# Rules of Play

## June 2019

**Darkon Wargaming Club, Inc.**

# Acknowledgements

The Darkon Wargaming Club, Inc. reserves the right to refuse membership to any individual. Darkon is a full-contact recreation of medieval/fantasy-style combat for sport. The Darkon Wargaming Club, Inc. is not responsible for any injuries to Players/members attending any game events.

As in any sport, it is the Players/members responsibility to take all precautions to avoid injuries, such as wearing protective gear, building & maintaining safe weapons used for combat, and abiding by all the rules of the game.

# Darkon Rulebook Preface

## Intent of the Rules

You can try to provide a rule for every situation that may arise, but you can never cover every contingency that may come up in the course of the game. Club members must understand that the intent behind the rules is to guide us. Deliberately taking advantage of gray areas in the rules, loopholes, or interpreting the rules the way you think they should be for personal and/or character gain is worse than breaking the rules. It is destructive to the entire club as a whole. The game relies on the Honor System, and that every Player abide by it. If you do not have the integrity to abide by the Honor System then you should not be playing in this game. Disregard for the rules takes away from the spirit of the game, as well as the majority of the Players' enjoyment and fun. This, above all, cannot be tolerated and will not be accepted by the club.

# Chapter One

## Welcome to Darkon!

Darkon is a live action role-playing game—also known as a LARP—featuring full-contact combat with foam props that are made to look like medieval weapons. Darkon hosts regularly scheduled events, including day battles, tournaments, campouts, and feasts.

## Players & Characters

A Player is a person who attends a Darkon event, while a Character is the persona they create and role-play in the game.

Darkon offers a wide variety of Character 'Classes' to choose from (e.g. fighter, wizard, etc.), as well as a thorough and well-regulated rules system for live, real-time combat. The details of this are covered in Chapter 2.

Players are said to be 'IC,' or In-Character, during the time that they are role-playing their Characters, and Players are said to be 'OOC,' or Out-of-Character, at any time when they are not.

The Player must refrain from using knowledge that is gained OOC for IC purposes. This is an important distinction to make and is a fundamental concept for the enjoyment of Darkon.

## New Players

A Player must be at least 16 years old to participate in Darkon. All Players must sign a waiver. Any Player under 18 years of age must have a waiver signed by a parent or guardian.

No dues are charged for a Player's first event, unless it is an event lasting more than one day.

Players who have attended 5 events or less will be required to attend a New Player Speech. The speech includes a review of basic Darkon rules, the duties of Elders, and safety. This is a valuable time for new Players to ask veterans of the game questions concerning rules, weapons, armor, etc.

## Check-In

At the beginning of each event, all Players must go through a check-in process, which is organized by the Board. Various Marshals, will examine the gear and equipment of each Player to ensure rule compliance.

Once a Player has passed through the Marshal inspections, he may then pay his dues for the event to the Treasurer and record his participation with the Secretary. At this time the Player may also consult with the Land Marshal to deposit or withdraw Darkon coin from the Coin Marshal. Upon completion of the check-in procedure, Players are permitted full participation in the day's event.

Be forewarned that real weapons are prohibited unless otherwise permitted, for example, at the Feast. If brandished at an event where they are prohibited, real weapons will be immediately confiscated and disciplinary action will be taken.

# Chapter Two

## Characters and Countries

## Characters

This is a fictional being that is being portrayed by a Player. This being only exists in the scope of the game and the actions of this being should not be taken as the actions of the Player. This being lives according to the rules of the game and exists only at the whim of the Player.

Every Player in Darkon must create at least one character that they will role-play during events. Players may choose to identify their character as any one of the eight listed character types (see Chapter Five: Types of Characters).

A character should have an original battle name, by which that character will be known. Players should refrain from using common historical, or fantasy names such as Ivanhoe, Merlin, or Red Sonja. Players should also refrain from using any title that may correspond with a title of Nobility (see Nobility) or occupational title as a preface to their names. During events, Players should always be referred to by their battle names.

Players may also choose to play races other than human (elves, dwarves, orcs, etc.), but will not receive any racial abilities. If a Player chooses to play a race other than human, they are encouraged to wear costumes, make-up, etc. to fit the race that they have chosen. Players may develop their own history, philosophy, religion, superstition, etc. to help define their character.

## Alignment

One way to develop a character persona is through the use of alignment; note that some character types may have restrictions on a Player's alignment. Characters may be good, neutral, or evil. Concurrently, characters may also be lawful, neutral, or chaotic. A chaotic-evil character will cause havoc randomly, while a lawful-good character will seek to maintain order and protect the weak. A true neutral character is primarily concerned with his own survival. While it is not required for a Player to specify an alignment for their character, it can prove beneficial for many events. There may be battles organized around 'good vs. evil' or 'law vs. chaos' themes, or there may be alignment specific magic items at an adventure.

## Character Advancement

Characters in Darkon are granted spells and skills according to rank; each character starts as first rank. As the Player attends battles as that character, that character's rank will increase, and allow the Player to use additional skills and spells.
Individual character progression in Darkon is gained through attaining battle credits. Battle credits are obtained at check-in when a Player records his participation in the event with the Secretary. Every day event in which a Player participates will earn him one credit, which is assigned to the character that the Player registered with the Secretary as for that day.
A Player may have multiple characters of various types.

A Player may play as any of their individual characters during the event by removing themselves from action for a full "Hades" period to switch between characters. This rule may be suspended by an event organizer, for the duration of a specific event. Creating IC items are determined by the class the Player checks in as at each event.

If any event, such as a campout, runs for more than one day, Players will receive one credit for each day of the event, but all credits from that event must be assigned to one character. If a Player acts as an Elder or an NPC for an entire event, he will receive one additional credit when he registers his credits at check-in. Also, Players will receive one additional credit for each new member he introduces to Darkon, once that member is paid in full. Lastly, a Player may receive one extra credit for participating in Senate as a Senator for an entire meeting that lasts for over a half hour.

## Ranks

As a character increases in rank, that character will gain special skills and spells (see Chapter Five: Types of Characters).

For every five credits that a Player assigns to one individual character, that character achieves a rank, with first rank consisting of credits one through five.

If a Player assigns credits to multiple characters, each individual character will only progress in ranks when he has achieved the required credits. For example, if a Player has a Fighter character and a Cleric character, and has attended 20 battles as the Fighter and one as the Cleric, then he has a first rank Cleric, and a fourth rank Fighter (with 20 battle credits, not 21).

| Rank | Credits |
|------|---------|
| 1 | 1-5 |
| 2 | 6-10 |
| 3 | 11-15 |
| 4 | 16-20 |
| 5 | 21-25 |
| …and so on. | |

## Chapters

Players may check in as any of their characters at any Darkon chapter. If that chapter does not have your class, you may play a fighter of equal rank.

Credits between Official Darkon Chapters

A player from an official Darkon chapter can check in as any of their characters at a different official Darkon chapter. Credits earned between official Darkon chapters are shared. However, the Secretary of the chapter being visited can require proof of previous credits earned from the official Darkon chapters for those credits to be counted.

Character Types that don't Exist in All Official Darkon Chapters

If a player wants to check in as their character type from a different official Darkon chapter but the character type doesn't exist in the chapter being visited, the player will be allowed to check in as that character type. However, at the event being visited the player will participate in the event as a Fighter of equal rank to the character type they checked in as. Check in credits earned at the event will count towards the rank of the character type checked in as. Additional credits can also be applied to the character type the player checked in as.

An official Darkon chapter can add it into their chapter rules that a specific of unspecific character type that doesn't exist in their chapter will be played as a different character type instead of Fighter.

## Credit Transfers

For an additional $1 at check-in, you can transfer a single credit from one of your other classes into the class *that you are checking in as that day*. One credit is the limit per event, but you can do this every event.

Also, you may do a Bulk Transfer once per year, subject to the following restrictions:

- Credits can be transferred from 1 class to another existing class. $1 per 1 credit transferred (e.g. 30 credits = $30).
- Credit limit is players current cap; you cannot transfer more than you have.
- You can't transfer more into a class than you already have in that class.
- Can only be utilized for ONE class, and cannot be split between classes. (e.g. 30 credits cannot go 15 into Ranger & 15 into Assassin).

## Countries

A country is the Member group of the club and may send two representatives to the Senate. Individual Player characters may join with others to form countries. A country is a 'team' of at least four Players, with a banner (see Banners), which has registered with the Secretary. There is no maximum limit to the number of members a country may have, but they must have a minimum of at least four members.

Countries are free to trade with one another, establish alliances, and even wage war (see Chapter Nine: Land Rules).

## Costumes

Costuming for Darkon should be inspired by pre-industrial historical clothing or fantasy genre clothing. A simple costume could consist of a tunic style shirt with pants/kilt/skirts and medieval-esque or historical footwear; the outfit must give the impression of being inspired by pre-industrial historical or fantasy genre clothing. Hoods, mantles, capes, belts - white belts are reserved to characters that are Knights of the Realm, and pouches can all be worn to add to a costume's appearance. Armor does count as costuming; however when the armor is removed while still participating at the event, proper costuming must be worn.

20th/21st century contemporary clothing, modern looking, steam punk, and any sci-fi/futuristic costuming are strictly prohibited; examples include t-shirts, cargo pants, jeans, shorts, camouflage clothing or any type of "bicycle" (spandex/Lycra) shorts. Any athletic or safety equipment, such as knee pads, may be worn but must be made to make it not visible, e.g., worn under proper costuming. Athletic clothing used for warmth or wicking properties may be worn but their appearance must be minimized within a costume.

Personal 'mundane' items such as watches, radios, cell phones, glasses with tinted lenses, etc. are not permitted and should be kept hidden away in pouches or otherwise out of sight. In all cases where modern logos are present on any item worn (including safety equipment and shoes) those logos must be removed, painted over so the logo is not to be able to be seen or covered so the logo is not visible at any time and in a way that does not detract from the appearance. Modern footwear may be worn but must be solid black or brown with matching laces; historical footwear may be of any color. Hard-soled cleats are prohibited.

The Costume Marshal will inspect the costuming of all Players as they check-in, and Elders will enforce the costuming rules during game-play. If at any time a Player is found to be not in appropriate garb, they will be required to play with only a single handed sword/club/bar; if they are already participating, they will be made to fight with a single handed sword/bar/club until such time as they have on appropriate costuming.

## Heraldry and Livery

In the Realm of Darkon, heraldry and livery are the methods of identifying countries, knights, Masters/Mistresses and veterans. Heraldry is combination of symbols and colors created by a country, knight, lord or veteran that is unique from those already registered and are the main identifying feature of a country, knight, Master/Mistress or veteran. Livery is an article of clothing such as a coat, tabard, surcoat, or other article worn by pulling over the head or over the shoulders or is a square/ banner off of the belt that has the colors and symbolism based on the heraldry of country, knight or Master/Mistress. When a country is formed, veteran reaches 15 level, or a knight or Master/Mistress is created, they must submit their desired heraldry for review to ensure that it is easily distinguished from an existing country, veteran, knight or Master's/Mistress' heraldry.

When checking in, members of a country must wear the country or a knight's livery to count as a member of that country. It is the responsibility of the Costume Marshal to check the livery of Players to ensure it is adequate to count as livery. If there is an issue the Magistrate shall mediate.

Veteran characters achieving 15th rank or higher may design personal heraldry and wear it as livery from the belt. If the character has country livery, the country livery must be worn and be larger than the personal livery. Any Knight of the Realm or Master/Mistress of the Realm may design their own heraldry and wear it as livery in lieu of country livery and still count as a member of a country for that day. Only knights and Masters/Mistresses may have personal livery larger and more prominent than country livery.

Other forms of livery that are permitted are small favors worn from the belt to show affiliation with guilds and awards within Darkon Wargaming Club, Inc. Livery for groups that do not exist in Darkon Wargaming Club, Inc. or the Realm of Darkon are not permitted except as explained below.

Designs, if any, on shields may be reflective of the country heraldry or personal heraldry of the bearer. However, shields can be blank or have other designs as the Player desires. Players may not use heraldry of a country, knight or Master/Mistress to which they are not affiliated on their shield or person. Shields may not be solid yellow or solid bright green, as they are reserved for magic shields and relics.

Livery rules can be suspended for new Players for their first 5 Darkon events, allowing them time to join or form a country or join a retinue in the Realm of Darkon.

## Banners

A countries banner must bear its heraldry, be mounted on a pole at least 4' in length (banner poles may never be used as weapons, even if padded) and must be easily and safely portable by a single Player. Banners may be captured during roleplay, however they are still considered personal property and therefore must be kept in good condition and returned to their proper owner at the end of each event. Banners must remain attached to their poles and clearly displayed in plain sight at all times.

## Defunct Countries

Countries that allow six Darkon events to pass without checking-in at least four countrymen in livery, and their banner before 1:00PM will lose their status as a country, and all assets, including land, structures, and monies (see Chapter Nine: Land Rules) will be lost. In such cases, hexes of land revert to being empty and coffers cease to exist; remaining country members may continue to fight as nomads (see below). In addition, a country may choose to end their countries status with 2 event (or 30 days) written notification to the Darkon Chapter Secretary. Note all request for ending country status will be reviewed and approved by the Chapter's BoD..

## Nomads

Players in Darkon who are not members of an existing country or retinue are called "nomads." If a nomad was once a member of a country that has gone defunct they may continue to wear the livery of the former country and fight alongside those other previous members wearing the same livery. If the nomads are separated up during the event every attempt will be made to keep the Players in the same livery together. Only existing countries may compete as a group to win in game prizes as a group.

# Chapter Three

## Arms and Armor

In this section, Players will find information describing weapons, shields, and armor that Players may use in Darkon combat. The most important consideration when constructing weapons and armor must always be safety. Weapon and Armor Marshals may fail a piece of equipment at any time if it is deemed unsafe, even if it has passed a Marshals inspection previously. Secondary considerations when constructing Darkon weapons and armor should be playability, realism, and appearance. Players should attempt to construct their gear in such a way as to have a realistic appearance and performance.

## Weapons

Weapons in Darkon are safely constructed, well-padded representations of typical fantasy or medieval weaponry. Weapons must have a stiff core, which is padded with a closed-cell, semi-hard type of foam; all types of metal cores are prohibited. At no time should the weapon's core be felt through the foam padding. The entire surface of the weapon must be padded with the exception of the handle or gripping surface.

The striking surfaces of all normal weapons may have any solid colors on the cover or head in the event of arrows/bolts other than the following that are restricted to special weapons:

• Gold may only be on a True Weapon/Arrow
• Blue may only be on a Holy Weapon/Arrow
• Green may only be on an Enchanted or Relic Weapon/Arrow
• Silver may only be on a Silvered /Weapon/Arrow

In addition, weapons may be covered in a unique pattern that adds to the role play aspect of the game. For example, a fire design or an ice design on a sword to represent flaming and ice properties. Weapons of particularly distracting or disruptive design may be failed by either the weapons or costume marshals.

All weapons must have a well-padded "pommel," which is the non-striking end of the weapon below the gripping surface or handle. Pommels must be at least two inches in diameter and covered with cloth or Plasti Dip®.

Any swung weapon up to 3' in length must have a striking surface of at least 6"; any swung weapon over 3' in length must have a striking surface of at least 12" unless otherwise stated. Any non-striking surface of a weapon may be covered in Plasti Dip®.

All weapons must follow certain size requirements to be considered a particular type of weapon. The following is a list of the weapons that are legal in Darkon, along with their color classification and size requirements.

### Long Sword or Short Sword (White weapon)

Long or short swords must have a blade greater than 12"in length and less than 36" in length. With respect to game mechanics, there is no difference between a long sword and a short sword. Both types are commonly referred to as "white swords". The blade must have easily distinguishable, squared-off "flats" and edges, and its thickness (edge) must not be more than 2/3 of its width (flat). The handle of a long or short sword may not exceed the length of the striking surface, or 28", whichever is shorter. Swords may have stab legal tip that does Red damage.

### Hand Axe (White weapon)

Hand axes must have an overall length (from tip to end of pommel) of at least 18" and less than 36". The striking surface of a hand axe must be at least 6" in length. The blade must have easily distinguishable, squared-off "flats" and edges, and its thickness (edge) must not be more than 2/3 of its width (flat). Hand axes may have a blade on each side of the shaft. The handle of an axe may not exceed ⅓ of the overall length of the weapon. The shaft of a hand axe must be well padded. They may have stab legal tip that does Red damage in place of the swung second blade and/or as thrusting tip.

**Club (Yellow weapon)**

Clubs must have an overall length between 18" and 6½'. Unlike a sword, which has a flat "blade" or striking surface, a club has a rounded striking surface, which must be at least 2.5" in diameter. The handle of a club cannot exceed the length of the striking surface, or 28", whichever is shorter. Clubs are not required to have quillons.

**Bar (Yellow weapon)**

Bars fall under the same construction rules as Great swords and short swords. Bars may not have quillons. All bars must be marked with yellow tape on a visible area of the weapon.

**Mace (Yellow weapon)**

Maces must have an overall length between 18" and 6½'. The striking surface of a mace must be at least 6" in length. Maces have a rounded "head" which is affixed to the top of the shaft. The head of a mace must be at least 6" in length (see above), and at least 2.5" in diameter. The handle of a mace may not exceed ⅓ of the overall weapon length. The shaft of a mace must be well padded.

**Hammer (Yellow weapon)**

Hammers must have an overall length between 18" and 6½'. The striking surface of hammer must be at least 6" in length. Hammers must have a large foam head, which may be designed in any fashion to resemble a type of hammer. The handle of a hammer may not exceed ⅓ of the overall weapon length. The shaft of a hammer must be well padded. They may have stab legal tip that does Red damage in place of the second swung hammer face and/or as thrusting tip.

**Flail and Morning Star (Yellow weapon)**

Flails and morning stars must have a shaft with a length of 8" to 12" (including the pommel), which has a solid core and is well padded except on the gripping surface. They must have a cloth and foam "chain" with a length of 8" to 12". The chain is composed of 1" to 2" wide foam links spaced no more than 1/2" apart and the foam links must either be attached to the chain, or be packed tightly enough that they do not expose more than ½" of the chain.
The head of a flail must be made from a core-less piece of foam, which may be no more than 1' long and must be at least 3" wide. The head of a morning star must be a round piece of coreless foam with a diameter between 6" and 8". Flail and morning star heads must be coreless because they are head legal weapons.

**Quarterstaff (Yellow weapon)**

A quarterstaff must have a length of 4' to 6 ½'. The entire shaft is considered to be a striking surface, with the exception of the gripping surface, therefore a quarterstaff must be well padded from end to end.

**Dagger (Red weapon)**

Daggers must have a stab-legal Red tip, and may also have a striking surface between 6" and 12" in length. The total length of a dagger may not exceed 18". Daggers built to sword dimension specifications, and with a blade length of at least 9", may additionally be swung for White damage.

**Spear (Red weapon)**

Spears must have an overall length between 3½' and 10'. They must have a well-padded head of at least 3" in diameter since they are used exclusively for thrusting. This weapon must have ⅓ of its length covered in courtesy padding (this includes the head).

**Javelin (Red, missile weapon)**

Javelins are between 4' and 5' in length. The core of a javelin must be ½" nominal pipe size PVC pipe, or hollow fiberglass of no greater than ¾" outer diameter. Thick leather and/or PVC pipe caps must be securely fastened to both ends of the core.

To make the javelin shaft, the entire core must be padded with Climatube® or other closed cell foam. This foam may be covered in cloth tape This foam must be glued to the core.

The head of a javelin must be constructed with uncompacted soft cell foam and measure 3" in diameter. There must also be a 3" in diameter and 1" thick layer of closed cell foam between the head and the capped javelin core. The entire head of the javelin must be covered in any solid colored cloth that is a different color than the pommel. Please note that green, blue, silver, and gold are restricted colors and may not be used.

The pommel of a javelin must be at least 2" in diameter. The pommel must be covered with black, brown, or gray cloth.

A Weapon Marshal may cut into a Javelin to ensure proper, safe construction.

## Bow and Arrows (Red, missile weapons)

Bows may be long or recurve style bows and have a 'traditional' appearance. They must have between 10 and 40 pounds of pull at 28". Modern compound bows are prohibited.
 Arrows may be constructed on aluminum, fiberglass, wooden, or carbon shafts. Arrow Shafts Must only be Taped at Heads, Fletches and Nocks (Nocks may also be Glued).  Arrow Shafts may not be taped in any way between the end of the head being secured to start of the fletches. Arrow tips must be at least 2.5" in diameter and especially well padded with an open cell type of foam. The tips of the shaft must have a penny or other similar object between the core and the foam; arrow fletchings must also have at least two fletches. As arrows are one of the hardest Darkon weapons to make safely, new archers are strongly encouraged to speak to a veteran with arrow construction experience before attempting to construct any arrows on their own.

Arrows may only be shot with a bow. A Weapon Marshal may cut into an arrow to ensure proper, safe construction. All Archers Must have Their Names located on the Arrow around the Head or Fletches to be Identified. You may not use a melee weapon in combat while holding a bow; you must drop the bow before using another weapon. You may never block or deflect with a bow, including any missile weapon. Players blocking with bows and do not adhere to these safety rules, will lose their arching privileges.

## Crossbow and Bolts (Red, missile weapons)

Crossbows are permitted and must have 30 pounds or less of pull (40 pounds for pistol crossbows) at full draw. A crossbow bolt is identical in all ways to an arrow, except for the firing device and number of fletches required; crossbow bolt fletching must have two fletches. All other rules applicable to arrows apply equally to bolts. All Archers Must have Their Names located on the Arrow around the Head or Fletches to be identified.

## Great Sword (Black weapon)

Great swords must have a handle at least 1' in length and a striking surface at least 36" in length. The blade must have easily distinguishable, squared-off "flats" and edges, and its thickness (edge) must not be more than 2/3 of its width (flat). The handle on a great sword may not exceed 28". A great sword may not have an overall length that exceeds 6½'. Great swords may not have courtesy padding. Great swords must be swung with two hands to administer black damage and will administer white damage if swung single-handedly. Swords may have stab legal tip that does Red damage.

## Battle-Axe (Black weapon)

Battle-Axes must have an overall length between 3' and 10'. The blade must have easily distinguishable, squared-off "flats" and edges, and its thickness (edge) must not be more than 2/3 of its width (flat), and a striking surface of at least 1' in length. The weapon must have an easily distinguishable axe shape. Battle-axes may have a blade on each side of the shaft. The shaft of a battle-axe must be well padded. The handle of a Black-axe may not exceed ⅓ of the overall weapon length. Battle-axes must be swung with two hands to administer black damage and will administer white damage if swung single-handedly.  They may have stab legal tip, built to spear diameter specs (IE. They must have a well-padded head of at least 3" in diameter), that does Red damage in place of the swung second blade and/or as thrusting tip.

**Glaive (Black weapon)**

Glaives must be between 5' to 9' in length. The blade must have easily distinguishable, squared-off "flats" and edges, and its thickness (edge) must not be more than 2/3 of its width (flat). At least 1/3 of the total length must be blade. No more than 1/3 of the total length may be handle, and the shaft must be well padded. Glaives must be swung with two hands to administer black damage and will administer white damage if swung single-handedly.

As mentioned in Chapter Four, new weapons must first be approved by the Council for safety requirements. Refer to Chapter Four for more information.

## Shields

Shields in Darkon are the most effective protection against physical attacks and will block an attack from all non-siege weapons. A Player may only wear one shield at a time (except for bucklers, detailed below). Shields may be worn on the arm or back and fastened with straps or buckles. There may be no shield spikes or other 'hard' decorations on the front or edge of a shield. The definition of "hard" as it relates to the safety of the shield shall be left to the discretion and judgment of the Marshalls in charge of event safety. Shields may not be thrown.

A shield may be made in any style, shape, or size according to the character type restrictions of the Player. The size of the shield is measured by the shield's largest dimension. There are 4 types of shields, as described below:

**Bucklers** – must be between 12" and 18"

**Small Shield** – must be between 18" and 24"

**Medium Shield** – must be between 24" and 36"

**Large Shield** – any shield larger than 36"

Shields 36" and under are not required to have cores, but must be rigid. If the shield has a core, it must have at least 1 ½" of foam past the core on both the edge and face of the shield. Shields over 36" must be constructed with a rigid, non-metal core.

Any protrusions should be sufficiently padded. All shields must have a cloth or Plasti Dip® cover. Shields are held by straps or handles, which are bolted to the wood core on the back of the shield or mounted to or through the shield in a secure fashion. All exposed bolts or sharp edged handles must be filed down or padded. The area immediately around and in between the straps does not require padding, but must still be safe.

If a shield receives three solid hits from a shield-destroying weapon (glancing blows do not count) it is considered destroyed and must be dropped. If a particular Relic or spell will penetrate a shield, it will be stated in the description of the Relic or spell.

Bucklers, as specified in this rulebook, are considered shields but are strapped to the arm and are considered to be made with lighter materials. Players may wear one buckler on each arm, leaving the hands free, but may not use both a buckler and another shield or a shield on the back. As such, shield breaking weapons will destroy them with two hits (this includes mages shields; if they follow the specifications, outlined in the rulebook, for bucklers).

Because it can be difficult to remove a buckler shield during combat, any hits to an already destroyed buckler shield (still strapped to a Players arm or back) will count as a normal hit.

Again, because it can be difficult to remove a buckler shield during combat, any hits to a buckler shield which is strapped to an injured arm (i.e. light wound) shall count as though said arm was struck directly.

# Armor

All armor in Darkon is classified into one of five armor classes (AC). The AC worn will determine how many hits a Player may absorb before wounds are inflicted, depending on the weapon type. Armor must cover at least 75% of the upper/lower appendage or torso in order to be considered armor; for example, belts and buckles are not considered armor.

