Gozerian Festival



Levels: 1-10

Fighting: 4 Mental: 4 Physical: 6 Risk: 5

Zanith has decided to get Gozeria back on its feet. He has decided that holding a festival and inviting everyone is the way to do it.

Message sent out by Zanith:

"Gozerian is alive and well, if you are reading (or hearing) this then you are invited to come and enjoy the re-establishing festival. I have arranged games, challenges and contests that will keep everyone entertained. I have also found a few souls in need of saving for those who don't know how to take it easy. Show up when you want and enjoy the festivities."

Writer: David Wood (zanith487@hotmail.com)
Producer: David Wood

Sanctioning: Angela Gallegos, John Jones

Watchdog: Henry Wood Safety: Angela Gallegos

There are multiple sub-rules in effect

Ranger

Snap Shot

Level 4/6/8, Cost 4/6/8

The ranger may fire an arrow without any aiming time. This must be precast. At level 4 the ranger may only snap shot marginal and critical arrows. At 6th level the ranger may snap shot any arrow. At level 8 the ranger may precast up to two arrows at once.

Ranger Walk

Ranger may take up to half their level (round up) in steps while aiming.

Fighter

Weapon Shatter is moved to level 2

Weapons Instructor may be used to teach dual weapon proficiency for the game day.

Magic User

Assimilate Weapon

A magic user may use their weapon as a magical medium. They may add the magical enhancement from the weapon to the damage of any damaging spells. This can never affect LI.

Cleric

Doom

Level 6/8

The cleric may cause a feeling of doom on a target to cause -1 to damage/armor/LI. If the cleric uses the 8 points spell then it will be -2. This is not a LI spell. This cannot be double-effected in anyway. Only a Reverse Curse of any level can remove the affects of doom, the LI effect can be removed by the use of Battle Fever. The target can only be under the influence of one doom per cleric at a time. A target may be doomed to have all three stats lowered, but it must be done by a different cleric per stat. This effect lasts for 1 minute.

Knight

Knights may have more than one magical weapon.