Quicksand
3	Rocs x3	Gold = 3x Party Size
4	Giant Scorpions x3	Gold = 5x Party Size
5	Bandits x5	Gold = 10x Party Size
6	Zombies x5	Free Artifact or Structure

Forest Chart

Number	First d6 Roll (Encounter)	Second d6 Roll (Effect)
1	Dryads x2	Lost
2	Giant Spiders x3	Boss, Numbers Doubled
3	Owl Bears x3	Gold = 3x Party Size
4	Elves x3	Gold = 5x Party Size
5	Goblins x5	Gold = 10x Party Size
6	Critters x5	Free Artifact or Structure

Grasslands Chart

Number	First d6 Roll (Encounter)	Second d6 Roll (Effect)
1	Hill Giant x1	Boss, Numbers Doubled
2	Dragon x1 (Any Color)	Boss
3	Medusas x3	Gold = 3x Party
4	Orcs x3	Gold = 5x Party
5	Field Creepers x5	Gold = 10x Party
6	Adventuring Party (Can't be doubled)	Free Artifact or Structure

Mountain & Mountain Cave Chart

Number	First d6 Roll (Encounter)	Second d6 Roll (Effect)
1	Stone Giant x1	Avalanche
2	Wyverns x2	Boss
3	Harpies x3	Gold = 3x Party
4	Great Cat x3	Gold = 5x Party
5	Dwarves x5	Gold = 10x Party
6	Trader x1	Free Artifact or Structure

Swamp Chart

Number	First d6 Roll (Encounter)	Second d6 Roll (Effect)
1	Hydra x1	Murk & Muck, Contagion
2	Gorgon x2	Murk & Muck, Boss
3	Troll x3	Murk & Muck, Gold = 3x Party
4	Lizardkin x3	Murk & Muck, Gold = 5x Party
5	Will-O'-Wisps x5	Murk & Muck, Gold = 10x Party
6	Troglodytes x5	Murk & Muck, Free Artifact or Structure

Effect Rolls

Each encounter has an effect which varies the experience for any adventurer. The effect roll could be a boon or a bane. It may give you additional gold or it may trap you in quicksand. The rolled effect simulates the random hazards and windfalls that can befall adventurers.

Avalanche - Could also be a rockslide or a cave-in, but regardless the adventuring characters on the search have a limited time to complete their search of the wilderness. After a 300 count, each adventurer is killed if they have not already completed the land action. A druid using neutralize elements (or any similar effect) can extend the count by a 10 count per use of the spell. The spell may only be cast again after the effects of the first have been ended, even if there are multiple characters which can use the spell.

Boss - Occasionally the monsters encountered will have a stronger, more powerful boss with them. Bosses should lead the others and engage in banter with the searching players. **No more than one boss** will ever be encountered during a single search. When assigning monsters to volunteer players, choose the **most experienced** to portray the boss. A boss receives the following benefits the toughness III ability if they do not already possess it as a feature, immunity to control if they do not already possess it and the boss loses any vulnerabilities they possess.

Contagion - After a 30 count the adventuring party becomes subject to the diseases of the swamp. Each character becomes diseased and will die in a 10 count unless immune or cured.

Free Artifact or Structure - Choose to gain any standard artifact or any structure available from the shop of Legend or listed in the rules of play. This includes special structures.

Lost - Without a ranger or the pathfinding background skill your party becomes lost in the woods and the land search is failed.

Murk & Muck - The waters are deadly and only parts of the environment are safe to walk on. One area (around 5'x5') for every two members of the adventurers must be designated as walkable. The rest is considered too hard to navigate quickly. You must walk through these areas, unless you are aquatic or can otherwise ignore terrain effects.

No Water - The lack of water dehydrates the adventuring party, and they die. The land search fails, unless there is an Alchemist present to create vittles, or another similar effect is used. Neutralize elements will have no effect.

Numbers Doubled - This is as straight forward as it can be. For those so unfortunate to roll this result, the number associated with the monster encountered doubled. If the numbers are greater than the available volunteers to portray the monsters, the Keeper of the Lands should reduce the number to what is feasible rather than allowing for respawning of the monsters.

Quicksand - The shifting sands and nature of the desert make it difficult to keep your footing. No player may run as running will result in sinking to your death. Neutralize elements will allow running for a 10 count and is otherwise like avalanche. Hover and other similar effects ignore quicksand.

The Searching Party

The searching party, also called the adventuring party (or searchers), is made up of all members of a Noble House wishing to participate in the expansion of their territory. Only freemen characters (those without a Noble House) may be recruited as mercenaries for exploration. This includes the use of hiring a druid or ranger to help search. **Rogue** characters of any affiliation of **8th level** or higher may also be invited to come along but are free to turn on their employers. Characters with the mercenary background may be hired regardless of affiliation.

The Encounter

The encounter is a standard battle with players (searchers) and the monsters starting on opposite ends of the battlefield. The Keeper of the Lands is free to add minor terrain effects and barriers if they so choose but must do this for each house that is searching. This battle is fought in one bout and when a player/NPC dies they are out of the game, unless brought back by some ability. If the players defeat the encounter, they win. If each player dies, they lose. The searching druid or ranger is not required to survive the encounter for it to be successful.

Dungeon Delve

A dungeon delve works similarly to searching the wilderness, but no point of land is gained. It is otherwise declared the same as searching the wilderness. Navigate and Pathfinding are of no use during a dungeon delve. **Both noble houses and guilds may declare a dungeon delve.** A noble house may only declare a dungeon delve if they have 12 points of land or more. A guild may only declare a dungeon delve if they have four or more members present on the dungeon delve of level 10. A player may only participate in one dungeon delve per event.

Dungeon Delve Chart

Number	First d6 Roll (Encounter)	Second d6 Roll (Effect)
1	Orcs x10, Elder Red Dragon x1	Dungeon previously looted.
2	Contagion, Zombies x10, Lich x1	Gold = 3x Party
3	Zombies = 4x Party	Gold = 3x Party, Free Artifact
4	Trapped Entrance, Ooze x3, Troll x1	Gold = 5x Party, Free Artifact
5	Bandits x10, Bandit (Boss) x1	Gold = 10x Party, Free Artifact
6	Goblins x20, Orcs x3, Orc Mage x1	Gold = 15x Party, Free Artifact

Legendary Search

A noble house may declare a Legendary Search. When they do so, the result of their first roll (encountered monsters) is doubled. In addition, the rewards for their second roll are also doubled. Other effects apply as normal. If there is no gold reward for the second roll, the noble house will gain 50gp if they are victorious. A legendary search does not apply to dungeon delving.

Giving & Trading Land

Two houses may agree to give up land to each other via trading or just simply a gift. If they do so, they both must choose this as their action regardless of if they are just receiving the land. Points are then reassigned appropriately.

War Action

War is different from a Crown War as it can be comprised of many battles. Attacks and counterattacks. When a war action is declared the Noble House that declared the action will battle against the Noble House they are attacking. Players may then select assets. Forces may choose a ship or structure and one upgrade to use in the coming battle. The battle will be fought in the best two out of three bouts (rounds). The attacker must choose to attack via land or sea and then choose the type of land. It must be a type the enemy possesses. Check with the Keeper of the Lands for assistance. If they attack via the sea, they must have a ship. Winning a battle at sea allows you to only take an asset and not land. A war action may only be declared against the same House **twice in a row and no more than four times in a quarter**. Once declared, the war action will be announced, but will not resolve until the following event.

Raiding & Razing

When a noble house wins a war action against an enemy house. They can choose to seize the structure declared by the enemy (if applicable) or a special structure as outlined, or they may choose to raze (destroy it). Finally, a house may choose to raid after a victory, taking 10% of the noble house's current gold.

Fortify

A Noble House may declare as their land action that they are fortifying. A Noble House may choose to change their action for the following event to "fortify" if they learn they are going to be attacked. A Noble House that is fortified must still participate in any wars declared against them, but they cannot lose land or assets or be raided. If a noble house fortifies, they must forego their land action for the event. This keeps bigger more powerful Noble Houses from driving smaller ones from the game.

Assets

Assets are what is used to improve your Noble House's standing within the Realm, upgrade your forces, and ensure that you will remain a powerful force within the Realm. A Noble House may have no more than ten structures but may remove them as they choose for free.

Types of Assets

Each Noble House may choose to acquire one of these assets each event if they choose to gain an asset.

Purchase Ship - Noble Houses may purchase a ship. This is required for attacking by sea. Defenders automatically defend with a ship, regardless of if they own one. If the attack fails, the ship is sunk.

Purchase Structure - You may purchase one of the five structures and defenders may declare one of them when being attacked.

Purchase Upgrade - The final and most potent assets you can purchase are upgrades. Both attackers and defenders can declare an upgrade for use when a war action has been declared.

Ships

Ships are abstract and should have a perimeter made of rope or something to represent the body of the ship. It should be 20' long and 10' wide. When a ship attacks, they may be placed adjacent to the enemy ship or bow (nose) to bow (nose) and within 3' of each other. Players may physically jump from ship to ship if they are able to do. Ships are surrounded by deep water on all sides and players entering the water are considered to have drowned, unless by some ability they are permitted to be in the water. Ships can be sunk by siege weapons. A ship which has been struck by a siege weapon (directly hit within the perimeter) will sink within a 300 count. All players aboard will drown when the count is complete. This does not end any ship battles.

Structures

Structures are “buildings” that your Noble House may purchase to help in defense. It is assumed that structures are built over a wide area of the Noble House’s territory and there is no need to have a specific location in mind. For instance, a Noble House which possesses a castle may continue to declare that structure every time they are attacked, if they do not lose a battle in which they declared it. Three structures are abstract and are not represented on the field of battle. One is represented with ropes, hay bales, or some other safe barrier. If a Noble House declares a structure in defense and they lose the battle, they lose the structure. The other house may either raze (get rid of) the structure or add it to their available structures. If they choose to keep the structure, they may not declare a war action as their next action as they must await more troops in order to leave a garrison at their new structure.