Armor will only protect the area that it covers. A hit that is struck to an unarmored area, even if it strikes between the joints of a piece of armor, will inflict a wound to the recipient as if it were striking AC0 (no armor). If a Player is wearing hidden armor, they may be asked by Elders or Players to disclose what armor is worn, which they must truthfully answer.

If a Player is wearing multiple types of armor covering the same hit zone, a hit to that zone counts as one hit to all of the armor covering that zone. For example, a Player is wearing AC3 covering his thigh and AC4 covering his shins; any hits to the leg will count as a hit to both ACs. Therefore, the protection on the thigh will be exhausted before the protection on the shin because AC4 can absorb more hits than AC3. If a Player is wearing two or more types of armor that cover or overlap one another, the Player may only count the armor that offers the most protection. For example: A Player is wearing a leather jerkin (AC1) covered by a splint mail vest (AC2) on his torso. He may only use the protection given by the AC2 splint mail. If a limb is lightly wounded, any armor on that limb is considered exhausted until the wound is healed and the armor repaired.

Once a piece of armor has absorbed a hit, that piece is considered to have taken damage. Damaged armor will remain in that condition until it is repaired either through a skill, spell, or in Hades (see Hades, below).

The Armor Marshal or Magistrate will rule on any questions or disputes regarding armor.

## Armor Requirements

Armor must be safely constructed with the materials allowed for each specific armor class. Helmets, coifs, and other head protection are allowed as long as they meet the proper safety and armor type requirements. All metal armor should have filed, rounded edges to avoid injuries and may not include any spikes, sharp flanges, or crests that may harm a Player or a weapon. Armor should look and feel realistic, and must be approved by the Armor Marshal. Unless explicitly permitted in the specific armor type description, metal armor must be constructed of brass, bronze or steel; and it must be at least 18-gauge and no thinner than .045". All aluminum armor is forbidden. Additionally, for safety reasons, metallic armor below a Player's wrist or on the hand itself may not be worn without express permission from the Council.

## Armor Classes

Armor types are divided up into classes, the number associated with the class is the number of points of damage the armor can stop. The following is a description of the requirements for each Armor Class:

### Armor Class 0

No armor, just costume.

### Armor Class 1

Leather armor can be made from either a solid thickness or layers of leather to at least 5-ounce thickness (leather jackets cannot be used). Leather scale armor consists of small leather scraps securely attached to a heavy material or leather in alternating rows.

Padded armor (Gambeson, Aketon), must be a vest, jacket, or pants constructed to present a medieval appearance and must include at least two layers of fabric with padding secured between them in either a series of tubes or a grid. Padded armor must not compress past 5mm in thickness. Both a costume marshal and an armor marshal must inspect padded armor for it to be deemed passing.

### Armor Class 2

Studded leather armor is constructed of normal leather armor with smooth metal studs of at least 1/2" size in evenly spaced rows, set apart at intervals of the diameter of the stud.

Ring mail is made of non-flexible steel or bronze rings no larger than 2" in diameter on heavy material or leather. The rings should be evenly spaced, at one half of their diameter apart in alternating rows.

Splint mail is made of 18-gauge steel or bronze plates on heavy material or leather with rounded edges; plates must be evenly spaced, at a distance of no more than the size of the plates apart.

Hide is armor in which a single layer or layers of leather are at least 10 oz. in thickness. Any single piece of armor (greave, torso, bracers, etc.) that contains ANY area under 10 oz. in thickness (other than fastening straps) does not count as Hide. Any armor type (scale, lamellar, brigandine, etc.) made wholly with 10-oz. leather (excluding straps and backing material) shall be considered AC 2 Hide armor as long as the scales/plates overlap or butt (i.e., within 1/4") against adjoining scales/plates.

Shark mail is essentially chain mail made from rings which are too small to meet the required specifications for AC3. Shark mail may be made from rings with a wire diameter less than 0.045". Because shark mail is lighter than AC3 chain mail, it receives a lesser Armor Class.

## Armor Class 3

Chainmail armor is constructed of interwoven metal rings, and the ratio of the diameter of those rings to the width of the wire used, known as aspect ratio, determines its strength. The maximum ring sizes for standard European 4-in-1 chainmail armor, both butted (including welded) and riveted, are given below. Chainmail armor made of sturdy links that fails to meet the requirements of AC3, e.g. shark mail or butcher's mail, will count as AC2.

Butted Mail must have an aspect ratio of 4.8 or less, as follows:
12g rings must be no larger than 1/2" (0.5") or 12.7mm
14g rings must be no larger than 3/8" (0.375") or 9.8mm
16g rings must be no larger than 5/16" (0.312") or 7.8mm
18g rings must be no larger than 3/16" (0.188") or 5.8mm

Riveted mail must have an aspect ratio of 7.5 or less, as follows:
12g rings must be no larger than 3/4" (0.75") or 19.8mm
14g rings must be no larger than 9/16" (0.562") or 15.2mm
16g rings must be no larger than 7/16" (0.438") or 12.2mm
18g rings must be no larger than 5/16" (0.312") or 9.1mm

Scale mail is made of steel or bronze scales, usually leaf-leaf shaped, with rounded bottoms. The scales must be at least 0.024" thick (23 gauge SWG) steel or bronze and no larger than 2" by 3". As with leather scale, it must be fastened to heavy material or leather in alternating rows. The scales may also be woven together with metal rings, eliminating the need for a backing material. In either case, the scales overlap each other completely so that there are 2 layers of scales everywhere except at the edges of the armor.

Butted mail is made of minimum 18-gauge steel or bronze plates that are fastened onto heavy material or leather. The plates must touch, or butt up against one another. There may be no gaps between the plates.

## Armor Class 4

Plate armor must be made of steel, brass, or bronze; the metal must be 18-gauge minimum. All edges must be carefully filed down so that no Player may be cut by it. It is recommended that you cover all edges with foam and/or duct tape for additional safety. Greaves may be secured with leather, belts and buckles, thongs, laces, or chains.

Banded mail is made of overlapping layers of at least 18-gauge steel or bronze. The bands must have rounded corners. If properly fitted it should leave no area exposed. Bands can be tied or riveted to heavy material.

# Chapter Four

## Combat

Combat in Darkon is regulated by a hit system; this chapter will outline how the combat system works, while Chapter Three: Arms and Armor detailed the specifications for Darkon weapons and armor.

## Legal Hits

To count as a legal weapon hit in Darkon, the weapon must:

- Be under the full control of the wielder at the time of contact (or time of release for missile weapons)
- Make contact with the target player with the designated "striking surface" of the weapon used
- Make contact with a legal target zone on player being struck.
- Be moved with intent by the wielder in a safe manner, consistent with the weapons appropriate uses.
- Be moved so that each strike is separate and distinct from the strike before and after contact
- Upon contact with target player, the weapon must stop all forward momentum or change direction &
- Be delivered with sufficient force* such that a strike can be clearly determined as an offensive strike and not incidental contact during combat

 * Sufficient force is defined as:
- Swinging weapons (white, black, nonchain yellow): Enough forward momentum that an unaware opponent wearing 10 oz. leather over clothing can distinguish the strike as offensive rather then incidental contact.
- Stabbing/Thrusting (red): Enough forward momentum that an unaware opponent wearing 5 oz. leather over clothing can distinguish the strike as offensive rather then incidental contact.
- Miscellaneous (chain yellow, arrows & javelins): Enough forward momentum that an unaware opponent wearing clothing can distinguish the strike as offensive rather then incidental contact
- Combatants wearing heavier armor then described must register a legal hit even if the blow is not felt by the combatant so long as the force was sufficient to meet the above requirement.

Note that anvilling is an illegal tactic in Darkon. Anvilling is using a weapon, worn item, or a non-held shield to block a blow by resting that object against your body to block a incoming attack. If this happens you must treat the hit as if it had made contact with that particular hit zone. Even passive anvilling is not allowed, such as a sheathed sword being struck, or a shield strapped to the back, or a held weapon being hit into the arm.

It is legal to hold two weapons in one hand and using them to block is not anvilling.

Please note that if you attempt to block a weapon, and the attacking weapon penetrates your block and makes contact with sufficient force it counts as a legal hit. In order to block a blow you must be successful in stopping the force of the blow, not merely attempting to block the blow.

## Hit Zones

Hits must strike a legal hit zone in order to register damage. The legal hit zones are described as follows:

Limbs: Each leg, from above the ankle and below the waist (including the buttocks), and each arm, from above the wrist and below the shoulder, will count as separate independent hit zone. Please note that if you do not have a weapon in your hand, a hit to the hand is legal. Likewise, if your foot is off the ground, a hit to that foot is legal.

Torso: The area from below the neck to the top of the waist (including groin), between the armpits, and both the front and back of the body, will count as a single hit zone.

Head: The crown and back of the head will count as a single hit zone; this includes the back of the neck.

Illegal: The side of the head, ears, face, throat, the sides of the neck, hands (below the wrist) and feet (below the ankles) are considered illegal hit zones for all weapons with the exceptions for hands and feet as noted above. The recipient may disregard any hit to an illegal hit zone.

Unsafe: Hitting any zone with the non-striking surface of a weapon, the "flat" is an illegal/unsafe strike and the recipient may disregard the hit.

**Hit location diagram:**
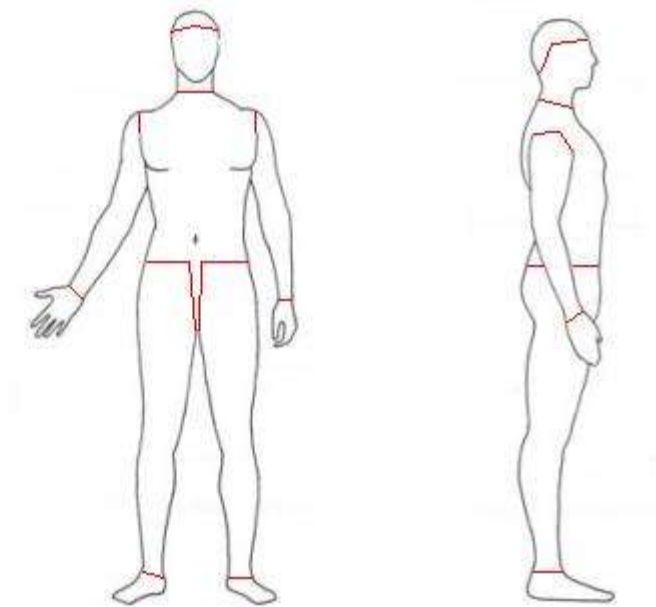


## Weapon Types

All weapons are classified into one of four weapon types; each weapon type is represented by a color to signify its type of damage with each color doing a set number of points of damage. All weapons must be clearly marked with a strip of colored tape of the same color as the weapon type, preferably above the handle or on the shaft. Players are expected to loudly announce the color of the weapon with which they are striking in order to promote smoother game play; for example, a Player wielding a Great Sword should shout, "Black!" with each swing. The four weapon types are listed as follows. See Chapter Three: Arms and Armor for the size and safety requirements of each individual weapon.

| Weapon Types | Examples |
|---|---|
| Slashing Weapons (White – 1 Point) | Short Swords, Long Swords, Hand Axes, White Glaives |
| Crushing Weapons (Yellow – 1 point) | Clubs, Bars, Maces, Hammers, Quarterstaffs, Flails, Morning Stars |
| Piercing Weapons (Red – 2 points) | Daggers, Spears, Tridents, stabbing tips on weapons |
| Cleaving Weapons (Black – 2 points) | Great Swords, Halberds, Battle Axes, Black Glaives |

## Melee Weapon

The Council must first approve any new weapon type before it may be fielded at an event. Questions concerning what are valid Darkon weapon types should be brought to the Council or a Weapon Marshal.

When introducing a new weapon to the Council for approval, the Player must first determine the weapon specifics, including minimum and maximum dimensions, diagrams, type of damage, character type restrictions, and any special rules regarding the new weapon.

If a yellow weapon has a thrusting tip, it will only cause yellow damage. A quarterstaff is the only weapon that may have a striking surface on both ends, and even then it may only have a thrusting tip on one end.

Flails and morning stars are the only weapons that are legal to strike to the crown and back of the head. No weapon is ever considered safe to the face, throat, sides of the neck, ears, or any other illegal hit zone.

Black weapons must be swung with both hands in order to administer black damage. If a black weapon is used with one hand, it will only deal white damage.

Non-thrusting weapons may never be used to thrust, even to keep an opponent at bay; thrusting-only and missile weapons (spears, arrows and javelins) may not be swung.

## Missile Weapons

There are two types of missile weapons in Darkon: javelins and arrows. Missile weapons are legal only to normal legal hit zones and do red damage. Arrows and javelins must impact by their tips in order to inflict damage; glancing hits do not cause damage. Arrows and javelins may be blocked normally by shields. Javelins may also be blocked, caught, or deflected as long as this is done to the shaft of the javelin. If an arrow is intentionally blocked, caught, or deflected by a Player through means other than a shield, that Player suffers a light wound to the limb that blocked the arrow, regardless of armor. The same penalty applies to a Player who interferes with the flight of a javelin by its tip.

Specifically if a player deflects an arrow by use of a weapon or hand and they are not a monk they are required to take a light wound in the arm doing the deflection regardless of skin spells or armor, dropping any held weapon to the ground immediately. The damage caused in this case is a penalty for doing something strictly against the rules.

If an arrow hits your weapon and the weapon is between you and the archer and is acting in any way shape or form as a deflection tool you are to take a wound to the arm holding the weapon with the added result being dropping the weapon to the ground immediately. If your weapon is struck and you did NOT place your weapons (including a hand holding a weapon) to act as a deflection point then and only then you are to take the wound as if your weapon was not there to deflect the arrow, using proper judgment.

Missile weapon hits do not count if they have ricocheted or deflected off a shield or another Player. They must hit directly in order to count.

## Siege Weapons

There are two types of siege weapons in the Realm of Darkon: ballistae and catapults.
Ballistae fire 'bolts' that are constructed under the same guidelines as javelins (see Javelins in Chapter Three). Catapults fire 'balls' that are constructed under the same guidelines as spell balls (see Spell Balls in Chapter Six). Ballista bolts and catapult balls must be covered with dark green colored cloth. Siege weapons can be used in multiple battles on the same day.

Three Players must man a siege weapon at all times while it is in use; two Players to load the siege weapon and one to fire it. These Players must have both hands free. It requires two Players to lift a siege weapon, even if it is physically light enough to be moved by a single Player. Once a siege weapon has been fired, those manning it must count aloud 10 seconds before firing the siege weapon again; this count must be loud enough that it can be heard within a 10' radius of the siege weapon. Siege weapons may only fire one bolt or ball at a time. It requires 2 players to move any siege weapon bolt or ball, and the players may not have anything in their hands.

Siege weapon bolts and balls inflict non-magical 'green' damage upon impact, even in the case of misfire. Green damage causes death to anyone who is struck directly by a green damage weapon, penetrating and destroying all armor and shields. In addition, green damage causes a mortal wound to any Player who is within a 3' radius of the point of impact, also penetrating and destroying all armor and shields.  Bolts/balls do 4 hits of damage in the AOE while blessed bolts/balls do 4 holy hits in the AOE, to NPCs that takes points of damage instead of our hit system.

When used on board a ship the AOE effect on board ship only effects those on the ship, not those in the water. When the bolt/ball hits water the AOE of a siege engine is NOT negated by the water, but only effects those in the water.

A single hit from any green weapon will destroy a siege weapon; additionally, siege weapons can be destroyed in the same manner as gates (see Fortifications).

## Weapon Types vs. Armor

When a solid hit is administered to a legal hit zone, it inflicts damage. Each weapon type does a specific number of points of damage and each armor class is allowed to absorb, or take, a number of points before a Player will suffer a wound. The number of points that armor can absorb depends on the weapon type that inflicted the damage and the AC of the armor.  To determine damage subtract the points inflicted by the weapon from the AC. When your AC drops to 0 continue to subtract, the simple chart below will help determine your status based on number of points of damage against a specific hit location.

| Points Taken to Body Location | | 1 | 2 |
|---|---|---|---|
| Limb | | Light | Mortal |
| | | | |
| Torso | | Mortal | Death |
| | | | |
| Head | | Death | Death |
| | | | |

*Exceptions:*
*Yellow weapons cannot advance a limb beyond light wound.*
*Red weapons ignore AC1 and AC2 entirely.*
*The first wound from a red weapon to a limb is always a light wound.*

## Wounds

A Player suffers a wound when he has taken damage to a hit zone that is unprotected by armor. When an armored hit zone has absorbed all of the hits that the armor covering it is allowed, any further hits to that hit zone will result in a wound.

There are two different types of wounds in Darkon: light wounds, and mortal wounds.

## Light Wounds

A light wound is a wound inflicted to the limbs only. It is not possible for a Player to suffer a light wound to the head or torso. When a Player suffers a light wound to a limb, that limb is no longer useable.
A Player with a light wound to his arm may not hold anything in that arm. Anything that the Player was holding in that arm when the light wound was inflicted must be dropped immediately, and the arm must dangle lifelessly at his side.
If a leg suffers a light wound, the Player must lock the knee of that leg in place or drag the leg when he walks; therefore, a Player may never lead with a lightly wounded leg. Players with a light wound on a leg may never run. If both legs suffer a light wound, that Player must drop to his knees and may continue to fight and move from that position.
Light wounds will remain in that condition until a Player dies, suffers a mortal wound, or has his wound healed. Light wounds will not heal by themselves, nor will they become worse over time.

## Mortal Wounds

Mortal wounds are suffered when a Player takes a wound to the torso or to a limb that has a light wound; a mortal wound is also suffered when a wound is taken to the head. Players who are mortally wounded will die five minutes after they suffer the wound if they are not healed, unless he or she is stabilized by one of the following methods:

- The player receives a Cure Light Wounds or Cure Serious Wounds spell, or
- The player receives First Aid from a Fighter.

Mortally wounded Players, stabilized or not, cannot stand, fight, or cast spells.  They may, however, crawl, speak, quaff a potion, scream in pain, and may still hold onto their weapons with any arm that is not wounded. If a mortally wounded Player suffers any additional wounds, he is considered to be dead.

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# Death

When you die, lie on the ground or get out of the way if you feel endangered of getting hurt. If the ground is wet then you may sit up with your weapon on your head. Do not leave the field until the fight is over. Anytime you are dead and not laying on the ground, hold you weapon over your head.

Once a Player is dead, he cannot move, speak, or perform any other actions for two minutes or at the discretion of an Elder. If a Player is killed while in the midst of a weapon swing, the blow is still considered valid if the weapon was in motion at the time the Player sustained the wound.

When a Player dies and returns to life (via Hades; see below), he has no in-character memory of the events that occurred in the last five minutes immediately before his death. He will not remember the circumstances surrounding his death, or who killed him. A dead Player can gain no in-character knowledge and is unaware of his surroundings while dead.
If a Player returns to life through magical means (within 12 minutes of his death), he retains all of his memories, up to the time of death.

Players may only pretend to be dead using the Feign Death spell (see Feign Death in Chapter Six); otherwise, Players are never allowed to fake death or wounds.

## Hades

When a Player is 'killed' on the battlefield, he must spend some time in Hades, after which he will be allowed back into the battle. Players may voluntarily spend time in Hades as well, if wounded or in need of armor or shield repair.
If a Player suffers a wound, death, or damage to armor, he may have that condition restored either through the use of spells, skills, or by spending time in Hades. Hades is a designated area considered out of play, in which Players may spend an amount of time in order to repair armor damage, heal wounds, or restore life. No combat may take place within a 10' radius of Hades.

Hades is not to be used as a sanctuary for living Players and they should not hang around the Hades area or use any confusion resulting from being near Hades to their advantage. Any Player usurping the Hades rules may be called dead at the discretion of the Hades or Event Elder. If a Player is leaving Hades and entering directly into a combat situation, the Player should announce, "Alive!" before leaving.

There will be an Elder stationed in Hades who is called the Hades Elder. The Hades Elder will record the name of each Player entering Hades, the time he entered, and his reason for being in Hades. When the appropriate time has elapsed for each Player, the condition for which the Player came to Hades, and any 'lesser' conditions will be restored (i.e. dead Players will return to life and their armor will be fully repaired), and the Hades Elder will return him to the battlefield. No Player may leave Hades until instructed to do so by the Hades Elder.

Players with light wounds, or those in need of armor repair, are free to walk into Hades. Mortally wounded Players must crawl or be carried into Hades, or else they will be recorded as dead. Dead Players may walk from the place of their death into Hades, but must hold their weapon over their head to signify their condition to other Players. Dead Players are not allowed to communicate to living Players, except to nod when asked if they are dead.

Relics (see Relics in Chapter Seven) may be given to the Hades Elder to be recharged. Only living Players may give a Relic to the Hades Elder, and Relics may never be taken into Hades by a dead Player. Once the time has expired for the Relic to be recharged, the Hades Elder may release the Relic to any living Player, outside of Hades, who wishes to claim it.
The standard times that must be spent in Hades to restore armor, wounds, etc. are listed below.

**Light Wound:** 4 minutes
**Mortal Wound:** 8 minutes
**Death:** 12 minutes
**Relic Recharge:** 4 minutes/charge
**Shield and Armor Repair:** 4 minutes

Up to one shield (or two bucklers), one full set of armor, one relic charge, and four light wounds (or one mortal wound) on a single Player may be healed/repaired simultaneously.

This may be altered or replaced on an event-by-event basis at the discretion of the Event Elder(s), Hades Elder(s), and/or Event Host(s), with prior approval from the Senate or Board.

## Special Combat Rules

## Holds

Any time that an Elder calls "Hold!" combat is to cease immediately and all Players must kneel or squat. All combatants must freeze in place as soon as they hear the hold instituted. Players must remain frozen until directed to "Lay On!" by an Elder.

Anyone who is not an Elder should refrain from calling a hold, except in cases of an emergency, for example, an injury.

## Fighting at Night

No melee weapons are considered legal to the head at night during events. Also, no missile weapons are legal at night.

## Non-Weapon Tactics

There are several combat tactics that Players are permitted to use that do not require the use of a weapon known as non-weapon tactics. Players are allowed to grab shields, non-striking surfaces of weapons (shaft of a spear, chain of a flail, etc.), and the body parts of other Players. Players are also allowed to tackle and grapple with other Players; however, a grappling Player may not strike the head or neck of another Player, nor may that Player use any neck or joint locks.

'Shield bashing' is permitted, but it must be performed by pushing or bashing into an opponent with the flat of the shield. Players may strike an opponent with the edge of a shield, but may not strike the opponents in the neck or head. You may only shield bash, shield edge, or tackle an opponent from the front.
It is also permissible for a Player to push kick the flat of an opponent's shield from the front with one foot, as long as the other foot is planted on the ground. Players may not perform a shield kick, shield edge, or shield bash to an opponent on his knees.

Players may not punch, slap, or kick the body of another Player. A Player may not grab or pull on the costume, neck, or hair of another Player. Grabbing or pinning the striking surface of an edged or spiked weapon is illegal and will result in a mortal wound (this includes a Player attempting to pin the blade of a weapon under his arm) unless the Player secures control of the weapon first.

Common sense and safety should always be a Player's first priority when engaging in any non-weapon tactic. Players should avoid being excessively rough with one another. Players wearing AR 3 and 4 may only initiate grappling with other players in AC 3 or 4—players wearing AR 2 or less are unrestricted in initiating grappling. However, it should be noted that certain non-weapon tactics may instigate a grappling situation, such as shield bashing, shield pressing, the grabbing of weapons and/or armor, etc. In this case, the Player receiving the bashing, pressing, or grabbing may initiate grappling, regardless of armor type.

Players who are determined to be acting in an unsafe manner by an Elder will be reprimanded and punished.

## Captives

In certain role-playing instances, Players may want to tie up other Players as captives. Physical bonds are not permitted. One foot of rope at least ¼" thick, or rubber manacles or rubber medieval handcuffs may be used as a representation of bonds. To apply the bonds, the capturing Player must place both hands on the captive's hands for a count of 30 seconds and must state, "I am nth level, this is my rope. You are being bound. You are now bound and gagged." The captive must then hold the rope, but may not actually be 'bound.'
Another Player may release the captive by holding the arms of the captive and untying the knots; alternately, he can use an edged weapon to cut the bonds. Additionally, if the bound Player has an edged weapon on his person, he may cut himself free. Each of these actions takes 30 seconds.

For safety, the captive Player must be able to physically free himself at all times and may leave if he feels threatened in an out of game sense.

Players may physically search other dead Players, however, all Players are prohibited from searching for or hiding in-game items in sensitive areas of the body such as the groin, breasts, or buttocks. A Player attempting to search a dead Player must say, "I am not a thief, may I search your body?" If the answer is yes, they may physically search the Player. If the answer is no, the searcher must say, "I am not a thief, I am searching the [object] on your [location]," where the object is a particular container or piece of gear such as a specific pouch, pocket, or article of visible clothing, and the [location] is one of the basic thief search locations. For example, "I am searching the bracer on your right arm," or "I am searching the tunic sleeve on your right arm." The dead Player would be required to give up any in-game item(s) in that location.

## Fortifications

Castles, towers, and keeps are an important part of Darkon. They require a greater use of strategy and raise the level of competition, because the victorious team gains not only the castle, keep, or tower, but also whatever happens to be in them (banners, relics, treasure, and so on).

Fortifications are built by the Players while in the field. Before building, Players should make sure the area is safe by clearing any debris (rocks, branches, etc.). Fortifications should be constructed of branches, logs, dead vines, brush, and rope. Branches should also not be placed vertically in the walls, as they have a tendency to act as spikes.
Alternatively, structures can be represented by a roped off area of an appropriate size for battle. The rope should be affixed to poles or trees whenever possible and be three to four feet off the ground. There must be an open area of no less than 3' at the base of 90% of the fortification to allow for the use of the 'Climb Walls' Thief skill (see Chapter Five: Types of Characters).

