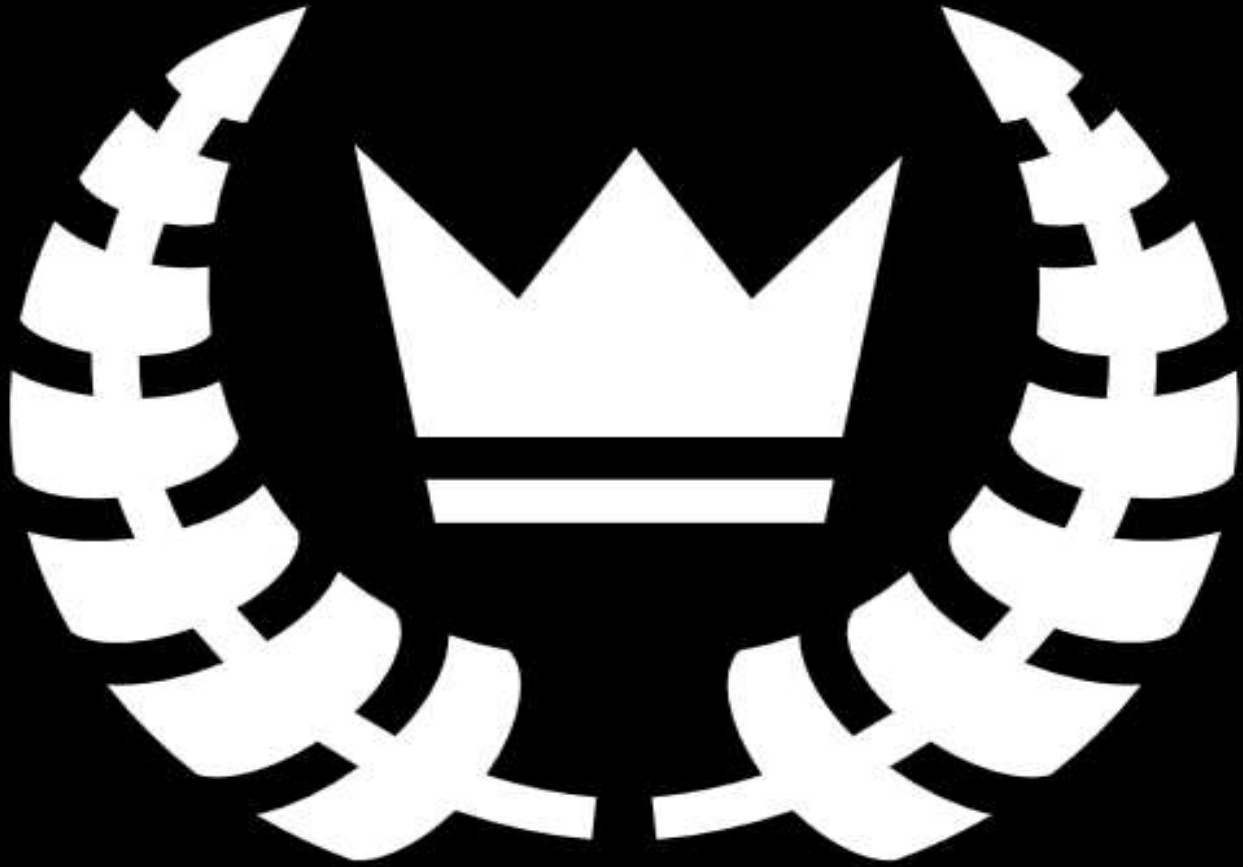


Book of Events



PHILARP

PARK HILLS MO 573-516-3099

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A Song of Fire and Ice

1 COMBATANTS ARE SPLIT INTO TEAMS.

2 WHEN BEING DISCOMBOBULATED YOU WILL FIRST BE PUT IN A LINE. IF A MARSHALL TAPS YOU ON THE SHOULDER YOU MUST TURN AROUND AND FOLLOW THE MARSHALLS PROMPTING TO MOVE TO A SECOND LINE AGAIN FACING AWAY FROM THE MARSHALL. THEN YOU MUST TURN AROUND A FINAL TIME ONCE TAPPED ON THE SHOULDER AND YOUR TEAM WILL ALSO BE TURNED AROUND AND FACING INWARD, TOWARD THE MARSHALLS AND EACH OTHER. PLEASE REMEMBER WHO YOUR TEAMMATES ARE DURING THIS TIME. ONCE YOU HAVE CONFIRMED YOU HAVE SEEN EACH OTHER YOU MUST TURN BACK AROUND.

3 COMBATANTS CAN START WHEREVER THEY WANT ON THE BATTLEFIELD SO LONG AS THEY ARE NOT WITHIN 15' OF EACH OTHER. A MARSHALL WILL SOUND THE HORN OF STRIFE TO INDICATE THE BEGINNING OF THE BATTLE.

4 WHEN A COMBATANT DIES AFTER BLEEDING OUT THEY MUST STAY ON THE GROUND OR WITH THEIR WEAPONS ABOVE THEIR HEAD AND THEY ARE CONSIDERED FROZEN.

5 TO THAW OUT A TEAMMATE YOU MUST HOLD A FREE HAND OVER THEM AND SHOUT "THAWING 1, THAWING 2, THAWING 3, THAWING 4, THAWING 5, SUCCESS!" WITHOUT MOVING YOUR FEET OR RECEIVING ANY DAMAGE OR EFFECTS.

