

Swordcraft Mage Rules

1. MAGES AND MAGIC

1.1 The Medieval world was full of magic and superstition. But playing with such forces is rare and can be a dangerous and fickle thing. Swordcraft simulates magic in various ways including:

- (a) Battle magic
- (b) Elemental magic

1.2 Battle magic

Battle magic may be simulated by colourful variants of standard weapons such as using throwing weapons made to look like flaming missiles, bandguns as “wands”, and javelins as lightning bolts. The effect of these weapons is the same as the standard variety.

1.3 Elemental magic

(a) **Mages** are spell casters who summon minor elementals to do their bidding on the battlefield. As to what the elementals are, the sages have debated this for millennium. Some call them spirits while others give them darker names such as ghosts, wraiths, shades and daemons. The two best known elementals are shadow elements and fire elementals.

(b) Mage Requirements

Required	Prohibited	Special
One mage and one elemental	Hold anything in their hands during summoning other than their foci and a staff	Mage may earn right to summon more than one element at a time at Quest
Approved foci		Mages can earn additional white stones via approved tasks at Quest
Black pouch with binding stones (one black stone and eight white identical stones)		Mages halve their HP from morale and armour You cannot claim the morale bonuses for carrying a banner and you cannot be your warband’s musician. You may be both a Mage and a Healer

(c) Elementals:

Elementals are of two types, fire and shadow:

- (i) Fire elementals or “Furies” are entities of raw fire that strike all that get in their way as they hunt their target.
- (ii) Shadow elementals or “Shades” are entities of darkness that can possess mortals and command them to do their summoner’s bidding.

- (d) **Summoning and binding:**
- (i) A mage summons an elemental by saying a minimum 30 word incantation while moving their activated Foci in a pentacle shape (star) with a circle around using arm holding the Foci fully extended.
 - (ii) Elemental remains stationary during summoning.
 - (iii) On completion of the summoning, the mage attempts to bind the elemental - by allowing the elemental to draw a stone out of the mage's pouch.
 - (iv) If the stone is white, the elemental is bound and the mage may give it a command (hunt designated target for fire elemental; possess designated target for shadow elemental).
 - (v) If the stone is black, the binding fails and the elemental attacks the mage (and once the mage is slain, proceeds to run berserk attacking the mage's nearest allies until slain).
 - (vi) Elemental remains stationary during binding.
 - (vii) After binding (whether successful or not), the stones are replaced in the pouch.
 - (viii) If the mage is struck in combat during summoning, the summoning fails (elemental is not summoned).
 - (ix) If the mage is struck in combat during binding, the binding fails (same as if black stone drawn).
- (e) **Commanding**
- (i) If binding is successful, the mage touches the elemental with their Foci (to represent the transfer of magical energy), and gives the elemental a Command (see table below).
Once the command is given to an elemental, the mage cannot communicate with it further.
 - (ii) A mage can hold off giving the command until they are ready. If the mage wishes to hold off giving the command, the elemental moves to just behind the mages left shoulder and remains there until the mage is ready. If the mage is slain, the elemental becomes unbound as if the binding had failed.
- (f) **Features**

All elementals
Dispelled on being reduced to 0 HP
COMMAND - Energy Shield: may hit and harm any player within 3m radius of their summoner (elemental dispelled if summoner dies)
On being dispelled, the elemental returns to the mage and awaits re-summoning
On a failed binding the elemental goes berserk <ul style="list-style-type: none"> - must attempt to kill summoning mage - then runs berserk attacking the mage's nearest allies until slain

Shadow
Possess and control a designated Target Player
Wear tattered grey or black clothing (including hooded cloak with hood drawn) and mask or veil
Use a single one or two handed weapon
Dispelled on their designated Target Player being commanded and carrying out the command
COMMAND - Possesses designated Target Player by:

Shadow
<ul style="list-style-type: none">- Touching target with weapon- Position itself in front of target- Saying “<u>Veritas</u>” followed by ONE word command- Remaining in company of target counting out time, while command carried out

Fire
Hunt and slay a designated Target Player
Wear flaming red, yellow an orange clothing and mask (HBO quality)
Must run at all times
Use a pair of one handed weapons
Dispelled on killing their designated Target Player
COMMAND - Attempt to kill their designated Target Player in combat