Types of Structures

Each Noble House may choose to build one of these structures at each event if they choose to do so as their new asset. **Each structure costs 100 gold paid to the shop.**

Barracks - A barracks houses all your warrior types. A barracks grants an additional life to all allied players. This stacks with other abilities which grant additional lives. All players have a standard respawn of a 300 count.

Castle - A castle is represented by a 20’x20’ or less (defenders’ choice - min 5’x5’) area. The perimeter of the structure represents 10”, impassable walls. A castle may have one or two doors that must be at least 2’ wide. These doors may be passed through by the defenders at will. Attackers may not pass through them. Only siege weapons (and Fire bolt) can destroy the wall and will do so after three hits. Once destroyed the wall cannot be mended. Defenders (or attackers inside the castle) may shoot out from the castle by placing their foot on or within the barrier. They may be the target of ranged weapons and spells while doing so.

Tavern - A tavern allows you to recruit allies from different Houses and freeman. Using a tavern is the only way that a House may recruit members to aid in their war that are not members of their House.

Temple - A temple grants all allied players a “Divine protection” as the powers that be intervene. The first strike to any allied player may be ignored. This is similar to the aura ability, except that it ignores strikes from weapons with any carrier.

Special Structures

Special structures function similarly to regular structures, except that they represent more powerful, unique buildings. **Each Noble House may choose to build one of these structures as their new asset, but they may only ever have one at any given time.** Special structures have effects that grant a benefit without them being declared defensively. If the effect of a special structure is used during an event for any action, the attacking house may choose to raze or capture that structure. With the limit restrictions still applying. **Each of these special structures' costs 1000 gold pieces paid to the shop and you may only have one for every 10 points of land.**

All-Seeing Tower - *One member of your house must sit out.* This is a magical tower with a great orb like scrying energy mounted atop it. Noble Houses with an All-Seeing Tower do not require the use of the search wilderness ability to declare that they are attempting to gain more land. In addition, these towers warn you of impending attacks. The Keeper of the Lands or their designee must inform you of an attack as soon as possible, generally when the declaration is made. The warning does not constitute using the all-seeing tower for the purposes of razing structures.

Dwarven Mine - *Requires there to be at least one dwarf be a member of your house.* This is a deep and ancient mine capable of granting riches beyond measure to the Realm. Any Noble House which possesses a Dwarven Mine increases their income during Equinoxes by 100gp per 10 points of land.

Elven Glade - *Requires there to be at least one elf be a member of your house.* This glade provides minor enchantments to weapons, giving patrons some power. Each member of your Noble House may use the "Channel Magic" ability during all land actions. This includes war actions. If a character would already have this ability, they gain one additional usage before needing to recharge.

Enchanted Training Ground - *Requires 500 gold pieces paid to the shop.* This enchanted training ground gives you lessons from the greatest warriors in the history of the Realm and the effects of the war skill enchantment for the event. It may not be dispelled or otherwise taken away, except by a reeve. This may only be used once per character, per event. It must also be used during check in.

Guild House - *Requires a guild to agree to have a Guild House within your borders.* This guild house allows members of the guild to field with you on any land action, regardless of affiliation or background skill. A guild house is a special structure, but you are limited to one per guild rather than general limit of one. A house or guild may dissolve their guild house by declaring so to the keeper of the lands.

Great Pyramid - *Requires at least 10 points of desert land.* This great pyramid is a show of force, pride, and might. It is inspiring and terrifying. When declaring a defensive structure on desert land, you may name the great pyramid. You gain the benefits of both the temple and sabotage.

Regal Prison - *Requires a noble of the rank of duke or higher to be a member of your house.* This regal prison is not for the low life scum of the Realm, but for those of importance captured in battle. This structure allows you to hold one additional prisoner of war at any given time.

University - *Requires 1000 gold pieces paid to the shop.* This university gives you the experience a character needs to change their skills to something that suits them better. A character may spend this money and permanently change their background skill to another one listed in the rulebook. This may only be used once per event, per character. Characters need not have been checked in to utilize this feature. It must also be used during check in.

Upgrades

Upgrades are like structures; except they are not able to be captured. Instead, they are expended after use. There is no limit to the number of upgrades a Noble House may purchase, but they may only declare that they are using one during a war action. Once used, they are expended and removed from the Noble House's record sheet. Upgrades are announced and resolved just prior to the war action beginning and the Keeper of the Lands must be informed.

Types of Upgrades

Each Noble House may choose to acquire one of these upgrades each event if they choose to do so as their new asset.

Capture - A capture upgrade simulates the capture of an enemy. The house using this upgrade declares a character with a title of nobility on the other team to be the target of their capture. If the house using this upgrade wins the land action, the chosen character is captured. The captured character may not participate in any land actions, until they have been freed by a subsequent land action or their ransom is paid to the house which captured them. The ransom is equal to the noble's equinox income. A house may only capture one character at any time and may not capture the same character more than once in a three-month period.

Defense - A defense upgrade simulates an outer wall, a moat, or a natural terrain feature. The attacker may not declare this upgrade. The defending house may place a rope barrier (or similar) no more than 100' in length and 3' wide that simulates a barrier. They may choose for it to be a 10' high wall, a moat of water, or dangerous terrain.

Garrison - A garrison upgrade simulates a large gathering of soldiers stationed there in defense. The attacker may not declare this upgrade. All allied players on the defending side gain an additional life. This upgrade may not be declared if the barracks structure is declared. It works the same way as the barracks structure.

Hero - A hero upgrade simulates a powerful creature coming to the aid of the house using this upgrade. Choose one allied player to become any monster listed in this book, up to CL10. That player may participate as that monster for one life. The garb requirement must be fulfilled for the monster chosen.

Sabotage - A sabotage upgrade simulates disrupting the enemy's intelligence. The effected house must separate their force into two equal groups 20' apart.

Monsters & NPCs

Monsters and NPCs (Non-Player Characters) are interchangeable terms to indicate that the thing being portrayed is not a player character. While Legend is always adding new monsters and creating fantastic game characters, this section will only detail the basics portraying a monster, the features of the most encountered monsters, and what is required to play each one.

Playing a Monster during Land Searches/Quests

Frequently, players will be asked to volunteer to portray monsters during land searches and quests. These volunteers are **not required** to wear the listed garb requirements, but should if it is available, especially during quests. Players who volunteer to portray these monsters still gain their regular experience credit, even if they never actually portray their character.

Playing a Monster or Being Summoned

Playing a monster is allowable in almost any scenario. This means that you are foregoing the portrayal of the character you signed in as to play a monster. Monsters may be **disallowed** by the Administration Board or Quest Reeve except for beast shape and polymorph. In order to play a monster, you must meet its **CL (character level) requirement**. That means you must have signed in as a character that has the same level or greater than the listed CL. You must also be wearing the listed garb requirements and be approved for play the Sheriff or their designee.

Take great care in your portrayal and ensure that you are doing your absolute best to look like the monster that you are playing. Look the part!

Monster Abilities & Spells

All monster abilities and spells are done through a recharge, but the recharge for a monster is only a **ten count** instead of a thirty count. Many monster abilities may be used instantly and do not require that they be recharged. Some abilities and spells have **different names and theming** but work the exact same way as others.

Monster Types

Monsters are divided into categories which determine certain aspects about them. Any of these types can be declared as the preferred enemy of a ranger. The types are aberration, animal, aquatic, celestial, demonic, draconic, elemental, fae, humanoid, mythical, and undead. Monsters are given an intelligence level which helps determine how they should interact and roleplay with others.

Monster Types Defined

The monsters each have some unique features which are outlined below.

Aberration - Aberrations are otherworldly and horrifying creatures. They exude an unnatural presence and can be difficult to kill. Aberrations are usually immune to all magic and possess a natural armor that is tough to get through. Aberrations are generally very intelligent.

Animal - Animals are the standard (mostly) creatures that we see in our day to day lives. They include bears, chickens, foxes, lions, and sharks. They also include things like dinosaurs and more fantastical creatures that may not possess inherent magic. Animals cannot speak (except to druids) and are usually unintelligent.

Aquatic - Aquatic creatures are those that live solely or mostly in the water. They always have the aquatic trait and can move freely through water. Aquatic creatures encompass the more fantastic types such as krakens and other sea monsters. They are generally unintelligent.

Celestial - Celestials are those which serve the divine. They are generally either sent by the divine powers (gods & deities) or have lived in the Realm of Legend for countless eons. Celestials can generally fly and have a divine aura of protection and their weapons are imbued with holy energy. Celestials are usually very intelligent.

Demonic - Demonic creatures are the antithesis of celestial creatures. They serve the powers of the underworld and hellfire. They are without fail evil beings and can usually fly and possess some power over fire. Demons run the gamut of mindless to very intelligent.

Elemental - Elementals are the avatars of the elements themselves. They are a reaction of the elemental forces of Legend and the Elemental Lords made manifest. They usually wield their own element and possess immunity against it. Elementals generally have an intelligence between mindless and unintelligent.

Fae - Fae are the mystical creatures which populate the realm of the fairies. Fae is inherently magical and possess a natural affinity for it. Tricksters by nature, the fae are generally very intelligent.

Humanoid - Humanoids are all those creatures which resemble humans. All player races are considered to be humanoid. Humanoids make up the vast majority of intelligent creatures in the Realm of Legend and can be unintelligent or even very intelligent. They are as diverse as the realm is fantastic.

Monster Types Defined Cont.

Mythical- Mythical creatures are those that exist in myth like unicorns, medusas, and even the mighty jabberwocky. Mythical creatures possess a wide variety of features and are almost as varied as humanoids.

Undead - Undead are the unliving remnants of those that have fallen in the Realm of Legend. Generally taking on the appearance of a rotting corpse, **undead are immune to diseases, poisons, and necrotic abilities and spells. They are vulnerable to the holy carrier.** They are generally mindless, but with few exceptions can be very intelligent.

Monster Vulnerabilities

Some monsters are vulnerable to a certain carrier. This means that they treat that carrier as the deadly carrier. Meaning that a creature made of ice that is vulnerable to fire, would treat weapons with the flame carrier as deadly.