6 ONCE ALL OTHER TEAMS EXCEPT ONE ARE FROZEN THE LIVING TEAM WINS.

Assassin's Creed

- 1** AS COMBATANTS ENTER THE BATTLEFIELD THEY WILL DRAW A BADGE FROM A POOL OF NAMES OF ALL THE CHARACTERS THAT ARE PLAYING WITHIN IT. THIS BADGE IS CONSIDERED AN ASSASSINATION CONTRACT AND THE NAME ON IT IS THE TARGET.
- 2** COMBATANTS CAN START WHEREVER THEY WANT ON THE BATTLEFIELD SO LONG AS THEY ARE NOT WITHIN 15' OF EACH OTHER. A MARSHALL WILL SOUND THE HORN OF STRIFE TO INDICATE THE BEGINNING OF THE BATTLE.
- 3** THIS EVENT IS A FREE-FOR-ALL. COMBATANTS CANNOT ALIGN WITH OTHER COMBATANTS AND THEN RUN AROUND ATTACKING OTHER COMBATANTS SIMULTANEOUSLY.
- 4** TO LOOT A BLEEDING OUT COMBATANT YOU MUST SHOUT "LOOTING 1, LOOTING 2, LOOTING 3, LOOTING 4, LOOTING 5, SUCCESS!" AS YOU EXTEND YOUR OPEN HAND OUT OVER HIM WITHOUT MOVING YOUR FEET OR RECEIVING ANY DAMAGE OR EFFECTS.
- 5** TO COMPLETE A CONTRACT COMBATANTS MUST LOOT THEIR TARGET, BUT THEY DO NOT NECESSARILY HAVE TO BE THE ONE TO KILL THEM. IF YOU SUCCESSFULLY CAST LOOT YOU WILL GIVE THEM YOUR CONTRACT AND THEY WILL GIVE YOU THEIRS (UNLESS THEY HAVE THEIR OWN).
- 6** IF A COMBATANT IS LOOTED AND THEY RECEIVE THEIR OWN CONTRACT THEY NO LONGER RESURRECT (BECAUSE THE CONTRACT HAS BEEN COMPLETED).
- 7** IF A COMBATANT HAS THEIR SELF AS A TARGET AND THEY GET LOOTED THEY DO NOT TRADE CONTRACTS AND CAN LONGER RESURRECT (BECAUSE SOMEONE HAS CONFIRMED THAT THE CONTRACT HAS BEEN COMPLETED).
- 8** IF COMBATANTS DIE AND THE CONTRACT ON THEM HAS NOT BEEN COMPLETED, THEN THEY MUST BLEED OUT, PROCEED TO THE PORTAL OF PANDOOM AS A GHOST, AND AFTER RESURRECTING THEY CAN RE-ENTER THE BATTLEFIELD.
- 9** THE LAST THREE COMBATANTS TO DIE, AND THE COMBATANT THAT DIDN'T, WIN.

Bannerman

- 1** COMBATANTS ARE SPLIT INTO TWO TEAMS; A DEFENSIVE TEAM AND THE BANNERMAN'S TEAM. A MARSHALL WILL SOUND THE HORN OF STRIFE TO INDICATE THE BEGINNING OF THE BATTLE.
- 2** THE BATTLEFIELD WILL HAVE FOUR BASES LIKE A BASEBALL DIAMOND. THE BANNERMAN'S TEAM WILL START TOUCHING AND RESURRECTING AT HOME BASE AND THE DEFENSIVE TEAM WILL START TOUCHING FIRST BASE AND RESURRECTING AT SECOND BASE.
- 3** MEMBERS OF THE BANNERMAN'S TEAM CAN MOVE WHILE HOLDING THE FLAG. THE BANNERMAN MUST ONLY WIELD THE FLAG AND IT HAS THE SAME EFFECTS AS A WIZARD'S STAFF.
- 4** THE BANNERMAN'S TEAM MUST PLACE THEIR BANNER WITHIN THE BASE AND THEN MOVE THE LOCK FROM THE BASE TO THEIR BANNER WHILE THEIR BANNER REMAINS PLACED IN THE BASE AND THEN YELL "CAPTURED!" TO CAPTURE, AND ALSO RESURRECT AT, THE BASE.
- 5** ALL LOCKS WILL OPEN WITH EITHER THE COMBINATION OF 0,0,0,0.
- 6** THE BASE THAT THE DEFENSIVE TEAM RESURRECTS AT CYCLES AROUND RELATIVE TO THE LAST BASE THAT THE BANNERMAN'S TEAM HAS CAPTURED AND UPON THE BANNER MAN'S TEAM YELLING "CAPTURED!" THE ENTIRE DEFENSIVE TEAM IS INSTANTLY RESURRECTED AND FULLY HEALED.
- 7** COMBATANTS GET INFINITE LIVES. IF COMBATANTS DIE THEN THEY MUST BLEED OUT, PROCEED TO THE APPROPRIATE BASE AS A GHOST, AND AFTER RESURRECTING THEY CAN RE-ENTER THE BATTLEFIELD.
- 8** THE NEXT BASE THAT THE BANNERMAN'S TEAM WILL NEED TO CAPTURE WILL ALWAYS BEEN IN BETWEEN THE TWO TEAMS' BASES THAT THEY ARE RESURRECTING AT.
- 9** MEMBERS OF THE DEFENSIVE TEAM CANNOT MOVE (ROOTED) WHILE HOLDING THE FLAG. THEY MUST ONLY WIELD THE FLAG AND IT HAS THE SAME EFFECTS AS A WIZARD'S STAFF.
- 10** IF ONE MEMBER OF THE DEFENSIVE TEAM HOLDS THE FLAG FOR (# OF COMBATANTS ON THE BANNERMAN'S TEAM X 10) SECONDS WITHOUT RECEIVING ANY DAMAGE OR ABILITY EFFECTS THEIR THEY WIN.
- 11** IF THE BANNERMAN'S TEAM SEQUENTIALLY GAINS A LOCK FROM EACH BASE, INCLUDING HOME, THEN THEY WIN.

Capture the Flag

- 1** COMBATANTS ARE SPLIT INTO TWO TEAMS AND MUST START WITH A FOOT TOUCHING THEIR RESPECTIVE BASE. A MARSHALL WILL SOUND THE HORN OF STRIFE TO INDICATE THE BEGINNING OF THE BATTLE.
- 2** COMBATANTS GET INFINITE LIVES. IF COMBATANTS DIE THEN THEY MUST BLEED OUT, PROCEED THEIR PORTAL OF PANDOOM AS A GHOST, AND AFTER RESURRECTING THEY CAN RE-ENTER THE BATTLEFIELD.
- 3** FLAGS START WITH A LOCK ON THEM.
- 4** ALL LOCKS WILL OPEN WITH THE COMBINATION OF 0,0,0,0.
- 5** TO REMOVE A FLAG FROM ITS BASE COMBATANTS MUST REMOVE THE LOCK FROM IT FIRST.
- 6** THE FLAGBEARER MUST ONLY WIELD THE FLAG AND IT HAS THE SAME EFFECTS AS A WIZARD'S STAFF.
- 7** IF A PLAYER IS WIELDING A FLAG IN ONE HAND AND YELLS "CAP!" WHILE TOUCHING A FLAG THAT IS IN THEIR BASE WITH THEIR OTHER HAND THEN THAT PLAYER'S TEAM WINS.

