



Stormglow Battlegame Mancer Hand book



Table of Contents



Mancer	3
Magic	6
Healing	8
Major Arana	9
Summoning	11

Mancer



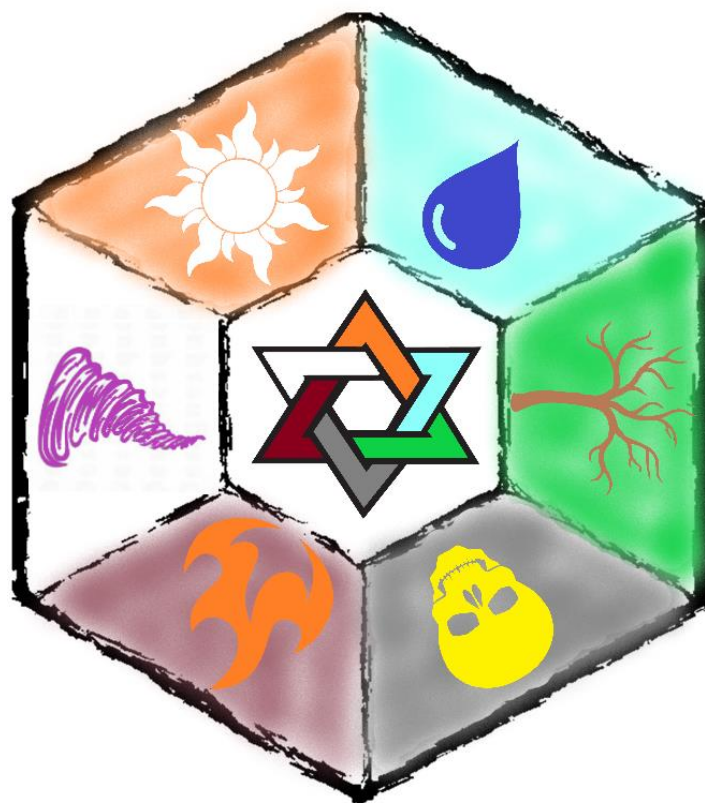
In Stormglow Battlegame, the term Mancer is used to describe magic wielding players and are written with strategic play in mind. Mancers have several unique abilities – such as healing, magic shieldbreaker, Coup de Grâce, summoning spells and game changing powers from the major arcana– that provide their teams with new ways to play the battle game and win their battles in their favour.

In order to become a mancer, you need to follow some simple rules see qualifying as a mancer for these rules.

Mancers can wear particular clothing to gain points rather than standard armour points, see mancer armour for these rules.

Mancers can use certain forms of magic see [magic](#) for these rules.

Mancers are only allowed to use a staff either for fighting or for defence, a band staff, a band wand and/or a single-handed weapon.



Mancer symbols and colours

“Battle mage, war priest or fae, a mancer should always be feared”

Skavyn Ironskull high priest of Azstus and Esstus



Qualifying as a Mancer

Before a participant can play as a Mancer, they must meet certain criteria. This does not exclude a participant from roleplaying as a Mancer outside of the battlefield. This is only a requirement in order to use the Mancer rules on battlenights.

In order to qualify as a mancner, a participant must:

- Be dressed appropriately, representing their school of choice with magic themed period/fantasy clothing i.e., long tunics, cloak, Mystical themed head dress, flowing dresses etc.
- Have at least three (3) items of power displayed on their costume. Items of power are items that help to visibly mark the participant as their school of Mancery. This could be but isn't limited to: dried herbs, runes (fake facial or visible body tattoos), sigils in body art, scrolls (need to be more than a piece of rolled up paper with a ribbon on it, can have wooden dowls or rods on it) or scroll cases, large obvious jewellery, skulls, chains, bones etc. A staff is not counted as an item of power due to the fact that it can be used as a weapon or parry stick but it may be used as a magic focus item.
- Carry a magic focus of some description. Magic focuses are items that a Mancner uses to "channel" or "focus" their magic. This could include but is not limited to a wizard's staff, a magic wand, a band staff, a holy symbol, a magic tome, or a replica crystal ball (plastic).
- Not carry any shield other than a pavise shield in a crew of two. Can only use a staff, band wand, band staff and/or a single-handed weapon.
- Must use a Stormglow approved fate glass and summoning sashes
- **Not** carry any shield other than assisting with a pavise shield in a crew of two. May only be armed with a staff (combat or parry), band wand, band staff and/or a single-handed weapon.
- Must use a Stormglow approved fate glass and spell binders (sashes)
- Must pass the summoner training and prove to the Mancerial conclave that you are able to correctly perform your spells/rituals.

