

Congratulation's your team has be invited to attend the **Necromancers' Invitational Tournament** or **NIT** as we like to call it. Please read over the rules below and respond back whether you accept or decline the offer to play. This Tournament will be played in a weekend or over the course of a week, so please plan on making time for this once a season special event.

NIT Rules (Updated 05-29-12)

- All teams will play at least 2 games in the NIT.
- 8, 7, 6, or 4 Teams can be used for the event. Hopefully we will have 8 teams. See Tournament Schedule and format on Page 2.
- All games during this Tournament will be broadcast exclusively on **NBC** (Necromancers Broadcasting Circle).
- Once the tournament is completed all teams will receive an **extra 150K**. This is in addition to any winnings you have received during the tournament.
- **Team Apothecaries are allowed, but may only be used once during the whole Tournament.**
- **Players with Regeneration can use the skill but only once per tournament.**
- All players between games will receive a healing potion and will be ready to play the next game. Which means a player will not miss the next game no matter the injury (the only exception is death). If a stat -1 (or niggling) injury occurs the player will be able to play but his/her stats will reflect the injury.
- No team may ever concede a game. **If tied after the end of the game 1 Sudden Death overtime will be played for Divisional Games. If teams are still tied the game is over. In the Tournament Final overtime is not Sudden Death.**
- All games will be played at the Death Dome, and while the Death Dome is an indoor facility it does however exhibit strange magical weather properties. The following chart will be used on all weather rolls:
 - 1- Hot and Sunny (combine Heat and Sunny results)
 - 2- Sweltering Heat
 - 3- Very Sunny
 - 4- Normal
 - 5- Normal
 - 6- Pouring Rain
 - 7- Blizzard
 - 8- Freezing Rain and Snow (combine Pouring Rain and Blizzard)
- Before regular inducements are decided both teams get 200,000 in inducement money which they must be spent buying two 100,000 cards. These cards will be picked at random, shuffle the whole deck and each player takes two off the top.
- **Wizards can be induced but may only use the Fireball Spell**
- For any player that dies during a game there will be an additional fee paid to the team for their loss (and our gain). For money gain from the dead player see chart below.
 - Player Value 10K-100K = +10K
 - Player Value 100K-150K = +20K
 - Player Value 160K-300K = +40K
 - Player Value 310K- up = +80K
- The Team that wins the NIT will receive an NIT patch that each players on that team will wear on their uniform. This sponsorship patch is worn for the next Dragonfyre season they play in. This is worth a +1 to all game earnings for the entire regular season. Plus the MVP player of that team will get the skill "Touch of Grey" for free. This skill works just like the Regeneration skill, except against teams that can "Raise the Dead".
- Only these Star Players may be used in the NIT and can be used for any team. These players are: Count Luther Von Drakenborg, **Crazy Igor**, Hack Enslash, **Humerus Carpal**, Helmut Wulf, **Ithaca Benoin**, **J Earlice**, Ramtut III, Setekh, **Sinnedbad**, Wilhelm Chaney.
- Only these Mercenary Players may be used in the NIT and can be used for any team. These players are: Skeletons, Zombies, Thralls.