Costume Contest

- 1 THE LAST SUNDAY OF EVERY MONTH A COSTUME CONTEST WILL BE HELD. THE PARTICIPANTS WILL RECEIVE XP AND THE WINNERS WILL RECEIVE ADDITIONAL XP.

Dominion

- 1** COMBATANTS ARE SPLIT INTO AT LEAST TWO TEAMS AND MUST START WITH A FOOT TOUCHING THEIR RESPECTIVE PORTAL OF PANDOOM. A MARSHALL WILL SOUND THE HORN OF STRIFE TO INDICATE THE BEGINNING OF THE BATTLE.
- 2** EACH TEAM STARTS AT A BASE THEY HAVE CAPTURED AND THERE WILL BE AT LEAST ONE ADDITIONAL CONTESTED BASE.
- 3** COMBATANTS GET INFINITE LIVES SO LONG AS THEY OWN A BASE. IF COMBATANTS DIE THEN THEY MUST BLEED OUT, PROCEED TO A PORTAL OF PANDOOM THEY HAVE CAPTURED AS A GHOST, AND AFTER RESURRECTING THEY CAN RE-ENTER THE BATTLEFIELD.
- 4** TO CAPTURE A BASE A TEAM MUST HAVE ONLY THEIR LOCK ON THE TOP RING. LOCKS MAY NEED TO BE MOVED BACK AND FORTH IN ORDER TO ACHIEVE THIS. CONTESTED BASES START WITH A LOCK FROM EACH TEAM ON THE TOP RING.
- 5** ALL LOCKS WILL OPEN WITH THE COMBINATION OF 0,0,0,0.
- 6** IF A TEAM DOES NOT CONTROL ANY BASES THAT TEAM MUST CAPTURE A BASE BEFORE ALL OF THEIR TEAM MEMBERS DIE OR THEY WILL BE ELIMINATED BECAUSE THEY CAN NO LONGER RESURRECT.
- 7** THE TEAM THAT SURVIVES AND THE LAST COMBATANT TO DIE, THAT IS NOT ON THE SURVIVING TEAM, WILL WIN AND GAIN XP.

Donation

- 1 YOU WILL RECEIVE UP TO TWO AMOUNTS OF XP PER WEEKEND EQUIVALENT TO PARTICIPATING IN AN EVENT BASED ON YOUR MEMBERSHIP LEVEL.

Gauntlet of Glory

- 1** COMBATANTS CAN START WHEREVER THEY WANT IN THE FIRST SECTION OF THE BATTLEFIELD SO LONG AS THEY ARE NOT WITHIN 5' OF EACH OTHER. A MARSHALL WILL SOUND THE HORN OF STRIFE TO INDICATE THE BEGINNING OF THE BATTLE.
- 2** IF COMBATANTS DIE IN THE FIRST SECTION OF THE BATTLEFIELD THEN THEY MUST BLEED OUT, PROCEED TO THE PORTAL OF PANDOOM AS A GHOST, AND AFTER RESURRECTING THEY CAN RE-ENTER THE FIRST SECTION OF THE BATTLEFIELD.
- 3** IF A COMBATANT DELIVERS A FATAL STRIKE IN A SECTION THEY MAY ATTEMPT TO PROCEED TO THE NEXT SECTION AND TO RECEIVE A FULL HEAL BY TOUCHING THE CONE THE FURTHEST TO THEIR RIGHT OF THE NEXT SECTION WHILE YELLING "CARPE DIEM!" AND STEPPING INTO IT.
- 4** COMBATANTS WHO DIE IN ANY OTHER SECTION EXCEPT THE FIRST MUST BLEED OUT, PROCEED TO THE CONE OF THE PREVIOUS SECTION THAT IS THE FURTHEST TO THEIR RIGHT AS A GHOST, AND YELL "RESSURECTING IN 3, 2, 1!" AND THEN STEP INTO IT.
- 5** A COMBATANT WHO HAS KILLED ANOTHER IN A SECTION CAN STILL BE KILLED AND SENT BACK IF THEY FAIL TO MAKE IT INTO THE NEXT SECTION.
- 6** THE FIRST 5 COMBATANTS TO DELIVER A FATAL STRIKE IN THE LAST SECTION WILL WIN AND GAIN XP RESPECTIVELY.

Golden Gods

- 1 TO RECEIVE GOLDEN GODS YOUR ENTIRE CLAN MUST HAVE THE MAXIMUM NUMBER OF CLANSMEN, HAVE GOLD MEMBERSHIP, AND PARTICIPATE IN AT LEAST AN EVENT DURING A WEEKEND. EACH WEEKEND THAT YOU DO THIS YOU AND ALL YOUR CLANSMEN WILL RECEIVE XP EQUIVALENT TO PARTICIPATING IN AN EVENT BASED ON YOUR MEMBERSHIP LEVEL.

Midan's Gambit

- 1** COMBATANTS CAN START WHEREVER THEY WANT ON THE BATTLEFIELD SO LONG AS THEY ARE NOT WITHIN 15' OF EACH OTHER. A MARSHALL WILL SOUND THE HORN OF STRIFE TO INDICATE THE BEGINNING OF THE BATTLE.
- 2** THIS EVENT IS A FREE-FOR-ALL. COMBATANTS CANNOT ALIGN WITH OTHER COMBATANTS AND ACQUIRE OR DEFEND THE WIELDER OF THE VAMPIRIC GLAIVE TOGETHER.
- 3** COMBATANTS GET INFINITE LIVES. IF COMBATANTS DIE THEN THEY MUST BLEED OUT, PROCEED TO THE PORTAL OF PANDOOM AS A GHOST, AND AFTER RESURRECTING THEY CAN RE-ENTER THE BATTLEFIELD.
- 4** A RANDOM COMBATANT WILL BE CHOSEN TO BEGIN WITH THE GLAIVE AND A TIMER WILL BE STARTED WITH A RANDOM TIME RANGING FROM 2 - 10 MINUTES.
- 5** WHILE A COMBATANT IS WIELDING A GLAIVE THEY INSTANTLY RECEIVE A LIMB HEAL FOR ANY LIMB DAMAGE THE DELIVER AND A FULL HEAL FOR ANY FATAL STRIKE THAT THEY DELIVER. ADDITIONALLY, THE GLAIVE CANNOT BE BROKEN.
- 6** WHILE A COMBATANT IS WIELDING THE GLAIVE THEY CANNOT USE OR RECEIVE ANY BENEFICIAL ABILITIES' EFFECTS EXCEPT MAGIC STONE.
- 7** WHEN THE TIMER EXPIRES IF A COMBATANT IS WIELDING THE GLAIVE THEY WIN. IF NO ONE IS WIELDING THE GLAIVE THEN THE NEXT COMBATANT WHO DOES WINS.