Monster Intelligence

Monsters are either mindless, unintelligent, intelligent, or highly intelligent.

List of Monsters

These blocks of information can be printed out for ease of use.

Adventuring Party

Adventuring Party (Humanoid)	CL: N/A
Garb: Garb for a cleric, rogue, warrior, & wizard	
Intelligence: Highly intelligent	
Armor: Per class.	
Shields: Per class.	
Weapons: Per class.	
<ul style="list-style-type: none">• Each member of the adventuring party represents a first level version of the classes listed (one of each), but as NPCs. Races and background skills are allowed at the discretion of the Keeper of the Lands.• Multiple People (4 people are required to play this monster)	

Angel

Angel (Celestial)

CL: 10

Garb: White tunic, wings simulated or attached to garb or halo.

Intelligence: Highly intelligent

Armor: Angels may wear any armor.

Shields: Angels may use any shield.

Weapons: Angels may use any melee weapon and javelins.

- Divine Health
- Flight (May fly for a 60 count and land for a 60 count, immune to melee while flying and ground-based terrain - may only use ranged weapons while flying against players & NPCs on the ground.)
- Holy Weapon (all weapons)
- Aura III
- Turn Undead

Bandit

Bandit (Humanoid)

CL: 1

Garb: Basic garb requirements, anything that makes you look more thuggish.

Intelligence: Intelligent

Armor: The Bandit may wear any armor.

Shields: The Bandit may use any shield.

Weapons: The Bandit may use any weapon.

- Quick Loot

Critter

Critter (Animal)	CL: 1
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Garb: Ears, tail, and garb with tones appropriate to the critter.

Intelligence: Unintelligent (except beast form)

Armor: Critters may not wear armor.

Shields: Critters may not use shields.

Weapons: Critters may use two green weapons (natural)

Critter Qualities - Each critter has a specific quality which makes them well suited to their environment. Choose one quality appropriate to the type of critter you are portraying.

1. Aquatic
2. Flight
3. Poisoned "Death" Weapons (must use two daggers to simulate fangs)
4. Powerful (replace green weapons with one natural red weapon)
5. Terrify (1/bolt)

Demon

Demon (Celestial)	CL: 10
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Garb: Black or Red Tunic, devil wings simulated or attached to garb or fire/satanic symbols.

Intelligence: Highly intelligent

Armor: Demons may wear any armor.

Shields: Demons may use any shield.

Weapons: Demons may use any melee weapon and javelins.

Vulnerability: Holy

- Toughness III
- Divine Health
- Deadly Weapon (one weapon)
- Flight

Dragon, Acid

Dragon, Acid (Draconic)	CL: 8
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Garb: Green tunic, wings simulated or attached to garb or scale patterns

Intelligence: Intelligent

Armor: The acid dragon has AC3 (natural).

Shields: The acid dragon may not use shields.

Weapons: The acid dragon must use two green weapons or one red weapon (natural).

- Acid Bolt (no charge)
- Toughness III
- Flight

Dragon, Elder Red

Dragon, Fire (Draconic)	CL: N/A
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Garb: Red tunic, wings simulated or attached to garb or scale patterns

Intelligence: Intelligent

Armor: The elder red dragon has AC3 (natural).

Shields: The elder red may not use a shield.

Weapons: The elder red dragon must use two green weapons or one red weapon (natural).

- Toughness III
- Fire bolt (no charge)
- Flight
- Huge (May not be grappled, ignore ground-based terrain)
- Massive Power (all attacks deal white damage)

Dragon, Fire

Dragon, Fire (Draconic)	CL: 10
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Garb: Red tunic, wings simulated or attached to garb or scale patterns

Intelligence: Intelligent

Armor: The fire dragon has AC3 (natural).

Shields: The fire dragon may not use a shield.

Weapons: The fire dragon must use two green weapons or one red weapon (natural).

- Toughness III
- Fire bolt (no charge)
- Flight

Dragon, Ice

Dragon, Ice (Draconic)	CL: 7
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Garb: White tunic, wings simulated or attached to garb or scale patterns

Intelligence: Intelligent

Armor: The ice dragon has AC3 (natural).

Shields: The ice dragon may not use a shield.

Weapons: The ice dragon must use two green weapons or one red weapon (natural).

- Toughness III
- Ice Bolt (no charge)
- Flight

Dragon, Lightning

Dragon, Lightning (Draconic)	CL: 9
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Garb: Yellow tunic, wings simulated or attached to garb or scale patterns

Intelligence: Intelligent

Armor: The lightning dragon has AC3 (natural).

Shields: The lightning dragon may not use a shield.

Weapons: The lightning dragon must use two green weapons or one red weapon (natural).

- Toughness III
- Lightning Bolt (no charge)
- Flight

Dryad

Dryad (Fae)	CL: 7
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Garb: Browns and greens as well as leaves, anything to look more treelike

Intelligence: Intelligent

Armor: The dryad has AC3 (natural).

Shields: The dryad may not use a shield.

Weapons: The dryad must use two green weapons or one red weapon (natural).

- Immunity to Control
- Lightning Bolt (1/bolt)
- Resist Magic (limited enchantment)
- Toughness III

Elemental, Air

Elemental, Air (Elemental)	CL: 8
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Garb: Gray and white garb, wispy looking clothing

Intelligence: Mindless

Armor: The air elemental may not wear any armor.

Shields: The air elemental may not use a shield.

Weapons: The air elemental may use any one melee weapon (natural).

Vulnerability: The neutralize elements spell will disperse (return to Valhalla) the elemental.

- Aura I
- Flight
- Immune to Ranged Weapons & Lightning Bolt
- Lightning Bolt (no charge)

Elemental, Earth

Elemental, Earth (Elemental)	CL: 5
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Garb: Gray and brown garb, rocky looking clothing

Intelligence: Mindless.

Armor: The earth elemental may not wear any armor.

Shields: The earth elemental may not use a shield.

Weapons: The earth elemental may use any one melee weapon. (natural)

Vulnerability: The neutralize elements spell will disperse (return to Valhalla) the elemental.

- Aura III
- Acid Bolt (no charge)
- Immune to Acid Bolt

Elemental, Fire

Elemental, Fire (Elemental)	CL: 6
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Garb: Red and orange garb, fiery looking clothing

Intelligence: Mindless.

Armor: The fire elemental may not wear any armor.

Shields: The fire elemental may not use a shield.

Weapons: The fire elemental may use any one melee weapon which gains the fire carrier (natural)

Vulnerability: The neutralize elements spell will disperse (return to Valhalla) the elemental.

- Aura I
- Fire Bolt (no charge)
- Immunity to Flame

Elemental, Water

Elemental, Water (Elemental)	CL: 6
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Garb: Blue garb, watery looking clothing

Intelligence: Mindless.

Armor: The water elemental may not wear any armor.

Shields: The water elemental may not use a shield.

Weapons: The water elemental may use any one melee weapon (natural)

Vulnerability: The neutralize elements spell will disperse (return to Valhalla) the elemental.

- Aura I
- Ice Bolt (no charge)
- Immune to Ice Bolt, Ranged Weapons, Water Terrain Effects

Elf (Monster)

Elf (Humanoid)	CL: 1
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Garb: Pointed ears, woodland garb

Intelligence: Intelligent

Armor: The elf may wear up to AC2.

Shields: The elf may use any shield.

Weapons: The elf may use any weapon but should use a bow.

- Channel Magic

Fairy

Fairy (Fae)	CL: 5
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Garb: Fairy Wings simulated or attached to garb, sparkly clothing

Intelligence: Highly Intelligent

Armor: The fairy may not wear any armor.

Shields: The fairy may not use a shield.

Weapons: The fairy may use daggers only.

- Aura III
- Flight
- Magic Bolt (no charge)
- Resist Magic (personal)
- Stealth Walk
- Teleport

Field Creeper

Field Creeper (Fae)	CL: 3
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Garb: Farmer clothes with straw or vines and green and orange garb.

Intelligence: Mindless

Armor: The field creeper may wear any armor.

Shields: The field creeper may use any shield.

Weapons: The field creeper must wield 2 green or blue melee weapons (natural).

- Entangle with Vines (unlimited bolts)
- Immunity to Subdual

Genie

Genie (Mythical)	CL: N/A
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Garb: Desert looking garb, blue, red, or purple body paint

Intelligence: Highly intelligent

Armor: The genie may not wear armor.

Shields: The genie may not use shields.

Weapons: The genie may use 1 dagger.

- Aura III
- Phenomenal Cosmic Power
- Magical Lamp (once per event)

Ghost

Ghost (Undead)	CL: 8
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Garb: White, translucent clothing, tattered clothing

Intelligence: Intelligent

Armor: The ghost may not wear any armor.

Shields: The ghost may not use a shield.

Weapons: The ghost may use any one melee weapon.

Vulnerability: Holy

- Flight
- Incorporeal (effected only by magic, ignores barriers, terrain, and normal walls)
- Terrify 1/bolt

Giant, Hill

Giant (Mythical)	CL: 10
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Garb: Tattered bits of clothing, ill-fitting garb, anything to make them look bigger

Intelligence: Unintelligent

Armor: The hill giant may not wear armor.

Shields: The hill giant may not use shields.

Weapons: The hill giant may use one red weapon (natural)

- Huge
- Legendary Resistance I
- Massive Power (all attacks deal white damage)
- Toughness III

Giant, Stone

Giant (Mythical)	CL: 10
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Garb: Tattered bits of clothing, ill-fitting garb, anything to make them look bigger

Intelligence: Unintelligent

Armor: The stone giant has AC3 (natural)

Shields: The stone giant may not use shields.

Weapons: The stone giant may use one red weapon (natural), throwing weapons (rocks)

- Huge
- Legendary Resistance I
- Massive Power (all attacks deal white damage)
- Toughness III

Giant Scorpion

Giant Scorpion (Animal)	CL: 3
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Garb: Dark tunic, multiple eyes or legs attached as well as a stinger

Intelligence: Unintelligent

Armor: The giant scorpion may not wear armor.