If a participant meets all these conditions, and have had the all of their items of power, their focus, clothes, headdress, armour, fate glass and spell binders approved by the Mancner conclave, you will be qualified as a mancner.

A Mancner must nominate that they will be playing as a Mancner at the beginning of the game night and must continue to use the Mancner rules for the entirety of the night.



Mancer Armour


See qualifying as a mancer to see if you are a mancer or not.

Mancers use the mancer armour rules shown in the table below when they make themselves known as a Mancer (which is to be done at the beginning of the night).


When a participant uses Mancer armour, they don't gain points from wearing armour or from unarmoured bonuses. They will still receive points from morale bonuses.

A Mancer starts on base 2 HP and can gain 3 extra HP if all 3 armour bonuses are met. A Mancer using Mancer armour can have up to **8 hit points in total**, including morale bonuses (bard or a warband banner) or a combat approved staff, band wand or band staff).


Magic Users Clothing

	The mancer is wearing mage themed clothing	1 HP
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Headdress

	The mancer is wearing mage themed headdress	1 HP
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Heavy Cloak

	The mancer is wearing a heavy cloak that is longer than their knees	1 HP
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Staff or Wand

	The mancer is using a larp safe staff, band wand or a band staff. (No stacking)	1 HP
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Magic

Magic refers to the wondrous feats of wizards, sorcerers, druids, and other Magic users in medieval fantasy. While Mancers are largely free to depict magic as it suits them in roleplay, magic is simulated in Stormglow Battlegame Ltd. through the rules defined in this section.

“Magic is like coin. Some may be born to it, others earn it, and yet others may steal or find it. The fae are born to magic, the priest earns it through devotion, the sorcerer steals it with tricks and spells and ancient relics may be discovered”

Skavyn Ironskull, High Priest of Azstus and Esstus.

Unique Magic Abilities

Healing

A mancers can heal participants using the same healing rules as detailed in [healing](#).

Magical Shieldbreaker

A mancer can deal 1 damage through a shield using the magical shieldbreaker ability.

In order to use the magic shieldbreaker ability, a mancer must have a foam whistling finned ball decorated as a magic attack of some description, such as a magic firebolt. This is so that a participant struck with it can identify that it is a shieldbreaker weapon by the sound of the whistle. An example is the Nerf branded “Aero Howler Football”. These must only be used for magic shieldbreaker attacks.

To perform the attack, the mancer must perform a 5 second ritual before throwing the weapon. This ritual should include their magic focus moved in such a way that is obvious and their voice used in a way that is audible. An example might be waving a wizard staff while singing an incantation. At the end of the ritual, the weapon must be thrown immediately and deals 1 damage through a shield on impact. If the weapon strikes a target on a legal striking surface, it deals damage as standard. The spell is lost if the weapon is not thrown within 2 seconds after the ritual is completed and the weapon then cannot be thrown until a ritual is performed again. The ritual is interrupted if it is abandoned or the caster is hit.

Coup de Grâce

A Mancer can deliver a Coup de Grâce to an enemy participant that is down. A coup de Grâce is a magical incantation that, when delivered successfully, prevents the opponent that it was performed on from being resurrected. That participant is then to leave the field for the duration of the round.

To deliver a Coup de Grâce, a Mancer must perform a 30 second ritual on a downed participant using their magic focus in such a way that is obvious and their voice used in a way that is audible. On completion of the ritual, a Mancer can theatrically strike a downed participant to deliver the Coup de Grâce, if the strike is not delivered within 2 seconds after the ritual’s completion, the strike cannot be delivered until the ritual is performed again. The ritual is interrupted if it is abandoned or the caster is hit.

Summoning magic

Mancers of Stormglow Battlegame can perform minor summoning spells from one of the six schools of magic.

Pyromancy



drawing on the powers of fire.

Aeromancy



drawing on the powers of air.

Luxomancy



drawing on the powers of light.

Necromancy



drawing on the powers of life and death.

Terramancy



drawing on the powers of earth and nature.

Hydromancy



drawing on the powers of water.

See [Summoning](#) for rules and spells.

Major Arcana magic

Mancers of Stormglow Battlegame can perform game changing major arcana spells. These powerful spells can hinder and impair an opposing force.

See [Major arcana](#) for all rules and spells.