It's All Ogre Now

- 1** COMBATANTS ARE SPLIT INTO TWO TEAMS; ONE TEAM IS COMPRISED OF A HERO FOR EVERY 7 TOTAL COMBATANTS WITH A MINIMUM OF 2 AND THE OTHER TEAM IS COMPRISED OF EVERYONE ELSE AS THE MONSTERS.
- 2** THE BATTLEFIELD WILL HAVE THREE PORTALS OF PANDOOM SPREAD OUT IN A LINE WITH ABOUT 100 FEET IN BETWEEN EACH PORTAL OF PANDOOM.
- 3** HEROES START AND RESURRECT AT THE FIRST PORTAL OF PANDOOM. TO RESURRECT AT THE SECOND AND THIRD PORTALS OF PANDOOM THE HEROES MUST KILL ALL OF THE MONSTERS NEAR EACH PORTAL OF PANDOOM RESPECTIVELY. HEROES CAN RESURRECT INFINITELY.
- 4** MONSTERS ARE SPLIT INTO TWO SUBGROUPS. ONE GROUP GUARDS THE SECOND PORTAL OF PANDOOM AND THE OTHER GUARDS THE THIRD PORTAL OF PANDOOM. MONSTERS CANNOT MOVE MORE THAN 50' FROM THEIR RESPECTIVE PORTAL OF PANDOOM.
- 5** THERE IS A BOSS FOR THE MONSTERS WHO DECIDES WHICH MONSTERS COMBATANTS START AS BETWEEN TWO POSSIBLE TYPES. THE TWO TYPES ARE A MONSTER WITH 1 HP AND A MONSTER THAT TAKES NORMAL DAMAGE. THE BOSS' MECHANICS ARE UNIQUE AND ALL MONSTERS MAY HAVE UNIQUE ASPECTS.
- 6** AS MONSTERS DIE THEY GATHER AND RESURRECT AT THE BOSS WITHIN THE BOSS' DEN. THE BOSS' DEN IS A FOURTH POINT IN THE LINE OF PORTALS OF PANDOOM THAT IS ALSO ABOUT 100 FEET FROM THE THIRD PORTAL OF PANDOOM. UPON RESURRECTING MONSTERS ALTERNATE WHICH TYPE OF MONSTER THEY ARE.
- 7** HEROES CAN HEAR THE BOSS BUT THEY CANNOT ENGAGE EACH OTHER UNTIL THE HEROES HAVE KILLED ALL OF THE MONSTERS EXCEPT THOSE IN THE BOSS' DEN. UPON DOING SO IF THEY HEROES KILL THE BOSS BEFORE THE TIMER EXPIRES (1 MINUTE PER MONSTER) THEY WIN!
- 8** IF THE HEROES DO NOT KILL THE BOSS BEFORE THE TIMER EXPIRES (1 MINUTE PER MONSTER) THE BOSS AND ALL OF THE MONSTERS WIN!
- 9** GOBLINS HAVE 1 HP. THEY HAVE THE SAME WEAPON TRAINING AS A RANGER OR ROGUE. THREE GOBLINS CAN RESURRECT A BLEEDING OUT GOBLIN BY TOUCHING HIM WITH THEIR BLADES AND ALTERNATINGLY SHOUTING "RESURRECTING GOBLIN 1,... 10, SUCCESS!"
- 10** ORCS TAKE NORMAL DAMAGE. THEY HAVE THE SAME WEAPON TRAINING AS A WARRIOR, ROGUE, OR RANGER. THEY CAN PERFORM A TAUNT AND A DISARM.
- 11** EGG MEN HAVE 1 HP. THEY HAVE THE SAME WEAPON TRAINING AS A WARRIOR OR ROGUE. THEY CAN PERFORM A FEIGN DEATH BY RECEIVING DAMAGE AND AFTER WAITING THE BLEED OUT TIME OF THE HIGHEST LEVEL HERO SHOUT "EGGCELLENT!" AND RESURRECT.
- 12** WERERABBITS TAKE NORMAL DAMAGE. THEY HAVE UNIQUE ABILITIES BESTOWED UPON THEM BY THE BUNNY EARS THAT THEY WEAR. EACH SET OF EARS HAS A CARD ATTACHED TO IT EXPLAINING ITS' ABILITIES.

Jailbreak

- 1** COMBATANTS ARE SPLIT INTO TEAMS WITH AT LEAST THREE COMBATANTS ON EACH TEAM.
- 2** TEAMS CAN START WHEREVER THEY WANT ON THE BATTLEFIELD SO LONG AS THEY ARE NOT WITHIN 15' OF EACH OTHER. A MARSHALL WILL SOUND THE HORN OF STRIFE TO INDICATE THE BEGINNING OF THE BATTLE.
- 3** COMBATANTS GET INFINITE LIVES, BUT IF COMBATANTS DIE THEN THEY MUST BLEED OUT, PROCEED TO THE PORTAL OF PANDOOM AS A GHOST, AND AFTER RESURRECTING THEY WILL BE AN INMATE INSIDE THE JAIL.
- 4** AN INMATE CAN BE RELEASED FROM JAIL BY A FREE COMBATANT TOUCHING ANY CONE THAT REPRESENTS THE JAIL PERIMETER AND YELLING "FREEING (INMATE'S NAME) 1, FREEING (INMATE'S NAME) 2,...UP TO FREEING (INMATE'S NAME) 10, SUCCESS!"
- 5** ALL INMATES CAN BE RELEASED FROM JAIL BY AT LEAST THREE FREE COMBATANTS TOUCHING ANY CONE THAT REPRESENTS THE JAIL PERIMETER AND YELLING IN A CONSECUTIVE ROTATION "JAILBREAK 1", " JAILBREAK 2"...UP TO "JAILBREAK 10, SUCCESS!"
- 6** IF AT LEAST THREE FREE COMBATANTS TOUCH ANY CONE THAT REPRESENTS THE JAIL PERIMETER AND YELL IN A CONSECUTIVE ROTATION "RIOT 1", " RIOT 2"...UP TO "RIOT 10, SUCCESS!" THEN THE JAILED COMBATANTS ENGAGE IN A LAST MAN STANDING WITHIN THE JAIL, THE WINNER OF WHICH BECOMES FREE.
- 7** THE TEAM THAT IS FREE WHILE EVERYONE ELSE IS JAILED WINS.