Shields: The giant scorpion may not use shields.

Weapons: The giant scorpion must use one green (under 4ft) and one weapon (over 4ft) (natural)

- Immune to Poison
- Many Legs
- Poisoned Weapons (all weapons)

Giant Spider

Giant Spider (Animal)	CL: 5
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Garb: Dark tunic, multiple eyes or spider legs simulated or attached

Intelligence: Unintelligent

Armor: The giant spider may not wear armor.

Shields: The giant spider may not use shields.

Weapons: The giant spider must use two small green weapons (less than 4ft).

- Devour
- Immune to Subdual
- Many Legs
- Poisoned Weapons (all weapons)
- Webs (Per Ice Bolt)

Gorgon

Giant Spider (Animal)	CL: 5
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Garb: Steel or gray colored garb, bull-like horns

Intelligence: Unintelligent

Armor: The gorgon has AC3 (natural)

Shields: The gorgon may not use shields.

Weapons: The gorgon must use a red weapon (natural)

- Sunder (no recharge)
- Stun (1/bolt)

Great Cat

Great Cat (Animal)	CL: 3
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Garb: Cat ears, tail, and furs and fur garb.

Intelligence: Unintelligent

Armor: The great cat may not wear armor.

Shields: The great cat may not use shields.

Weapons: The great cat must use 2 green weapons (under 4ft) (natural)

- Devour
- Pounce (per stunning touch)

Harpies

Great Cat (Animal)	CL: 3
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Garb: Feathered wings, cape or tunic

Intelligence: Intelligent

Armor: The harpy has AC1 (natural)

Shields: The harpy may not use shields.

Weapons: The harpy must use two green weapons (under 4ft) (natural)

- Flight
- Poisoned Weapons (all weapons)

Jabberwocky

Jabberwocky (Mythical)	CL: N/A
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Garb: Scaled tunics and anything to make you look fierce

Intelligence: Intelligent

Armor: The jabberwocky may not wear armor.

Shields: The jabberwocky may not use shields.

Weapons: One player must wield two short green weapons (less than 4ft) and one player must wield a red weapon.

- Immunity to Everything (except the vorpal sword)
- Multiple People (two people play the jabberwocky and must be within 10ft of each other at all times.)
- Natural Armor 3

Kraken

Kraken (Aquatic)	CL: N/A
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Garb: Tan or mottled colored tunics

Intelligence: Unintelligent

Armor: AC3 Natural Armor

Shields: The kraken may not use shields.

Weapons: Each player should use a red weapon.

- Aquatic (Required to be in Water)
- Chomp (only one player may use this ability)
- Immune to Water Terrain Effects
- Multiple People (3-5 people within 10ft of each other)

Lich

Lich (Undead)

CL: 8

Garb: Skeleton mask or bony appearance, torn and tattered robes

Intelligence: Highly Intelligent

Armor: The lich may not wear any armor.

Shields: The lich may not use a shield.

Weapons: The lich may use any one melee weapon.

Vulnerability: Holy

- Aura III
- Phylactery
- Raise Dead
- Wounding

Lizardkin

Lizardkin (Humanoid)

CL: 1

Garb: Green scales and body paint, lizard like tail.

Intelligence: Intelligent

Armor: The lizardkin may wear any armor.

Shields: The lizardkin may use any shield.

Weapons: The lizardkin may use any weapon.

- Tail Weapon

Medusa

Medusa/Gorgon (Mythical)	CL: 7
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Garb: Snake head dress, snake emblems or scaled tunic

Intelligence: Intelligent

Armor: The medusa may wear any armor.

Shields: The medusa may use any shield.

Weapons: The medusa may use any weapon but should use a bow if able.

- Petrify
- Stun
- Stunning Arrow (The medusa may have any number of these projectiles.)

Mindless Aberration

Mindless Aberration (Aberration)	CL: 8
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Garb: Multiple eyes, gooey looking garb or body paint, tentacles

Intelligence: Mindless

Armor: The mindless aberration may not wear any armor.

Shields: The mindless aberration may use any shield.

Weapons: The mindless aberration may use any green, blue, and red weapons.

- Immunity to Magic
- Toughness III
- Natural Weapons (all weapons)

Mummy

Mummy (Undead)

CL: 8

Garb: Bandage wraps, ancient style garb

Intelligence: Intelligent

Armor: The mummy may wear any armor.

Shields: The mummy may use any shield.

Weapons: The mummy may use any weapon.

- Terrify
- Toughness III
- Undead
- Wounding 1/bolt

Ooze

Ooze (Mythical)

CL: 5

Garb: Gray, white, and translucent garb

Intelligence: Unintelligent

Armor: The ooze may wear any armor.

Shields: The ooze may use any shield.

Weapons: The ooze may use any weapons.

Vulnerability: Flame

- Acid Bolt
- Devour
- Immune to non-magical weapons
- Stealth Walk
- Stunning Touch

Orc

Orc (Humanoid)	CL: 1
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Garb: Green body paint and tusks

Intelligence: Intelligent

Armor: The orc may wear any armor.

Shields: The orc may use any shield.

Weapons: The orc may use any weapons.

- Orc Fury (Per smite)

Orc Mage

Orc (Humanoid)	CL: 3
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Garb: Green body paint and tusks as well as robes or a cape

Intelligence: Intelligent

Armor: The orc mage may not wear armor.

Shields: The orc mage may not use a shield.

Weapons: The orc mage may use any weapons.

- Orc Fury (Per smite)
- Cantrips (may cast all cantrips)
- Magic Bolt

Owlbear

Owlbear (Mythical)	CL: 6
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Garb: Feathered brown tunic, owl markings

Intelligence: Unintelligent

Armor: The owlbear may not wear any armor.

Shields: The owlbear may not use a shield.

Weapons: The owlbear must use two short green weapons (less than 4ft long) (natural)

- Bust Out
- Toughness III
- Sunder

Roc

Roc (Animal)	CL: 4
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Garb: Feathered wings and beak, anything to make you look bird like.

Intelligence: Unintelligent

Armor: The roc has AC3 (natural)

Shields: The roc may not use a shield.

Weapons: The roc may use two green weapons (natural)

- Otherworldly Gate (simulates flying)
- Flight

Rust Monster

Rust Monster (Mythical)

CL: 4

Garb: Rough texture garb or antenna, anything to make you look more bug like

Intelligence: Unintelligent

Armor: The rust monster may not wear any armor.

Shields: The rust monster may not use a shield.

Weapons: The rust monster must use two short green weapons (less than 4ft long) (natural)

- Many Legs
- Toughness II
- Warp (No Charge)

Troglodyte

Troglodyte (Fae)

CL: 2

Garb: Tusks, tattered clothing, anything to make you look bigger

Intelligence: Intelligent

Armor: The troglodyte may wear any armor.

Shields: The troglodyte may use any shield.

Weapons: The troglodyte may use any weapon.

- Aquatic
- Immune to disease and poison

Troll

Troll (Mythical)	CL: 6
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Garb: Tusks, tattered clothing, anything to make you look bigger

Intelligence: Intelligent

Armor: The troll may wear any armor.

Shields: The troll may use any shield.

Weapons: The troll may use any weapon but should use a red weapon if able.

Vulnerability: Flame

- Regenerating

Were-Beast

Were-Beast (Mythical)	CL: 8
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Garb: Furred tunic (or paw print headband if played by a druid.)

Intelligence: Intelligent

Armor: The were-beast may not wear armor.

Shields: The were-beast may not use shields.

Weapons: The were-beast must use two short green weapons (less than 4ft long)
(natural)

Vulnerability: Silver (will ignore toughness)

- Climb Walls
- Limited Communication (Were-Beasts may only communicate with beast-tongue)
- Toughness III
- Sunder
- Tracking

Will-O'-Wisp

Were-Beast (Mythical)	CL: 8
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Garb: Furred tunic (or paw print headband if played by a druid.)

Intelligence: Intelligent

Armor: The were-beast may not wear armor.

Shields: The were-beast may not use shields.

Weapons: The were-beast must use two short green weapons (less than 4ft long)

Vulnerability: Silver

- Flight
- Resist Magic (personal)
- Incorporeal
- Steal Vigor

Wyvern

Wyvern (Mythical)	CL: 4
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Garb: Green scaly makeup, wings attached to the arms

Intelligence: Unintelligent

Armor: The wyvern has AC3 (natural)

Shields: The wyvern may not use shields.

Weapons: The wyvern must use two green weapons or one red weapon (natural).

- Flight
- Toughness III

Zombie

Zombie (Undead)

CL: 3

Garb: Undead make-up, tattered clothing

Intelligence: Mindless

Armor: The zombie may wear any armor.

Shields: The zombie may use any shield.

Weapons: The zombie may use any melee weapon.

Vulnerability: Holy

- Plague
- Weak

Noble Houses of the Realm

Noble houses are the backbone of Legend. They are your team affiliation and your in-character home. Becoming a member of a noble house is one of the most important things you will ever do in Legend. Each house may have different rules on how to join and those are decided by the house lord. The obvious objective of Legend is for your noble house to control the Realm of Legend. Noble houses of the realm make up the bulk of the factions and are the only group permitted to participate in land actions. Noble houses are also granted one house noble which will serve as the leader and as a member of the **House of Lords**. The rules below outline the requirements of becoming and maintaining a noble house within Legend.

Founding a Noble House

1. A new house must have a **name, motto, 2-colors, a 1-page background** detailing the origins, history, and culture of the house and a symbol distinct from others already participating in Legend.
2. A new house requires 5 members in attendance the day of its founding. These members must be wearing garb/belt favors with the symbol and colors of the house on their person.
3. A new house requires 1 member to serve as its house noble (**landed noble**). This player must have been a member of Legend for at least one year or have attained a permanent title of Nobility. A player who has a character that is a landed noble may not have characters in any other noble house.
4. A new house must have a flag at least 2'x2' with the colors and symbol displayed at the event.
5. A new house must declare its intent to found to the House of Lords or the Sheriff if the House of Lords is unavailable with all the listed requirements.
6. Staking a claim is the final piece for establishing a noble house. The prospective house must successfully complete a search wilderness action in order to officially become a noble house.