It is recommended that all mancers carry a spell book with the major arcana and their school of summoning spells written in them. A downloadable pdf can be found on the Stormglow Battlegame web site.



Healing



At the beginning of a round a participant may nominate to be a healer for their side for that round. Healers are participants that can restore hit points to and resurrect downed participants that have not left the field.

Healers can restore their own hit points but cannot revive themselves when they downed.

For a participant to qualify as a healer, they **must** meet one of the following requirements:

- Use at least two dedicated healing items when healing, including but not limited to a scalpel and a bandage, a frying pan and a fish, or an anvil and a hammer.
- Qualify as a mancer and use their magic focus when healing, including but not limited to a mancers staff, alongside their voice used in a chant, incantation, or song.
- Provide a consumable item when healing, such as a potion.

For a participant to be healed by a healer they need to be kneeling or have taken a knee (if able). The Healer will then need to act out the healing in a manner that is obvious and identifiable as performing a magical healing. This might mean using a scalpel and bandage to tend to the fallen participant or moving a stave while singing or chanting.



The effect of healing will depend on how long the healer spends healing the participant. It is recommended that a participant receiving healing will count for the healer.

The effects of healing and their times are detailed in the table below

Restore 3 hit points to 1 participant	10 Seconds
Restore full health to 1 participant	20 Seconds
Restore full health to 2 participants	30 Seconds
Resurrect 1 participant from the dead state	30 Seconds

If either participant or healer is shot or struck during a healing/resurrection spell then the count is considered interrupted and participants must restart counting at 1 for the full counts listed above to be successful.



Major Arcana



Soul crystals

Mancers in Stormglow Battlegame are to harness the power of the “soul crystals” and to cast ‘spells’ that alter the tide of the battle by impairing the actions of the opposing force.

Soul crystals are highly sought-after items that are collected when one side of a battle game is vanquished. A crystal is awarded to the losing side and contains the ‘souls of the fallen’. Soul crystals are stored on the ‘battle board’ until enough have been collected for use.

Once three crystals have been collected, a magic user may choose to use them to summon a spell from the ‘major arcana’. Once used, the crystals are considered “spent” and more must be collected.

Soul crystals have a shelf life and degrade at a rate of one crystal per game night after at least three have been collected i.e., if at the end of a game night a team has three crystals that they have chosen not to use, the following game night they will only have two, due to degeneration of the crystals.

Casting spells

Once three soul crystals are collected and a spell has been chosen from the ‘major arcana list’. The Mancer must perform a ritual to cast the spell.

Spell casting is an arduous task as it involves long periods of theatrical roleplay. Loud, commanding vocalisations, exaggerated gesturing and the use of props including but not limited to coloured powders, shakers and caldrons are great ways to perform your ritual, be creative and make it your own. This ritual is what keeps the spell in effect.

To keep the chosen spell in effect for the entire round of battle would require the Mancer to maintain the ritual for the whole round.

If the Mancer is downed the spell ends. See major arcana list for spells.



Major Arcana Spells

Sodden ground – the other team must walk at a burden pace

Leaden shields – the other team cannot use shields

Broken branch – the other team cannot use pole weapons

Unbreakable silence – the other team cannot talk

Anti-magic – prevents spells from being cast from the other team

Amnesia – no warband traits for the other team

Blindness – opposing team faces away from the war field for 10 seconds at the start of the game

Sepsis – doubles the healing time to opposing healers

Localised down pour – other teams black powder gets ruined by rain, cannot use guns

Summon beast – summons a beast but magic is fickle and the creature that is summoned is random, a dice role will determine what is summoned if at all.

You could end up with a Juggernaut, troll, wendigo, angry kobold, a sad peasant or nothing as the spell failed.

Juggernaut – Cannot be killed, burden pace, one shot kills to legal target zones (can be blocked) and cannot meet objective.

Troll – 15 hp, walking pace, normal damage to it and players, cannot meet objective, upon being killed can resurrect to full health after a 15 second count.

Wendigo – 15 hp, walking pace, normal damage to it and players, if killed by a wendigo a participant will resurrect at 6 hp and attack the nearest participant regardless of side.







Angry Kobold – 10hp, normal pace, ignores limb shots, can meet objectives, does normal damage user to players.

Sad peasant – 1hp, invulnerable, burden pace, un-armed, can meet objective and carry items including siege weapons, cannot harm other players.