Regardless of the method of construction, the outside boundaries represent 20 foot high 'walls.' Structures may have as many walls, in whatever shape, as desired; however, any internal walls may be fought over normally. A structure may not have a roof.

Every structure must have at least one gate but a fortification may have as many additional gates as the builders' desire. Gates must be at least 5' wide. Players may normally only enter and exit a structure through its gate. Each gate must be placed so that it can be rammed from an outside force; therefore, gates may not be placed in line, but rather must be spread across the side of the fort.

AOE does not pass through fortification walls. For example, if a 'Fireball' lands outside of a tower, the inhabitants are not affected. Conversely, if a 'Dispel Magic' is cast inside a fortification, it has no effect on someone standing outside of the wall.

The main advantage that a fortification provides is to give the team inside protection from the walls, while leaving the outside team at a disadvantage. Missile weapons, siege weapons, and spell balls must be fired over a structure's walls at a 45° angle if being fired into the structure. They may be fired straight through an open gate. If attacking from within the structure to the outside, missile weapons may be fired straight at all times if the attacker is adjacent to the wall of the fortification. Additionally, Players within the structure may use thrusting weapons of at least 7' to attack the opposition outside the structure's walls.

When a structure is under siege, the attacking team must enter through the gate (with the exception of those with the 'Climb Walls' skill or 'Passwall' spell; see Chapter Five: Types of Characters). All gates are considered closed by being barred from the inside. For a Player to exit the structure, the gate must be opened from the inside first. A gate may not be 'locked,' except by magic. Therefore, if a Player climbs the walls of a structure, he is then free to throw the gate open from the inside. Gates may be destroyed through several means: a hit from a siege weapon (see Chapter Three: Arms and Armor), spell effects (see Chapter Six: Spells and Magic), or through the use of a battering ram.

A battering ram is represented by a large piece of object, 8 to 12 feet in length, and must be manned by at least four Players who must have both hands free and may not be wounded. The Players must hold the battering ram firmly and make at least a ten-step charge into the gate and deliver a solid hit. Three solid hits to the gate will destroy it.

A single hit from any green weapon (siege weapon or Fireball) will destroy a gate; three Lightning Bolts will also destroy a gate. Once a gate is destroyed, the representation of the gate must be moved to an open position immediately, which may be done by any Player on the field allowing Players to enter or exit through the gate freely. If a destroyed gate is repaired or mended in any way, the gate is considered open until it can be closed from the inside.

# Chapter Five

## Chapter Agreement

This is the contract between Darkon Wargaming Club, Inc. and another club that wishes to be part of the Darkon gaming system and world. Anytime there is a contradiction between the rules in this manual and the Chapter Agreement, the agreement always takes precedent and supersedes the rules of play.

## The Club

The club is the real world organization that manages the game. It consists of the membership, as defined by the clubs bylaws, and is governed and managed in accordance with the clubs bylaws. The game system is designed so that many clubs can co-exist and interact with each other in the fantasy world created by the game. Each club is independent of each other but all follow the same core rules. Each club has signed a Chapter Contract with Darkon Wargaming Club, Inc. agreeing to play by the core rules.

## The Rules

### Core Rules

Core rules make up the bulk of this book. They are static and so do not change from club to club. As of this publication, only Darkon Wargaming Club, Inc. has the authority to change any of the core rules.

### Realm Rules

Realm rules are those rules that are used locally by the club. The club may change these rules as they see fit.

## The Game

The game is the result of following these rules. In the game is a fantasy world in which exists "realms". In this fantasy world is magic, war, people (the characters), professions, mythical monsters and intrigue. The game should never be confused with the real world and activities in the game are fantasy and should not be related into the real world.

## The World

The world is known as Darkon. Darkon is a fantasy world that is created when the rules of this gaming system are in effect.

## The Realm

"The Realm" is the section of the world your character lives and is the in-game identity of the club. For example, the home chapter of the Darkon Wargaming Club, Inc. shall officially use the in-character name of "Crown Lands" for purposes of distinguishing our park from other chapters and for promoting our home chapter events.

## Organization

## Government

The three bodies of government in Darkon consist of the Board of Directors (Board), the Senate, and the Noble Council (Council).

## Elders

Elders are responsible for running all events smoothly and act as the 'referees' for combat. Each Elder is required to wear a plain white tabard with the word 'Elder' printed on the front. Any decision made by an Elder on the battlefield regarding the day's event

or combat must be listened to and followed; any disputes should be brought to the Magistrate. There are no permanent Elders in Darkon; they will vary at every event.

Elders will levy penalties for infractions of the rules such as, but not limited to, ignoring the safety of others, acting out of character, refusing to take legal hits, and circumventing the rules. Penalties can include extra time in Hades and withdrawal of fighting privileges for the rest of the event. Player who are persistently dangerous and/or frequently break rules will find themselves suspended or expelled from future participation in the game.

Any Player who has attended at least 20 events and has been approved by the Magistrate may serve as an Elder. Every country must offer at least one member to act as an Elder at each event. It is the duty of all veteran Players to serve as an Elder periodically. The Magistrate or Event Elder may enforce the one Elder per country rule if he deems it necessary.

Every country WILL offer one Elder each event. Report to the Magistrate or Event Elder. Elders will enforce the rules, even calling peoples shots, as mandated by the rulebook. Anyone arguing with an Elder will be sat down or sent home dependent on the severity as determined by the Elders.

## Marshals

Marshals are Darkon volunteers selected by the Board and or the Council to help with the administrative duties of the Club. While it is recommended that you are a veteran of at least a year before volunteering for a position, there is almost always a need for new Marshals and it provides invaluable experience for Players desiring to learn more about how Darkon works, as well as an opportunity to serve the game.

There will often be more than one Marshal for a specific position; in this case there will be one 'Head Marshal' and several 'Assistant Marshals.' While all Marshals are expected to set an example for the Realm, Head Marshals specifically will be expected to make themselves available to answer questions, provide assistance, and demonstrate leadership within their Marshaling position.

Marshals responsible for checking the equipment of Players are also expected to provide an explanation when failing a Player's gear and guidance on how to correct the problem in the future. Marshals are also expected to remain impartial with regards to their position and should refrain from checking the equipment of their countrymen.

Specific marshal positions and their duties are listed below:

### Armor Marshal

The Armor Marshal is responsible for checking of each piece of armor intended for use on in combat with specific attention to safety and compliance with armor specifications as described in the rulebook. Any piece of armor that does not meet the proper requirements, or is deemed unsafe by the Armor Marshal, may not be used on the field for that day's event.

The duties of the Armor Marshal(s) are:
- Inspecting armor intended for use on the field for compliance with the specifications as described in the rulebook.
- Inspecting armor intended for use on the field for safety issues.

### Coin Marshal

The Coin Marshal is responsible for maintaining country monetary accounts and providing physical coin for use.

The duties of the Coin Marshal(s) are:
- Working with the Land Marshal to maintain country monetary accounts
- Transporting and making available physical coin for in-play use
- Providing country Liaisons with reports on the country's account status, including income and withdrawals
- Reporting to the Board when coin stores are low so new coin can be purchased

### Costume Marshal

The Costume Marshal is responsible for ensuring that Player's costuming adheres to the rules of Darkon.

The Costume Marshal will inspect the costuming of all Players as they check-in, and Elders will enforce the costuming rules during game-play. If at any time a Player is found to be not in appropriate garb, they will be required to play with only a single handed sword/club/bar; if they are already participating, they will be made to fight with a single handed sword/bar/club until such time as they have on appropriate costuming. The Costume Marshal still has the right at all times to deny participation in the day's event to any Player whose costume is deemed inappropriate if it is deemed necessary.

The duties of the Costume Marshal(s) are:
- Ensuring Player costumes adhere to Darkon rules
- Ensuring Players have the proper class specification items (i.e. black cloth for Assassins)
- Recording surcoats and banners for documentation of valid country Status

## Land Marshal

The Land Marshal is responsible for running Darkon land events, per Chapter Nine: Land Rules, and maintaining country assets.

The duties of the Land Marshal(s) are:
- Maintaining the Darkon Realm Map
- Tracking and reporting of all country assets to country Liaisons
- Receiving declarations for country land actions
- Securing Elders and running country land actions at events
- Ad hoc, on the field interpretations of gray areas in the Land Rules
- Providing country Liaisons with information pertaining to country holdings, land actions, etc.
- Appointing and overseeing the Coin Marshal(s)
- Other duties as described in Chapter Nine: Land Rules

## Poison Marshal

The Poison Marshal is responsible for recording the creation of poison by Thieves and Assassins of the Realm.

The duties of the Poison Marshal(s) are:
- Maintaining a log of poison created
- Collecting the proper amount of coin for the poison created and returning it to the Coin Marshal
- Signing off on any complete poisons ready for use

## Potions & Scrolls Marshal

The Potions and Scrolls Marshal is responsible for recording the creation of potions and scrolls by spell casters of the Realm.

The duties of the Potions and Scrolls Marshal(s) are:
- Maintaining a log of potions and scrolls created
- Collecting the proper amount of coin for the potion and/or scroll created and returning it to the Coin Marshal
- Ensuring that casters creating potions and scrolls deduct the proper amount of coin from their tallies as appropriate
- Signing off on any complete potions and scrolls ready for use

## Relics Marshal

The Relics Marshal is responsible for maintaining and transporting Darkon Relics to events.

The duties of the Relics Marshal(s) are:
- Maintaining Darkon Relics, ensuring they are both in working order and up to current Darkon specifications.
- Transporting Darkon Relics to events.
- Maintaining a log of possession of each Relic at the end of the day's activities.

**Spell Marshal**

The Spell Marshal is responsible for ensuring the safety and adherence to specifications of Darkon spell components and books by inspecting the spellbooks and spell components of those Players with the ability to cast spells.  If a Player does not have the proper components or does not have the spell written properly in their spellbook, he may not cast that spell during that event.

The duties of the Spell Marshal(s) are:
- Thorough checking of each Darkon spell component intended for use on the field with specific attention to:
- Safety and spell component specifications as described in the rulebook
- Ensuring that spells of casters (scrolls, books, etc.) are written to the proper syllable length

**Weapon Marshal**

The Weapon Marshal is responsible for ensuring the safety and adherence to specifications of Darkon weaponry and shields. Any weapon that does not meet its proper size requirements, or is deemed unsafe by a Weapon Marshal, may not be used on the field for that event.

The duties of the Weapon Marshal(s) are as follows:
- Thorough checking of each Darkon weapon and shield intended for use on the field with specific attention to safety and weapon specifications as described in the rulebook.

# Types of Events

There are a variety of types of battles that the Elders may choose to run during an event. Several examples are listed below, but the Elders are always permitted to create unique types of battles, as well as modify the rules for traditional battles.  Elders are free to determine any spatial boundaries or time limits for each battle.

## Team Battles

During team battles all Players are separated into two or more equal teams. The two teams then fight until members of only one team remain.

## Adventures

Adventures are run, with the approval of the Board, by any group of Players who will serve collectively as Elders for the Event. An adventure is usually a pre-scripted plot or scenario for which the Elders may recruit individual Players to play monsters and 'non-Player' characters (see Non-Player Characters in Chapter Five), and through which they will guide the Players. Players may encounter monsters with special abilities, ancient relics, or powerful unseen forces. Any special game effects may be utilized at the Elders' discretion. Adventures are run either as a weekend long campout, or as a day long 'Day Adventure.'

## Country Battles

Each country must fight as an independent unit. All nomads may be grouped together as a single country or used to augment a smaller country.  Countries then fight until members of only one country remain.

## Alliance Battles

These are similar to country battles except a country will be permitted to form an alliance, and fight with one or more other Countries. There is usually a time limit on these alliances, which will be announced by the Elders on the field.

## Land Events

Usually held before the day's regular events, the Land Marshal will run a series of battles for Countries attempting to acquire new land. For more on Land Battles, see Chapter Eight: Land Rules.

## Resurrection Battle

This is normally a small unit battle where the Elder will designate a 'Resurrection point' where fallen Players may be raised. This type of fight often starts off with small teams (3 or more) and when enough Players to make a new team arrive at the resurrection point they may leave as a new living team.

## Caravan Battle

This is similar to a two team battle, except that one side is transporting a valuable item (treasure chest, captive princess, and so on), to a predetermined destination, along a given route. The opposing team has the task of robbing the caravan and/or preventing it from reaching its destination.

## Cardboard Shield Battles

Some battle days will be designated as Cardboard Shield battles. Shields of cardboard and tape are used instead of normal shields. These shields may be no more than 1/2" thick and must be assessed for safety.

## Armorless, Classless Shieldless Battles

These battles allow Players to participate in combat on "equal footing" through the elimination of armor, class, and shields. Players of character types normally restricted by armor and weapons may fight in any style they choose regardless of class restrictions.

## Ice Breaker Battle

Players will be randomly grouped into small units (three to five Players in each). As Players die and enter Hades, the Hades Elder will regroup them into new units.

## Chaos Battles

These battles remove all team structure and force each Player to fight for his life, regardless of team or country alliance; Players must remain active in these types of battles. Chaos battles continue until only one Player remains alive.

## Bridge Battles

These battles place narrow spatial boundaries on the fighting area and force Players to remain in these boundaries while fighting. If a Player oversteps the boundaries, they are considered to be dead.

## Tournaments

Tournaments may be hosted and Eldered by the Council. Players will be allowed to compete in single combat against other Players in elimination style fights to determine the best fighter in the Realm for different styles of combat and weapon combinations (i.e. Best Single Short Sword, Best Great Sword, Best Short Sword and Shield, etc).

## Siege Battles

A siege battle occurs when one team is defending a 'structure' from attack by another team. During campouts, Countries may be allowed to build a structure around their camp in order to fortify it. If the structure is being defended as part of a land event, special rules may apply (see Chapter Eight). For more about siege battles, see Fortifications in Chapter Four.

## Ship Battles

A ship battle occurs when two ships intercept each other on the sea of Darkon. When these battles occur, each ship may have a team of Players to defend their ship, as well as siege weapons and planks. If the structure is being defended as part of a land event, special rules may apply (see Chapter Nine).

## Bizarro

Bizarro battles or adventures allow players to play alternate characters or character classes during the event. Players are encouraged to play as a different character or class with a level equal to their highest possessed character level. Character classes may be changed at each character death or 10 minutes disengaged from play. Players may take part in Land Actions using Bizarro characters, but may only engage in Land Wars using the character class in which they signed in as that day.
Only players who have signed in as rangers during that event may use the land search ability.

# Chapter Six

## Types of Characters

When deciding which kind of character that they wish to play, Players may choose from any of the following character types. These are the only character types that are recognized in Darkon and a Player must choose one of them. Players are permitted to have as many characters of differing types as they wish, but can play only one of them per event.

Each type of character is unique, and each will give Players different abilities. Abilities are skills and spells, which characters gain through their achievement in Ranks. Upon obtaining a new rank, Player characters will be permitted to use all of the skills and/or spells assigned to that rank, in addition to all abilities they have gained from previous ranks.

Skills are described within the description of each character type, while spells are detailed in Chapter Six: Spells and Magic. Some skills and spells require a favor or headband to be worn. Favors are worn on the waist and are at least 2" wide by at least 12" long. These dimensions must be visibly seen and not wrapped to be shorter or concealed. Headbands are at least 1" wide. Skills and spells that require favors or headbands describe specific colors and symbols to be used. These are found in each ability's description.

## Fighters

Fighters are the generic 'warriors' of the Realm. Fighters are by far the most popular class in Darkon, and the bulk of many country armies are comprised of them. They are permitted to wield any weapon, use any size shield, don any armor, and wear any style of costume.

At 1st rank, a Fighter gains the skill of 'Shield Break'. This skill allows a Fighter to break shields with a select list of weapons. In the hands of a Fighter, Battle Axes, Glaives of 7' or longer, Hammers of 5' or longer, and other and Yellow weapons of 5' or longer (except for Quarterstaffs and Bars) are capable of destroying shields. Clubs and Maces require a striking surface at least 3.5" in diameter. In addition, a Fighter may call 'Black' when swinging (not stabbing) with any of the above weapons. For information on how to perform a 'Shield Break,' refer to the Shields section of the Darkon rulebook in Chapter Three.

At 3rd rank, a Fighter gains the 'First Aid' skill. First Aid allows a Fighter to bind light wounds on himself or others. To use this skill, the Fighter must tie a white cloth bandage, at least 3" wide, with a red cross on it around the wounded limb. The limb is still considered to have a light wound but can now be used. If the limb is wounded again, regardless of armor, the Player is considered mortally wounded. If the additional wound to the limb was dealt by a yellow weapon, then the limb is unusable, but the Player is not considered to be mortally wounded. If the bandaged limb goes 5 minutes without being again wounded, the wound is considered fully healed.

First Aid may be used to stabilize a mortally wounded player. To do so, the bandage must be tied around the wounded player's head like a headband. Stabilizing a mortally wounded player only removes the 5-minute death countdown – all other rules involving mortal wounds still apply to the player. A Fighter may not apply First Aid to stabilize himself.

Also at 8th rank, a Fighter gains the skill of 'Shield Repair,' which allows him to repair his own shield. To perform this skill, a Fighter must take off his damaged or destroyed shield. After role-playing (pretending to bend metal, fix straps, and grumbling) over the shield for a continuous uninterrupted 90 seconds, the shield is fully restored. This can be done to any one shield once. This skill does not work on siege weapons, battering rams, the Shield spell, Relics, or anything other than normal shields. This skill can only be used on one shield at a time.

At 10th rank, a Fighter gains the skill of 'Armor Repair.' This skill is similar to Shield Repair, except that it is used to repair a Fighter's own armor. A fighter must role play the mending of each armor zone (head, each limb, and torso) for a continuous uninterrupted 90 seconds. At 12th rank, a Fighter may repair the armor and shields of other Players with his Repair skills.

At 15th rank, a Fighter gains the skill of 'Gate repair.' This skill is allows a fighter repair a destroyed gate of a fortification. A fighter Must role plays the repairing of a gate for a continuous uninterrupted 120 seconds for the gate to be repaired.

At 15th rank, a Fighter gains the skill of 'Repair siege weapon.' This skill is allows a fighter repair a destroyed Siege weapon. A fighter must role plays the repairing of a Siege weapon for a continuous uninterrupted 120 seconds for the Siege weapon to be repaired.

# Rangers

Rangers are fighter characters who are adept to natural or woodland surroundings. They may use any weapons, and may wear any armor up to AC 3 armor class. Rangers may use any shape shield, so long as the largest dimension of the shield does not exceed 36".

'Scouting': A Ranger wearing armor AC 2 or less, with any shields max 24" at the widest point, and bearing no weapons over 6' long, is considered to be 'Scouting', and can use some additional abilities. They regain this status after 30 seconds of not using the larger/heavier items.

Rangers use a nature symbol as the material component for their spells where 'class symbol' is listed.

All Rangers have the 'Tracking' skill at $1^{st}$ rank. A Ranger may ask an Elder to provide details (if known) as to what has traveled through a given area recently. On adventures, Rangers are also able to determine what kind of creatures inhabit a given locale. At $10^{th}$ rank, Rangers do not leave tracks of their own.

Also at $1^{st}$ rank, Rangers may cast 'Light' and 'Detect Magic'.

At $2^{nd}$ rank, Rangers may cast 'Feign Death'.

At $3^{rd}$ rank, Rangers gain the Find/Remove Traps skill, exactly as described for Thieves, when 'Scouting'. In lieu of a skeleton key, Rangers should use their nature symbol.

Additionally, Rangers may detect natural terrain hazards (e.g. potential rockslides, poisonous plants, etc.).

At $4^{th}$ rank, Rangers gain Immunity to the Entangle spell. When hit, Rangers should call "Immune!". Also, on adventures, Rangers may pass through overgrown natural areas without penalty when 'Scouting'.

At $5^{th}$ rank, Rangers may cast 'Cure Light Wounds'. If the Ranger RPs the casting with actual leaves or herbs (NOT grass), the casting length is halved.

At $6^{th}$ rank, Rangers may cast 'Comprehend Languages' and 'Release Portal'.

At $7^{th}$ rank, Rangers may cast 'Neutralize Poison' and 'Cure Disease'.

At $8^{th}$ rank. Rangers gain the skill 'Climb Walls', exactly as described for Rogue, when 'Scouting'.

At $9^{th}$ rank, Rangers may cast 'Personal Magic Weapon.'

At $10^{th}$ rank, Rangers gain Immunity to the 'Nature Love' spell. When hit, Rangers should call "Immune!".

Also at $10^{th}$ rank, Rangers may cast 'Barkskin' when 'Scouting'. It is automatically considered dispelled if they are no longer 'Scouting'.

At $15^{th}$ rank, Rangers gain the skill 'Sniper'. When firing arrows over a fortification wall, they are not required to arc their shots at a 45º angle. The Ranger must yell "Sniper!" when firing over a wall.

Also at $15^{th}$ rank, Rangers gain the skill 'Guide'. The Ranger may adjust any encounter on the Land Rules Tables by up to two categories in either direction.

Additionally, Rangers never get lost, and they can reliably guide a party of adventurers through otherwise unnavigable environments. People leaving the immediate vicinity of the Ranger do not benefit from this ability.

At 25th rank, Rangers gain 'Reconnaissance'. They may now adjust any encounter on the Land Rules Tables by up to four categories in either direction.

Additionally, bows used by Rangers of this rank are automatically considered magical while they are using them, freeing up their 'Personal Magic Weapon' spell for another weapon they bear.

## Clerics

Clerics are characters who are driven by their service to a deity and are the most powerful healers in the Realm. Clerics are restricted to using only blunt (yellow) weapons and daggers. They may wear any type of armor and may use any size and shape of shield. A Cleric must wear a holy symbol as part of his costume.

All Clerics may cast 'Cure Light Wounds' and 'Light' at 1st rank.

At 2nd rank, a Cleric may cast 'Speak with Dead', 'Truth Speak', and 'Sanctuary.'

At 3rd rank, a Cleric may cast 'Consecrate/Desecrate'.

At 4th rank, a Cleric may cast 'Word of Holding' and 'Cure Disease.'

At 5th rank, a Cleric may cast 'Cure Serious Wounds' and 'Neutralize Poison.'

At 7th rank, a Cleric may cast 'Cure Mortal Wounds.'

At 8th rank, a Cleric may cast 'Create/Destroy Holy Weapon' and 'Turn Undead.'

At 9th rank, a Cleric may cast 'Curse' and 'Last Rites.'

At 10th rank, a Cleric may cast 'Pouch' and 'Resurrection.' They may also brew potions or scribe scrolls (see Chapter Seven: Special Items) and gains the ability to set up a hospice.

A hospice works similar to Hades in that spending time in a hospice will heal wounds. To set up a hospice, a cleric must don a white cape at least 1' x 2' bearing a large red cross and role play the act of administering aid to those under their care (called wards). Wards must remain lying down within 10' of the cleric to receive the benefits of the hospice. A cleric may tend to a number of wards equal to ½ of their level rounded up to a maximum of 10 wards. Neither the cleric nor any wards may hold any weapons while running a hospice. If they should pick up their weapons, all benefits of the hospice are lost and any uncured wounds on the wards remain and those that were mortally wounded begin bleeding out again and will die in 5 minutes. A cleric may however cast any spells from their spell list, on their wards only, while running a hospice.

Below are listed the time it takes for Hospice enacts specific effects:

**Cure Light wound:** 4 minutes
**Cure Mortal Wound:** 8 minutes
**Neutralize Poison:** 2 minutes
**Cure Disease:** 8 minutes

If a second Cleric of any level assists in the act of role-playing care for the wards, the healing times are halved so long as both clerics continue to work together to act out care for the entire reduced healing time. The assisting cleric is bound by the same combat restrictions as the primary cleric while he is assisting in the hospice.

## Rogues

Rogue characters are masters of stealth and agility, whether a treasure hunting footpad or a master assassin. They must wear a skeleton key on their person. Rogues may use any non-Black weapon under 6' in length, may wear armor of no greater than AC 3, and may use a shield of no more than 36" at its widest point.

However, when wearing armor greater than AC 2, or using a shield of greater than 24" at its widest point, they cannot use any Rogue skills other than Disguise and Interrogate. They regain their use after 30 seconds of not bearing the larger shields or heavier armor.

All Rogues have the 'Looting' skill at 1st rank. This skill allows Rogues to quickly search the bodies of other characters and NPCs for loot and treasure. The body being searched must be Dead. All locations and nearby dropped items are searched at once.

Rogues must present their skeleton key to the dead body and say, "I am a Rogue—here is my key. Do you have any treasure?" They must give the Rogue any 'in-play' items they may have such as coin, Relics, maps, treasure, etc.

At 2nd rank, they gain the skill 'Climb Walls'. Rogues can climb any 'wall' (see Fortifications in Chapter Three) by beginning 10' away and maintaining at least three points of contact with the ground while moving toward the wall. Alternately, Rogues can kneel or squat next to and facing the wall, and mime the motions of climbing for 5 seconds. Those not climbing should not perform any of the above actions. Rogues can have nothing in their hands while climbing via the miming method.

Also at 2nd rank, Rogues gain the skill 'Cutpurse'. A Rogue informs an Event Elder that they wish to use this skill—they must then attach a small clothespin unnoticed to a container (e.g. bag, purse, pouch, etc.) worn or carried by the target. If successful, the Elder will collect coin and plot-related items from that container and provide it discreetly to the Rogue. Each Rogue should have a unique number or symbol that will aid Elders in identification.

At 3rd rank, they gain the skill 'Open Locks.' This is a skill that allows a Rogue to pick locks and open portals in 10 seconds. Rogues must be touching or holding their skeleton keys with an empty hand when using this ability.