Maintaining a Noble House

1. Once a house has been founded it will **never go defunct** unless the house noble declares it to the House of Lords and no other member of that house wishes to be the noble. To change a house's noble, it requires a vote of the house of lords.
2. Players must indicate to the Secretary if they are participating with your house each event as well as meeting the garb requirements.
3. A noble house must indicate to the Keeper of Lands which members will serve as liaisons to him as well as maintain their land records and actions.
4. A noble house which does not have their flag present and displayed at an event may not participate in land actions (except defensively) and may not vote at the House of Lords unless they have the flag, and 3 members present. In addition, a player who is not playing their house noble character, may not vote at the House of Lords.
5. A noble house is considered active as long as it has maintained their house for at least one event in a calendar year. Otherwise, it will be listed as inactive.

House Income

The Noble Houses generate an amount of income for each equinox the same as individual players. The accounts are managed by the sheriff, the shop, and their designees - like a bookkeeper. The noble houses may spend their money as they see fit, but the landed noble has the final say as the rules view it. The landed noble may appoint up to two additional members who may access the account.

Gain if...	Income
Landed Noble is a High Lord	100gp (Archduke, Grand Duke, Prince, or Duke)
Per 10 members at Equinox	100gp
Each point of land	15gp per point land

Guilds

Although Legend has several official guilds, players may create their own guilds which may exist outside of the noble house's purview. Guilds require a guild leader and 3 members, a symbol, a flag, and a one-page story about the guild. They must submit the guild to the secretary to inform the secretary they are forming. The flag must be present at each event and each present member must be wearing a belt flag or more to indicate their membership for the guild to be considered present at the event.

Nobility

Nobility are ranks achieved by characters. Some nobles are called **landed nobles** (those that are house nobles) and some are called **nobles-by-virtue**. Noble characters are permitted to style themselves with their title or variant and can petition for elevations as well as attend House of Lords meetings.

Becoming a Noble

1. The primary way of becoming a noble is to found a noble house. Once founded, the designated player is granted the title of Lord/Lady. Landed nobles are the only nobles permitted veto power at the House of Lords.
2. The secondary way of becoming a Noble is to be granted to title by the House of Lords for virtue and service or in character contributions. The House of Lords can grant letters patent making the character a noble by a majority vote or reception of the **Most Noble Order of the Golden Leaf**.
3. The third and final way of becoming a Noble is to be appointed to the **Royal Court** by the Monarch. Titles held this way are only held for the duration of the Monarchs reign or permittance of the title.

Ranks of Nobility in Legend

There are several ranks of nobility and players can attempt to **gain higher titles** through several means.

- A player may request to be elevated by the **Monarch** in the presence of the court. If the Monarch agrees, then the player is elevated at the next Equinox or Solstice.
- A player may petition the House of Lords as a whole (Landed & By-Virtue Nobles, but not Royal Court) to be elevated in title. If a majority of the nobles agree, they will be elevated at the next Equinox or Solstice. It is important to note that only those with noble rank equal or greater than the title being pursued are permitted to vote on elevation. (I.e., If a player is petitioning for Duke, only those of the rank Duke or higher may vote.
- The final option is to demand a **Trial-by-Combat**. This is an option for existing nobles. Generally, the petitioning player will fight the **Realm's Champion** and if victorious, be elevated to the next rank. Players may always name their own Champion. The Monarch or ranking Noble will have final say over the specifics of a Trial-by-Combat, but it should be fair and consistent.

No player may increase title more than once in 6 months by any means. Exceptions are granted for the titles Archduke, Grand Duke, and Royal Court titles. Nobles who are noble only due to their service in the Royal Court are not permitted to receive permanent elevation from the Monarch.

The Ranks

A noble character may only increase in rank twice a year and may choose a title which is equivalent to the one they have earned.

Lord	Baron	Count	Duke	Prince	Grand Duke *	Archduke *
Lady	Baroness	Countess	Duchess	Princess	Grand Duchess *	Archduchess *

*Grand Duke/Grand Duchess is awarded by the Monarch on the recommendation of the House of Lords to a member with 10 continuous and positive years of membership within the club. Archduke/Archduchess is a title automatically granted to a Monarch whose reign lasted at least one calendar year.

The ranks of Duke and above are considered to be the High Nobles.

Elevation in Rank as voted by the House of Lords

If a character would petition for an increase in rank directly from the House of Lords, they must have the requisite number of crown merits or a nomination from a High Noble. A high noble may only give one nomination for an increase in rank per equinox and solstice. Crown merits should be presented to the House of Lords upon the request for elevation. If an elevation is granted by the House of Lords, the crown merits used to increase in rank are discounted from further consideration for elevation.

Noble Rank	Required Merits	Nomination
Lord	5	High Noble
Baron	10	
Count	15	
Duke	20	
Prince	25	

The Noble Condition

While totally done for roleplay purposes, the following information can be used to flesh out your character should they have a noble title. These are the general statistics given within the Realm of Legend for the purposes of lore and roleplaying. It is possible for a character to have much more than is listed and indeed this only applies to Nobles-by-Virtue. Landed nobles have so much more. It can be assumed that Knights of the Realm and Class Masters live at least as comfortably as lords.

Title	Term of Address	Lands	Fortification	Peasantry
Lord	My Lord/Lady	100 acres	Motte & Bailey	100 Peasants
Baron	My Lord/Lady	200 acres	Stone Keep	500 Peasants
Count	My Lord/Lady	1000 acres	Concentric Castle	1000 Peasants
Duke	Your Grace	1500 acres	Concentric Castle	5000 Peasants
Prince	Your Highness	2000 acres	Palatial Castle	5000 Peasants
Grand Duke	Your Highness	2500 acres	Palatial Castle	5000 Peasants
Archduke	Your Highness	3000 acres	Palatial Castle	5000 Peasants

The Noble Accoutrement

Nobles, like Knights, have items that are reserved for their use only within the garb rules. The rules below are generalities and do not strictly apply as rules but are for use within the realm. Above all, a circlet of any variety is reserved for those characters with noble rank.

- The Headpiece refers to a circlet, coronet, or crown. Remember that only the Monarch and Archdukes may wear a crown. As well golden laurels are reserved for those with membership in the Most Noble Order of the Golden Leaf.
- Ornammentation refers to the charms, devices, adornments, or peaks on a circlet, coronet, or crown.
- Courtly Sash refers to the sash that may be worn over the right shoulder by Nobles during court.

Title	Headpiece	Ornammentation	Courtly Sash
Lord	Silver Circlet	Up to 1	Green & Gray
Baron	Golden Circlet	Up to 3	Green & Gray
Count	Golden Circlet	Up to 4	Green & Gray
Duke	Golden Circlet	Up to 5	Blue & White
Prince	Golden Circlet	3 Peaks	Blue & White
Grand Duke	Golden Circlet	4 Peaks	Blue & White
Archduke	Crown	5+ Peaks	Blue & White

The Monarch

The Monarch is the King/Queen/Emperor/etc. of the Realm of Legend. They are the **leader** of the House of Lords and can break ties. They are only granted veto power if they are also a landed noble. Any noble can become the Monarch by agreement of the House of Lords or winning a crown war. The Monarch appoints all members of the Royal Court, approves/disapproves of all noble orders and knighthoods to be bestowed, and is entitled to wear the **Crown of Hera**.

There may only be a Monarch if there are **three or more active houses** within the last calendar year. This does not preclude a current Monarch from maintaining their crown.

The Royal Guard

The Royal Guard, also commonly called the Monarch's Guard, are characters that have been appointed by the Monarch to be their protectors. The Monarch may appoint up to seven Royal Guards from the characters of the Realm. A player could conceivably have two or more their characters as Royal Guards. The Royal Guard must wear the symbol the Monarch to be counted as members. The Royal Guard may accompany the Monarch on any land action in which they are participating, regardless of general restrictions, provided that they are all wearing the symbol of the Royal Guard, chosen by the Monarch. It must be obvious.

The Royal Court

The Royal Court is a group of people assembled by the Monarch to serve in various positions, honorary or otherwise in character. The Monarch has full discretion to create and dissolve positions, assign "authority" to them, and give them titles for as long as they reign. This includes the bestowal of title of nobility of any rank. **This is different than the Monarch raising an existing noble by one rank.** Commonly appointed positions are a steward/hand of the king, herald, generals, and officials. When a new monarch is appointed, the old court is dissolved.

Becoming Monarch

Any noble can become the Monarch by simply declaring as such, provided six months has passed since the last Monarch came to power. If all the other nobles, and the Monarch agree - then that Noble becomes the Monarch. If they do not agree, far more likely, then a **Crown War** must take place.

Crown Taxes

Death and taxes are as certain in the Realm of Legend as they are anywhere else. Generally, taxes levied by individual houses or nobles cannot be enforced, except by blade point. The monarch is different. Each equinox they may tax up to half the generated income (rounded down) of a noble house which is instantly transferred to the ruling house's account. If the monarch is not a member of a noble house, the income is transferred to a generic crown account accessible by the monarch and their designee(s). The taxes must be announced via proclamation to the realm.

Crown War

Once a Crown War has been called by a noble in whatever fashion they wish to call it, a date will be set by the House of Lords and Administration Board to have the Crown War. The date should be as soon as possible. All players, nobles, and non-nobles may participate in the crown war.

The Crown War will be fought in one fight with no additional respawns. This does not include resurrection or abilities that grant additional lives. The last player standing, or the last unopposed player becomes the new Monarch. An official coronation should be planned and held by the club. The new Monarch is afforded six months of immunity, before the next war can be called.

It is common for visitors or non-regular players to attend a crown war. While they are welcome to participate, they must adhere to all new and returning player requirements and restrictions, regardless of experience outside of Legend.