Summoning



To perform summoning spells Mancers must choose a school of magic either Terramancy, Luxomancy, Necromancy, Pyromancy, Aeromancy or Hydromancy. Each school has a colour and a symbol associated with it:

Colour	School	Symbol
Light Green	Terramancy	
Mid Grey	Necromancy	
Orange	Luxomancy	
Maroon	Pyromancy	
Aqua	Hydromancy	
White	Aeromancy	

Once a Mancer has chosen the school of magic they wish to use, it is now imbued to your character, you will not be permitted to change schools (so trial all six before your final decision).

A Mancer can use up to three spells per round unless they have received a bonus one as an award from a sheriff. The same spell can be used twice but it will cost two spell binders (sashes) to cast.

The Mancer should have at least three spell binders of their schools' colour and symbol (a fourth is advisable should the caster be awarded an extra spell). These spell binders will be used to represent a spell being cast on an individual. The spellbinders may be personalised with different designs and shapes but must meet the minimum requirement of size, colour and symbols. see [spell binder shape ideas](#).

Mancers are required to use a fate glass. These items are used to determine if the spell has succeeded or failed. Fate glasses look similar to an hour glass apart from the six-sided dice inside it. The dice will have five yellow sides and one blue side. The blue side means the spell has failed and the yellow side means the spell has succeeded. A failed spell will deal 1 hp damage to the mancer.



How to cast the spell

Pick a spell from your school of magic, choose a target (you, another player or a weapon) and while tying your spell binder (sash) onto the target (elbow of you or another player) perform a minimum of a 20-word uninterrupted ritual, explaining to the target what to do and then use your fate glass to see if the spell is a success or not.

An example of a ritual is *"I summon you wraith to do my bidding, at my command you will go unto (insert name of player here) and compel them to sleep"*

If the spell has failed, the spell is spent (spellbinder must be left tied on the target until the end of the round) and the caster cannot attempt this spell on that player again this round and must take 1 damage from the backlash of the spell.





Summoning Spells and Schools

Terramancy

These mancers harness the power of earth and nature and utilise them to heal, protect and be as one with the elements.



While you are performing your spell you must say them loud and tell everyone what you are doing for example "I call upon the powers of the earth to alter this terrain from lava to solid ground so all may pass".

All spells require a mancer, a minimum of a 20-word count, a spell binder and a fate glass.

Alter terrain

The Terramancer must touch the terrain they wish to alter while performing a minimum of a 20-word ritual. The Terramancer may make the terrain completely impassable or passable. The spell remains in effect until the Terramancer is no longer touching the terrain.

Earth's embrace

After a minimum of a 20-word ritual, the mancer may imbue themselves or another healer with the power of the earth, this will allow them to perform a 30 second healing on four or fewer people at the same time.

Blood Lust

While touching a player and performing a minimum of a 20-word ritual, the Terramancer sends the player into a blood lust. The affected player attacks all enemies in its path. The crazed player takes only one point of damage no matter where they are hit and are on eight points of health. They cannot carry a shield.

Natural Adaptation

After a minimum of a 20-word ritual, the Terramancer enchants their own or another player's body with natural adaptation, this allows them to ignore all terrain except walls and cliffs.

Green Fairy

The caster may select any downed player, touch them and after a minimum of a 20-word ritual, the player transforms into a green fairy and is given a name by the caster. The green fairy will then walk over to the person they were commanded to heal, touch them and instantly revive them to full health. The green fairy will then remove themselves from the field. The green fairy may not be attacked or attack others.

Summoning Spells and Schools

Necromancy

These mancers harness the power of dark and death and utilise them to heal, protect and to walk in the shadows.



While you are performing your spell you must say them loud and tell everyone what you are doing for example "I call upon the powers of the darkness to turn (insert name here) into a flesh golem, you are now of 6 hp and are my body guard, protect me".

All spells require a mancer, a minimum of a 20-word count, a spell binder and a fate glass.

Life link

After a minimum of a 20-word ritual, the mancer is able to siphon hp from a willing target to themselves or another target. The mancer must be touching both the donor and the recipient.

Flesh Golem

The mancer may select any dead player and after a minimum of a 20-word ritual, the dead player becomes a 6hp bodyguard to the summoner. They cannot leave the immediate vicinity of the mancer and must intercept any attacks thrown at the mancer.

Blood Golem

The mancer may select any dead player and after a minimum of a 20-word ritual, the dead player becomes a 3hp blood golem, the summoner then commands the golem to attack a player on the field.