Last Man Standing

1 COMBATANTS CAN START WHEREVER THEY WANT ON THE BATTLEFIELD SO LONG AS THEY ARE NOT WITHIN 15' OF EACH OTHER. A MARSHALL WILL SOUND THE HORN OF STRIFE TO INDICATE THE BEGINNING OF THE BATTLE.

2 THIS EVENT IS A FREE-FOR-ALL.

3 COMBATANTS ONLY GET ONE LIFE. IF COMBATANTS DIE THEN THEY MUST BLEED OUT AND THEN EXIT THE BATTLEFIELD.

4 THE LAST TWO COMBATANTS TO DIE AND THE COMBATANT WHO DIDN'T WILL WIN 1ST, 2ND, AND 3RD RESPECTIVELY.

Melee Tournament

- 1** COMBATANTS WILL BE ASSIGNED A RANDOM NUMBER THAT WILL PLACE THEM ON A TOURNAMENT BRACKET.
- 2** COMBATANTS WILL THEN EACH COMPETE IN ONE-ON-ONE DUELS AGAINST WHOEVER THEY HAVE BEEN RANDOMLY PAIRED WITH. WHICHEVER COMBATANTS WIN 2 OUT OF 3 DUELS IN THEIR RESPECTIVE MATCHES WILL MOVE ON TO THE NEXT BRACKET.
- 3** COMBATANTS CANNOT USE ABILITIES.
- 4** COMBATANTS CANNOT USE BOWS OR THROWN WEAPONS.
- 5** WIZARD COMBATANTS' STAFFS ARE LETHAL.
- 6** DOUBLE KILLS INTERRUPT THE FLOW OF THIS EVENT SO IF IT CANNOT BE ASCERTAINED AS TO WHICH COMBATANT KILLED WHICH FIRST THEN THE DUEL CAN BE RESET A MAXIMUM OF TWO TIMES. IF A DOUBLE KILL HAPPENS A THIRD TIME BOTH COMBATANTS ARE DEAD AND OUT OF THE CONTEST.
- 7** (OPTIONAL) THE FIRST TIME ANY COMBATANT LOSES THEIR SET OF DUELS THEY WILL MOVE TO THE WILD CARD BRACKET UNTIL IT FILLS. THEN ALL COMBATANTS WILL AGAIN BE ASSIGNED A RANDOM NUMBER THAT WILL PLACE THEM ON A WILD CARD BRACKET.
- 8** IF THIS EVENT INCLUDES A WILD CARD BRACKET THEN COMBATANTS WILL BE ABLE TO LOSE TWICE BEFORE BEING ELIMINATED ENTIRELY FROM THIS EVENT (EXCEPT FOR THE WINNER OF THE ORIGINAL BRACKET).
- 9** IF THIS EVENT INCLUDES A WILD CARD BRACKET THEN THE WINNING COMBATANT FROM THE ORIGINAL BRACKET AND THE WINNING COMBATANT FROM THE WILD CARD BRACKET MUST COMPETE IN A SERIES OF DUELS.
- 10** IF THIS EVENT INCLUDES A WILD CARD BRACKET THEN THE WINNER OF THE ORIGINAL BRACKET MUST WIN 2 DUELS BUT THE WILD CARD COMBATANT MUST WIN 3 OUT OF A POSSIBLE OF 4 DUELS.
- 11** THE LAST COMBATANTS WHO COMPETE AGAINST THE WINNER OF EITHER BRACKET, THE LOSER OF THE FINAL DUEL OR THE ULTIMATE WINNER WILL WIN AND GAIN XP RESPECTIVELY.

Minion

- 1** COMBATANTS CAN START WHEREVER THEY WANT ON THE BATTLEFIELD SO LONG AS THEY ARE NOT WITHIN 15' OF EACH OTHER. A MARSHALL WILL SOUND THE HORN OF STRIFE TO INDICATE THE BEGINNING OF THE BATTLE.
- 2** THIS EVENT IS A FREE-FOR-ALL.
- 3** COMBATANTS ARE CONSIDERED TO BE EITHER FREE, A MASTER, OR A MINION. ALL COMBATANTS BEGIN AS FREE.
- 4** COMBATANTS GET INFINITE LIVES. IF COMBATANTS DIE THEN THEY MUST BLEED OUT, PROCEED TO THE PORTAL OF PANDOOM AS A GHOST, AND AFTER RESURRECTING THEY CAN RE-ENTER THE BATTLEFIELD.
- 5** A FREE COMBATANT THAT KILLS ANY OTHER COMBATANT BECOMES A MASTER. THE SLAIN COMBATANT THEN BECOMES THEIR MINION. AFTER REENTERING BATTLE THE MINION MUST PROCEED DIRECTLY BACK TO THEIR MASTER AND OBEY THEIR ORDERS. COMBATANTS CANNOT DELIBERATELY DIE IN ORDER TO ALIGN WITH OTHER COMBATANTS.
- 6** A MINION WHO KILLS ANOTHER COMBATANT MUST POINT OUT AND VERBALIZE WHO THE SLAIN COMBATANT'S NEW MASTER IS AND AFTER REENTERING BATTLE THE NEW MINION MUST PROCEED DIRECTLY BACK TO THEIR NEW MASTER AND OBEY THEIR ORDERS.
- 7** WHEN A MASTER IS KILLED THEY MUST YELL "MY MINIONS ARE FREE" AND ALL OF THEIR MINIONS BECOME FREE.
- 8** COMBATANTS CANNOT LIE OR REMAIN SILENT IF ASKED WHO THEIR MASTER IS.
- 9** THE MASTER WHO ACQUIRES EVERYONE ELSE AS A MINION WINS.