Knighthood

Knighthood is a staple of the medieval fantasy genre. There are two primary orders of knighthood in Legend. The first and most prestigious is the Knight of the Realm, followed by the Knight Bachelor. Knighthood is a reserved rank and not everyone can call themselves a knight. Certain titles and symbols are also reserved for knights of either order. There are also House Knights which is an informal title, stylized by each noble house upon qualified and worthy members.

Knights of the Realm (Higher Order)

Knights of the Realm are the higher order of knighthood and hold the most prestige. They have met strict requirements and been approved for this rank by the peerage and the Monarch.

1. Knights of the Realm must be of the rank of Knight Bachelor for six months to a year before being promoted to Knight of the Realm.
2. Knights of the Realm must be approved for promotion by the Circle of Knights and the Monarch before being dubbed a Knight.
3. Knights of the Realm are entitled to use the **Sir/Dame title, wear a white belt, spurs (during non-combat events), and an unadorned chain.** An unadorned chain is one that is worn around the neck or arms and has no charms.
4. Knights of the Realm are made full members of the Circle of Knights and are granted all voting power and additional duties of a Knight of the Realm.

Knights Bachelor (Lower Order)

Knight Bachelors are the lower order of knighthood. They are on their way to becoming Knights of the Realm and have entered a period of probation, before taking the mantle of Knight of the Realm.

1. A Knight Bachelor must have mastery in a **noble order.**
2. They must have served as a **squire** for at least one year (generally 3-4 years) or have attained **class masterhood.** Commoners with at least 45 credits are also eligible.
3. A Knight Bachelor must be approved for promotion by the Circle of Knights or the Monarch before being dubbed a Knight Bachelor.
4. Knight Bachelors are entitled to use the **Master/Mistress title and wear a red sash or belt trimmed in gold.**

House Knights (Housecarl)

House Knights are a rank and title held by members within a noble house. They are not necessarily knights in the strictest sense but may be stylized that way. Unlike the higher and lower order knights, house knights serve as housecarls or the top defenders of a house. House Knights are made by their house lord and once the title is given it may not be taken away. If a House Knight rises to the rank of Knight Bachelor, they must forsake their House Knight title.

1. A House Knight must have masterhood in the **noble order of the stag**.
2. A House Knight must be made/elevated by their house lord.
3. House Knights are entitled to use the **Master/Mistress title or another stylized title and wear a red sash or belt trimmed in silver**.

Squires & Pages (Men-at-Arms)

Squires and pages are the vassals to a knight. More commonly, they serve as apprentices and men-at-arms to the knight and in exchange they are trained for knighthood. The eventual goal of all squires and pages is that they will be elevated to the status of knight.

1. Only a Knight of the Realm may make someone a Squire. Squires are entitled to wear a red belt as a symbol of their station.
2. A Knight of the Realm, Knight Bachelor, and Squire may take a page. Pages are entitled to wear a yellow belt as a symbol of their station.

The Circle of Knights (Peerage)

The circle of knights is the governing body of the higher and lower orders of knighthood. Members of this prestigious circle are referred to as peers. All Knights of the Realm and Knights Bachelor are members of the circle of knights, but only Knights of the Realm may vote. The monarch is also a de-facto member of the circle and may attend and vote at all meetings. They will receive two votes if they are also a Knight of the Realm but may only use their second vote if there is a tie.

1. The circle of knights must choose a speaker to call and chair each of its meetings. The speaker may be of either order. The speaker serves for one year.
2. The circle may bestow the title of Knight of the Realm on qualified members when there is no monarch or upon the monarch. They may also elevate qualified and worthy players to the rank of Knight Bachelor.
3. The circle of knights has other rules that are detailed in the bylaws.

Class Masterhood

The pinnacle of what a player may achieve in the portrayal of their class is masterhood. Masters are those that have become an expert in every facet of their class and can pass on their knowledge to others. In game, they should be revered as some of the most powerful characters in the Realm, but outside the game they should be observed as veteran players who can help teach others.

Requirements for Class Masterhood

1. Players who receive class masterhood may take the title "**Master *class***" and wear a green belt/sash with or without gray trim and or a green belt favor with gray trim with their masterhood title written on it.
2. Players who receive class masterhood may take **apprentices** who may style themselves as "Apprentice *Class*" and may wear a green belt favor with white trim with apprentice written on it.
3. Players who receive class masterhood may choose to take on the role of a **prestige class**.
4. Each of a player's characters may receive masterhood, but they must meet the requirements for each as set by the rules and the **masters' council**.

Masters' Council

The master's council is made up of all active players who have at least one character with the masterhood title. They are responsible for bestowing the title of class masterhood upon worthy petitioners and must maintain and grant the title per these rules and any other reasonable stipulations they create. The masters' council will choose **Speaker of the Council** from their ranks to lead the discussions of the group.

1. The masters' council may only convene before the equinox and solstice events. They should endeavor to meet at the event just prior to the equinox and solstice or as close as is feasible.
2. Players wishing to be granted the title of class master must **be level 10 and have had at least six months of experience at that level**. They must come to the meeting of the masters' council and petition to be granted the title. The council may then ask questions before calling a vote.
3. The master title will then be awarded at the equinox or solstice event. If denied, they may petition again at the next meeting of the masters' council.

Noble Orders & Honors

The Noble Orders are prestigious awards that are granted to one player each fall and spring equinox for accomplishments in varying capacities. Membership in these orders can be applied to one character or all characters that a player possesses. Crown merits are similar but confer nothing more than recognition for an accomplishment. Crown merits may be given by a noble as long as the recommended nominator has nominated them for the crown merit.

Granting the Normal Orders & The List of Orders

Each fall and spring equinox the orders should be bestowed on a worthy player. In the events leading up to the equinox event, members of the House of Lords (Landed & by virtue) will vote on which players will receive them. Nominations should be made by the members of the orders prior to the voting. The Monarch may choose to decline the bestowal of an order. If there is no monarch, the orders are approved by the House of Lords. Great care should be taken to ensure that the orders are never given for simple accomplishments and new inductees should raise the bar, not meet it. No player may receive the same order within six months.

Noble Order	Suggested Achievements/Criteria	Nominated By
Boar	<ul style="list-style-type: none"> • Various donations to the club that provide exceptionally to the ambience, community, and fun of events. • Cooking or providing another tedious volunteer service at events. • Manufacturing of loaner or free equipment for new and old players alike. 	House of Lords & Order of the Boar
Crown	<ul style="list-style-type: none"> • Exceptional service, attitude, or role-play as a Noble or Knight • Assisting/fulfilling duties voluntarily as a Noble or Knight 	House of Lords & Order of the Crown
Dragon	<ul style="list-style-type: none"> • Winning the Dragon Tournament (min 8 competitors) 	Given to the winner of the Dragon Tournament.

The List of Orders Cont.

Noble Order	Suggested Achievements/Criteria	Nominated By
Griffon	<ul style="list-style-type: none"> • Unmatched and unquestionable honor on the battlefield • Excellent spirit of play fostering good vibes within the community. • Respect of veterans and new players alike as presenting a great image for Legend 	House of Lords & Order of the Griffon
Hawk	<ul style="list-style-type: none"> • Winning the Equinox Ranged tournament (Min 4 competitors) 	Given to the winner of the Hawk Tournament.
Lion	<ul style="list-style-type: none"> • Exceptional service through leadership in Legend as an elected member of the Administration Board, Appointee, Marshal, or Reeve • Good relations with the community and exceptional problem-solving ability • Timeliness in responsibilities 	House of Lords & Order of the Lion
Mask	<ul style="list-style-type: none"> • Roleplay far and beyond the commonly accepted level at Legend • A commitment to character personality, garb, and accent • A costume far beyond the commonly accepted level at Legend 	House of Lords & Order of the Mask
Orb	<ul style="list-style-type: none"> • Exceptional use of background skills, racial abilities, and class abilities • Turning the tide of quests and battle games via class portrayal 	House of Lords & Order of the Orb

Rose	<ul style="list-style-type: none"> • Service to the game for love of the game • Passion for Legend in all actions big and small • Friendliness and a jovial nature which uplifts others 	House of Lords & Order of the Rose
Scale	<ul style="list-style-type: none"> • Exceptional service as a Reeve. • Fair minded and balanced execution and governing of rules. • Ability to think creatively and reward players for excellence. 	House of Lords & Order of the Scale
Stag	<ul style="list-style-type: none"> • Service to a player's noble house far and beyond the common level within the house 	House Noble (Each Noble House chooses one inductee)
Sphinx	<ul style="list-style-type: none"> • Excellence in the creation of battle games and quests. • Creating a series of ongoing narratives or providing situations in which they can occur. 	House of Lords & Order of the Sphinx
Unicorn	<ul style="list-style-type: none"> • Winning the Arts & Sciences Showcase "best in show" or other method determined by the Arts & Sciences Guild Master and the Order of the Unicorn. 	Given to the winner of the Arts & Sciences Showcase upon recommendation of the Order of the Unicorn.

The Most Noble Order of the Golden Leaf

Noble Order	Suggested Achievements/Criteria	Given By
The Most Noble Order of the Golden Leaf	<ul style="list-style-type: none"> • Being a pillar of the Legend community, respected by the game and having provided countless services to the club. • Creating an aspect of Legend which changed the game for the better and did not previously exist. 	The Monarch upon consultation of the members of the Most Noble Order of the Golden Leaf

Order Masterhood

Any player who would be inducted into the same order twice is entitled to be called a **Master of the Noble Order of _____** and adorn their symbol (commonly a belt flag or favor) with a white star. Each subsequent induction adds an additional white star. Masterhood in an order is also an eligibility requirement for the rank of Knight Bachelor. The **Order of the Stag** does not count toward the requirements for Knight Bachelor but does count toward House Knight. Members of the **Most Noble Order of the Golden Leaf** immediately become a noble-by-virtue with the rank of Lord if they are not already a noble. They also immediately qualify for Knight Bachelor as you cannot achieve mastery in the Most Noble Order of the Golden Leaf.

Reserved Symbols of the Orders

Each noble order has a symbol and color that is reserved for that specific order. Only members of that order may wear that symbol and color in combination.