Wraith

The mancer may select any dead player and after a minimum of a 20-word ritual, the dead player becomes a Wraith. The wraith is given one of the following commands: sleep, berserk, dance, flee and a target. The wraith must go to its target, touch them either with their weapon or open hand and say the command to the target, the target must then complete the command for a count of 30.

Shadow Walk

After a minimum of a 20-word ritual, the mancer or the recipient of the spell is cloaked in shadow, they must walk around the edge of the field as if they are hiding in the shadows, they may ignore all-terrain and hits until they perform an action which is anything other than walking and speaking, the spell is then broken.



Summoning Spells and Schools

Luxomancy

These mancers harness the power of light and utilise them to heal, protect and to create a champion.



While you are performing your spell you must say them loud and tell everyone what you are doing for example "I call upon the powers of the light to give (insert name here) a shell of protection, you can ignore the first three hits you receive".

All spells require a mancer, a minimum of a 20-word count, a spell binder and a fate glass.

Aura of protection

While touching a player and performing a minimum of a 20-word ritual the target is blessed and can ignore the first three hits they receive.

Blessing

While touching a player and performing a minimum of a 20-word ritual, the target is cloaked in a veil of light giving them a bonus 2 hp, (can go over the max of 15).

The sun's touch

While touching a healer and performing a minimum of a 20-word ritual, all heals the target carries out for the rest of the round, take half the time.

Champion of light

While touching a player and after performing a minimum of a 20-word ritual the caster imbues a target with the power of light, the target gets one 15 second count full health revival after they are downed.

Sun blade

*After a minimum of a 20-word ritual, the caster imbues a target's weapon with a light enchantment causing the weapon to do 3 points of damage no matter where it hits.
The recipient of the spell must call 3 when striking a player.
The spell lasts till the end of the round or the recipient has been downed. The spell binder needs to be tied to the weapon.*



Summoning Spells and Schools

Hydromancy

These mancers harness the power of water and utilise them to heal, protect and transmogrify.



While you are performing your spell you must say them loud and tell everyone what you are doing for example "I call upon the powers of water to turn (insert name here) into a water nymph, you live in the water, cannot die from normal hits and can only use a one-handed weapon".

All spells require a mancer, a minimum of a 20-word count, a spell binder and a fate glass.

Obscuring Mist

While touching a player and performing a minimum of a 20-word ritual, a participant becomes immune to all ranged attacks including siege weapons for the rest of the round.

Water Nymph

While touching a player and performing a minimum of a 20-word ritual, A Hydromancer can transmogrify a living participant from their team into a water Nymph. The Nymph may only reside in a body of water (lake, river etc) and will be downed if they leave the water. Nymphs are immune to damage and can only be killed by another mythical creature. They do standard damage to all participants. Can only use single handed weapons.

Ice Wall

After a minimum of a 20-word ritual a Hydromancer can assemble a wall with fallen players and position it as needed. A minimum of 3 fallen participants is needed (must fate glass all members of the wall). Wall cannot be destroyed, traversed, fought over or shot through or over.

Healing river

While touching a player and performing a minimum of a 20-word ritual a player will be enchanted to collect as many of the fallen as they wish, in the form of a conga line and return them to a healer. The enchanted player must touch the fallen players to join them to the conga line.

Water Viper

While touching a player and performing a minimum of a 20-word ritual a player may be transmogrified into a water viper. Vipers may only be armed with a pair of one-handed weapons (dual wield) or 2 single-handed weapons. Each weapon may inflict one insta-kill. Once a weapon has delivered a kill, it must be sheathed or held in a reverse grip.

Once both have been used the Viper dies. A viper has 6 hp regardless of armour and may traverse any water terrain (not ice) at a normal pace. Water vipers can be killed.



Summoning Spells and Schools

Pyromancy

These mancers harness the power of fire and utilise them to heal, protect and weld.



While you are performing your spell you must say them loud and tell everyone what you are doing for example "I call upon the powers of fire to turn (insert name here) into a Fire Golem, you are now my bodyguard, have plus 4 hp and must protect me".

All spells require a mancer, a minimum of a 20-word count, a spell binder and a fate glass.

Efreet

While touching a player and performing a minimum of a 20-word ritual, the Pyromancer may turn any team mate into a fire golem who becomes the Pyromancers bodyguard. The golem gains a bonus of 4 hp (can go over max) but cannot leave the immediate vicinity of the Pyromancer and must intercept any attacks directed at them.