They may also unbar the unmanned gate of a fortification, allowing the gate to be opened from the outside. An unmanned gate is one with no one within 10' of it who wishes it to stay closed.

At 10th rank, they may open magical locks and portals as well, and using the ability now takes 5 seconds.

Also at 3rd rank, they gain the skill 'Find & Remove Traps.' This skill allows a Rogue to uncover non-magical traps and disarm them. Rogues must be touching or holding their skeleton keys with an empty hand when using this ability, and should always inform an Elder prior to its use.

At 10th rank, they may discover and disarm magical traps as well.

At 4th rank, they gain the skill 'Read Languages'. This skill allows Rogues to immediately read any written text.

At 5th rank, they gain the skill 'Disguise', which they can use to disguise themselves as a generic peasant, pilgrim, merchant, etc. When in disguise, they must wear some physical representation of the disguise, such as different tunics, scarves, robes, etc. Other characters will be unable to recognize the Rogue, and players should RP this.

At 6th rank, they gain the skill 'Interrogate'. They must role-play an interrogation with another character for five continuous minutes. Once the session is complete, they may ask the character one question, which they must answer truthfully and literally as per Truthspeak.

At 7th rank, they gain the skill 'Death Strike'. Stabs with a dagger to an opponent's torso penetrate all armor and skins. Strikes to limbs do not automatically penetrate. They should call "Death!" when using this ability.

At 8th rank, they gain the skill 'Make Poison'. They can make five doses of any type of poison (see Poison in Chapter Seven) per day. To make a dose of poison, they must announce their intention to the Magistrate or Marshal at the beginning of the day.

They must supply the Magistrate or Marshal with a written Poison Writ stating the type of poison to be made, its effects, and duration.  They must also pay the full cost of the poison. The Magistrate or Marshal will sign and date the Writ and give it to them.

At 9th rank, they gain the skill 'Read Magical Languages'. They may use Scrolls of any spell (see Potions and Scrolls in Chapter 7).

Also at 9<sup>th</sup> rank, they gain the skill 'Master Poisoner'. They may select one dagger, and expend one dose of poison that they have made that event. The dagger will remain poisoned for the entire event, regardless of usage. They may only have one such dagger at a time, which must be marked conspicuously with purple tape.

Additionally, when the Rogue personally poisons food/drink using poison that they made that event, the poison does not lose potency after a half hour, and the use of one dose is sufficient to poison any number of people who eat or drink of the tainted item.

At 10<sup>th</sup> rank, they gain the skill 'Assassinate'. Anyone who dies because of the use of the 'Master Poisoner' skill cannot be resurrected until the end of the scenario (war, wedding, King's Court, etc.) This does not apply in scenarios with a 'Res point'.

Also at 10<sup>th</sup> rank, they gain the skill 'Unlootable Pouch'. In order to use this skill, the Rogue must have a rectangular black cloth or leather pouch with a white key painted or embroidered on the outside.

This pouch must be no more than 4" x 6" laid flat, and must be made of a non-stretchy material.

Only poisons made by that Rogue, coins, and miscellaneous wealth (gems, nuggets of gold, etc.) may be placed inside the pouch.

Anything that is legally placed in the pouch cannot be Looted or found via any sort of search, and only the Rogue to whom the pouch belongs may touch or interact with it or its contents in any way.

Even if the items are otherwise 'wealth', you may not use the pouch to store them if they are unique or plot-related items. You may also not use the pouch to pass messages.

At 20<sup>th</sup> rank, Rogues may cast 'Light' and 'Detect Magic'. They may also scribe a Scroll of any one spell, following the normal rules in Chapter 7. If they opt to do so, they can only make 3 doses of poison that event.


## Druids

Druids are characters who worship nature above all else. The weapons that are permitted for use by Druids are all white weapons, bars, clubs, bows, crossbows, quarterstaffs, spears, glaives, javelins, and daggers. Druids are restricted to wearing armor made *only* from leather, whether Leather or Leather Scale from AC 1, or Hide from AC 2; or padded armor (cloth).

Druids may use any shape shield, so long as the largest dimension does not exceed 36". Druids must wear a nature symbol to signify their character type.

At 1<sup>st</sup> rank, Druids may cast 'Feign Death' and 'Light.'

At 2<sup>nd</sup> rank, a Druid may cast 'Mending' and 'Detect Traps.'

At 3<sup>rd</sup> rank, a Druid may cast 'Cure Light Wounds' and 'Protection from Lightning.'

At 4<sup>th</sup> rank, a Druid may cast 'Lightning Bolt.'

At 5<sup>th</sup> rank, a Druid may cast 'Barkskin' and 'Neutralize Poison.'

At 6<sup>th</sup> rank, a Druid may cast 'Warp Wood'.

At 7<sup>th</sup> rank, a Druid may cast 'Cure Serious Wounds', 'Cure Disease', and 'Commune with Nature.'

At 8<sup>th</sup> rank, a Druid may cast 'Dispel Magic' and 'Entangle.'

At 9<sup>th</sup> rank, a Druid may cast 'Nature's Guardian (Nature Love).'

At 10<sup>th</sup> rank, a Druid may cast 'Creeping Doom', 'Pouch' and 'Nature Love.' They may also brew potions or scribe scrolls (see Chapter Seven: Special Items).

## Mages

Mages are characters who devote their lives to the study of magic and spells. Mages are permitted to use only white swords, non-chained yellow, and daggers. Mages may not wear armor of any kind, nor use any type of shield. Mages can cast the most powerful offensive magic in the Realm. Mages must wear an arcane symbol to signify their character type.

At 1<sup>st</sup> rank, a Mage may cast 'Feign Death', 'Frost Spike', 'Mending', 'Detect Magic', and 'Light'.

At 2<sup>nd</sup> rank, a Mage may cast 'Magic Shield', 'Truth Speak,' 'Magic Missile', and 'Comprehend Languages'.

At 3<sup>rd</sup> rank, a Mage may cast 'Burning Hands', 'Protection from Lightning', and 'Detect Traps'.

At 4<sup>th</sup> rank, a Mage may cast 'Lightning Bolt', 'Hold Portal', and 'Protection from Ice'.

At 5<sup>th</sup> rank, a Mage may cast 'Dispel Magic', 'Ice Storm', and 'Release Portal'.

At 6<sup>th</sup> rank, a Mage may cast 'Stoneskin' and 'Feeble Mind'.

At 7<sup>th</sup> rank, a Mage may cast 'Protection from Fire', 'Growth', and 'Legend Lore'.

At 8<sup>th</sup> rank, a Mage may cast 'Fireball', 'Charge Item', and 'Gaseous Form'.

At 9<sup>th</sup> rank, a Mage may cast 'Passwall', 'Animate Dead', and 'Create/Destroy Magic Weapon'.

At 10<sup>th</sup> rank, a Mage may cast 'Steelskin', 'Pouch', and 'Spell of Shielding'. They may also brew potions or scribe scrolls (see Chapter Seven: Special Items).

## Monks

Monk characters strive for rigorous physical and mental discipline. Monks may use any weapons. Monks may not wear any armor or use any type of shield.

All Monks have the skill of 'Missile Deflection' at 1st rank. This skill allows them to use their hands, feet, or weapon to purposefully deflect any incoming non-magical missile weapon. The Monk may deflect the Arrow of Piercing, but not the Javelin of Lightning (see Relics in Chapter seven). The Monk may not deflect any spell or spell like effect. If the Monk is struck unaware, misses the missile, or attempts to use this skill with any body part other than his hands or feet, normal damage is taken. Monks using this skill should call out "Monk," upon making a deflection.

Also at 1st rank, a Monk may cast 'Light.'

Also at 1st rank, the Monk gains the skill of unarmed fighting. As a representation of unarmed fighting skill, the Player uses one or two minimum length bars (12" length blade + 6" handle) marked with orange tape in a visible manner (above the handle or on the shaft). These do Yellow damage, must also bear yellow marking tape (visible as above) and may have Yellow stab tips. At no time may a Player use the skill of unarmed fighting without such a bar.

The monk is considered unarmed for roleplaying purposes, and the bars cannot be "dropped" or lost.

At 2<sup>nd</sup> rank, a Monk gains the 'Feign Death' skill and may use this skill instantaneously. This skill has the same effect as the Feign Death spell (see Feign Death in Chapter Six).

Also at 2<sup>nd</sup> rank, Monks also gain the skill of 'Immunity to Disease.' This gives them immunity to diseases such as leprosy, consumption, rabies, lycanthropy, plagues, etc. An Elder may determine the exact effectiveness of this skill.

At 3rd rank, Monks obtain Leather Skin. This ability gives them the equivalent of leather armor (AC1) from head to toe at all times. A Monk with this ability must wear visibly a favor—represented by a strip of orange cloth at least 3" wide by 12" long, with a blue circle on it. Alternately, a Monk may wear an orange headband at least 1" wide with a blue circle in the center.

At 4<sup>th</sup> rank, a Monk gains the ability to 'Cure Light Wounds' on himself only. To perform this skill, the Monk must meditate for 60 seconds without interruption. During meditation, the Monk is not permitted to move or speak. Once completed, the Monk has fully healed one light wound anywhere on his body. This skill also restores any damage taken to the Monk's leather armor skin from the Leather Skin skill.

At 7<sup>th</sup> rank, a Monk gains the skill 'Immunity to Mind Control,' which makes him totally immune to any kind of mind control including charm, hypnosis, illusions, suggestion, Nature Love, Feeble Mind and the Truth Speak spell. This does not give Monks the ability to detect the use of the Disguise skill, nor does it make them immune to the Speak with Dead spell or the Interrogate ability.

At 8<sup>th</sup> rank, Monks gain the skill of 'Immunity to Poison.' They are immune to any type of poison including contact, insinuative, ingestive, gas, or monster venom. An Elder may determine the exact effectiveness of any immunity.

At 9<sup>th</sup> rank, Monks gain the ability to 'Climb Walls,' exactly as described for Rogue.

At 10<sup>th</sup> rank, a Monk may strike with any weapon as if it were enchanted by the Create Magic Weapon spell. A Monk may not loan his weapon away and have it considered to be enchanted; this skill is derived from the Monk himself, not the weapon.

At 15th rank, Monks obtain Ironskin. This allows them to absorb the damage from one attack as per Stoneskin. This ability layers with Leather Skin, but is applied to the first strike the Monk receives (i.e. it is considered an outer layer of protection, and is expended before the Leather Skin). A Monk must meditate for an additional minute to regain Ironskin. A Monk with this ability must visibly wear a favor—represented by a strip of orange cloth at least 3" wide by 12" long, with 2 blue circles on it. Alternately, a Monk may wear an orange headband at least 1" wide with 2 blue circles in the center.

## Cavaliers

Cavalier is a restricted class. Any character that has obtained Order of The Sword (OSW) may create a Cavalier by sacrificing a class of at least 10th rank.

These characters are zealous martial champions of a particular god or ideal.

Cavaliers may use any weapon, any armor, and any type of shield, and they must wear a holy symbol as part of their costumes.

At 1st rank, a Cavalier gains the 'Shield Break' skill. A Cavalier's Shield Break works the same as a Fighter's mentioned above.

Also at 1st rank, all Cavaliers receive 'Immunity to Disease'. This gives them immunity to diseases such as leprosy, consumption, rabies, lycanthropy, plagues, etc. An Elder may determine the exact effectiveness of this skill.

Also at 1st rank, all Cavaliers may cast 'Cure Light Wounds', 'Cure Disease', and 'Light'.

At 2nd rank, a Cavalier may cast 'Speak with Dead' and 'Purify Food and Drink'.

At 3rd rank, a Cavalier may cast 'Truth Speak,' and 'Sanctuary'.

At 8th rank, a Cavalier may cast 'Last Rites' and 'Turn Undead'.

At 15th rank, at the beginning of each event, a Cavalier may select a single melee weapon to which he or she will attune. In her hands, it will function as a Holy weapon (see the Cleric spell Create/Destroy Holy Weapon). The weapon will only function as a normal weapon for anyone other than that Cavalier. attuned Holy weapons which are desecrated/destroyed may be restored to Holy by a meditation period of 30 seconds."

## Warrior Mage

Warrior Mages are characters that have divided their time between martial pursuits and the study of the arcane. Accordingly, while they enjoy a greater proficiency with weapons and some facility with armor, they lack some of the Mage's mastery of magic. They are not permitted to use a shield of any kind, but they may use any weapon. They may wear armor of no greater than AC 2. Warrior Mages learn spells as per Mages; however they never learn 'Animate Dead' or 'Fireball'. They cannot use scrolls of those two spells, either—although they may use scrolls of other Mage spells which they can cast. Warrior Mages cannot make potions or scrolls. Warrior Mages cannot use shields however; when 'Magic Shield' is cast by Warrior Mages the shield can be up to 24" in size. If they opt to exceed the 18" maximum, they may create only one shield at a time. Finally, their *skin spells do not layer with any armor they wear. Putting on armor will require any such spells to be recast when the armor is removed.

At 10th Rank, they gain the ability of 'True Strike'. At the beginning of each event, a Warrior Mage may select a single melee weapon upon which they have currently cast 'Create Magic Weapon' or which is otherwise permanently enchanted (e.g. a campout prize). The weapon's striking surface should be covered in gold cloth. Alternately, the weapon may be marked with a strip of gold metallic tape (above the handle or on the shaft). When wielded by anyone other than the Warrior Mage to whom it belongs, it is a regular magic weapon. While wielded by the Warrior Mage, it is wreathed in magical flames which harm neither the wielder nor the weapon. The flames operate in RP contexts: Clearing webs, lighting the way, keeping trolls from regenerating, etc. Additionally, the source of this strike is considered to be packed with the most intense magical energy, and has the ability to strike true against even the most warded opponents. It should always do at least its color damage against anything struck (e.g. bypassing Sanctuary). Despite it being wreathed in flames, creatures immune to fire are NOT immune to its strikes.

While it is up to the Elders of each Adventure to decide its effects, it is highly encouraged to let this strike inflict more damage than a standard hit to monsters and magical NPCs.

However, this weapon never extra damage to PCs. Similarly, being struck by the weapon does NOT remove a Protection from Fire, Stalwart Spirit, Spell of Shielding, or similar effect. When using this ability, the Warrior Mage should call "True" and then the weapon color.

At 15th rank, they may use True Strike on missile weapons as well. Bows and crossbows so affected transfer the effect to their ammunition when fired.

## Barbarian

Barbarians are lightly armored warriors who rely on toughness and mobility in combat. Barbarians may use any weapons and bucklers or shields no greater than 30" in any single dimension. Barbarians may wear AR1 or AR2 armor. Barbarians shun magic and may not receive the effects of any beneficial spells while alive. Armor, weapons and other items carried by the Barbarian may be affected. Barbarians are able to "swing on ropes" during ship battles.

At 1st Rank Barbarians gain the ability 'Shield Break'.

At 3rd Rank Barbarians gain the ability 'Cure Light Wounds'. To perform this the Barbarian must rest for one minute. This ability heals one light wound on the Barbarian.

At 4rd Rank Barbarians gain the ability 'Climb Walls'.

At 5th Rank Barbarians gain the ability 'Toughness' and can absorb the damage from any one hit as per the spell Stoneskin. When the Barbarian is struck she must shout "Stoneskin" to acknowledge the absorbed hit. Resting for one minute regains this ability. This ability may not be used while wearing armor. A Barbarian using this ability must visibly wear a Brown favor at least 2" wide by 12" long with black dots. Alternately a Barbarian may wear a black headband at least 1" wide with one brown circle on it.

At 7th Rank Barbarians gain effectiveness against giants and are permanently under the effect of the spell Growth when battling NPCs.

At 9th Rank Barbarians gain the ability 'Immunity to Poison'. The exact effectiveness of this ability is determined by an Elder.

At 10th Rank Barbarians gain the ability 'Stalwart Spirit'. This allows them to absorb the damage or effect from any one non-green damage spell. When the Barbarian absorbs a magical effect she must shout "Stalwart Spirit" to acknowledge the absorbed hit. Note in regards to AOE spells, only the Barbarian is immune to the effects. Resting for one minute regains this ability. A Barbarian using this ability must visibly wear a brown favor at least 2" wide by 12" long with two black circles on it. Alternately a Barbarian may wear a brown headband at least 1" wide with two black circles on it.

## Necromancer

Necromancers are characters that are devoted to the balance between life and death. Weapons permitted to be used by a Necromancer are: all White weapons, daggers, spears, javelins, all non-chained Yellow weapons. The Necromancer may wear AR1 or AR2 armor, and may only equip shields or bucklers up to 18" at its largest measurement. Necromancers may not wield Holy weapons.

At 1st rank, a Necromancer gains the 'Dark Arts' ability. So focused is the scope of a Necromancer's spellcasting, all of their spells begin at full reduction, unless otherwise stated.

Also at 1st rank, a Necromancer may cast 'Animate Dead', 'Speak With Dead', 'Light'.

Also at 1st rank, a Necromancer gains the 'Feign Death' skill and may use this skill instantaneously. This skill has the same effect as the Feign Death spell (see Feign Death in Chapter Six).

At 2nd rank, a Necromancer may cast 'Magic Missile', and 'Turn Undead'.

At 3rd rank, a Necromancer may cast 'Cure Disease', and 'Neutralize Poison'

At 4th rank, a Necromancer may cast 'Necrotic Touch'.

At 5th rank, a Necromancer may cast 'Boneskin'. The latter spell is identical to the Mage spell 'Stoneskin', except that the favor is white (or a white bone) with a black dot.

Also at 5th rank, a Necromancer gains the 'Sacrificial Dagger' ability. They designate a single dagger as their sacrificial weapon. They should prominently affix a red ribbon to this weapon.

If a Necromancer kills a living entity with this dagger, they have performed a sacrifice and have charged the weapon. They should call 'Sacrifice' as they do so. You can only have one charge from 'Sacrifice' active at one time—you must spend that one before collecting another.

They may then expend this charge to heal any Light wounds on themselves (as Cure Serious Wounds),cast Cure Light Wounds on another, or to restore their Boneskin.

When the Necromancer reaches 10th rank, the Sacrificial Dagger counts as a Magic weapon for the Necromancer. The weapon will only function as a normal weapon for anyone other than the Necromancer to whom it belongs.

At 6th rank, a Necromancer may cast 'Curse'.

At 7th rank, a Necromancer may cast 'Baleful Destroy Holy Weapon'. (As 'Destroy Holy Weapon', but also can use a purple spell attack ball, & shields stop it) They may not create one.

7th rank, a Necromancer gains the 'Interrogate the Dead' ability. After reading 'Speak with Dead', a Necromancer can choose to ask

one question per the Assassin's 'Interrogate' ability, rather than asking the regular three yes/no questions. This ability fails against a corpse which has had 'Last Rights' cast upon it.

At 8th rank, a Necromancer gains the 'Animator' ability.  The Necromancer may now have up to two undead raised at one time. Furthermore, a Necromancer may heal an undead of all of its wounds by casting 'Animate Dead' upon it. (Armor does not regenerate)

At 8th rank, a Necromancer may cast 'Last Rites'.

At 8th rank, a Necromancer gains the 'Death Memory' ability. Necromancers do not lose their memories from suffering a death.

At 9th rank, a Necromancer gains the ability 'Resistant Undead'. Undead raised no longer take double damage from Silver weapons, and now only take double damage from Holy, rather than being destroyed outright.

At 9th rank, a Necromancer gains the 'Pouch' spell.

At 9th rank, a Necromancer gains the 'Tome of shadow' ability. The Necromancer may now cast Cure Light Wounds and Cure Serious Wounds. These spells must be cast from a spell book at twice the starting casting time, and may never be reduced.

Also at 10th rank, a Necromancer gains the 'Necromantic Adept' ability. Their Curse and Animate Dead abilities are further reduced (halved again)

10th rank, a Necromancer gains the 'Like the Dead' ability. While using this ability, the Necromancer is immune to Mind Control, Disease, Poison (as Monks), and the special attacks of undead (e.g. a banshee's wail or a mummy's agony). The Necromancer may only be healed by Tome of Shadow, or Sacrificial healing while using 'Like the Dead'. The Necromancer may begin play at 'Lay on' with this status active or inactive, and may toggle it on or off at each return to play from Hades, by consuming a sacrificial charge, and role-playing a  ritual no shorter than two minutes.

At 10th rank, a Necromancer gains the 'Pact with Death' ability. With this ability, a Necromancer with a sacrificial charge may call the dead back to the living. Characters are called back (per 'Resurrection'), with the following exceptions: The character called back is now considered as Type: Undead, receiving double damage from holy weapons, and can be affected by 'Turn Undead'. Furthermore, the undead character may only be healed by sacrificial healing, the 'Animator' ability, and via 'Tome of Shadow' . The 'Pact with Death' requires the role-play of a ritual no shorter than five minutes.

## Bard

Bards are skalds, minstrels, musicians and storytellers who bolster other players with their songs and oratory. Bards may use any non-Black weapon under 6' in length, may wear armor of no greater than AC 2, and may use a shield of no more than 24" at its widest point.

Bards augment players with their Bardic Song which may consist of singing, played music or oratory. Music and singing may not rely on modern devices or be delivered in a way to agitate players or disrupt gameplay. If oratory is used it must be approved by an elder as being in character and consistent with good roleplay.

At 1st rank, a Bard gains the spells 'Light', and 'Detect Magic'.

Also at 1st Rank, a Bard gains the ability 'Bardic Knowledge'. This can be used to gain minor insight into the history or nature of a person, place or object.

At 2nd Rank, Bards gain the ability of 'Lesser Inspiration'. The Bard sings, plays a musical instrument, and/or recites for at least one minute. This allows them to distribute Favors to other players which last for the rest of the day until killed.  These Favors are represented by a metallic gold strip at least 2" wide and 12" long that must be worn visibly. Bardic songs are considered magical for purposes of Dispel Magic, magic immunity, and Barbarians shunning the Favors.
A Bard may give one Favor to one player for every two ranks of Bard they have attained, to a maximum of 4 players at Rank 8. A Bard may bestow a favor on themselves. Players should call "Inspiration!" when utilizing these abilities.
Choose one effect per favor given out. Different Favor effects can be given to players from one performance.

- One shield becomes unbreakable. If the shield is 18" or under at its widest point, it also gains the additional abilities of the spell 'Magic Shield'.
- Stand when fighting giant-sized foes, and become immune to spells that affect movement (e.g. Entangle, Ice Storm, Word of Holding).

Also at 2<sup>nd</sup> Rank, a Bard gains the spell 'Truthspeak'

At 3<sup>rd</sup> Rank, a Bard gains the spells 'Comprehend Languages' and 'Detect Traps'.

At 4<sup>th</sup> Rank, Bards gains the Thief ability 'Pick Pockets'.

Also at 4<sup>th</sup> rank, Bards gain the spell 'Word of Holding'.

At 5<sup>th</sup> Rank, Bards gain the ability 'Skald's Ward'. While a Bard is singing, playing a musical instrument, and/or reciting, the Bard and those within arm's reach of the Bard are immune to mind control effects as per the Monk ability. Further, any harmful NPC effect which relies on sound (e.g. a banshee's wail) is negated for those who can clearly hear the Bard.

Also at 5<sup>th</sup> rank, a Bard gains the spell 'Bardskin'. This is identical to the Druid spell 'Barkskin', and uses the same favor. Of course, since the Bard is not restricted to wearing armor made *only* from leather or padded armor, it can be used with any armor from the AC 1 and 2 categories.

At 6<sup>th</sup> Rank, a Bard gains the spell 'Release Portal'.

At 7<sup>th</sup> Rank, a Bard gains the spells 'Legend Lore' and 'Cure Disease'.

At 8<sup>th</sup> Rank, while a Bard is singing, playing a musical instrument, and/or reciting, the Bard and those within arm's reach of the Bard recover as if under the care of two Clerics in a Hospice. The Bard cannot use this ability if she is Mortally wounded.
- Cure Light Wound: 2 minutes
- Cure Mortal Wound: 4 minutes
- Neutralize Poison: 1 minute
- Cure Disease: 4 minutes

At 9<sup>th</sup> Rank, Bards gain the spells 'Vicious Mockery' and 'Dispel Magic'.

At 10<sup>th</sup> Rank, Bards gain the ability of 'Greater Inspiration'. Bards now have access to two additional effects. Further, they can place two favors on a player or themselves in order to grant two different effects from the four choices available.
- One weapon strikes as both Holy and Magic.
- Protected as 'Spell of Shielding' (one use).

At rank 15, Bards gain the ability of 'Use Magic items'. The Bard may use any Relic or magic item as if they fully met the conditions of its use (appropriate Class, etc.) This includes Scrolls.

## Non-Player Characters

During adventures, and occasionally during regular day events, non-Player characters (NPCs) or monsters may take the field. NPCs are Players who are role-playing a character other than their normal character and can be any type of humanoid, non-human, character class, etc. Additionally, monsters are often used by Elders to represent an opposition force on the field; for example, monsters can be used to fight Land Search Parties or adventurers during a day adventure. Monsters and NPCs often have special powers, take different hits, etc. The Elders of the event will define the exact powers and abilities of any NPCs or monsters present in the event.

# Chapter Seven

## Spells and Magic

Spells and magic are what make Darkon a fantasy game, rather than another war game. Certain character types are granted access to a number of spells. Clerics, Mages and Druids are considered to be 'primary' spell casters; however, Rangers, Monks, Cavaliers, and Warrior Mages each have limited access to spell use as well. Spells are special abilities that cause a specific effect to happen during game play.