Order	Symbol and Field
Boar	White Boars Head on a Brown Field
Crown	Gold Crown on a Black Field
Dragon	White Dragon on a Green Field
Griffon	White Griffon on a Blue Field
Hawk	White Hawk on an Orange Field
Lion	White Lion on a Red Field

Mask	White Mask on a Purple Field
Orb	White Orb on a Gray Field
Rose	White Rose on a Pink Field
Scale	White Scale on a Yellow Field
Stag	White Stag on House Colors
Sphinx	White Sphinx on a Tan Field
Unicorn	White Unicorn on a Light Blue Field

Reserved Symbols for the Most Noble Order of the Golden Leaf

Order	Symbol and Field
Golden Leaf	Gold Laurels on a White Field
Other Reserved Symbol	
<p>The use of golden leaves or laurels of any variety is completely restricted to members of the Most Noble Order of the Golden Leaf and may not be worn by any other players to include NPCs. This symbol may only ever be worn by members of the prestigious order.</p>	

Granting Crown Merits (Noble Honors)

Crown Merits are given to players who have achieved some accomplishment and deserve recognition for doing so. Usually this means they have participated in an arts & sciences showcase or have improved their fighting. A crown merit may be given by any noble, provided the appropriate nominator has approved it. The monarch does not require a nominator and may give them freely. Honors may be attributed to one of a player's characters or all of them - players choice. When giving a crown merit, the recipient should receive a scroll or certificate indicating their accomplishment.

List of Crown merits

Crown merit	Suggested Achievements/Criteria	Nominator
Anvil	<ul style="list-style-type: none"> • Exceptionalism in the creation of arms and armor, whether historical or fantastic. Real or field use. • Creation of other items via a forge or method of working earthen materials into a historical or fantastic design. 	Order of the Unicorn & automatically given to those who enter A&S in this category
Barrell	<ul style="list-style-type: none"> • Exceptionalism in the creation of brews or spirits. • Providing a lesson on the purpose and role of alcohol in the historical setting. 	Order of the Unicorn & automatically given to those who enter A&S in this category
Brush	<ul style="list-style-type: none"> • Exceptionalism in 2D art • Digital or hand done with various mediums 	Order of the Unicorn & automatically given to those who enter A&S in this category
Butterfly	<ul style="list-style-type: none"> • Granted by the Monarch to the children of members. 	Any Player
Chisel	<ul style="list-style-type: none"> • Exceptionalism in 3D art • Digital or hand done with various mediums. 	Order of the Unicorn & automatically given to those who enter A&S in this category
Cross	<ul style="list-style-type: none"> • Exceptional Service on the Safety Team of Legend. • Providing exceptional emergency assistance to a player whether medical or general safety and security. 	Safety Team
Duck	<ul style="list-style-type: none"> • Exceptionalism in service to the club while serving in any official position. • Providing stand in aid for an absent official. 	Administration Board

Drum	<ul style="list-style-type: none"> • Exceptionalism in battlefield tactics or command. • Exceptionalism in heralding. 	Order of the Dragon, Griffon, or Hawk
Fish	<ul style="list-style-type: none"> • Exceptionalism in the creation of food or nonalcoholic consumables. • Exceptionalism in preparing and serving a feast to the Realm as a whole. 	Order of the Boar, Order of the Unicorn & automatically given to those who enter A&S in this category
Harp	<ul style="list-style-type: none"> • Exceptionalism in the performance of music via instrument or voice. 	Order of the Unicorn & automatically given to those who enter A&S in this category
Jaguar	<ul style="list-style-type: none"> • Exceptionalism in the improvement of combat ability or prowess. • Exceptionalism in the teaching of combat and fair play. 	Order of the Dragon, Griffon, or Hawk
Mockingbird	<ul style="list-style-type: none"> • Exceptionalism in the portrayal of a monster or fantasy race. 	Order of the Mask
Owl	<ul style="list-style-type: none"> • Exceptionalism in building & construction. Specifically, items or structures made of wood or other building materials. 	Administration Board
Peacock	<ul style="list-style-type: none"> • Exceptionalism in promoting the Legend image through social media and/or photography. 	Any Noble
Penguin	<ul style="list-style-type: none"> • Granted by the Monarch only for general service to the club or Realm 	Any Player
Needle	<ul style="list-style-type: none"> • Exceptionalism in the construction or creation of garb and costume. • Providing a lesson on garb in the historical context. 	Order of the Unicorn & automatically given to those who enter A&S in this category

Quill	<ul style="list-style-type: none"> • Exceptionalism in the creation of written works to include short stories, poetry, spell incantations, etc. as long as it pertains to the fantasy or historical setting. • Creating rules for a game or adventure. 	Order of the Unicorn & automatically given to those who enter A&S in this category
Rabbit	<ul style="list-style-type: none"> • Recruiting/inviting any player who achieves at least level two. • Recruiting five or more players who attend a standard event. 	Any Noble
Sand	<ul style="list-style-type: none"> • Exceptionalism in the creation of battle games or reeving. 	Order of the Sphinx
Scorpion	<ul style="list-style-type: none"> • Successfully killing a player with the use of a poisoned food/drink. • Successful repeated killings of players via the effect of a poisoned weapon. 	Any Master Rogue
Wolf	<ul style="list-style-type: none"> • Exceptionalism in becoming a well-rounded, fair, and fun player within your first year, showing vast improvement over the course of that year. Only awarded in a player's first year. 	Order of the Stag
Silver Wyvern	<ul style="list-style-type: none"> • The Silver Wyvern is a category in the Dragon Tournament open only to players with less than a year of experience - the House of Lords may make exceptions for relatively new players. (Min 8 combatants). • The Golden Wyvern is a variant awarded to any player who participates in three or more Silver Wyvern tournaments or wins two. 	Given to the winner of the Silver Wyvern Tournament

The Equinox Events

Each spring and fall equinox Legend will host a special event. During this event, which must coincide with a quarterly Althing, tournaments will occur, and court will be held. During court, all noble orders will be awarded, and any titles or knighthoods granted. The following events must occur: the order of the dragon tournament, the silver wyvern tournament, the order of the hawk tournament, and the unicorn A&S showcase. The order of the dragon tournament must be held if at least 8 players are entering. The last winner of the tournament will run the event with the sheriff. The order of the hawk tournament must be held if at least 4 players are entering. The silver wyvern tournament must be held and is only open to players with less than a year of experience. The arts & sciences showcase must also be held and run by the Arts & Sciences Guild Master and the Order of the Unicorn.

The Solstice Events & Winter Feast

Similarly, to the Equinoxes, each Solstice (Winter & Summer) there will be a special event. These do not need to coincide with Althing events but should be if they are able to be held together. During Solstice events there are no noble orders given out, but titles, knighthoods, honors, and other honorifics may be awarded. Court should be held by the Monarch during these events.

In the wintertime, usually the last event of December, there should be a feast held. This should be an indoor event focusing on courtly behavior and consuming delicious food.

The Champion of the Realm Tournament

During the Summer Solstice there should be a character tournament held. This is a tournament in which each member will portray one of their characters with all their levels and accoutrement. The winner will be named Realm Champion for the next year. The House of Lords is responsible for facilitating this tournament. Generally, this tournament will be conducted as a grand melee.

The Realm Champion:

- The Realm Champion should be provided with a belt favor or tunic indicating their victory.
- The Realm Champion should serve as the Crown's Champion during all trials by combat.
- The Realm Champion gains the title artifact of the same name while they are Realm Champion.

Weapons & Construction

Legend endeavors to allow creative construction of safe foam weapons, but some basic requirements must be met by all weapons for not only safety purposes, but for uniformity of design. Below are basic guidelines for constructing the various battle equipment in Legend. Weapons must be covered with cloth and marked with appropriate color tape for the color of damage they deal. The Sheriff or their designee will have full discretion in regard to whether a weapon is legal and within specifications for use. A player can always request a second opinion from other qualified individuals.

Weapon Anatomy

Weapons have an anatomy (structure) that is divided into six different areas. Those areas are listed and described below.

Striking Portion - This refers to a portion of the weapon that is used to strike your opponent. It must have at least a 2.0" cross section from edge to edge and must not protrude more than 1.5" through any 2.0" ring. Striking surfaces require 1" of foam over the weapon core. Weapons that may only be used to stab, with an exception for arrows and bolts, must still have 6" of padding on any stabbing end for safety. Only a staff may have a striking portion on both ends.

Non-Striking Portion - This refers to the unpadded portion of the weapon, which is generally the handle, but could be the shaft of a weapon for polearms and other long weapons. Weapons that have a small striking portion may be required to have courtesy padding.

Padding - Padding is the foam that is used to keep the weapon cores from causing injury. The padding is what gives the weapon its shape. You should not be able to feel the core of a weapon through the padding. Courtesy padding is padding that is used to ensure that longer weapons are at least 2/3 padded. This padding need not be thick as it is not for striking.

Weapon Core - The core of a weapon is what gives it the rigidity it needs to hold up to combat. The list of approved weapon cores is as follows: Graphite/non-metal Golf Club shaft/Band Shoppe pole/Kite Spar/Fiber Glass is usable for all weapons. Wood is usable only for pikes and siege weapons (as well as bows & crossbows). All Weapons may be made of PVC but cannot produce a "Whipping" effect when swung or used.

Weapon Anatomy Cont.

Pommel - Weapons must have a pommel. At least a 2in diameter ring of foam at the bottom. This is not strike legal. Double ended weapons such as staves do not require this, nor do arrows or throwing weapons.

Weapon Cover - All weapons must be covered in an opaque cloth and adhere to weapon cover rules. All weapons must have a black, brown, or gray cloth cover unless otherwise specified.

Construction Specifications

Below is a list of all the types of weapons usable in Legend and the requirements for making them. Each weapon must be **marked on the pommel** with the appropriate colored marking tape. Weapons without pommels must be visibly marked. The **color required** matches the color coding of the weapon. No other colors may be present on the pommel and should be absent from every other part of the weapon.

