

Guild Wars

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Guild Wars is a competition between the guilds to possess the Guild Relic. The Guild Relic is fought over once every 3 months. The relic has varying properties based on which class possesses it.

The event of Guild Wars is meant to be fair in theory only. The game will inevitably be complicated by the skill, class level and number of players in each guild... but here are the rules as we play them.

Guilds & Guildmasters

Only guilds that have a guildmaster may participate in guildwars.

A person may only be guildmaster of a single class during any given reign.

A guild must have at least 3 members to participate in guildwars.

A player must have signed in at least 1 time during the last 3 months in order to join a guild.

(Exception: Players who are Masters of that class, or have reached 6th level in that class.)

Relic Rules

The relic is controlled by the guildmaster, who oversees its use and makes sure that it is used evenly amongst the guild.

Only players who participated in guildwars may use the relic. (Exception: Players who are absent and/or unable to participate may use the relic at the guildmaster's discretion.)

Anti-Paladin - The Unholy blade

"In the hands of an Anti-paladin, the relic transforms into a blade of pure evil."

The glistening black sword may be used once per life and has the following effects:

1. Immune to all forms of magic (Dispel Magic disables the blade for 100 count)
2. Considered to be under the effects of the *BLADESHARP* spell.

3. The Anti-Paladin may extend the following abilities through the blade
- o Touch of Death
 - o Steal Life (Upon slaying a target)
 - o Reanimate: 1 person per life slain by the blade may be reanimated to join the Anti-Paladin's team.

Archer - Arrow of Slaying

"In the hands of an Archer, the relic becomes a powerful arrow of slaying."

This slender black shaft bears the sign of death on its head.

The arrow may be used once per life and is reusable.

Whatever is hit by the arrow is destroyed, regardless of armor or enchantments (exception: Invulnerable Armor, Pro-Magic).

Protection from magic causes it to act like a normal arrow.

Assassin - Blade of Assassination

"In the hands of an Assassin, the relic shapes itself into a deadly tool of assassination."

Once per game the Assassin may call upon the thin black sword's power to slay his opponent.

By saying "Tool of death, strike true and deep" x3 the blade is activated. While active, it has the following powers:

- 1) The sword is considered to be under the effect of the *BLADESHARP* enchantment.
- 2) The sword is considered to be under the effects of the *IMBUE WEAPON* enchantment.
- 3) Victims of the blade may not be restored to life as if they had been the target of the *SEVER SPIRIT* spell.

The blade will continue to function until the assassin dies or there are no more enemies on the field (ie, an advanced count is called).

Barbarian - Belt of giant strength

"The relic compliments the barbarian by becoming a large leather belt."

While worn, the barbarians muscles surge with power, and all of his weapons (including throwing weapons, but not bows) are considered red.

The belt may be worn twice per game.

Bard - Horn of Heroes

"When a bard lays hands on this relic, it becomes a rather dull-looking horn. But, once per life, the magic of this horn may be revealed by blowing it soundly".

Once blown, all players on the bard's team who are dead immediately come to life as if they had already counted to 300.

Druid - Staff of Summoning

"When handled by a druid, the relic shapes itself into a staff covered in ancient carvings of various animals and monsters."

The staff may be used once per game.

This staff allows the druid to transform himself or another player into another creature.

I: "Staff of Nature transform this body" x 5

Any creature from the spell: Reincarnate may be used. Once the incantation is completed, the target will play out his current life as the monster.

The target will retain any wounds that he had before the casting of the spell.

Healer - Rod of Life

"The relic dutifully changes into a shimmering rod for the healer that touches it."

The healer may use the rod once per game.

While holding this rod, the healer gains the following abilities:

1. All 'heal' and 'resurrect' spells have a range of 20 feet
2. The healer can grant up to 10 people the 'Bless' spell by stating the following:

"May the white light watch over and protect us all" x 10

All recipients of the above spell must be touching the healer while it is cast.

Monk - Gloves of the Master

"The relic encases the monk's hands in dull-gray gloves."

While wearing these gloves (which can be used once per life), the monk gains the following abilities:

1. May block any spellball with his hands.
2. Becomes immune to the *Heat Weapon* spell. (Not 'Warp Wood', 'Pyrotechnics', or 'Shatter')
3. Becomes immune to the *Iceball*, *Entangle*, *Petrify* and *Flesh to Stone* spells if they are blocked by the Monk's weapons or hands.