Fire Hardened

While touching a player and performing a minimum of a 20-word ritual, A Pyromancer can enchant a living participant from their team to make them fire hardened. The enchanted participant may 'freeze' and be immune to damage for any period of time (think armour lock). The player must say freeze and hold the position they are in until they choose to move again. The player may do this only once.

Forged In Fire

While touching a player and performing a minimum of a 20-word ritual, A Pyromancer can enchant a living participant from their team making them immune to lava. Whilst the enchanted player enters the lava their hp is raised to max. If they leave the lava they die. Can fight in lave.

Sacred Flame

While touching a healer and performing a minimum of a 20-word ritual, A Pyromancer can enchant the healer with the ability to perform one insta heal/resurrection. The healer may choose when to use the insta heal and can use it on themselves.

Forge Welded

While touching two players and performing a minimum of a 20-word ritual, A Pyromancer can forge weld the players together. The two participants must hold each end of the spellbinder and may only use a single-handed weapon each. While joined they both ignore limb shots. If one dies, they both do.

Summoning Spells and Schools

Aeromancy

These mancers harness the power of air and utilise them to heal, protect and transmoglify.



While you are performing your spell you must say them loud and tell everyone what you are doing for example "I call upon the powers of air to turn (insert name here) into a water nymph, you live in the water, cannot die from normal hits and can only use a one-handed weapon".

All spells require a mancer, a minimum of a 20-word count, a spell binder and a fate glass.

Djinn

While touching a player and performing a minimum of a 20-word ritual, a djinn can be placed inside a living player that player remains unchanged until they are downed, upon being downed a djinn takes over the players body, making them immune to damage for the next 15 shots that they throw. Then body then dies and is unresurrectable.

Calming breeze

While touching a player and performing a minimum of a 20-word ritual, a healer or mancer can be enchanted to resonate with healing energies, just being in close proximity to them (1 to 2 paces) can allow players to heal (limit 2 players at a time). The healer does not need to actively heal and is free to move/fight etc. They players may follow but cannot fight/meet objective until they are fully healed/

Bubble

While touching a healer and performing a minimum of a 20-word ritual a healer can be enchanted with a magic bubble, whilst they are actively healing they and their patient can ignore damage.

Swift wind

While touching a player and performing a minimum of a 20-word ritual the players movement restrictions are nullified (you can move at any pace e.g., can walk at a normal pace with an object)

Dust devil

While touching a player and performing a minimum of a 20-word ritual a player may be transmogified into a dust devil. Dust devils are immune to damage and are able to move an object 3 paces in any direction regardless of terrain. The player must then leave the field, return to base line and only then may return to the field as a normal player.

Fate Glass

The fate glass is an item unique to Stormglow Battlegame, it is used to determine the success or failure of summoning spells. It is a piece of necessary kit that is required for Mancers to perform summoning spells.

They will be made available through Stormglow Battlegame at a reasonable price.

They can be customised with warband colours, engravings and decorative hangers.





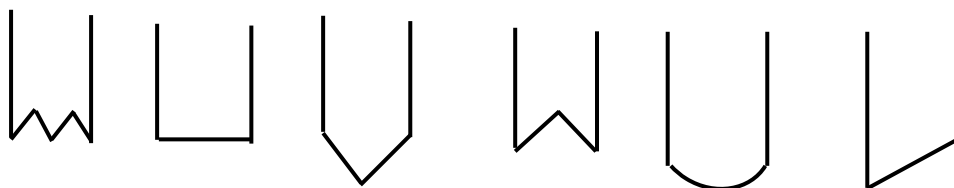
Spell binder construction

Spell binders (sashes) must be one metre long and a minimum of 10cms wide, constructed of cotton or cotton blend material (top pop, drill, home spun etc) it is suggested that they be made in a two piece or a tubular construction, this is to ensure a sturdy and long-lasting spell binder.

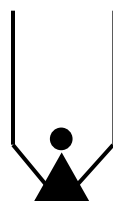
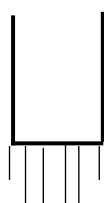
No ridged adornments (beads, charms etc) are to be used as decoration, due to the risk of a whipping hazard but soft fringing or tassels are permissible.

Spell binder shape ideas

The reason different ends for each caster are too be used is for easy identification so any spell binders used on the field can easily be returned to their owners, these are just some examples please be creative.



Spell binders can be personalised with coloured fringes or coloured tassels.



Colour	School	Symbol
Light Green	Terramancy	
Mid Grey	Necromancy	
Orange	Luxomancy	
Maroon	Pyromancy	
Aqua	Hydromancy	
White	Aeromancy	