Pandemic Panic

- 1** A COMBATANT FOR EVERY 7 TOTAL COMBATANTS, WITH A MINIMUM OF 2, WILL BE DELEGATED AS STARTING ZOMBIES.
- 2** ALL OTHER COMBATANTS MUST ATTEMPT TO SURVIVE FOR 1 MINUTE PER 3 TOTAL COMBATANTS AND IF THEY DO SURVIVE THEN THEY WIN!
- 3** SURVIVORS GET ONE LIFE. IF SURVIVORS DIE THEN THEY MUST BLEED OUT, PROCEED TO THE PERIMETER OF THE QUARANTINE ZONE AS A GHOST, AND AFTER RESURRECTING THEY CAN RE-ENTER THE QUARANTINE ZONE AS A ZOMBIE.
- 4** ZOMBIES GET INFINITE LIVES. IF ZOMBIES DIE THEN THEY MUST FALL, BUT THEY DO NOT BLEED OUT . AFTER FALLING, THEY MUST PROCEED TO OUTSIDE OF THE QUARANTINE ZONE FOR 3 SECONDS AND THEN THEY CAN RE-ENTER THE QUARANTINE ZONE AS A ZOMBIE.
- 5** ZOMBIES ARE IMMUNE TO ALL NORMAL RANGED LIMB DAMAGE.
- 6** ZOMBIES CANNOT WIELD MORE THAN ONE WEAPON OR SHIELD AND THEY ARE SLOWED. ADDITIONALLY, THEY CANNOT WIELD ANY WEAPON THAT IS OVER TWO-HANDED LENGTH WITH TWO HANDS ON IT.
- 7** THE FINAL WAVE: DURING THE LAST 30 SECONDS OF THE TIMER THE MARSHALL WILL YELL "FINAL WAVE!" AND ALL ZOMBIES CAN MOVE UN-SLOWED.
- 8** IF THE ZOMBIES KILL ALL OF THE SURVIVORS THEN THE STARTING ZOMBIES, AND THE LAST SURVIVOR TO DIE, WIN AND WILL GAIN XP, RESPECTIVELY.
- 9** FIRST BLOOD: IF THERE ARE 20 OR MORE COMBATANTS THEN THE STARTING ZOMBIES CAN RUN UNTIL THE NUMBER OF ADDITIONAL ZOMBIES CREATED EQUALS THE NUMBER OF STARTING ZOMBIES.
- 10** DRASTIC MEASURES: IF THERE ARE 30 OR MORE COMBATANTS THEN ZOMBIES CAN CHOOSE TO GAIN ABILITIES.
- 11** DRASTIC MEASURES: SURVIVORS CAN ONLY USE THEIR ABILITIES IF THERE ARE 30 OR MORE COMBATANTS.
- 12** IN ORDER FOR A ZOMBIE TO GAIN AN ABILITY ANOTHER ZOMBIE (AND IN SOME CASES 2) MUST SIT DOWN OUTSIDE THE QUARANTINE ZONE FOR EACH ABILITY THAT THE ZOMBIE CHOOSES TO GAIN UNTIL HE DIES.
- 13** THE SIMPLER ABILITIES THAT ZOMBIES CAN CHOOSE TO GAIN DURING DRASTIC MEASURES THAT REQUIRE ONLY 1 SITTING OUT ZOMBIE ARE AS FOLLOWS; UN-SLOWED, DUAL WIELDING ANY LENGTH WEAPONS, A WEAPON AND A SHIELD, OR BOTH HANDS ON A TWO-HANDED OR LONGER WEAPON.
- 14** THE MORE POWERFUL ABILITIES THAT ZOMBIES CAN CHOOSE TO GAIN DURING DRASTIC MEASURES THAT REQUIRE 2 SITTING OUT ZOMBIES ARE CREEPER AND INFECTED.
- 15** A CREEPER ZOMBIE CAN RUN AND CAN HOLD UP TO 6 PACKETS AND MUST LOUDLY HISS UNTIL "EXPLODING" BY THROWING ALL 6 PACKETS AT ONCE BEFORE RECEIVING FATAL DAMAGE. THE PACKETS DELIVER DAMAGE, BREAK WEAPONS AND SHIELDS, AND THE EXPLOSION KILLS THE ZOMBIE.

16 AN INFECTED ZOMBIE CAN INSTANTLY TURN A SURVIVOR INTO AN INFECTED ZOMBIE THEMSELVES IF THEY YELL "INFECTED!" UPON DELIVERING FATAL DAMAGE TO A SURVIVOR. THIS IS TRUE FOR THE NEWLY CREATED INFECTED ZOMBIES AS WELL.

Ravenous

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1 THE MARSHALL RUNNING THIS EVENT WILL SHUFFLE AND DEAL OUT 1 CARD TO EACH PLAYER. THE CARDS PLAYERS RECEIVE WILL INDICATE THAT THEY ARE EACH EITHER A HERO OR A WENDIGO.

2 GAMEPLAY IS FACILITATED BY THE MARSHALL, AND PROCEEDS IN ALTERNATING NIGHT AND DAY ROUNDS, BEGINNING WITH NIGHT.

3 AT NIGHTFALL PLAYERS MUST SIT DOWN AND CLOSE THEIR EYES TO "SLEEP" THROUGHOUT THE NIGHT THE MARSHALL WILL PROMPT CERTAIN PLAYERS TO AWAKEN AND INDICATE AN ACTION; EACH PLAYER THEN GOES BACK TO SLEEP.

4 WENDIGO MUST AWAKE AND CHOOSE A PLAYER COLLECTIVELY TO KILL DURING THE NIGHT.

5 IF YOU ARE A HERO AND YOU BECOME SLAIN DURING THE NIGHT THE MARSHALL WILL PROMPT YOU AWAKE IN THE MORNING WITH A BLADE, INDICATING THAT YOU HAVE BEEN SLAIN. YOU MUST YELL OUT AND THEN DIE. IF YOU WERE PROTECTED YOU WILL BE RESURRECTED AFTERWARD.

