

FAQ

1. You may only take the number of spell balls you have purchased to the field. You may use other player's spell balls that they take to the field with their permission. You may never have more spell balls on your person than what you have purchased.
2. Spells and Abilities that confer insubstantial transfer their Magical (m) or Extraordinary (ex) properties to the Incantation require to exit the state. This means spells like Wizard teleport would require a free hand to exit but Assassin Teleport does not.
3. The maximum amount of strike legal ends on any single piece of equipment is 2.
4. A player must make it clear which weapon they are wielding if more than one weapon is in one hand. A weapon can be wielded in the same hand holding a shield.
5. For Insult, Awe, Fear, or similar abilities: As long as a legal target is initially engaged with spellballs or throwies, unintentional hits to other targets still count and do not affect the ongoing ability.