## Spell Books

Players are required to maintain their spells in a book or on scrolls. All spell books or scrolls must have a medieval/fantasy period appearance and must be written or printed legibly. A spell must be written in a caster's spell book in order for that Player to cast the spell; casters may not cast spells from another Player's spell book. The Spell Marshal will inspect each caster's spell book twice a year—at the first event in January and the first event in July. Spell books are considered personal property and may not be taken or stolen from the caster.

Spells are actually written by the Players themselves. Each spell is assigned a spell length, which is the minimum number of syllables that the spell must contain in order to be cast. Players have the liberty to write whatever they wish for their spells and they may consist of a story, poem, or general ramblings. It may be the praise of one's deity or the curse of one's enemy. Players are only limited by their imagination, but each spell must be written out fully and any line or phrase may not be repeated more than five times per spell.  However, Players may not use modern references in their spells. Many spells have an invocation line, which, if present, must be the last line in the spell text. Invocation lines, if any, are detailed in the spell's description.

## Spell Reductions

As Players progress though character ranks, they will be permitted to reduce the lengths of their spells. When a character reaches twice the rank at which they gained the spell, the length is reduced by ½.

## Casting a Spell

In order for a player to cast a spell, they must read the full length of the spell from either their spell book or a scroll, up to, but not including, the invocation line if required. The spell must be read loudly, so that it is clearly audible to those within 5' of the caster. People should be able to understand what you are reciting. A caster may not speak (other than reading the spell), fight, move more than 12 inches from their starting position, or be moved from their position while casting a spell. If a caster actively blocks something while they are casting, their concentration is broken and the spell is negated. If the caster speaks, fights, moves more than 12 inches from their starting position, is moved, or is hit by a weapon (including shafts) during spell casting, the spell is negated. If the caster wishes, they may then begin the spell again from the beginning.

### Timed Method

Alternatively, instead of reading directly from a spellbook, a spellcaster may choose to roleplay their spellcasting in an improvised fashion and use a set amount of time to cast their spell, rather than a number of syllables. This may be anything that is consistent with good roleplay whether it be playing an instrument, singing a song, interpretive dance (as long as the player moves no more than 12 inches from where they started), or anything else that the player wants to incorporate into their roleplay. As with spellbooks, players may not use any modern references in their spells. Each player is responsible for timing their own spells. Players must have some sort of focus in one hand when using this spell, be it a spellbook or other object that could be identified as a focus.

When using this alternative method, the caster must announce "Casting!" before they begin casting their spell. This announcement should be audible within 5 feet.

Any player may use this ability, but they still must have a spellbook with the spell name in it. The player must have the amount of time (in seconds) required to cast clearly displayed next to each spell in their spellbook. Spellcasting times for the alternative method are calculated by using 0.15 seconds per syllable of a spell. All times are rounded up to the nearest second. When calculating reduction, the player should cut the time in half and round up to the nearest second.

**Spellcasting (continued)**

The spell is considered "cast" when the full spell has been read or performed, up to, but not including the invocation line should one be required. Spells cast with the timed method still require invocation lines, if appropriate. Once the spell is cast, the caster may then hold the spell indefinitely before invoking it. While holding a spell, the caster may not speak, and is permitted to move no more than five steps from their original position. Also, while holding a spell, the caster may not be moved by another player. If a weapon strikes the spell caster while they are holding a spell, the spell effects are visited fully upon the caster. For example, if a Mage is struck be an arrow while holding a cast Fireball spell, the spell detonates in the Mage's hands.

When the caster is ready to invoke a spell, they say, "I, [Name], invoke [Spell Name]!" and the spell effects will take place. The invocation line of a spell must be shouted and read continuously. It is at the time of invoking a spell that the caster must release any material components the spell requires, such as spell balls. Spell casters may not cast a spell if they are mortally wounded or have a light wound on both arms.

## Material Components

Most spells require the caster to possess a material component in order to complete casting. The appropriate material components needed are listed under the description of each spell. The caster must have the material component of a spell on their person, or the spell cannot be cast. During check-in, spell casters are required to present their material components to the Spell Marshal for their approval. Material components are considered personal property and may not be taken or stolen from the caster by other Players.

### Favors

Favors used for spell effects are represented by a strip of cloth at least 2" wide by 12" long. The color and markings are listed in the spell's description. This must be worn visibly. As an alternate form of favor, headbands (at least 1" wide) can be worn for the following spells: Animate Dead, Barkskin, Growth, Stoneskin, and Steelskin. The favor is put on only after the spell is completed.

The various *skin spells absorb attacks/hits before any armor worn. Despite the name, they are considered an outer layer of protection. For example, if you have taken a Potion of Stoneskin and are wearing AC 3, the first attack *must* be applied to the Stoneskin.

### Spell Balls

Many spells in Darkon have a ranged effect and the target of a spell may be at a distance from the caster. In order to represent this attack, most ranged spells require a 'spell ball' as their material component. A spell ball is a circular, cylindrical, or spherical shaped sack, with a diameter between 6" and 12", which is stuffed with foam or cloth, and sealed on all sides. In addition to the previous specifications, mass-manufactured foam training tennis balls may be used as spell balls as long as they are covered with cloth in the appropriate color. Spell balls may never, with the exception of the foam training tennis balls, have any type of solid core. Spells balls may never have a stiff core of any type. All spell balls must be submitted to the Spell Marshal during check-in to be inspected for size and safety requirements. Each spell that requires a spell ball will be represented by a different color, which is stated under each spell description.

When a spell is invoked the caster may then throw the spell ball at any target. Spell balls are considered to be legal to all parts of the body, including the head, face, hands, and feet. If an active spell ball hits a Player or any part of their equipment, even if it's only a graze, the spell attack is considered to be successful and its effects are visited upon the Player. If the spell ball hits the ground, a tree, or any other physical object before it hits a Player, it is considered to have detonated at the point of impact.

The exception to this, are spells with a radius effect. Spells with a radius of effect take effect from the center of the initial point of impact. Any Player who is in the radius effect area of a spell at the spell ball's point of detonation will suffer the effects of the spell.

Spell balls, like any other missile weapon, may not be intentionally blocked or deflected from their course. If a Player intentionally deflects a spell ball with their weapon that Player will suffer the effects of the spell and become the point of impact for any radius of effect spell.

Spell balls may be picked up and reused by other characters, but they must be returned to the proper owner at the end of a battle. It is the duty of the Elders to return spell balls to the casters.

## Spell Characteristics

The table below includes the following characteristics for each spell listed:

**Length:** The base number of syllables, as well as the base amount of time (in seconds), a spell must consist of in order to be cast; this does not include any reductions.

**Range:** The range of a spell, 'touch' or 'throwing distance' for example.

**Duration:** The length of time a spell is in effect.

**Area of Effect:** The number of creatures, or area in which a spell is in effect.

**Material Component:** The material component, if any, required for casting a spell.

## Spell Descriptions

### Animate Dead[3]

| Mage – Rank 9 | | |
|---|---|---|
| Length | 1,000 syllables | Duration |
| Range | Touch | Area of Effect |
| Material Component | Black favor with white circle in center | |

This spell allows a Mage to animate any one dead corpse, making it his personal automaton. The caster can animate 1 player or 1 NPC as a skeleton, and can only have one animated skeleton at any time.

This spell has different effects on Players vs NPCs.

A Player is animated for a minimum of 12 minutes; this time replaces their time in hades. A player can choose not to be animated, which results in the spell failing. At the end of the animation the player must be out of play for 1 min before returning as a player. Players animated by this spell have their armor restored, and are otherwise exactly like the entry for Skeleton in the Land Search Chart. (Vulnerable: Silver, Immune: Red, destroyed by one hit from a non-red Blessed weapon)

An NPC is animated for a minimum of 30 minutes, cannot refuse animation unless special circumstances are in effect and ruled by an elder. NPCs animated by this spell have their abilities and Vulnerable: Silver, Immune: Red, destroyed by one hit from a non-red Blessed weapon.

Either an NPC or a Player can elect to continuing being animated beyond the minimum time, until destroyed.

An animated corpse is only permitted to follow simple commands such as 'attack,' 'guard,' or 'fetch.' A Mage must give specific instructions to the animated corpse, or it will perform the task using its instincts alone.

If the Mage is struck by Feeble Mind or is killed, the animated corpse becomes a frenzied killer attacking anything in its path until destroyed. Spells that affect intelligence, such as Speak with Dead, Truth Speak, and Feeble Mind do not affect animated corpses. Undead creatures cannot be animated.

### Barkskin[2,3]

| Druid – Rank 5 | | |
|---|---|---|
| Length | 250 syllables | Duration |
| Range | Caster | Area of Effect |
| Material Component | Brown favor with white circle in the center | |

This spell allows the Druid to increase his armor class by one level, to a maximum result of AC 2. For example non-armored areas would act as AC1 and leather armor or padded armor would act as AC2. The spell can be dispelled through the Mage spell Dispel Magic. Mending will restore Barkskin. Barkskin may not be used in conjunction with the Bracers of Defense.

This spell may be cast once per day and will recharge automatically (just as normal armor does) in Hades, or upon the call of "Lay On" at the start of a battle.

### Burning Hands[3]

| Mage – Rank 3 | | |
|---|---|---|
| Length | 100 syllables | Duration |
| Range | Touch | Area of Effect |
| Material Component | Red gloves | |

This spell generates a field of fiery energy about the Mage's hands, which inflicts two white damage hits per hand (four white hits total). Each hand may expend two charges at once, inflicting 'double white' damage in one attack, or one charge in two separate attacks. The Mage may move and speak normally after casting this spell, but no items may be held while the spell is in effect. If the Mage receives a light wound to an arm, the spell effect is dispelled for that arm.

The Mage may expend one charge to touch any wooden weapon, excluding and siege weapons, or two charges to destroy any shield This spell does not allow the Mage to catch, block, or knock away weapons or spell balls without consequence, and the Mage will receive normal damage if this occurs. This spell can be dispelled by Dispel Magic. This spell is not head legal.

## Charge Item

| Mage – Rank 8<br>Warrior Mage – Rank 8 | | |
|---|---|---|
| Length | 500 syllables | Duration |
| Range | Touch | Area of Effect |
| Material Component | Arcane symbol | |

This spell allows the Mage to channel magical energy to a magical item or Relic. This spell affects any Relic that has charges, such as the Javelin of Lightening or Maelstrom. Any item recharged through this spell is restored to full magical capacity.

## Commune with Nature

| Druid – Rank 7 | | |
|---|---|---|
| Length | 300 syllables | Duration |
| Range | Special | Area of Effect |
| Material Component | Nature symbol | |

The spell allows the Druid to speak with plants and animals within his immediate surroundings in order to determine events that have taken place there. An Elder will determine the exact effectiveness of the spell.

The Druid may ask up to three questions, which the Elder will answer with either, "Yes," or, "No." Only information concerning the current adventure may be given and the Elder may not divulge information regarding the actions of other Players, such as assassinations.

## Comprehend Languages[3]

| Mage – Rank 2<br>Warrior Mage – Rank 2 | | |
|---|---|---|
| Length | 75 syllables | Duration |
| Range | Caster | Area of Effect |
| Material Component | Arcane symbol | |

This spell allows the caster to understand a single language. The caster need not know what the language is called, but a spoken or written example of it needs to be present at the time of casting.

When this spell is fully reduced (11th rank), the caster is also able to speak and write the language.

At 20th rank, the caster may understand, speak, and write any language she encounters, and no example needs to be present when the spell is cast.

## Consecrate/Desecrate[3]

| Cleric Rank 3 | | |
|---|---|---|
| Length | 100 syllables | Duration |
| Range | Touch | Area of Effect |
| Material Component | Clean water | |

This spell allows the Cleric to call upon the power of his Deity to consecrate or desecrate clean water, imbuing it with Divine energy. This water may be used as a direct attack, throwing/sprinkling it on a creature; or it may be used to imbue a weapon with a single 'Blessed Hit.' A Blessed Hit acts the same as if the Holy Water was thrown at the enemy creature, except it is considered in addition to the weapon's normal damage. Only the first hit of a consecrated weapon will count as a Blessed Hit, and the wielder should call 'Blessed' and the damage of the weapon. After the first hit, the weapon reverts to normal.

When Holy Water is added to food or drink, it is instantly purified and all poisons, toxins, and diseases are removed from it.

One dose of Holy Water will cause one hit of damage to undead, summoned, or extra-planar creatures. Likewise, through desecration, a Cleric can nullify the effects of Holy Water on food, drink, and weapons. Holy Water must be contained in a period container which does not include a plastic nozzle; also be considerate of other Players when applying Holy Water. The Elders of the event will determine the exact effectiveness of this spell.

## Create/Destroy Holy Weapon

| Cleric – Rank 8 | | |
|---|---|---|
| Length | 400 syllables | Duration |
| Range | Touch | Area of Effect |
| Material Component | Silver weapon | |

This spell allows the Cleric to permanently bless a single weapon, doing double damage to any Undead it strikes (see Land Search Undead table). Players should now call "Holy" in addition to their color when doing damage.

The weapon's striking surface must then be covered with blue cloth and the name of the Cleric's Deity must be written clearly on the weapon. Alternately, the weapon may be marked with a strip of blue tape (above the handle or on the shaft or on either end of the bow).

A Cleric may only have one Holy Weapon spell in effect at any time and may be loaned to another player if the caster wishes. The enchantment may be broken by having the weapon declared destroyed by the casting Cleric or having the Destroy Holy Weapon spell cast upon it, rendering it a normal weapon.

Creating a Holy weapon does not increase the amount of damage done by the weapon to players; it only allows the weapon to strike creatures not affected by normal weapons. The Elders of the event will determine the exact effectiveness of the Blessed Hits done by a Holy weapon, which is typically double damage to Undead Creatures

Clerics may not make Scrolls of this spell.

## Create/Destroy Magic Weapon

| Mage – Rank 9 | | |
|---|---|---|
| Length | 300 syllables | Duration |
| Range | Touch | Area of Effect |
| Material Component | Green ribbon or tape | |

This spell allows the Mage to permanently enchant a single weapon. Once the spell has been completed, that weapon will deliver 'Magic' hits. Bows and crossbows so enchanted transfer the effect to their ammunition when fired. When the spell is cast, the Mage must place green ribbon or green tape on the weapon in a visible manner (above the handle or on the shaft). A Mage may only have one Enchant Item spell in effect at any time, but a Mage may make a Magic weapon for another character.

The enchantment of Magic weapons is permanent, and carries between Darkon events. The enchantment may be broken by having the weapon declared destroyed by the casting Mage, or by having the Destroy Magic Weapon spell cast upon it, rendering it a normal weapon.

Creating a Magic weapon does not increase the amount of damage done by the weapon, however the weapon will be able to strike any creature or item, regardless of any magical effect that would normally prevent that, except Sanctuary. A Magic weapon can freely strike creatures frozen in Ice Storm, in Gaseous Form, etc.

Magic Weapon does not cut through Sanctuary.

This does not affect the protection of headband armor or the Bracers; they soak damage as always.

Also, if an NPC is immune to a certain color of weapon, or requires some specific weapon type (Holy, Enchanted, etc.) to hit it, the Magic weapon will still be able to strike it successfully.

Mages may not make Scrolls of this spell.

## Creeping Doom[13]

| Druid – Rank 10 | | | |
|---|---|---|---|
| Length | 500 syllables | Duration | Instant |
| Range | Throwing distance | Area of Effect | 1 creature |
| Material Component | White spell ball w/ black dots | | |

This spell summons a mass of venomous, biting, and stinging arthropods that beset the individual struck by the spellball.

This spell can be absorbed by any *skin effect that allows one to absorb all physical and magical damage—except green damage—from one attack (e.g. Stoneskin). It counts as an attack against such protection.

The spell is useless against anything without a physical form (e.g. ghosts, people using Gaseous Form, etc.).

Against someone not so protected, the spell causes the target to be Mortally wounded—it ignores shields and armor.

Also, while the spell summons the creatures, the creatures themselves are non-magical, and protections such as Spell of Shielding (or even the Brooch of Shielding) have no effect. Sanctuary of course protects, as it does against all non-magical threats.

Druids who can cast this spell are immune to this spell.

## Cure Disease

| Cavalier – Rank 1 Cleric - Rank 4 Druid – Rank 7 | | |
|---|---|---|
| Length | 150 syllables | Duration |
| Range | Touch | Area of Effect |
| Material Component | Class symbol | |

This spell allows the caster to counter such things as leprosy, consumption, rabies, lycanthropy, plagues, and so on, cleansing the target of most common diseases. The Elders of the event will determine the exact effectiveness of this spell.

## Cure Light Wounds

| Cavalier – Rank 1<br>Cleric – Rank 1<br>Druid – Rank 3<br>Ranger – Rank 5 | | |
|---|---|---|
| Length | Cav - 1 min. meditation<br>C,D,R - 300 syllables | Duration |
| Range | Touch | Area of Effect |
| Material Component | Class symbol | |

This spell allows the caster to cure one light wound for anyone or to stabilize another mortally wounded player. Stabilizing a player removes no wounds. This spell has no effect on weapons, shields, or armor.  Warrior Mages can only cast this spell on themselves. Cavaliers meditate, all others read from spell books.

## Cure Mortal Wounds

| Cleric – Rank 7 | | |
|---|---|---|
| Length | 600 syllables | Duration |
| Range | Touch | Area of Effect |
| Material Component | Holy symbol | |

This spell allows the Cleric to cure anyone who is mortally wounded. This spell has no effect on weapons, shields, or armor. This spell also heals any lesser wounds.

## Cure Serious Wounds

| Cleric – Rank 5<br>Druid – Rank 7 | | |
|---|---|---|
| Length | 350 syllables | Duration |
| Range | Touch | Area of Effect |
| Material Component | Class symbol | |

This spell allows the Cleric to cure all light wounds (up to all four limbs) on the recipient, , or to stabilize another mortally wounded player. Stabilizing a player removes no wounds. This spell has no effect on weapons, shields, or armor.

## Curse [1]

| Cleric – Rank 9 | | |
|---|---|---|
| Length | 500 syllables | Duration |
| Range | Throwing distance | Area of Effect |
| Material Component | Pink spell ball | |

This spell allows the Cleric to call forth the power of his Deity in anger and fury, causing Divine pain. This spell inflicts a light wound to every unwounded limb of the target, or four hits of damage to a creature with a set number of hit points. Curse penetrates all armor and shields.

# Detect Magic

| Mage – Rank 1 Warrior Mage – Rank 1 | | |
|---|---|---|
| Length | 30 syllables | Duration |
| Range | Caster | Area of Effect |
| Material Component | Arcane Symbol | |

This spell allows the caster to detect the presence of magical auras within the area of effect. Impressions are limited to a yes/no determination, and a general sense as to the strength of aura.

Any information gained is subject to the discretion of an Elder.

# Detect Traps

| Druid – Rank 2 Mage – Rank 3 Warrior Mage – Rank 3 | | |
|---|---|---|
| Length | 100 syllables | Duration |
| Range | Caster | Area of Effect |
| Material Component | Class symbol | |

This spell allows the caster to detect the location of any traps within a 10' radius of her position. She can continue to detect as long as she concentrates, but she cannot run, cast another spell, fight, or take damage, or the concentration is broken.

When this spell is fully reduced (11th rank for Druids, 12th for Mage & Warrior Mage), the caster becomes aware of the specific nature of any traps detected.

Druids are limited to using this spell in natural surroundings.

At 20th rank and above, the caster may choose to cast this spell a subsequent time to disable a single known trap within the radius.

The effect of this spell is subject to the discretion of an Elder; the use of this spell should facilitate and not supersede plot development.

# Dispel Magic [1]

| Druid – Rank 8 Mage – Rank 5 Warrior Mage – Rank 6 | | |
|---|---|---|
| Length | 175 syllables | Duration |
| Range | Caster | Area of Effect |
| Material Component | Class symbol | |

This spell allows the caster to nullify most non-permanent magical effects (see footnote 3) within a 10' radius. The invocation line for Dispel Magic is unique in that it is just the word "Dispel!". In addition to negating magic already in effect, this also negates any spells being held or invoked--but not those currently being read. The caster may also dispel incoming spellballs, provided that "Dispel!" is shouted prior to--or effectively simultaneous with--the spellball making contact within the 10' radius.

A caster is immune to the effects of her own Dispel, unless she specifically declares that she is targeting herself.

# Entangle[1,3]

| Druid – Rank 8 | | | |
|---|---|---|---|
| Length | 300 syllables | Duration | 5 minutes |
| Range | Throwing distance | Area of Effect | 3 ft. radius |
| Material Component | Brown spell ball | | |

This spell causes thick brambles and vines to grow, entangling anything within the 3' radius.

The target(s) affected may not move or be moved for the duration of the spell and may be attacked freely. The plants immediately regrow on affected target(s) in response to any attempt to chop, burn, or otherwise clear them away.

This effect can be removed at any time by the casting Druid, and may also be Dispelled.

This spell will penetrate all armor and shields. This spell will only affect man-sized creatures.

Druids who can cast this spell are immune to this spell.

# Feeble Mind[1,3]

| Mage – Rank 6 | | |
|---|---|---|
| Length | 300 syllables | Duration |
| Range | Throwing distance | Area of Effect |
| Material Component | Plaid spell ball | |

Creatures struck by Feeble Mind become confused and moronic and those affected by it cannot think coherently; therefore they may not cast spells, use items, or fight. When under the influence of Feeble Mind, the victim is unaffected by mind affecting spells such as Truth Speak; if the target is struck with such a spell, they must state they are unaffected due to Feeble Mind.

This spell penetrates all armor and shields. The Elders of the event will determine the exact effectiveness of this spell on monsters and NPCs.

# Feign Death

| Druid – Rank 1<br>Mage – Rank 1<br>Ranger – Rank 2<br>Warrior Mage – Rank 1 | | |
|---|---|---|
| Length | 30 syllables | Duration |
| Range | Caster | Area of Effect |
| Material Component | Class symbol | |

This spell allows the Ranger to slow his heartbeat and breathing. This spell may be memorized and can be cast without reading from a Spell Book. The Ranger may not move or speak except to answer, "Yes," when asked if dead; otherwise the spell is broken.

# Fireball[1,3]

| Mage – Rank 8 | | |
|---|---|---|
| Length | 325 syllables | Duration |
| Range | Throwing distance | Area of Effect |
| Material Component | Red spell ball | |

This spell allows the Mage to summon a sphere of burning flame. When cast, the Mage throws a red spell ball at the target and, upon impact, the Fireball explodes into a 3' radius of flame, destroying any wooden weapons, shields, gates, siege weapons, and/or creatures hit by the spell ball. Any creature within the 3' radius is mortally wounded. Any creature with a set number of hit points struck by, or in the radius of a Fireball, will take four hits of damage; however this may be altered by the Elder of the event. A Fireball is a green weapon and penetrates all armor and shields. If a Fireball lands fully in a body of water, its effectiveness is reduced, causing a light wound to each limb of anyone caught within the 3' radius.  A Fireball thrown into a structure loses its radius effect.

## Frost Spike[1,3]

| Mage – Rank 1 | | |
|---|---|---|
| Length | 150 syllables | Duration |
| Range | Throwing distance | Area of Effect |
| Material Component | Javelin with blue head and white shaft | |

This spell allows the Mage to call forth a spike of ice, which causes Red damage upon impact and does Ice damage to creatures affected by damage specific types. The Mage can cast 1 Frost Spike for every 2 ranks, rounded down, to a max of 3 Frost Spikes.

For example a 5th rank Mage could cast 2 Frost Spikes.

Frost Spikes may be activated and deactivated at the Mage's discretion and may be used by other Mages as well as by anyone who can use a javelin. They may be used in melee or thrown. Mages may only use Frost Spikes, however—not normal javelins. Frost Spikes can be dispelled with Dispel Magic and cannot be repaired via Mending. This spell lasts for 24 hours, regardless of the Mage's death.

## Gaseous Form[3]

| Mage – Rank 8 | | |
|---|---|---|
| Length | 400 syllables | Duration |
| Range | Caster or touch | Area of Effect |
| Material Component | White hood | |

This spell allows the target, and all items on his person, to become a translucent gaseous version of himself and cannot be harmed through physical attacks; only the spells Fireball, Ice Storm (Maelstrom could be used in this instance), and Lightning Bolt may cause damage to him, however the Gaseous Form spell would still remain in effect as long as the caster is not dead, or the spell dispelled.

The target must don a white hood to complete the spell. While in Gaseous Form, the target may not speak, touch anything, or affect the physical world in any way or the spell is broken. The target's identity and all items on his persons or spells in effect on him that would normally be visible to other Players may be discerned.

While in this form, the target may pass through small openings such as under doors, cracks in walls, and keyholes. Spells may not be cast while in Gaseous Form. At 16th Rank the Mage may cast the spell on others.

## Growth[3]

| Mage – Rank 7 | | |
|---|---|---|
| Length | 400 syllables | Duration |
| Range | Touch | Area of Effect |
| Material Component | White favor with letter 'G' in the center | |

This spell causes any one man-sized creature to grow in size and mass to that of a Giant. As such, when fighting against any Monsters on the Land Search "Giants" table, or any creature with "Giant" as part of its special abilities, the affected creature does not have to fight on his or her knees.

This spell does nothing but increase the size of the creature; the creature gains no other bonuses and its attacks are normal for the creature's weapon type.

## Hold Portal[3]

| Mage – Rank 4 Warrior Mage – Rank 4 | | |
|---|---|---|
| Length | 100 syllables | Duration |
| Range | Touch | Area of Effect |
| Material Component | Bright green ribbon at least 1" wide | |

This spell allows a Mage to magically seal a door, gate, chest, pouch, or any other item able to be closed.

To show that the spell is in effect, visibly tie a bright green ribbon on the closure, or at the center of a gate.

Nothing can then open the sealed item except the casting Mage, the Release Portal spell, or a Thief of at least 20th rank.