6 EVERYONE WAKES FOR THE DAY UPON THE SLAIN HERO YELLING OUT IN THE MORNING. THE PLAYERS WILL THEN HAVE 6 TO 8 MINUTES TO SOLVE PUZZLES AND ACCUSE ANYONE OF BEING A WENDIGO. IF NO ACCUSATIONS ARE MADE WITHIN THIS TIME THEN NIGHTFALL OCCURS.

7 THERE WILL BE A PUZZLE FOR EVERY 5 PLAYERS IN PLAY EACH DAY. FOR EVERY PUZZLE THAT GOES UNSOLVED DURING THE DAY THE WENDIGO CAN KILL AN ADDITIONAL HERO THAT NIGHT. A MAXIMUM OF 5 PLAYERS CAN WORK ON ANY ONE PUZZLE.

8 IF AN ACCUSATION IS MADE AND AT LEAST ONE PLAYER SUPPORTS THE ACCUSATION THEN THE ACCUSED PLAYER HAS 60 SECONDS TO PLEAD THEIR CASE. AFTER WHICH A VOTE BY MAJORITY IS CONDUCTED TO DETERMINE WHETHER TO BURN THE ACCUSED AT THE STAKE.

9 TO ACCUSE A PLAYER OF BEING A WENDIGO, AND TO CAST YOUR VOTE AGAINST A PLAYER, YOU MUST LAY YOUR BLADE ON THEM.

10 A DAY IS PAUSED IF ANYONE IS ACCUSED AND THEN RESUMED AFTER AN ACCUSED HAS BEEN BURNED OR AFTER THEY WIN THE VOTE, AND THE DAY ENDS UPON THE TIME LIMIT EXPIRING, EVEN IF A PLAYER HASN'T BEEN BURNED.

11 HEROES WIN, IF THEY KILL ALL OF THE WENDIGO. WENDIGO WIN IF THE WENDIGO EQUAL OR OUTNUMBER THE HEROES.

12 THE HERO WITH THE PENDANT OF PANDOOM CAN INDICATE A PLAYER TO PLACE THE PENDANT AT THE BEDSIDE OF DURING THE NIGHT AND IF THAT PLAYER IS SLAIN DURING THE NIGHT THEY WILL RESURRECT THE FOLLOWING MORNING.

13 THE HERO WITH THE ALCHEMIST'S KIT HAS A POISON VIAL AND A HEALTH POTION, CAN CHOOSE TO USE ONE OR THE OTHER DURING THE NIGHT, AND THEY ARE CONSUMED UPON USE. THE POISON KILLS A PLAYER AND THE POTION FUNCTIONS THE SAME AS A USE OF THE PENDANT OF PANDOOM.

14 THE HERO WITH THE CRYSTAL BALL CAN SEE THE TRUE IDENTITY (HERO OR WENDIGO) OF A PLAYER DURING THE NIGHT.

15 THE HERO WITH THE MOONSHINE BOTTLE CAN ONLY COMMUNICATE WITH GESTURES AND NOISES; NO WORDS.

16 THE ALPHA WENDIGO MUST VERBALLY SAY THE WORD "WENDIGO" ONCE DURING THE DAY OR THEY DIE THE FOLLOWING NIGHT AND THEY CAN TURN A HERO INTO A WENDIGO DURING THE NIGHT, ONCE PER GAME.

17 THE HERO WITH THE HIDDEN DAGGER CAN REVEAL THEMSELVES, PAUSE THE GAME, AND KILL A PLAYER DURING A VOTE, THUS ELIMINATING THE SLAIN PLAYER'S VOTE, ONCE PER GAME.

18 THE HERO WITH LOVE POTION #9 MUST CHOOSE TWO OTHER PLAYERS TO MAKE FALL IN LOVE DURING THE FIRST NIGHT. THE TWO PLAYERS KNOW WHO EACH OTHER ARE AND IF ONE DIES THE OTHER DIES OF A BROKEN HEART.

19 THE HERO WITH THE HIDDEN CROSSBOW CAN, AS THEY DIE, POINT THEIR FINGER AT A PLAYER AND YELL "THWIP!" KILLING THEM.

Sanctuary

- 1** COMBATANTS ARE SPLIT INTO AT LEAST TWO TEAMS AND THEY MUST START AT EQUALLY OPPOSING EDGES OF THE BATTLEFIELD. A MARSHALL WILL SOUND THE HORN OF STRIFE TO INDICATE THE BEGINNING OF THE BATTLE.
- 2** COMBATANTS GET INFINITE LIVES. IF COMBATANTS DIE THEN THEY MUST BLEED OUT, PROCEED TO THE PORTAL OF PANDOOM AS A GHOST, AND AFTER RESURRECTING THEY CAN RE-ENTER THE BATTLEFIELD.
- 3** IN ORDER TO BEGIN TO CAPTURE THE CENTRALIZED BASE A TEAM MUST BE THE ONLY TEAM WITHIN 15' OF IT AND THEY MUST HAVE A MINIMUM OF 3 MEMBERS WITHIN 15' OF IT IN ORDER FOR A MARSHALL TO START A TIMER.
- 4** IF ANY COMBATANTS THAT ARE NOT ON THE CAPTURING TEAM COME WITHIN 15' OF THE BASE OR THE NUMBER OF MEMBERS ON THE CAPTURING TEAM THAT ARE WITHIN 15' OF THE BASE DROPS BELOW 3 THEN THE TIMER IS PAUSED AND THE BASE IS CONSIDERED CONTESTED.
- 5** IF ALL MEMBERS OF A CAPTURING TEAM GO FURTHER THAN 15' AWAY FROM A CONTESTED BASE, OR IF THEY ALL DIE, THEN THE BASE'S STATUS AND THE TIMER ARE RESET.
- 6** THE TEAM THAT CAPTURES THE BASE FOR 10 MINUTES WINS AND WILL GAIN XP.