Paladin - Blessed Blade

"The relic uses the pure heart of the Paladin to fuel its transformation into this gleaming silver blade."

This blade aids the paladin in his quest to defeat evil by giving him the following abilities:

1. The blade is immune to all forms of magic (Dispel Magic disables the blade for 100 count)
2. The blade is considered hardened.
3. Heal: May cast the *HEAL* spell up to three times per life by laying the blade across the wounded individual and reciting the *HEAL* spell.
4. Bless: May cast the *BLESS* spell once per life by laying the blade across the subject and saying "May the white light guard and protect you" x3

Scout - Cloak of Invisibility

"For a scout, the relic transforms into a shimmering cloak."

By donning the hood of the cloak and chanting "Let no creature see me" x 3, the Scout becomes invisible and may not be attacked. This effect lasts up to 100 count, during which the scout must chant ""invisible 1, invisible 2 ... invisible 99, invisible 100".

After reaching 100, or sooner if desired, the scout must pull the hood off and state "I am visible once more".

This effect may be used twice per game. The *ANTI-MAGIC* spell causes the scout to immediately become visible.

No game items may be carried while invisible.

Also, the scout may not do anything other than travel while invisible. He may not attack, use abilities, speak, etc.

Warrior - Buckler of Rebounding

"When possessed by a warrior, the relic changes into a small golden disk with a handle on its back."

The small buckler (up to 18" in diameter) may be used once per life and has the following effects:

1. Considered under the effects of the *IMBUE SHIELD* spell.
2. If used to block a spellball, the bearer of the shield may immediately pick up the spellball and throw it at someone. This *must* be done within two seconds, or the spellball ceases to exist. Also, if the spellball bounces off of the shield, it is considered to be 'active' until it hits another target or the ground. If it hits the ground, it may be utilized as described above.

Wizard - Wand of the Guardian

Created by Master MicDeath - AW

"In the hands of a Wizard, the relic shapes itself into a long slender wand. This wand can be used to create a guardian of unstoppable power."

Uses: 1/Game

I: "No weapon shall so much as scratch you" x 5, Tie yellow ribbon

E: Target gains the monster trait 'Tough'

- Cannot be dispelled

Guild Wars of the Past

Our first Guild War

We used a simple battlegame for our first guild war. The guilds were all arranged in a circle roughly 100 feet in diameter. The guild bases were spaced evenly round the circle.

Each player was given 1 pink ribbon for each of his lives, giving each player from 3 to 6 ribbons.

When a player was killed, he would take one of his ribbons to the base of the player who killed him and tie it to their goal post (in our case, a thin fiberglass pole stuck in the ground.)

At the end of the game, the guild with the most ribbons was declared the victor and was awarded the relic.

Our second guild war

3 months later we participated in our 2nd guildwars event. This time, it was winter and we were inside. We sectioned off the an area for each of the guilds at the perimeter of our fighting area to act as the teams base.

Each player was again given 1 ribbon for each life they had. This time, due to space constraints, we told the players that only 50% of their team could leave their base. When a player died, he awarded his ribbon to the team that killed him, then proceeded to enter his base. As soon as he did so, one of the reserve teammates was allowed to enter the battlefield.

The players who were inside the base (dead or not) were allowed to fire / throw projectiles from it (spellballs included, no verbals).

At the end of the battle, the team with the most ribbons was declared the victor and awarded the relic.

Our third Guild War

Our third guildwar event was a little different than the last two. This time, we had the teams enter a round-robin tournament, in which they fought several other guilds one-on-one with normal class rules, with the following exceptions:

Anything with a count greater than 60 was reduced to 60.

Only 5 players were allowed on the field at a time.

First, we separated all the classes into the loose classifications of 'Melee', 'Ranged' and 'Magic' classes.

Each class was paired against a random class from each of these classifications, forming a 3-stage round robin.

This ensured that each guild had to fight a range of classes. (Ties are broken with additional battlegames).

The guild with the most wins was declared the victor and awarded the relic.

An alternate version of this game includes the following rules:

Place 7 items of some sort (balls, sticks, etc) in the center of the battlefield.

Place a goal in the base of each team.

Give the game a 10 minute time limit.