Attempting to use Pick Pockets on a pouch or other worn item that's sealed by this spell automatically fails unless the Thief is at least 20th rank. Even then the magical lock effect of Hold Portal adds an additional 5 seconds to the attempt (for a total of 10 seconds required).

However, the item can still be physically destroyed through the use of a battering ram, catapult, Fireball, etc.

The caster may open and close the item freely without recasting the Hold Portal spell. A caster may have only one Hold Portal in effect at any time.

## Ice Storm[1,3]

| Mage – Rank 5 | | |
|---|---|---|
| Length | 200 syllables | Duration |
| Range | Throwing distance | Area of Effect |
| Material Component | White spell ball | |

This spell allows the Mage to summon a sphere of snow and ice. When a creature is hit by an Ice Storm, it is frozen in a block of ice for five minutes. Physical weapons cannot harm creatures affected by Ice Storm, nor do most spells. Ice Storm penetrates all shields.

Creatures can be freed by using Dispel Magic, Burning Hands (four charges) or Fireball, but Fireball will cause a mortal wound to the creature. Man-sized creatures affected by ice storm can be physically moved by a minimum of two people. Creatures affected by Ice Storm will float in the water for as long as the spell is in effect.

## Last Rites[1,3]

| Cavalier – Rank 8 Cleric – Rank 9 | | |
|---|---|---|
| Length | 250 syllables | Duration |
| Range | Throwing distance | Area of Effect |
| Material Component | Metallic silver spellball | |

This spell allows the Cleric to put to rest the soul or spirit of any one dead creature. The target of this spell may not be Resurrected, Animated, or otherwise revived in any way. Trolls, vampires, and other regenerating creatures are permanently put to rest and may not return to the living world.

Speak with Dead may not be cast on any creature affected by Last Rites. Characters that have been affected by Last Rites must spend the appropriate time in Hades. If there is no Hades in play, the character must remain out-of-game for a period of 12 minutes before returning to play.

Last Rites may be applied to living creatures only when cast against demons, undead, or summoned beings. Any creatures from those three categories are immediately banished from the Cleric's plane of existence and are instantly returned to their original plane. The banished creature may not return for a period of 12 minutes.

Last Rites is final.

## Legend Lore

| Mage – Rank 7 Warrior Mage – Rank 7 | | |
|---|---|---|
| Length | 300 syllables | Duration |
| Range | Special | Area of Effect |
| Material Component | Arcane Symbol | |

This spell allows the caster to determine the history and/or powers of a single item or place in the caster's immediate vicinity. The caster will also learn the means of activating any powers.

At an Elder's option, some items may be grouped together in a single casting (e.g. a matched set of magical gems belonging to an evil wizard, or the sword and shield of a famous knight of antiquity).

Any information gained is subject to the discretion of an Elder; the use of this spell should facilitate and not supersede plot development.

## Light[3]

| Cavalier – Rank 1 Cleric – Rank 1 Druid – Rank 1 Mage – Rank 1 Ranger – Rank 1 Monk – Rank 1 | | |
|---|---|---|
| Length | 30 syllables | Duration |
| Range | Caster | Area of Effect |
| Material Component | Flashlight | |

This spell allows the caster to create a small sphere of light that will remain for up to 30 minutes of continuous use. If the light is turned off, for whatever reason, the spell is cancelled and must be recast if light is desired again. The Light may only be directed toward the ground within a 10' radius of the caster. Small flashlights or glow sticks may be used, but no spotlights. This spell may be memorized and cast without reading from a Spell Book.

## Lightning Bolt[1,3]

| Druid – Rank 4 Mage – Rank 4 | | |
|---|---|---|
| Length | D - 175 syllables M – 150 syllables | Duration |
| Range | Throwing distance | Area of Effect |
| Material Component | Blue spell ball | |

This spell allows the Druid to call forth a bolt of Lightning, which causes black damage upon impact. If a shield is struck by Lightning, it is automatically destroyed. If a Lightning bolt lands in a body of water, before striking anything else, it gains a radius effect of 3' that affects any Player with a body part in the water. This radius effect does black damage to every spellball-legal hit zone of the affected Player, but counts only as a single attack to that Player.

## Magic Missile[1]

| Mage – Rank 2 Warrior Mage – Rank 9 | | |
|---|---|---|
| Length | 100 syllables | Duration |
| Range | Throwing distance | Area of Effect |
| Material Component | Black spell ball | |

This spell allows the Mage to call forth a bolt of Magic Missile, which inflicts black damage, but does not destroy shields.

## Magic Shield[2,3]

| Mage – Rank 2 Warrior Mage – Rank 5 | | |
|---|---|---|
| Length | 250 syllables | Duration |
| Range | Caster | Area of Effect |
| Material Component | Buckler up to 18" w/ yellow or gold edges. | |

This spell allows a caster to equip and use a small shield. The shield's largest dimension may not exceed 18". The shield can be destroyed by a shield-destroying weapon, but is not affected by Warp Wood. The caster may use the shield to block or deflect any single target spellball, suffering no effect. However, AoE spells will still affect the caster normally.

This shield may be activated and deactivated at the caster's discretion. The shield can be dispelled with Dispel Magic and cannot be repaired with Mending. This spell lasts for 24 hours, regardless of the caster's death.

## Mending

| Druid – Rank 2 Mage – Rank 1 Warrior Mage – Rank 2 | | |
|---|---|---|
| Length | D -100 syllables M, WM – 125 syllables | Duration |
| Range | Touch | Area of Effect |
| Material Component | Class symbol | |

This spell allows the Druid to bind, restore, and repair physical objects. Druids may mend any wooden or leather items, including shields, weapons, Barkskin, and normal leather armors; Druids may not Mend ships, gates, or any metal objects, including studded and ringmail armor.

This spell allows the Mage to bind, restore, and repair physical objects. Mages may mend any object, including weapons, armor, gates, or a single hit to a ship.

A suit of armor is considered to be a single item. Dispel Magic does not negate the effect of the Mending spell.

## Nature's Guardian (Nature Love)[1,3]

| Druid – Rank 9 | | | |
|---|---|---|---|
| Length | 500 syllables | Duration | 5 minutes |
| Range | Throwing distance | Area of Effect | 1 creature |
| Material Component | Green spell ball | | |

This spell allows the Druid to cause any one creature to become utterly enchanted and enthralled by Nature. Creatures affected must find the closest significant example of nature (e.g. tree, large patch of weeds, etc.) and protect it from friend and foe alike, letting no one near. This is the sole focus they have while the spell is in effect.

Nature Love can be dispelled via Dispel Magic, or the death of the creature affected. This spell will penetrate all armor and shields.

Druids who can cast this spell are immune to this spell.

## Necrotic Touch[3]

| Necromancer – Rank 3 | | | |
|---|---|---|---|
| Length | 100 syllables | Duration | Special |
| Range | Touch | Area of Effect | Special |
| Material Component | Skeleton gloves | | |

This spell generates a field of corrupt energy about the Necromancer's hands, which inflicts two white damage hits per hand (four white hits total). Each hand may expend two charges at once, inflicting 'double white' damage in one attack, or one charge in two separate attacks. The Necromancer may move and speak normally after casting this spell, but no items may be held while the spell is in effect. If the Necromancer receives a light wound to an arm, the spell effect is dispelled for that arm.

This spell can be dispelled by Dispel Magic. This spell is not head legal.

## Neutralize Poison[2,3]

| Cleric – Rank 5<br>Druid – Rank 5<br>Ranger – Rank 7 | | | |
|---|---|---|---|
| Length | C, D - 175 syllables<br>R – 200 syllables | Duration | |
| Range | Touch | Area of Effect | |
| Material Component | Holy symbol or Purple favor | | |

This spell allows the caster to neutralize the effects of most poisons and toxins. The Elders of the event will determine the exact effectiveness of this spell.

If cast on a character before he is poisoned, the spell will absorb the next poison attack that would otherwise have affected the character, but the character will still take the physical damage from the attack. (Multiple poisons delivered at once, say in drink, count as one attack.)

The caster may cast this spell on others at rank 9. When the spell is complete, the caster must place a purple strip of cloth with a black 'P' on the target; this strip must be at least 3" wide by 12" long. This must be worn visibly.

Neutralize Poison remains in effect after death for up to 12 minutes; that is to say, if the Player is resurrected or Animated within 12 minutes of death, the protection remains, otherwise, it is dispelled. Neutralized Poison may be used with any protection spells; for example, a Player with Protection from Ice may have Neutralize Poison cast on him as well.

## Passwall[3]

| Mage – Rank 9 | | |
|---|---|---|
| Length | 500 syllables | Duration |
| Range | Touch | Area of Effect |
| Material Component | Arcane symbol | |

The spell allows the Mage to open a temporary passage through a wall or barrier. The Mage may close the hole at any time by simply commanding it to do so, thus ending the spell. No creature can be hurt or trapped if caught in the hole as it closes, and it will be displaced to one side or the other. Creatures larger than man-sized, such as giants, ogres, or those affected by the Growth spell, may not pass through an opening created by Passwall.

## Personal Magic Weapon[2,3]

| Ranger - Rank 9 | | |
|---|---|---|
| Length | 200 syllables | Duration |
| Range | Touch | Area of Effect |
| Material Component | Green ribbon or tape | |

This spell allows the Ranger to imbue any one of his weapons with magical energy. When the spell is cast, the Ranger must place green ribbon or green tape on the weapon in a visible manner (above the handle or on the shaft). When the weapon is in use, the Ranger should call, "Magic!" before the color. This weapon then functions as a Magic weapon as described in the Mage spell Create/Destroy Magic Weapon, except that it functions only for the Ranger who cast it, and that the enchantment does not carry over between events.

## Pouch[2, 3]

| Mage, Cleric, Druid – Rank 10 | | |
|---|---|---|
| Length | 500 syllables | Duration |
| Range | Caster | Area of Effect |
| Material Component | Pouch | |

This spell allows the caster to store one spell for later use. The caster must first cast Pouch, and then read the spell to be held-- up to, but not including the invocation line should one be required. When the caster is ready to use the held spell, he simply opens the pouch, stating "Pouch!"—and picks up at that point, following all rules for using a held spell (see Chapter 6 – Casting a Spell).

The caster cannot use the stored spell if he is mortally wounded or has a light wound to both arms.

A caster may only have one spell Pouched at a time—this spell is cancelled upon the caster's death. Only the caster may invoke the Pouched spell. While this spell is active, the caster may not cast the spell which is pouched, but may cast all other spells as normal.

Dispel Magic will nullify Pouch and any stored spells.

## Protection from Fire[2,3]

| Mage – Rank 7 | | |
|---|---|---|
| Length | 375 syllables | Duration |
| Range | Special | Area of Effect |
| Material Component | Red favor | |

This spell allows the Mage to protect any creature or item from one heat or fire-based attack. A Mage may protect himself at 7th Rank, other creatures at 9th Rank, and items at 11th Rank. Protected items may include gates, siege weapons, and melee weapons, but not entire ships; when a protection spell is cast, it encompasses all of that Player's gear. When the spell is complete, the Mage must place a red strip of cloth at least 3" wide by 12" long on the target. This must be worn visibly. This spell does not hinder the Mage's use of any other magic.

This spell does not negate the area effect of a green weapon; in other words, only the target is protected.

Protection from Fire remains in effect after death for up to 12 minutes; that is to say, if the Player is resurrected or Animated within 12 minutes of death, the protection remains, otherwise, it is dispelled. Only one protection may be in effect at any time; for example, a Player with Protection from Fire may not have Protection from Ice cast on the shield he is wielding. Two or more Protection spells negate each other.

The caster may generate up to five of these protection favors. The caster my only have one protection spell active at a time.

## Protection from Ice[2,3]

| Mage – Rank 4 | | |
|---|---|---|
| Length | 300 syllables | Duration |
| Range | Special | Area of Effect |
| Material Component | White favor | |

This spell allows the Mage to protect any creature or item from one frost or ice-based attack. A Mage may protect himself at 4th Rank, other creatures at 6th Rank, and items at 8th Rank. Protected items may include gates, siege weapons, and melee weapons, but not entire ships; when a protection spell is cast, it encompasses all of that Player's gear. When the spell is complete, the Mage must place a white strip of cloth at least 3" wide by 12" long on the target. This must be worn visibly. This spell does not hinder the Mage's use of any other magic.

Protection from Ice remains in effect after death for up to 12 minutes; that is to say, if the Player is resurrected or Animated within 12 minutes of death, the protection remains, otherwise, it is dispelled. Only one protection may be in effect at any time; for example, a Player with Protection from Ice may not have Protection from Fire cast on the shield he is wielding. Two or more Protection spells negate each other.

The caster may generate up to five of these protection favors. The caster my only have one protection spell active at a time.

## Protection from Lightning[2,3]

| Druid – Rank 3<br>Mage – Rank 3 | | |
|---|---|---|
| Length | D -225 syllables<br>M – 200 syllables | Duration |
| Range | Caster | Area of Effect |
| Material Component | Blue favor | |

This spell allows the caster to protect any creature or item from one lightning or electrical-based attack. The caster may protect himself at 3rd Rank, other creatures at 5th Rank, and items at 7th Rank. Protected items may include gates, siege weapons, and melee weapons, but not entire ships; when a protection spell is cast, it encompasses all of that Player's gear. When the spell is complete, the Mage must place a blue strip of cloth at least 3" wide by 12" long on the target. This must be worn visibly. This spell does not hinder the Mage's use of any other magic.

Protection from Lightning remains in effect after death for up to 12 minutes; that is to say, if the Player is resurrected or Animated within 12 minutes of death, the protection remains, otherwise, it is dispelled. Only one protection may be in effect at any time; for example, a Player with Protection from Lightning may not have Protection from Ice cast on the shield he is wielding. Two or more Protection spells negate each other.

The caster may generate up to five of these protection favors. The caster my only have one protection spell active at a time.

## Purify Food and Drink

| Cavalier – Rank 2 | | |
| --- | --- | --- |
| Length | 1 min. meditation | Duration |
| Range | Touch | Area of Effect |
| Material Component | Holy symbol | |

This allows the Cavalier to purify small amounts of food and drink. Purifying food and drink will remove any toxins, diseases, poisons, or other impurities.

## Release Portal

| Mage – Rank 5 Warrior Mage – Rank 5 | | |
| --- | --- | --- |
| Length | 100 syllables | Duration |
| Range | Touch | Area of Effect |
| Material Component | Arcane symbol | |

This spell allows a Mage to magically open a door, chest, or any other item able to be closed. This spell will also destroy all normal locks and latches in the process of opening; this spell will open a structure's gate but will not destroy the lock.

## Resurrection

| Cleric – Rank 10 | | |
| --- | --- | --- |
| Length | 1,000 syllables | Duration |
| Range | Touch | Area of Effect |
| Material Component | Holy symbol | |

This spell allows the Cleric to resurrect one slain creature. If the creature chooses to refuse to be resurrected, there is no effect. This spell does not affect the creature's equipment in anyway. This spell also heals any lesser wounds.

## Sanctuary[3]

| Cavalier – Rank 3 Cleric - Rank 2 | | |
| --- | --- | --- |
| Length | Cav – 200 syllables C – 250 syllables | Duration |
| Range | Caster | Area of Effect |
| Material Component | Holy symbol | |

This spell allows the Cleric to summon the protective power of their Deity, creating an impenetrable field around him. When the spell is complete, the Cleric must present their Holy Symbol in front of them, and may not have anything else in their hands aside from a shield. If approached by another player, or NPC, or if struck by a spell ball or weapon, the Cleric is to call out "Sanctuary" and ignore the effect.

While under the protection of Sanctuary, the Cleric is impervious to almost all attacks, including magic. The Cleric is still a physical entity and may still communicate, block, and move normally provided that their holy symbol remains presented in front of them, and they have nothing else in their hands aside from a shield.  No one may come within 1' of the Cleric, nor may anyone attempt to grab the Cleric. Likewise, the Cleric may not move within 1' of any creature.

Dispel Magic will nullify the effects of Sanctuary and True Strike may still attack the Cleric as if the protection were not there.

## Speak with Dead[3]

| Cavalier – Rank 2<br>Cleric – Rank 2 | | |
|---|---|---|
| Length | Cav - 250 syllables<br>C – 200 syllables | Duration |
| Range | Touch | Area of Effect |
| Material Component | Holy symbol | |

This spell allows the Cleric to contact and communicate with the soul of a dead creature. The soul of the deceased is bound by the spell to answer three 'Yes' or 'No' questions, after which the contact with the soul is broken. The soul must answer 'Yes' or 'No' truthfully to the best of his understanding.

The Cleric may not move or speak to another creature or the spell is broken. The spell does not work on undead creatures or those creatures without souls or spirits.

## Spell of Shielding[2,3]

| Mage – Rank 10 | | |
|---|---|---|
| Length | 1,000 syllables | Duration |
| Range | Touch | Area of Effect |
| Material Component | Silver favor | |

This spell allows the Mage to protect any creature or item from one magical attack. A Mage may protect himself at 10th Rank, other creatures at 12th Rank, and items at 14th Rank. Protected items may include gates, siege weapons, and melee weapons, but not entire ships; when this shielding spell is cast, it encompasses all of that Player's gear. When the spell is complete, the Mage must place a silver strip of cloth at least 3" wide by 12" long on the target. This must be worn visibly.

Spell of Shielding acts similarly to the other protection spells except it has a wider range of protection against offensive spells. This spell absorbs any magically thrown or touch based attack directed at the Player protected. A magical attack is an offensive spell that inures or hinders another Player. The Spell of Shielding does not obstruct the caster's use of any magic or relics much like a Protection from Fire does not hinder a Player protected from casting fire-based spells.

Spell of Shielding remains in effect after death for up to 12 minutes; that is to say, if the Player is resurrected or Animated within 12 minutes of death, the protection remains, otherwise, it is dispelled. Only one protection may be in effect at any time; for example, a Player with Spell of Shielding may not have Protection from Fire cast on the shield he is wielding. Two or more Protection spells negate each other.

The caster may generate up to three of these protection favors. The caster may only have one protection spell active at a time.

## Steelskin[2,3]

| Mage – Rank 10 | | |
|---|---|---|
| Length | 500 syllables | Duration |
| Range | Caster | Area of Effect |
| Material Component | Grey favor with 2 black circles in center | |

This spell allows the Mage to absorb all physical and magical damage, except green damage, from two attacks. A Mage may only have one Steelskin spell in effect at any given time and Steelskin may not be used in conjunction with Stoneskin. When two attacks are absorbed, the favor must be removed; alternately, if only one hit is absorbed, the Mage may use the Stoneskin spell to replenish his Steelskin.

Steelskin may be used in conjunction with the Bracers of Defense; in this situation, any attacks absorbed are first deducted from the Bracers of Defense and then from the Mage's Steelskin. Steelskin may not be pouched.

This spell may be cast once per day and will recharge automatically (just as normal armor does) in Hades, or upon the call of "Lay On" at the start of a battle.

## Stoneskin[2,3]

| Mage – Rank 6 | | |
|---|---|---|
| Length | 200 syllables | Duration |
| Range | Caster | Area of Effect |
| Material Component | Grey favor with black circle in center | |

This spell allows the Mage to absorb all physical and magical damage, except green damage, from one attack. A Mage may only have one Stoneskin in effect at any given time. When the attack is absorbed, the favor must be removed.

Stoneskin may be used in conjunction with the Bracers of Defense; in this situation, any attacks absorbed are first deducted from the Bracers of Defense and then from the Mage's Stoneskin.

This spell may be cast once per day and will recharge automatically (just as normal armor does) in Hades, or upon the call of "Lay On" at the start of a battle.

## Truth Speak[3]

| Cavalier – Rank 3<br>Cleric – Rank 2<br>Mage – Rank 2<br>Warrior Mage – Rank 3 | | |
|---|---|---|
| Length | 75 syllables | Duration |
| Range | Touch | Area of Effect |
| Material Component | Class symbol | |

This spell allows the caster to ask one creature any one question. The creature is bound to answer the question completely and truthfully to the best of his ability.

# Turn Undead[1,3]

| Cavalier – Rank 8 Cleric - Rank 8 | | |
|---|---|---|
| Length | 300 syllables | Duration |
| Range | Throwing distance | Area of Effect |
| Material Component | Yellow spell ball | |

This spell allows the caster to call upon the power of his Deity to summon a sphere of Divine energy into existence. Depending on the power of the Undead, and the Rank of the caster, spell effects will vary. This spell will penetrate all armor and shields.

The Elders of the event will determine the exact effectiveness of this spell according to the adventure rules; Turn Undead will destroy any undead creature on the Monster Encounter Chart (see Chapter Nine: Land Rules) within the 3' radius.

# Vicious Mockery[3]

| Bard – Rank 9 | | | |
|---|---|---|---|
| Length | 100 syllables | Duration | Special |
| Range | Throwing distance | Area of Effect | Special |
| Material Component | Golden metallic spellball | | |

This spell allows the caster to nullify most non-permanent magical effects (see footnote 3) on the item or person struck by the spellball. In addition to negating magic already in effect, this also negates any spells being held or invoked--but not those currently being read.

While a single target spellball, this spell will dispel 'Magic Shield' whether strikes the wielder or is blocked by the shield.

Unlike Dispel Magic, the caster may not target themselves with this spell.

# Warp Wood[1,3]

| Druid – Rank 6 | | |
|---|---|---|
| Length | 300 syllables | Duration |
| Range | Throwing distance | Area of Effect |
| Material Component | Grey spell ball | |

This spell allows the Druid to warp all man-sized wooden objects within a 3' radius of impact, rendering them unusable. Warp Wood will affect items including shields, bows, arrows, crossbows, bolts, javelins, polearms (white glaive, black glaive, spear, halberd, and battle axe), yellow weapons over 4' in length, planks, and ordinary chests; it will not affect large items such as siege weapons, gates, ships, or yellow weapons under 4ft.

Warped items may be repaired via the Mending spell. Warp Wood may be dispelled before its effects have taken place, but the effects of warping may not; a warped item must be mended.

# Word of Holding[1,3]

| Cleric – Rank 4 | | |
|---|---|---|
| Length | 150 syllables | Duration |
| Range | Throwing distance | Area of Effect |
| Material Component | Orange spell ball | |

This spell allows a Cleric to hold any creature, except dragons (see Dragon Encounter chart in land rules) immobile through the power of his Deity. If struck by the spell ball, the target must remain motionless for a clear, audible count to 25.

This spell penetrates all armor, but does not penetrate shields.

*Explanation of Footnotes*

[1] - Spells marked in this fashion require an invocation line before they are considered cast.

[2] - This spell may be cast without reading the spell during land events (land searches and invasions) immediately before an Elder calls 'Lay On!' the caster must still expend the spell point(s).

[3] - This spell may be dispelled with the 'Dispel Magic' spell.

# Chapter Eight

## Special Items

There are many special items that can be found throughout the Realm of Darkon. They include coins, poisons, potions, scrolls, Relics, and many other items related to specific adventures or quests. Most of these items can be stolen or looted by other Players.

## Coins

Treasure plays only a small role in actual battle, but can be crucial during adventures. The monetary standard in Darkon is the silver piece. For large amounts of money a country Leader or the Land Marshal may issue a Currency Writ, which can be taken to the Darkon Treasury for disbursement.

To prevent Darkon from losing physical coins, Player should turn their coins into the Coin Marshal at the end of each event. The Coin Marshal will then place them into the Player's account. Alternatively Players may take their coins with them, but they are encouraged to have at least 50% of their wealth with them at all times.

Darkon money comes in various colors: black coins, red coins, gold coins, silver coins, and copper coins. Countries may wish to purchase their own currency. To do so, they must chose the specifications, including design, color, and monetary value, and propose it to Senate for approval. If approved, the country must deduct the monetary value of their country Coins produced from their coffers. For example, a country has created a red Merc Mark valued at 23 silver pieces each. If they created 1,000 of these coins, 23,000 silver pieces would be deducted from that country's coffers.

Approved Coins:
Silver Pieces – these are minted by Darkon Wargaming Club, Inc. and are silver in color.
Gold Pieces– these are minted by Darkon Wargaming Club, Inc. and are gold in color.
Merc Marks – these were minted by a country and are red in color.
Province Pieces – these were minted by a country and are black in color.
Kings Mark – These were minted by a country and are blue in color

Monetary conversions are as follows:
10 Copper Pieces (CP) = 1 Silver Pieces (SP)
10 Silver Pieces = 1 Gold Piece (GP)
25 Gold Pieces = 1 Merc Mark
50 Gold Pieces = 1 Province Piece
100 Gold Pieces = Kings Mark

## Poison

Some character types have the ability to make poison; any character type may administer poison. Poisons may be used in all adventure situations as well as Land Wars. The adventure skills/spells, neutralize poison, immunity to poison and purify food and drink can be used in any scenario in which the use of poison is permitted by the rules. There are several ways to 'poison' another Player. Poison may be applied to a Player's weapon, food, or drink by affixing a piece of purple ribbon or tape to it.  A Player may only use one dose or type of poison for each weapon, food item, or drink poisoned. Any weapon may be used to administer a poison attack. When a Player strikes with a poisoned weapon, he must verbally announce the type of poison being used as well as its duration. Poisons take effect on the first hit that inflicts a wound. The poison is considered expended on any additional attacks. Poisoning a weapon does not increase the normal damage of a weapon. In order for a victim to suffer the effects of the poison, the Player must suffer a light wound, mortal wound, or death.

A Player must possess a Poison Writ on his person in order to use a poison. Poison Writs are considered treasure, and may be stolen or looted. When poison is applied to a weapon, food, drink, or other object, the writ is then destroyed, regardless of whether the attack was successful. Alternatively, if the poison is applied to food or drink, the attacker may pre-arrange for an Elder to present the writ to the victim. The writ must then be destroyed in the presence of the victim. Poison Writs are only valid during the date(s) of the event in which they were created.