Scramble

- 1** COMBATANTS CAN START WHEREVER THEY WANT ON THE BATTLEFIELD SO LONG AS THEY ARE NOT WITHIN 15' OF EACH OTHER. A MARSHALL WILL SOUND THE HORN OF STRIFE TO INDICATE THE BEGINNING OF THE BATTLE.
- 2** COMBATANTS GET INFINITE LIVES. IF COMBATANTS DIE THEN THEY MUST BLEED OUT, PROCEED THE PORTAL OF PANDOOM AS A GHOST, AND ONCE THE APPROPRIATE AMOUNT OF COMBATANTS ARRIVE AT THE PORTAL OF PANDOOM (DEPENDING ON THE TEAM SIZE DETERMINED BY THE MARSHALLS) THEN THEY RESURRECT TOGETHER AND CAN RE-ENTER THE BATTLEFIELD AS A TEAM.
- 3** AFTER A TIMER SET TO A MINUTE PER COMBATANT EXPIRES ALL COMBATANTS BECOME UNABLE TO RESURRECT.
- 4** MAGICAL ITEMS ARE SOMETIMES ADDED THAT HAVE VARIOUS EFFECTS. SOME OF THESE ITEMS CAN BE LOOTED.

The Juggernaut

- 1** COMBATANTS CAN START WHEREVER THEY WANT ON THE BATTLEFIELD SO LONG AS THEY ARE NOT WITHIN 15' OF EACH OTHER. A MARSHALL WILL SOUND THE HORN OF STRIFE TO INDICATE THE BEGINNING OF THE BATTLE.
- 2** THIS EVENT IS A FREE-FOR-ALL. COMBATANTS CANNOT ALIGN WITH THE JUGGERNAUT AND THEN RUN AROUND ATTACKING OTHER COMBATANTS SIMULTANEOUSLY.
- 3** COMBATANTS GET INFINITE LIVES. IF COMBATANTS DIE THEN THEY MUST BLEED OUT, PROCEED TO THE PORTAL OF PANDOOM AS A GHOST, AND AFTER RESURRECTING THEY CAN RE-ENTER THE BATTLEFIELD.
- 4** ONCE ALL BUT ONE COMBATANT HAS DIED AT LEAST ONCE THAT COMBATANT WILL RECEIVE A FULL HEAL AND THE JUGGERNAUT HELMET BY A MARSHALL.
- 5** THE JUGGERNAUT CAN IGNORE ALL NORMAL LIMB DAMAGE BY GRUNTING LOUDLY AS THEIR LIMBS ARE STRUCK.
- 6** THE JUGGERNAUT CANNOT USE OR RECEIVE ANY BENEFICIAL ABILITIES' EFFECTS.
- 7** IF THE JUGGERNAUT IS SLAIN THEY MUST YELL LOUDLY AND THEN INDICATE WHO KILLED THEM. THE COMBATANT WHO SLAYED THE JUGGERNAUT BECOMES IMMUNE TO ALL DAMAGE AND EFFECTS FOR UP TO 30 SECONDS WHILE THEY ACQUIRE AND DON THE JUGGERNAUT HELMET.
- 8** A NEWLY DONNED JUGGERNAUT RECEIVES A FULL HEAL AND MUST YELL "I'M THE JUGGERNAUGHT!" ONCE THEY ARE READY FOR BATTLE.
- 9** THE COMBATANT THAT DELIVERS 10 CONSECUTIVE KILLS, THE SECOND CLOSEST TO 10, AND THE THIRD CLOSEST WILL WIN AND GAIN XP RESPECTIVELY.

Trash Bash

- 1 THE FIRST MONDAY OF EVERY MONTH PARTICIPANTS WHO HELP PICK UP TRASH ALONG THE HIGHWAY PHLARP HAS DONATED WILL RECEIVE XP. WE GENERALLY MEET NEAR THE ENTRANCE TO THE MISSOURI MINES STATE HISTORIC SITE, IN PARK HILLS, MISSOURI.

Uno Attack

- 1** AS COMBATANTS ENTER THE BATTLEFIELD THEY WILL EACH BE GIVEN 4 CARDS. TO RESURRECT YOU MUST DELIVER A CARD TO THE MARSHALL AT THE PORTAL OF PANDOOM AS A GHOST.
- 2** COMBATANTS CAN START WHEREVER THEY WANT ON THE BATTLEFIELD SO LONG AS THEY ARE NOT WITHIN 15' OF EACH OTHER. A MARSHALL WILL SOUND THE HORN OF STRIFE TO INDICATE THE BEGINNING OF THE BATTLE.
- 3** THIS EVENT IS A FREE-FOR-ALL. COMBATANTS CANNOT ALIGN WITH OTHER COMBATANTS AND THEN RUN AROUND ATTACKING OTHER COMBATANTS SIMULTANEOUSLY.
- 4** TO LOOT A CARD FROM A BLEEDING OUT COMBATANT YOU MUST SHOUT "LOOTING 1, LOOTING 2, LOOTING 3, LOOTING 4, LOOTING 5, SUCCESS!" AS YOU EXTEND YOUR OPEN HAND OUT OVER HIM WITHOUT MOVING YOUR FEET OR RECEIVING ANY DAMAGE OR EFFECTS.
- 5** IF YOU BECOME A GHOST AND HAVE ONLY TWO CARDS REMAINING, AFTER YOU DELIVER ONE OF THEM TO THE MARSHALL AT THE PORTAL OF PANDOOM, YOU MUST YELL "UNO!" AS YOU RESSURECT.
- 6** IF YOU BECOME A GHOST AND HAVE ONLY ONE CARD REMAINING, AFTER YOU DELIVER IT TO THE MARSHALL AT THE PORTAL OF PANDOOM, YOU MUST YELL "UNO ATTACK!" AS YOU RESSURECT.
- 7** COMBATANTS WHO BECOME A GHOST AND HAVE NO CARDS REMAINING ARE UNABLE TO RESURRECT.
- 8** ONCE 25% OF THE COMBATANTS REMAIN THE MARSHALLS WILL SET A TIMER EQUAL TO A MINUTE PER REMAINING COMBATANT AND ONCE THE TIMER EXPIRES THE THREE COMBATANTS WITH THE HIGHEST NUMBER OF CARDS WIN 1ST, 2ND, AND 3RD RESPECTIVELY.