Create two positions on each team: Attacker and Defender

Attacker – Wears a colored headband. He is the only person that may touch the score items.

Defender – Wears a colored tabard. Cannot attack anyone outside of 50ft from his goal. May not be attacked by anyone farther than 50ft from his goal.

The above positions may be traded amongst the team during play by passing off the associated garb (headband or tabard).

Score items may be taken from the center of the field or from the opponents goal.

Only 1 score item may be carried at a time.

If, at the end of 10 minutes, neither team is shattered, then the team with the most score items is declared the victor.

Reign 15

Guild Wars

For this iteration of Guild Wars, the players were given *Life Counters*. These counters were represented by 6” pieces of Fun noodle.

Each player will be given one for each life that he would normally have.

These counters are stored at the team’s base.

Every time a player comes alive, he must take a Life Counter from his base and carry it on his person.

Upon dying, he must immediately drop the counter and return to his base, where he may rejoin the battle by taking another Counter from his Team’s Pool. A player must re-enter play with a 30 count.

Dropped or Discarded Life Counters become *Game Items*. (See Game Item rules below).

When a player is killed, he must also drop any Life Counters that he is carrying in his hands.

*NOTE: The Life Counter representing the current life of a player **is not** a game item.*

Resurrect and similar spells / abilities will cause a player to continue playing **without** a life token.

Life Counters may be carried back to a player’s base and deposited in his team’s pool.

The goal of the game is to remove other teams by taking all of their Life Counters while maintaining a supply for your own team.

This Battlegame will be broken up into 3 distinct Rounds. See below for information on each Round.

GAME ITEMS:

Game Items must conform to the following Rules and Restrictions:

- 1) A Game Item must be held in a hand. Nothing else may be held with this hand.
- 2) Anything that hits a carried Game Item counts as a blow to the hand/arm holding it.
- 3) A player may not use Teleport, Pass Without Trace, Sanctuary, Legend, Commune, Honor Duel or Flight while carrying a Game Item
- 4) The following spells/abilities will make a player drop a Game Item:
 - a. Entangle/Iceball
 - b. Petrify
 - c. Lost
 - d. Sleep/Mass Sleep
 - e. Subdual blows (two limbs or a torso)
 - f. Stun
 - g. Wind

Round 1

Each Guild will be designated a base consisting of a 3-panel wall. This wall may be rearranged however the Guildmaster sees fit so long as it isn't moved from it's starting area.

In addition, each Guild will be given a single panel wall that they may place anywhere on the battlefield so long as it is at least 5 feet from any base.

Round 1 will last for 20 minutes.

Round 2

Between Rounds 1 and 2 will be a 5 minute rest period. During this period, players may collect equipment, get something to drink, etc. At the end of this 5 minute period, play will resume. Any team that has been knocked out of the competition must sit and observe (but may rejoin in a limited fashion during round 3).

All *Per Game* spells, abilities and effects are refreshed.

Each remaining Guild may reposition one of the freestanding walls as per Round 1.

Round 2 will last for 20 minutes.

Round 3

At the end of Round 2 the Reeve will count the remaining Life Counters of all competing Guilds. The 2 Guilds with the most Life Counters will continue on to Round 3.

The other guilds may continue on in a limited fashion as a member of **The Horde**. (See below).

The walls will be divided evenly between the top 2 guilds. These walls will be used to create the Guild's fortress. The walls may be placed however the Guildmaster wishes, with the following exceptions:

- 1) No wall may be closer than 50ft to an enemy wall.
- 2) The walls may not be used to create sealed rooms (ie, you must be able to get in and out.
- 3) Each guild must designate a 3-panel wall as they Life Counter Pool. All life counters must be stored here.

Each Guild will gain command of a **Horde**. The Horde will consist of the players of the defeated guilds. The Reeve will divide these players up to create even armies on both sides. The Horde players will act as 1st level Warriors (though they needn't wear a sash). The Horde does not use the life counters of the Guild, but instead, each player has 5 lives. When these lives run out, the Horde Players are shattered.

All **Per Game** abilities, spells and effects are refreshed at the beginning of Round 3.

Round 3 shall last 20 minutes.

At the end of 20 minutes, the Guild with the most Life Counters will be declared the winner of Guild Wars.

Note: It's recommended that the third round be left out and the winner be selected after Round 2.