When poisoning the food, drink, or utensils of another Player, the Player with the Poison Writ must give their writ to an Elder and inform the Elder of his intentions. He must then come in contact with the drinking vessel or eating utensil he wishes to poison. If the Elder is present, then the Player may simply touch or possess the item to be poisoned in the witness of the Elder. If there is no Elder present to witness the 'placing' of the poison, then the Player must affix a piece of purple ribbon or tape to the item for proof that he possessed the item. The poison attack is considered successful if a Player eats or drinks from the poisoned item within one half hour of the poisoning; the poison is then neutralized and will not affect anyone else. The Elder will discreetly inform the victim of the poison's type and duration and destroy the writ in his presence. If a successful attack does not take place within one half-hour of the poisoning the poison is considered to have lost it potency, and the Elder will destroy the writ and remove the ribbon or tape if it was applied. All poison victims are required to role-play the appropriate effects of the poison.

**Class I Death Poison**: The victim is mortally wounded and will die in little or no pain
Plant: (foxglove, hemlock, monkshood) 5 minutes, 1 GP to create
Animal: (cone shell, arrow frog, Asp) 10 minutes, 3 GP to create
Supernatural: (wyvern tail, Dragon claw) Immediate, 5 GP to create

**Class II Paralysis Poison**: The victim is conscious, but cannot move or speak. All muscles are completely limp
Plant: (birdsfoot, woodbine) 5 minutes of paralysis, 1 GP to create
Animal: (spider venom) 10 minutes of paralysis, 3 GP to create
Supernatural: (ghoul's tongue, pseudodragon tail) 20 minutes of paralysis, 5 GP to create

**Class III Agony Poison**: The victim is racked by unspeakable pain and is completely incapacitated
Plant: (avenging angel mushroom) 5 minutes of agony, 1 GP to create
Animal: (lionfish, scorpion) 10 minutes of agony, 3 GP to create
Supernatural: (harpy claw, manticore spine) 20 minutes of agony, 5 GP to create

**Class IV Hallucination Poison**: The victim goes temporarily insane. He cannot think or control actions, and will not remember the experience afterwards
Plant: (ergot, nightshade) 5 minutes of hallucinations, 1 GP to create
Animal: (Any venom causing fear) 10 minutes of hallucinations, 3 GP to create
Supernatural: (banshee shroud) 20 minutes of hallucinations, 5 GP to create

## Potions and Scrolls

Potions and Scrolls may be created by Mages, Druids, Warrior Mages, and Clerics of 10th Rank or higher. To create a potion or scroll, the maker must inform the Potions and Scrolls Marshal, or the Vice President, at check-in and pay a cost of 1 Gold Piece per spell rank. The maker must also declare at that time what type of Potion or Scroll he is making. The Potions and Scrolls Marshal will then sign and date the potion or scroll, making it valid for use.

Payment is due immediately once the potion or scroll has been signed. A Player may only make potions or scrolls during an event, and can only make them during a full day of adventuring (i.e. a Player may not make a potion or scroll on the Friday night of a campout). Potions and Scrolls are considered treasure, and may be stolen or looted. Potions and Scrolls are valid up to 1 full year from creation date.

A caster may make up to three potions or scrolls or any combination there of each a day of any that they can (e.g. three Protection from Fire, or two Growth and one Gaseous Form).

The creation process requires the maker to have the potion or scroll components. Potions require a 20 oz. or smaller plastic bottle or vial and the components of the spell (one dose of potion per bottle); scrolls require the spell to be written on a piece of parchment paper and the components of the spell.

Only character types that would normally be able to cast the spell may use a scroll. For example, a Mage and a Druid could both use a Lightning Bolt scroll, but a Mage could not use a Cure Light Wounds scroll. The exception to this is a Thief of 9 Rank or higher; he may use the Read Magical Languages ability, see Chapter Five: Types of Characters, to read and cast any scroll. When writing the

spell on the scroll, the creator should determine the number of syllables according to his rank; therefore, the spell length may be reduced up to 50% if the creator's rank warrants that reduction.

Any Player may use a potion. No fluid must be inside the potion bottle, nor must the Player actually consume any liquid to use the potion; it is a representation and only the role-played motions of drinking the liquid and putting on the spell component, if any, are required. Any physical components needed for the spell must be inside of, or attached to, the bottle. Potions may only be created for certain spells; they are as follows:

| Spell | Rank Spell is Acquired |
|---|---|
| Cure Light | 1st rank Cleric and 3rd rank Druid |
| Cure Disease | 4th rank Cleric and 7th rank Druid |
| Cure Serious | 5th rank Cleric and 7th rank Druid |
| Cure Mortal | 7th rank Cleric |
| Neutralize Poison | 5th rank Cleric and 5th rank Druid |
| Resurrection | 10th rank Cleric |
| Protection from Lightning | 3rd rank Mage and 3rd rank Druid |
| Protection from Ice | 4th rank Mage |
| Protection from Fire | 7th rank Mage |
| Stoneskin | 6th rank Mage and 7th rank Warrior Mage |
| Growth | 7th rank Mage and 8th rank Warrior Mage |
| Gaseous Form | 8th rank Mage |

## Silver Weapons

Players may create silver or silverwood weapons for role-playing purposes, or the purpose of creating a Holy Weapon, see Chapter Six: Spells and Magic. To create a silver or silverwood weapon, the Player must pay the appropriate cost to the Treasurer or Coin Marshal and cover the weapon in silver cloth or in the case of bows and crossbows, mark with silver tape at the ends of the bow.. Silver and silverwood weapons may not be stripped for their components. The costs for making a silver or silverwood weapon are as follows:

| | |
|---|---|
| Arrowheads and crossbow bolt heads | 10 SP each |
| Swords, Bars, Daggers, Clubs (measured from top of handle to quillons to the tip of the striking surface),and Quarterstaffs (measured from end to end) | 20 SP per linear inch |
| Axes, Halberds, Maces, Hammers, and Glaives (measured from widest point of striking surface) | 50 SP per linear inch |
| Flails, Morning Stars, Spears, Javelins, Bows, and Crossbows | 400 SP |

# Relics

There are several items of renowned power in the world of Darkon known as Relics. These magical artifacts are priceless, and several of them date back to the early years of civilization. Many of these Relics have been missing for centuries, but will undoubtedly surface as time goes on.

 Relics must by in play at all times, unless damaged and removed for safety reasons. This does not affect Relics lost during a land search (see Chapter Eight: Land Rules). If a Player dies in possession of a Relic, he may not keep it with him in Hades; the Relic must be left where the Player fell unless the Player dies in some remote location, like the middle of the woods. In this case, the Relic may be given to an Elder to distribute, but may not be kept by the dead Player.

A living Player may take a Relic to Hades or an Elder, at the Elder's discretion, for recharging, at a cost of 4 minutes per charge. The Bracers of Defense, for example, would take 12 minutes to fully recharge. During multi-day adventures, such as campouts, Relics automatically recharge at dawn of the next day.

All Relics will be collected at the end of each battle day, or when the adventure is over in the case of multi-day adventures, to ensure that they are present at the next event. Relics are not to be taken home with any Player without the express permission of the Relics Marshal. The Relics Marshal will keep a log of which country possesses each Relic. The Relics Marshal will distribute the Relics at the beginning of each event to the country who rightfully possesses the Relic. If a Relic is not claimed at the beginning of an event, it is forfeited. Forfeited Relics will be distributed randomly.

Relics are noticeable by their bright green color; Relics must be visible at all times (i.e. Players may not hide them in their clothing, pouches, etc.).

## The Sword of Slaying

This Sword was forged by the Dwarves of Thorin Rock, at the request of their great leader, King Sulto VI. King Sulto needed this blade to defeat a fire-breathing dragon that had invaded the Dwarven stronghold in search of gold. The Sword was thought to be lost when a group of marauding Orcs raided the stronghold later that year and killed King Sulto; but has since been found. The blade is finely constructed and very light, exhibiting the vast skill of the Dwarven weaponsmiths. Although it is the size of a short sword, this Sword does the damage of an enchanted great sword (i.e. enchanted black damage).

## Dagger of Venom

This Dagger was crafted by evil Drow Elves to aid them in controlling the many courts of the Realm through the means of assassination. Although crafted by the Drow, the Dagger has since surfaced to the Realm of Darkon, and is rumored to have fallen into the hands of an Assassin's Guild. This Dagger contains enough supernatural instant death poison to instantly kill any mortal with a single stab. The Dagger will pierce any armor expelling a poison charge; however it does not expel a charge through shields. The Dagger has one charge of this poison and magically replenishes this poison at the dawn of each day. It may also be recharged by a Mage, in Hades, or at the discretion of an Elder. If not charged, it acts as a normal enchanted dagger (i.e. enchanted red damage).

## Javelin of Lightning

The Javelin of Lightning is a javelin that dates back to the early years of the Skydwellers when the Realm of Darkon was still in its infancy. The Javelin is a throwing weapon only, and cannot be used for stabbing in melee combat. When thrown, the Javelin acts like a lightning rod. Once it strikes its intended target, it does magic red damage as if it were an enchanted javelin, then immediately calls down lightning and does a lightning bolt attack (as per the spell). It cannot be caught or deflected.

## The Arrow of Piercing

This magical Arrow was fashioned by the Wood Elves of Tangle Forest. The Arrow will also pierce any armor, shield (except the Shield of Deflection, see below) or weapon, inflicting arrow damage regardless of AR. Shields hit confer an arm wound. The archer must shout, "Arrow of Piercing!" when the Arrow connects with its target to avoid confusion.

## Staff of Healing

The Goddess Clarrisal imbued this Ceremonial Staff with magical healing. Any healing character type holding this Staff must only read half of their spell length to cast any healing spell. The Staff's power may be used as often as desired and does not need to be recharged. Clerics, Druids, Rangers, and Cavaliers may use this artifact. This artifact does not work in conjunction with the Fighter ability First Aid or the Monk ability Cure Light Wounds.

## Wand of Gartan

The evil Arch-Mage Gartan crafted this Wand to assist him in leading his armies to victory over the Kingdoms of Good. It has since been left to the hands of the inhabitants of the Realm of Darkon. The Wand is capable of 3 bolts of 'Magic Missiles,' which inflict black damage, but do not destroy shields. Black spell balls symbolize these bolts, either those accompanying the Relic, or those of a Mage. Only Mages may use this Relic. To invoke the power, the Mage must say, "I summon the Magic of Gartan!" and then throw the bolt at his target while pointing the Wand in that direction; failure to declare the incantation line will result in the spell not going into effect. After the 3 bolts have been expelled, the Wand's energy is depleted unless recharged by a Mage, in Hades, or at the discretion of an Elder.

## The Brooch of Shielding

This Talisman was crafted by Gnomish Jewel smiths for Kylack Kor, King of the fierce Saavok Nation. The King used the Talisman to protect himself from magic-using contenders of his throne. Anyone wearing this powerful amulet is unaffected by magic spells and the magic of certain weapons.

All existing magical conditions of the wearer are temporarily nullified while the Brooch is worn, including Stone Skin, protective spells, Barkskin, etc. All weapons, including enchanted, Holy, and other Relics, that come in contact (i.e. hitting the wearer or in the possession of the wearer) function as normal weapons. If the Brooch is removed, all spell effects on the wearer and his possessions at the time the Brooch was donned return to the state they were in when the Brooch was put on.

Spellcasters may not cast any spells while in contact with the Brooch. The wearer is also immune to healing magic and must remove the Brooch to be healed by magical means. The Brooch must be worn openly and visibly at all times. The Brooch's power is used as often as is necessary and never needs to be recharged.

## Maelstrom

This mighty two-handed sword was first used by the frost giants dwelling in the frozen wastes above Valdimar. The Maelstrom functions as an enchanted great sword, but dealing three points of slashing damage instead of the two points dealt by standard black damage. Due to the unwieldy nature of the frost giant weapon, it must be wielded at all times with both hands. In addition to having the ability to deal increased damage, the Player in possession of The Maelstrom is immune to all cold and fire based attacks and effects. When striking a Player with The Maelstrom, the wielder is to announce "Maelstrom!".

## The Mace of Disruption

This Mace is a powerful, one-handed weapon forged by the High Priests of Minathian. Its enchantment can wreak havoc upon Undead enemies. In the hands of any Player permitted to use a mace, it functions as an enchanted mace. However, in the hands of a Cleric, it grants the wielder special powers.

When swung with one hand, the Mace enables the Cleric to destroy shields with three solid blows. When struck against the Undead, it is considered a Turn Undead spell, see Chapter Six: Spells and Magic. Assassins are unable to use, or even touch, this weapon; to do so would cause a light wound to the limb touching the Mace. The Mace of Disruption is not a head legal weapon.

## Bracers of Defense

The wearer of the Bracers can absorb all physical and magical damage, except green damage, from three attacks. The Bracers must be worn visibly to be in effect and will not work in conjunction with any armor, except shields. Any armor worn must be taken off for the Bracers to be effective.

The Bracers cannot be separated for any reason at any time. The Bracers work in conjunction with a Mage's Stoneskin or Steelskin (see spell descriptions), but will not work in conjunction with a Druid's Barkskin. After three attacks have been absorbed, the Bracers must be removed and the Bracers' power is depleted until recharged by a Mage, in Hades, or at the discretion of an Elder.

**The Shield of Deflection**

The Shield of Deflection was forged a thousand years ago from the scales of the Dragyn of Sarum. The Shield of Deflection is a 30"round shield that is indestructible. Any player may use the Shield of Deflection regardless of Class.

The Shield cannot be destroyed by any means including shield-breaking weapons, other Relics, such as the Mace of Disruption, spells, or siege weapons, including catapult balls and ballista bolts. In addition, the shield absorbs the effects of anything that strikes it, including AOE effects from spellballs and siege weapons. Note that the effect must strike the shield to be negated, anything striking the player or near him/her in the case of an AOE spell/effect is not negated.

The Shield's properties may be used as often as necessary and it does not need to be recharged.

**Ravenswrath**

Ravenswrath is a one-handed, single-bladed axe forged by the priests of the war goddess Morrígu to drive back the Fomorian army of Balor of the Evil Eye. It was last lent the great hero Cúchulainn but was again lost when he was slain by Lugaid mac Con Roí.

Ravenswrath deals magic white damage, however, in the hands of a Fighter, the axe destroys shields with three direct blows (two for bucklers) and allows its wielder to stand tall against giant-sized Players and creatures. Any class capable of using white axes may use Ravenswrath.

# Adventure Specific Items

Many times during adventures, the Elders of the event will have certain items that are part of the adventure. These may include, but are not limited to: magic weapons, magic armor, potions, scrolls, wands, cards, etc. Unless an Elder states otherwise, these items may be looted and stolen like normal treasure.

# Chapter Nine

## Knights, Nobles, and Titles in the Realm of Darkon

## The High King

The High King is a knight that has won the title through combat or war with other knights. His role is to arbitrate among the nations of the Realm of Darkon, appoint royal positions within the realm as he sees fit and generally attempt to maintain the peace of the land. His power is limited by the support, or lack of, from the nations, Masters/Mistresses and knights of the Realm of Darkon.

A new High King sits safely upon his throne for a period of twelve months after coronation. At the end of the twelve-month period he becomes susceptible to a Crown War, the war may be declared at any time after the first twelve-month period. If a High King survives a Crown War another cannot be called for six months.

A full term for a High King is twelve months from coronation. For each coronation anniversary (12 month period) that a High King is on the throne they receive the next higher noble title (See Noble Titles). The High King does not officially take the new title until they step down or lose the seat of High King.

If the High King abdicates for any reason, or the Player chooses to leave the game thus leaving the position of High King vacant a Crown War shall be held to select the next High King. Failing to attend more than 50% of the events over a coronation year (the 12 months following coronation or anniversary) shall be automatically construed as abdication, unless there are mitigating circumstances to be determined by the Council.

## Knights

A knight is a person that has earned the title of Knight of the Realm. Knights shall be known as "Sir/Dame [character name]", may wear a symbol of their own design upon their person and shield, have a retinue, and confer their title upon their consort. The personal symbol shall count in-lieu of the country symbol at check-in for purposes of insuring countries have the appropriate numbers for events. Knights also have the option of using the title of "Lord/Lady".

## Knights and Squires

In order to become a knight, the Player must serve as a squire, or be approved under specific circumstance set by the Council or these rules.

To become a squire the Player must have a character of 10th rank or higher and have a qualified knight as a sponsor. The purpose of this Squire program is to articulate the responsibilities of a knight to a squire. The intention of this program is to: provide a path for a knight to take a squire; a squire to learn the roles and responsibilities of a member of the Noble Council; and a path to becoming a member of the Noble council.

A Knight can have a squire at any time and will provide the Noble Council the name of the new squire as well as the date of squireship. The knight may provide an update of their squire at any Noble Council meeting. While there is no predetermined time requirement for squireship, a knight must provide a stated conclusive update to the members of the Noble Council 1 meeting prior to the voting of the squire to knighthood. The purpose of this update is providing an opportunity for feedback and adjustments prior to the squire's vote. Should a squire fail his vote, the sponsoring knight may continue to sponsor the squire. Should a Knight discontinue sponsorship he will notify the Noble Council.

At the discretion of the Noble Council they may exclude any squire at any time for any reason from Noble Council meetings.

A vote to promote a member of Darkon to knighthood and an active member of the Noble Council requires a minimum of 75% of voting Noble council members present at this meeting. For the purposes of this vote all members of the Executive Board who are Members of the Noble Council may vote and are counted as voting.

Please see Article :(X) for additional information and guidelines for Squires and Knights.

To avoid being a squire the Player must have 25 character levels, at least one 15th level character and the character to become the knight must be 10th level or higher. The Player must submit an Out-Of-Character petition to the Council listing all the reasons and qualifications the Player has as to why they should have a character knighted. If approved by the Council and the Board a knight of the petitioners choosing, or club President, shall bestow the knighthood upon the Player/character in the name of the Darkon Wargaming Club, Inc. and the Realm of Darkon.

## Noble Titles

A noble title is an elevated title that knights may earn. The titles used and in order of precedence are: Sir (Knight of the Realm), Baron, Earl, Marquise, Count, Duke, Prince, Archduke, and High King.

You may only obtain Archduke by becoming High King when you were already a Prince. When you are no longer High King, you then become Archduke.

You only become High King by winning in Crown War (see the Crown War section). Otherwise, advancement as a noble can be done via the following methods:

1.) By sitting as High King. You earn the next higher title for each 12 continuous months on the throne.
2.) By being elevated by the High King (once every 24 months)
3.) By succeeding in a Noble Council Tournament as a Challenger (every 12 months). Challengers are pre-approved by the Noble Council.
4.) By being elevated by the Noble Council for service to the game (once every 24 months)

You cannot earn more than one title in a 12-month period, but each method is on its own timer. So, the High King could elevate you one year, and you could then fight in a Tournament for title the next.

## Other Titles

See Article VI of the bylaws for other titles that can be earned.

## Knights Retinue

A knight's retinue is comprised of those who have sworn fealty to a given knight and have become his loyal retainers. The retainer must wear their liege's livery while the wearing of a country livery is up to the knight, retainer and the retainers' country. If the retainer wears a country's livery, which set of livery takes precedence (i.e., which symbol is larger) is up to the knight, the retainer, and their country. If the knight and the retainer are in the same country, the knight's livery can count as the country livery. To form a retinue a knight must show the High King that he has a banner and livery for the retainer.

Special Note: Disguise rules may be used per the Darkon Rules of Play to disguise as a generic retainer of a knight though the retinue and the knight may have other means to identify one another unknown to the individual in disguise.

# Crown War

A Crown War is declared by a knight wishing to be the High King. There is no limitation to the size of the armies and participation does not negate the Players' ability to participate in other land events.

When a Crown War is declared any knight may bring his followers and allies upon the battlefield. Any group or number of groups will be given time to form as they wish. If there is an issue with position, the High King will get first choice as to what ground he wishes his army to start with, then the choice goes in order of title precedence.

When "Lay-On" is called, any and all armies may fight as they choose, as well as make and break alliances as they choose, until there is one obvious knight controlling the field. In order to gain or retain the High King title, knights vying for this position must be present and on the field when lay on is called, however they need not be alive at the end of the battle to emerge victorious (it is assumed, they have resurrecting clerics somewhere) If the victor of this battle is the High King or the High King's army, the Crown War is finished and the incumbent will remain High King. If the High Kings army loses, the victorious army must state for whom they are fighting, this knight becomes the challenger and a siege battle occurs immediately. The High King will reform his army within Tarimstadt castle at which point the challenger may lay siege.

Unlike a normal siege battle, when attacking the Royal City of Tarimstadt, there are not any number restrictions for either the attacker or defender. If the High King loses the siege then the victorious knight is crowned the High King. If the army of the High King wins, the then he will remain High King.

The High King and the Challenger also have the option to ask for single combat. Single combat will be a tournament fight per the rules of the Council. If this option is refused both parties will have to fight in a Crown War.

## High King's Choice

Upon coronation and at each anniversary of coronation, the High King may elevate the knights of his choosing the next higher title.

# Chapter Ten

## Land Rules

The world of Darkon consists of many Countries that own land and resources on the Realm Map of Darkon. The Realm Map is a representation of all Countries and their assets within Darkon. The map displays the lands belonging to each country in hexagonal units called 'Hexes.' Hexes, also known as 'Provinces' while in-character, produce money to support a country's activities.

Features that may reside on hexes include, but are not limited to, Castles, Towns, and Mines. Castles provide defenses for a country's hexes, while towns and mines are a source of additional income. Countries may expend income to search and acquire more hexes, build defensive structures, attack another country's hexes, or purchase other goods and services.

The following Land Rules establish the way in which Countries conduct the business of their assets. These rules govern how Countries may interact on the Realm Map, and how they may gain and spend money. The interpretation of the Land Rules while on the field is at the discretion of the Land Marshal. The timing and scheduling of Land Actions are at the discretion of the Board. With input from the Senate, the Board will finalize the schedule at the beginning of each calendar year; any changes to the schedule must be approved by the EB.

## New Countries

Those Players who wish to form a new country must submit a typed, detailed country history to the Secretary. Once the secretary has approved a new country, they are given assets on the Darkon realm map.

Countries are also encouraged to create a country map, corresponding with the realm map as well as develop their culture, imports, exports, resources, trade agreements, etc.

Each new country is granted 13 hexes of land, one of which is designated the capital. The capital hex is considered to be a fortified city, having both a castle and city (see definitions below) placed upon it. The new country's liaison will work with the Land Marshal to place these hexes on the realm map and designate which hex is to act as the capital. All of these Hexes must be adjoining, and no hex may be more than a 3 hex radius from the capital. If this placement is not possible, allowances may be made at the discretion of the Land Marshal.

Additionally, each new country is also granted 7,500 silver pieces known as its 'coffers'. Each country must designate a castle they own to act as their 'treasury.' The treasury will be located at the capital castle for all new countries, but may be moved according to the rules below if a country constructs additional castles. In addition to functioning as a normal castle, this structure also contains the entire coffers of the country.

At this point, the new country is free to acquire new land, construct assets, and transfer monies as described below.

## Country Leaders

A country may have up to two designated leaders, which speaks for it to the Magistrate, and is responsible for the actions of its members.

## Senators

A country should send up to two Senators to each Senate meeting to discuss and vote upon the introduction of new rules, the clarification of old rules, and any other business the Magistrate has for the Senate.

## Land Marshal Liaisons

Each country must designate one or two persons to be liaison(s) to the Land Marshal. This person shall be responsible for notifying the Land Marshal of any land declarations made by their country. This includes the placing of original hexes of land, Land Searches, Invasions, and the placing and construction of Structures. See Chapter Eight: Land Rules for explanation of these terms.

# Revenue and Funds

As stated above, a country's funds are known as its 'Coffers.' In general, hexes of land and mines produce income on a seasonal basis; acquiring land, construction of assets, and upkeep of assets expend income. It is the duty of the Land Marshal to record and maintain the balance sheets of each country; upon request, a country Liaison may receive a current copy of his country's balance sheet at any time from the Land Marshal. Revenue is generated twice a year, it is credited or debited from the country coffers on the Vernal (March 21) and Autumnal (September 21) seasonal equinoxes.

Countries may transfer funds to other Countries. To do so, a country's Liaison must present the Land Marshal with a signed, written certificate indicating the transfer to be executed, including the denomination and the country that the funds are to be transferred to. A country may transfer up to 25% of its Coffers per event.

Country Liaisons may also withdraw funds from their country's Coffers in the form of physical coin. Issuance of physical coin is to be done at the Land Marshal and/or Coin Marshal's discretion and a single country may never be issued more than 10% of the total physical coinage in the Club's possession.

## Structures, Resources, and Income

Structures and Resources are collectively known as 'Assets.' Assets are the property of the country owning them, not of individual Players.

Resources are assets that produce money or provide other benefits to a country without requiring an upkeep cost; these may include hexes of land, roads, settlements, mines, and ships. Common resources are described according to the chart below.

**Hex:** This is one unit of land on the Realm Map. A Hex produces 500 silver pieces per season. A Hex may have up to three items on it. This is limited to 1 Structure (Fortification), 1 Settlement (City, Town, or Village), and one other (Mine or non-Fortification/non-Settlement prize).

**Roads:** Roads cost 100 silver per hex per season in maintenance with an initial cost of 100 silver per hex. They can be built concurrently with boats, structures or settlements. A section of road takes one event to build and is defined as connecting one land hex owned by the creating country to an adjacent land hex owned by the creating country. All land hexes adjacent to sea hexes are considered connected by road to other land hexes adjacent to sea hexes where there is an unbroken chain of sea hexes between them for the purposes of "Collection of Country Income" and "Creation of Armies".