Green Weapons

Dagger - Daggers must be between 10-18” inches in total length with at least ½ of the weapon strike legal. Daggers may be stabbing or stabbing and slashing. The striking surface must be at least a 2in diameter.

Long Club - Long clubs must be at least 37” in length but may be up to 48”in length and must have at least a 2” diameter and 2/3 of the weapon must be striking surface.

Long Sword - Long swords must be what is commonly referred to as a flat blade, which means there must be a distinction between striking side and what is called the “flat” side. The striking side must be at least 1in wide and the flat side must be at least 2” wide. Long swords must be at least 37”in length but may be up to 48”. The total length must have mostly 2/3 striking surface.

Mace - Maces can be between 12-48” in total length and must have a minimum diameter of padding of at least 3” and have 6” of striking surface. Maces require courtesy padding on the upper 1/3 of the total weapon.

Short Club - Short clubs must be at least 18” in length but may be up to 36”in length and must have at least a 2” diameter and 2/3 of the weapon must be striking surface.

Short Sword - Short swords must be what is commonly referred to as a flat blade, which means there must be a distinction between striking side and what is called the “flat” side. The striking side must be at least 1in wide and the flat side must be at least 2” wide. Short swords must be at least 18”in length but may be up to 36”. The total length and must have mostly 2/3 striking surface.

Blue Weapons

Flail & Morning Star - A flail (or morning star) is a chain weapon that may strike the head. It may be up to 36”in total length, but the chain (which must be made entirely of foam) may not be longer than 12”and another 12” must have courtesy padding. The chain or courtesy padding does not count as a legal strike area. Flails & morning stars have no more than one head.

Throwing Weapon - Throwing weapons must be made entirely of padding. They may be of any shape or design as long as no part of the weapon can pass more than 1” into a 2” measuring ring. These weapons may only be thrown.

Red Weapons

Great Axe - A Great Axe must meet the basic requirements of an axe but must be at least 4’ total length and the “axe head” must be at least 6” in flat side width.

This weapon is shield-breaking.

Great Club - A great club must be at least 4’ in length and the striking surface must have at least a 3” diameter. A great club must be 2/3 strike legal.

This weapon is shield-breaking.

Great Hammer - A great hammer must be at least 4’ in length and must have a large head (like a hammer) of at least a 6” diameter. Great hammers must have at least 1/3 of their total length (excluding the head of the hammer) be courtesy padding.

This weapon is shield-breaking.

Great Sword - A great sword must be at least 4’ in length and meet the same striking surface requirements as short/long sword, except that it must be at least 3” wide on the flat portion of the weapon.

This weapon is shield-breaking.

Pike - Pikes may be between 4-12' in total length and must have at least 6" of total padding at the front. Pikes are stab only weapons, which means they should have heavier padding at the front with at least a 2.5" diameter. Pikes must have 1/3 courtesy padding (excluding the head of the pike) along its shaft.

Polearm - Polearms may be between 4-12' in total length and must have at least 12" striking surface. Polearms may have a variety of designs in terms of their striking portion but may not resemble a great axe or great hammer. Polearms must have 1/3 courtesy padding (excluding the striking portion of the polearm) along its shaft.

This weapon is shield-breaking.

Yellow Weapons

Arrows & Bolts - Arrows and bolts must be constructed with a penny, coin, or washer over the tip of the shaft. The striking end of the arrow or bolt must have 1" of closed cell foam and 2" of soft cell foam beyond the end of the shaft and must be 2.5" in diameter. Arrows must have at least 3 fletchings and bolts must have at least 2 fletchings and be in good repair. Arrows & bolts may never be used in melee. **Any ability that applies to arrows, also applies to bolts even if not specified.**

Bows - Bows are not weapons in the sense that they can never be used to strike or block. They may not have more than a **40lb** draw. If a bow is struck in combat, it is considered destroyed and must be mended. Bows must be half drawn within 20ft of a target.

Crossbows - Crossbows are not weapons in the sense that they can never be used to strike or block. They may not have more than **450in** pounds. If a crossbow is struck in combat, it is considered destroyed and must be mended.

White Weapons

Siege weapons come in a variety of types, sizes, materials, and vary so widely that specific rules cannot be applied to their construction with any accuracy. All siege weapons must be approved for use by the Sheriff before **each game** and continually inspected throughout the day. Siege weapons are only used to shoot, except for battering rams. Battering rams may never strike people. Siege weapons have a 3ft radius which kills everyone within range, ignoring armor and most protections. Siege weapons require **three people** to crew. They are not considered to work unless they have the appropriate number of crew.

Siege Projectiles - A siege projectile must adhere to the arrow, bolt, javelin, or throwing weapon rules. They should have a white cover and have the word siege written on them.

Special Weapons

Some weapons have multiple damage colors or have a strange effect that means it must fall into a special weapons category.

Axe - Axes are green weapons and can be between 12-47” in total length and must have at least a 6” axe head. Axes may have two heads or one and require courtesy padding on the upper 1/3 of the total weapon. Axes, when wielded with two hands deal red damage and gain the shield-breaking property but are still counted as green weapons for restrictions. They must be marked with green and red tape.

Firearms - Firearms are a restricted weapon and available only at the discretion of the Administration Board. They must be of the foam dart variety of projectile weapons, commonly called “nerf guns”. They must be painted to appear wooden and metal (18th century) and be adorned with bright blue runic symbols. At least 3 on each side of the weapon measuring at least 1”x1”. The firearms must be tipped with orange per the law regarding toy weapons. They must fire at a rate of at least sixty feet per second (60FPS) and no faster than one hundred and twenty feet per second (120FPS). It may not be used to defend and is considered destroyed if struck.

Firearms may only be loaded with one round at any given time and when fired the player should yell “Bang!”. The weapon must be shot center mass of the target. The projectile ignores armor and destroys shields. In addition, it has the deadly carrier. The weapon must be recharged after each use.

Hammer - Hammers are green weapons and can be between 12-47” in total length and must have a minimum diameter of padding of at least 3” and have 6” of striking

surface. Hammers require courtesy padding on the upper 1/3 of the total weapon. Hammers, when wielded with two hands deal red damage and gain the shield-breaking property but are still counted as green weapons for restrictions. They must be marked with green and red tape.

Javelins - Javelins are thrown spears that may only be used for stabbing. They may be between 36-60" in total length. They must have at least 6" of striking surface on at least one side and must have courtesy padding over the entire length. They may be stabbed with in melee or thrown.

Javelins must be marked with green and yellow tape. Javelins deal green damage when stabbed with and yellow damage when thrown.

Madu - A Madu is a Sword/Shield or Spear/Shield that counts as both for the purposes of shield-breaking and being struck by arrows. Only the shield portion may be affected by shield-breaking and only the striking portion may be affected by arrows. Effects that specifically destroy shields will not affect the weapon portion as effects that specifically target the weapon portion will not affect the shield portion. It may be used by any class that can use a sword or shield or a spear or shield. If it is a double ended madu it must have at least 12" of striking surface on each side. If it is a spear madu it must adhere to spear rules. Two madus may be used as long as the shield is no longer than 18" otherwise it falls under the shield restrictions.

Madus are considered green weapons.

Pole-flail - Pole-flails are a reach pole-weapon. They must have a minimum circumference of the flail head is 16" at its narrowest point. The shaft of the flail must be padded safely, no more than 1/3 can be unpadded. The maximum "chain" length on a flail is 6". The rope or cloth of the flail "chain" must be completely covered with segmented foam (rings) to reduce the risk of injury if the chain strikes a fighter and reduce the risk of the chain wrapping a weapon or limb.

Pole-flails may never be used to hit someone in the head, and they deal green damage.

Staff - A staff must be at least 4 feet in length but may be up to 10 feet in total length. It must be padded equally on both sides. At least 1/3 of the weapon must be padded on each side, the handle must be entirely covered in courtesy padding. The striking surface must be at least 2" in diameter.

Staves are considered green weapons but may be wielded from any part of the weapon and may strike from either side.

Spell Balls - Spell Balls are not quite weapons but do strike opponents. They are treated as blue weapons in terms of their ability to be thrown and strike you in the head, but do not deliver blue damage. They must not pass more than 1" into a 2" measuring ring. They are generally constructed by placing a 10"x10" square of fabric on a flat surface and then placing a soft material in the center. Most commonly loose rubber bands. Then gather the corners and wrap a rubber band around then to create a ball with a tail of fabric. Some spell balls (flasks) must be made without tails.

Torch - Must meet the same requirements as a mace. It must have a brown handle and courtesy padding and a flame-like cover for the striking portion.

Torches are considered green weapons, but also have the flame carrier. If neutralize elements is used on the torch, it is destroyed.

Wooden Stake - Must meet the same requirements as a dagger but may only be a stabbing weapon. It requires a brown cover and counts as a dagger for instances which require a dagger be used. They should have a woodgrain designed cover.

Wooden stakes are considered green weapons, but also affect everything they hit, regardless of weapon immunity. The exception being the jabberwocky. An NPC only effected by magic weapons; will all be affected by a wooden stake.

Armor Construction Rules

Armor is varied and most historically accurate armor will pass in Legend. Even pseudo-accurate armor will pass. We value form over historical accuracy and as long as the armor looks more like what it is supposed to represent than it does not, it will be passed in Legend. This does mean that armor may not always be made out of historically accurate materials and that is okay. The Sheriff will have final say on approval of armor and its value.

Armor should be safe, without sharp edges or other dangerous fixtures.

Shield Construction Rules

Shields can be constructed from a variety of cores, but the most common is wood. Plastic is another common core found in shields. Shields may not have a metal core. More and more common are “coreless” shields in which the foam is rigid enough to not require a more solid core. Shields must have a minimum of 1” of padding on the face and be at least 1.5” wide including the core when measuring the rim. The rim of a shield must have at least 1” of foam. Shields constructed entirely of foam must be at least 1.5” thick. **When a shield is of an abnormal shape, you will measure widest point to widest point to determine shield size.** Shields may not present a danger to players and should be inspected thoroughly at each event. Plasti-Dip coated shields are permitted in Legend.

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