**Village:** This is a small Settlement that produces 100 silver pieces per season.

**Town:** This is a medium sized Settlement that produces 250 silver pieces per season.

**City:** This is the largest of Settlements, producing 500 silver pieces per season.

**Mine:** This is a natural deposit of valuable ore that increases the Income of the Hex that it is on. There are several types of Mines, all of which are described later along with their Income. Mines are discovered on Hexes of land during land searches or are awarded as prizes.

**Caravel:** A trading vessel with poor defensive value that produces 500 silver pieces per season.

**Frigate:** An average vessel that produces an Income of 250 silver pieces.

**Man O' War:** This huge vessel makes no Income, but is the most powerful military ship.

Structures provide defensive capabilities to the hex on which they are located. They produce no income; rather, they have an upkeep cost associated with them that must be paid each season. If a country is unable, or refuses to pay upkeep on any owned Structures at the end of the season, those structures revert to ruins and will no longer provide defenses to that hex.

Structures may be built or placed upon hexes of land; they are described according to the chart below:

**Tower:** This is a small Structure with an Upkeep of 100 silver pieces per Season.

**Keep:** This is a moderately sized Structure with an Upkeep of 250 silver pieces per Season.

**Castle:** This is a large structure with an Upkeep of 500 silver pieces per Season

## Gaining Assets

All Resources and Structures must be acquired; common methods of acquisition are spoils of battle, prizes from adventures, and gifts or purchases from other Countries. Some assets can be constructed by Countries for a cost. The monetary cost is paid upfront from the country's Coffers and construction then commences. After the construction period has elapsed, the asset is considered to be complete and all benefits or costs associated with that structure apply.

Structures, settlements, and ships may be built as described in the chart below:

**Caravel**
silver pieces to build: 3000
events to complete: 3

**Frigate**
silver pieces to build: 1500
events to complete: 3

**Man O' War**
silver pieces to build: 5000
events to complete:8

**Tower**
silver pieces to build: 1250
 events to complete: 2

**Keep**
silver pieces to build: 5000
events to complete: 5

**Castle**
silver pieces to build: 10000
events to complete: 10

**Village**
silver pieces to build: 625
events to complete: 2

**Town**
silver pieces to build: 2500
events to complete: 5

**City**
silver pieces to build: 5000
events to complete: 10

A country may only build or upgrade one asset at a time. Structures and settlements must be constructed on land hexes owned by the country; ships may only be constructed on vacant sea hexes adjacent to a land hex owned by that country. There is no limit to

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the number of assets a country may possess as long as the country has the hexes available to house the assets and is able to pay the seasonal upkeep.

A country's Liaison may present the Land Marshal with written notice of a country's desire to upgrade a structure or settlement to the next larger size (ships cannot be upgraded). Once the asset to be upgraded is selected, construction begins and the difference in cost between the current asset's size and the desired size is paid.  When the difference in construction time has elapsed, the asset is then considered to be of the size paid for.

If the season ends while an asset is being improved, but not yet complete, only the size of the original asset is considered for purposes of income or upkeep. A country may not construct a new asset and improve an asset at the same time. A country may not improve an asset for another country; a country may only upgrade structures they own.

Example: A country constructs a Village settlement, which costs 625 silver pieces and takes 2 events to complete. Six months later, the country decides to upgrade that Village to a Town. The country then pays 1,875 silver pieces, i.e. the difference between the costs of constructing a Village and a Town. After three events elapse, i.e. the difference between constructing these assets, the former Village is now considered to be a Town and will produce a seasonal income of 250 silver pieces according to the Resource chart above. If the end of a season were to fall during the 3 event improvement period, the asset would have only yielded the 100 silver piece income of a Village, rather than the 250 silver piece income of a Town.

## Collection of Country Income

Countries can only collect the income from hexes that are near settlements and said settlements are connected to a country's capital by roads. Villages would collect the income from all bordering hexes, towns do so at a two hex radius and cities at a three hex radius.

## Creation of Armies

Countries have only two methods of spawning armies:
-Countries may create army markers from hexes near structures where said structures are connected to a country's capital by roads. Towers can spawn armies in all bordering hexes, keeps in a two hex radius and castles in a three hex radius.
-Alternately, a country may create an army within the radius of a structure as defined above if said structure is within the radius of a settlement as defined under "Collection of Country Income". In this case neither the settlement nor the structure need be connected to the country's capital by roads.

## Land Actions

Land Actions can be both Offensive and Defensive.

Countries may only initiate one Offensive Land Action per event where Land Events are taking place; the time between two events where Land Actions are taking place is called a 'turn.' An Offensive Land Action is defined as a Land Search, Invasion, or Siege; a Ship Attack; a Transfer or Receipt of hexes, or Relocation of any asset excluding ships. An Offensive Land Action may only be carried out if the country presents its banner and four or more members in surcoats by 1:00 PM at the event where the Land Action is to take place.

Countries may participate in an unlimited number of Defensive Land Actions. Defensive Land Actions are defined as defending an attacking force on Land or Sea. Countries may participate in Defensive Land Actions as long as there is at least one surcoated member of that country present.

Individual Players may only engage in one Offensive Land Action per event as described above. They may also participate in as many Defensive Land Actions as their country is involved in during that event; this includes defending against another country's invasion and attacks at sea. When participating in Land Events, Players must play the character they selected during check-in for all Land Actions.

Hiring out as a mercenary is considered to be an individual's Offense Land Action for that event; however, he may participate in all applicable Defensive Land Actions for the country he has hired out to, as well as any Defensive Actions involving his own country.

# Transfers and Relocations of Assets

## Transfer of Assets

While money can be freely exchanged between Countries as described above, the transfer of Assets is handled differently.

**Hexes:** A country may not transfer any of its 13 original hexes to another country, but may freely transfer any additional acquired hexes to another country. To transfer a Hex, a country's Liaison must provide the Land Marshal with a written declaration one turn in advance of the transfer date. The transfer of a hex from one country to another is considered to be the Offensive Land Action for both Countries involved during the event of the transfer and may only occur at events where Land Actions are taking place. Countries may only transfer/receive one hex per event.

**Ships:** A country may freely transfer Ships to another country. To transfer a Ship, a country's Liaison must provide the Land Marshal with a written declaration one turn in advance of the transfer date. The transferring country must also sail the Ship to a sea hex adjacent to a land hex of the country the ship is being transferred to before the transfer is complete.

**Structures, Settlements, and Resources:** A country may not transfer Structures, Settlements, or Resources unless the hex on which the asset is located is also transferred. In this case, the hex must be transferred first and the asset may be transferred at the next event where Land Events are taking place, again utilizing the Offensive Land Action of each country involved.

**Prizes:** Any Assets awarded as prizes, regardless of type, may not be transferred to another country until they have first been placed on the Realm Map under the ownership of the winning country or recipient. Once placed, they may be transferred according to the rules for Structures, Settlements, and Resources above. Any prize awarded that is represented on the land map (e.g. a ship, or a guild) must have a specific structure type listed when placed. Any structure that is currently on the map will be classified as a "Tower" if it has not been specified. Any ship that is currently on the map will be classified as a "Frigate" if it has not been specified. These assets follow all current rules for structures/settlements/ships, may be taken by another country, and fall to ruin if the upkeep is not paid each season by controlling country.

## Relocation of Assets

Capital and Treasury Castles may be relocated to other Castles that a country is in possession of. Moving a Capital or Treasury Castle is considered to be an Offensive Land Action for each hex through which the Capital or Treasury is to be moved. They may be moved through hexes in the country's possession, vacant hexes, and the hexes of other Countries with their permission; however, Capitals and Treasuries may not be moved through water or sea hexes.

When relocating a Capital Castle specifically, the Capital City moves with it. When moving Capital or Treasury Castles, they are considered to be at their original location until the movement is complete. Once complete, a normal Castle is all that remains on the original hex.

Physical assets such as Castles, Keeps, Towers, and Mines may not be relocated. Ships may be moved according to the rules for movement below.

## Land & Sea Movement

For a country to acquire new hexes, it must create an Adventure party or Army to travel to, and Search or Invade, the destination hex. The Party may set off from any of its country's hexes using the movement rules under "Land and Sea Movement", but may not initiate movement from the property of another country.

A variety of terrain can be found throughout the Realm as shown on the Realm Map; each type of terrain requires a certain number of movement points to cross. At the beginning of each turn, all adventure parties receive 12 movement points. While parties may consist of Players of any class(es), parties containing Druids and Rangers exclusively receive a movement bonus as described by the chart below:

**Movement Chart**

| Terrain Type | Movement Cost | Druids & Rangers Only |
|---|---|---|

| | | |
|---|---|---|
| Plains | 2 Movement Point | 2 Movement Points |
| Forest | 4 Movement Points | 2 Movement Points |
| Marsh/Swamp | 4 Movement Points | 2 Movement Points |
| Mountains | 6 Movement Points | 4 Movement Points |
| Jungle | 6 Movement Points | 4 Movement Points |
| Desert | 6 Movement Points | 4 Movement Points |
| Water (aboard a ship) | 1 Movement Point | 1 Movement Point |

If an adventure party embarks on a journey to a hex that is beyond its movement points for a single turn, the Search or Invasion will not take place until the event at which the party successfully reaches the destination.

Example: If an adventure party of a Fighter, Druid, and Assassin desired to move across 2 Jungle hexes, they would be able to do so in one turn's time. However, if they needed to cross 3 Jungle hexes, they would arrive in two turn's time. Alternately, if the party consisted of only Druids and Rangers, they could have reached either destination in one turn's time.

Parties may move normally through the hexes of another country with that country's permission, providing that country notifies the Land Marshal of their acceptance. If a country denies passage, the country seeking passage is free to invade and attempt to conquer the hexes through which it wishes to travel.

If an adventure party has not reached it's destination at the end of a turn an 'Army' icon is placed on the Realm Map to designate the location of the troops/adventure party. An Army may exist in an unexplored hex without land searching it, or in the hex of another country that has granted permission for the Army to enter its land known as the 'Host country.' For every turn of an Army's existence, the owning country must pay an immediate upkeep cost of 25 gold. In addition, the Host country must pay an upkeep cost of 25 gold per turn if an Army is located in any of its hexes. An Army may be dissolved at any time for no cost; also, if an Army loses an Offensive Action (Land Search or Invasion) it is automatically dissolved. If an Army is in the hex of another country and the Host country denies further permission for travel, or refuses to pay the upkeep cost, the country owning the Army may choose to use its Offensive Action to invade the hex the Army is occupying; alternatively, the owning country may choose to dissolve the Army at no cost.

An Army is a representation of the offensive might of its owning country and may continue to move normally and launch Offensive Actions as long as it is does not lose an Offensive Action and the upkeep is paid. An Army may also be used defensively to defend the hex it occupies, but this is considered to be the owning country's Offensive Action; if the owning country is unable or unwilling to use its Offensive Action to defend its current hex, then the Army is automatically dissolved. If an Army is occupying another country's hex; that is under attack by a third nation, it is the decision of the Host country to decide if the Host country's forces or the forces of the Army will be used to defend.

A country may create or Host as many Adventure parties or Armies as it wishes so long as it can pay the appropriate upkeep each and every turn.

## Acquiring Land

Hexes of land may be acquired by Land Search or Invasion. In order for either to occur, a country's Liaison must provide the Land Marshal with a written declaration one turn in advance indicating the Hex to be searched or invaded. Land Searching and Invading are considered Offensive Land Actions and each country may only declare one of these actions per event. A country may begin either form of acquisition by creating and sending off an adventure party as described above.

## Land Searches

Land Searching is an attempt at the acquisition of unclaimed hexes of land through exploration. Any country may Land Search as their Offensive Land Action during an event where Land Events are taking place. This requires a written declaration to the Land Marshal from the country's Liaison with the coordinates of the unclaimed hex to be searched one turn prior to the attempted search; Land Searching also requires the accompaniment of a Ranger of 3rd Rank or higher. Land Search battles are fought according to Adventure Rules. Land Searches cost 500 silver pieces for a 3 person party, inclusive of the required Ranger; additional Players may join the party at a cost of 250 silver pieces per person.

At the time the Land Search takes place, the country pays the appropriate cost for the Land Search as outlined above. At the option of the Land Marshal he will either select a party member to roll the appropriate dice on the Mines & Ruins Chart, the Land Fertility Chart, and the Monster Encounter Chart to determine the properties of the desired hex or, at a time of their choosing with a witness, roll themselves. Note if the Land Marshal rolls, the witness is to sign the sheets with their real name. This option is given so the Marshal can have the paper work ready before they step on the field to facilitate play. If monsters are present, the assembled party must vanquish all foes present upon the hex in order for the Land Search to be successful. The victor of a Land Search battle is determined by a single encounter between the party and the resident monsters

If the adventure party is vanquished, the searching country gains nothing, but still pays all costs associated with the failed Land Search. However, if the Ranger escapes the battle successfully by running more than 100' from any monsters present, the country may declare an 'Invasion' of that hex at the next available opportunity with a proper declaration to the Land Marshal one turn in advance. Invasions are described below. If the Ranger did not escape and the party is vanquished, the Land Search has failed completely and the Searching country has no knowledge of the failed Land Search attempt.

A single Ranger character may only lead Land Search parties once every other event. If a Ranger is killed on a Land Search, regardless of the party's success, he may not lead a Land Search for the next two turns.

If multiple Countries submit declarations to Land Search the same Hex of land simultaneously, the country spending the least movement points to arrive at the desired hex performs the search first, the other(s) follow in movement point order encountering the previous force and or monster after that force is finished. If multiple parties spend an equal amount of movement points to arrive at the selected hex, they arrive simultaneously and may either seek a diplomatic resolution, or battle each other, in addition to any resident monsters of the hex. The victor of this multi-way battle claims the hex; if all parties are defeated, the hex remains unclaimed. Note, when multiple battles occur for a hex everyone in the previous winning battle is considered raised and healed for the next battle. All rules regarding Rangers and subsequent invasions as outlined above apply.

If a Land Search is unsuccessful, the Land Marshal is required to record all information about that hex for use in future Land Searches of that hex. This includes all monsters, Ruins, and resources as applicable.

## Invasions

A country may invade previously explored hexes, including both those of another country and hexes where failed Land Searches have occurred. Any country may invade a previously explored hex as their Offensive Land Action during an event where Land Events are taking place. This requires a written declaration to the Land Marshal from the country's Liaison one turn prior to the invasion with the coordinates of the hex to be invaded.

When traveling to the hex to be invaded, normal adventure party movement rules apply as explained above. Invasions of previously explored hexes costs 750 silver pieces per hex invaded.

During Invasions, both the Invader and Defender are limited to the number of Players that may fight on their side.  The Invaders may field all of their surcoated members that have checked-in that event; they may also bring/hire additional allies equal to the number of their surcoated members. The Invading force must declare their total, final, number of attackers by 1:00 PM on the day of the event where the invasion is to take place. The Defender may field all of its surcoated members. If that number is greater than the force of the Invader, the Defender may field all of its members; if that number is lesser than the force of the Invader, the Defender may bring/hire allies to match the number of troops the Invader is fielding.

Example: An Invading country has 14 members in surcoats that check-in at that event. The country may bring/hire an additional 14 Players from the Realm, bringing the total Invading force to 28 Invaders. If the Defending country has 29 members in surcoats that check-in at that event, the country may field all of them; however, if the Defending country only has 9 surcoated members that day, they may bring/hire an additional 19 allies, bringing their total Defending force to 28 even if the Invading country does not field the 28 Players it had declared.

## Multi-country Invasions

If multiple countries invade the same hex during the same turn, the country spending the least movement points to arrive at the desired hex performs the invasion first, the other(s) follow in movement point order, encountering the previous force after that

force is finished. If one invading force conquers the hex any countries that are scheduled to attack subsequently may choose to call off their attacks or to attack the new owners of the hex. If multiple countries are attacking the same hex, at the same time (i.e. movement points), they may choose to combine heir attacks or to fight separately. All members of a combined attack must agree to be a part of the attack and be able to launch an invasion of the targeted hex. If a combined attack occurs, all surcoated members or each country that is part of the combined attack fielding that day will be used to determine the invading force. Note when multiple battles for a single hex everyone in the previous winning battle is considered raised and healed for the next battle.

Example: country A (who fields 10 people in surcoats) and country B (who fields 15 people in surcoats) are attacking the same province of country C. The attacks may be resolved as a three way; or, if both A and B agree, they may combine their attacks. The combined invading force would consist of 25 Invaders in surcoats, and they may then bring/hire up to 25 additional allies.

Countries conducting a successful combined attack may either designate which attacking country will gain the hex before the attack occurs, or may choose instead to grant the hex to the last remaining country on the field of battle.

## Invading After a Failed Land Search

Invasions of previously Land Searched hexes that were not successfully conquered may be invaded as described above. The victor of this type of Invasion is determined by a single encounter between the Invaders and the resident monsters. Adventure Rules apply to this type of Invasion. The Ranger who led the original party does not need to be present during this subsequent invasion.

## Invading the Hexes of Another country

A country may invade the Hexes of another country as described above. The victor of this type of Invasion is determined by a single encounter between the Invading and the Defending armies. Scrolls and Potions may not be used during this type of invasion.

## Sieges

If a hex contains a Structure, it is considered to be a fortified hex; fortified hexes provide benefits to the defenders of that hex depending on the Structure present. A hex is not considered to be conquered by the Invaders unless both the hex and the Structure have been successfully defeated.

To siege a structure, the Invaders must first successfully fight an Invasion of the hex in question as explained above. For purposes of sieges, the Invasion is called a 'field battle' indicating it is a fight for the hex on which the structure to be besieged resides. At the next event where Land Events are to occur, a siege battle will take place. It does not cost anything additional to siege a Structure. Invaders and Defenders are determined by the number of country members in surcoats as explained above.

Like the invasion, siege battles are decided by a single battle between the Invading and Defending armies.

If the Invader successfully sieges the Structure, both the Structure and the hex are then considered to be the property of the Invader. If the Invader does not win the siege fight, a new field battle must be fought. If the Defenders win the field battle, the hex is considered to be successfully defended; if the Defenders lose the field battle, the Invaders may lay siege to the Structure once again. This will continue until the Invaders successfully conquer both the hex and Structure, the Defenders successfully defend the hex (and Structure, if applicable), or until the Invaders ceases the attack. Battle Rules apply to Sieges; Sieges are considered to be Offensive Land Actions.

During the actual Siege, the Defender is offered the protection of the Structure which fortifies the hex. A roped off area will represent the Structure for purposes of the Siege Battle. The Structure is considered a Fortification and must adhere to the rules set forth for Fortifications in Chapter Four: Combat, including the creation and destruction of gates. A destroyed gate may be fully mended with the Mage Spell 'Mending.' Additionally, for the purposes of Sieges, Structures may not be set under cover, there must be at least 10' between all walls and any physical obstructions such as fences, and each Structure may only have one gate. Gates should be distinguishable from the rest of the structure.

Structures may allow for the Defending party to field Players in addition to the rules explained above for determining the size of Invading and Defending armies; Structures also offer shelter as per the Fortification rules set in Chapter Four. Occupancy of the various structures, as well as additional Players allowed and dimensions, are described according to the chart below:

**Tower**
Defender gains no additional warriors
10 defenders may be inside
15 feet x 15 feet

**Keep**
Defender may field 3 additional warriors
The entire force may be inside
30 feet x 30 feet*

**Castle**
Defender may field 7 additional warriors
The entire force may be inside
40 feet x 40 feet*

*Keeps and Castles may be expanded at the Land Marshal's discretion if the size of the Army permits

If a country's Treasury Castle is successfully besieged, the Invading country may seize all of the Defending country's Coffers. Should an Invading army successfully siege a country's Capital Castle, the castle is not considered to be truly conquered; however, the Defenders are trapped in the Castle. While trapped in the Capital Castle, the Defending country may not earn Income but is still responsible for Upkeep on all assets requiring it. The Defending country is then required to fight siege after siege until they are successful and reclaim the Castle or the Invader ceases to siege the Castle.

## Ships and Sea Battles

Ships not only produce income, they are also of great value strategically. Ships may travel at a rate of 12 movement points per turn as described above. Ships transporting troops have a movement cost of 500 silver pieces per turn and must leave from a sea hex adjacent to a land hex owned by its home country. Stationary ships with troops aboard cost 250 silver pieces per turn to maintain.

Only one ship may occupy a hex at the end of a turn; they may, however, intersect while in motion. Should this occur, both Countries will be required to indicate whether they will pass peacefully or seek to intercept the other ship. Intercepting a ship is considered to be an Offensive Land Action.

## Ship Battles
If a country intercepts a ship, a Ship Battle will occur. Ships may contain Players, siege equipment, take damage, and have dimensions according to the charts below:

**Caravel**
Holds 10 warriors
Holds 1 siege weapon
Sunk by 3 Fireballs in 5 minutes
15 feet x 10 feet

**Frigate**
Holds 20 warriors
Holds 2 siege weapons
Sunk by 4 Fireballs in 5 minutes
15 feet x 25 feet

**Man O' War**
Holds 30 warriors
Holds 4 siege weapons
Sunk by 4 Fireballs in 5 minutes
15 feet x 40 feet

The same rules governing the size of the Invading and Defending armies for Invasions apply to Ship Battles unless both ships declare their intent to intercept the other ship, utilizing their Offensive Land Action. In this case, the country with the greater number of surcoated members at that event would be considered the Invader for purposes of determining numbers, while the other country would be considered the Defender.

For the purpose of ship battles, ships are represented by roped off areas according to the size of the ships involved. These roped off areas are set parallel to one another at a distance of 10'. Ships may be equipped with up to 3 'planks,' made from cardboard and no wider than 3', to assist troops in crossing from one ship to the other; planks must reach the full distance from one ship to the other to be crossed safely. Planks may be destroyed by 1 hit from any green damage weapon (Fireball/Siege Weapon) or by the Druid Spell "Warp Wood".

Assassins, Monks, and, Thieves may 'swing on ropes' from one ship to the other. To do so, both hands must be free and the Player must role-play the act of swinging on ropes from one ship to the other. Other classes may jump from one ship to another, but they must land fully on the other ship or they will be considered to be in the water.

Any Players, equipment, or planks that fall or are knocked into the water are considered sunk with few exceptions. Players in AC0, AC1, or AC2 may swim to their own ship or the enemy ship by crawling on their hands and knees; both hands must be free. Also, any Player struck by the Mage spell 'Ice Storm' will float for the duration of the spell and may be dragged aboard a ship by two other Players.

Ships are not damaged by normal weapons, but they can be damaged by 'green damage' such as the Mage spell 'Fireball' or successful hits from siege weapons. Ships may take 'green damage' hits according to the chart above at which time they will sink if not repaired within 5 minutes. If a ship takes damage, it may be restored by the Mage spell 'Mending' at a rate of one mend per hit taken. Ships in danger of sinking must be fully mended before the 5 min. time period is up or the ship is destroyed.

The victor of a Ship Battle is determined by a single encounter of the troops aboard each ship. In order to win, one party must not only vanquish the other party, but must also have a ship to carry them that has not in danger of sinking. If the successful party can man and mend (if applicable) the enemy ship, they may claim that ship as well and it will be placed on a hex adjacent to where the battle took place.

Example: A Coastal hex belonging to country A is exactly 10 sea hexes away from a Coastal hex belonging to country B. Both of these Countries sail ships to the other Countries' coastline. The two ships intersect while en route; country A uses their Offensive Land Action to intercept the ship of country B. A ship battle is fought according to the rules above. Alternatively, both country A and B may have chosen to allow the ships to pass peacefully, in which case no ship battle would have occurred and the ships would have continued on to their respective destinations.

## Blockades

Countries may create a 'blockade' with a proper, written declaration to the Land Marshal one turn in advance. To create a blockade, a County must sail a Frigate or a Man O' War to the desired sea hex, no further than 6 hexes from one of the country's own coastal hexes. While the blockade is in place, the blockading ship must remain stationary, any movement of the blockading ship will render the blockade null and the country must re-declare its desire to blockade the hex in question.

A blockade costs 100 silver pieces per turn. While a ship is blockading a hex, any attempts to pass through the blockade are considered an Offense Land Action and the blockading country may engage in a Defensive Land Action in defense of the blockade. Additionally, the blockading ship may choose to intercept any ship seeking passage as a Defensive Land Action. All other rules for normal ship battles apply.

## Amphibious Invasions

Amphibious Invasions occur when a country sails a ship with troops aboard and attacks the coastal hex of another country. Countries may invade other Countries by means of an Amphibious Invasion with proper, written declaration to the Land Marshal one turn in advance. An Amphibious Invasion is considered an Offensive Land Action and the same rules for Invasions as written

above apply to Invasions of this type, including the rules for determining the sizes of the Invading and Defensive Armies with the additional stipulation that a country may attack a Coastal hex with one ship for each side of the hex that is adjacent to water.

Example: country A has a coastal hex surrounded on three sides by water, or three sea hexes. country B may attack with up to three ships with troops aboard (and thus three ships worth of warriors and siege weapons) provided they each attack from a different adjacent, sea hex.

For purposes of the actual battle, amphibious invasions are similar to ship-to-ship battles, except that the defending ship is land. A 50-foot or longer rope is used to demarcate the water from the land. The boundaries of the land are subject to the discretion of the Land Marshal. The attacker must represent their ship with rope per the ship battle rules, may only have an army the maximum size able to be contained on their boat, and must use planks to make landfall. The closest side of the ship must be set 10 feet away from the land demarcation. Players wearing studded leather armor or lighter may "swim" to the "beach" and may stand up upon crossing the land demarcation. Additionally, Monks, Thieves, and Assassins may "swing" from the ship to the land as per ship-to-ship battle rules.

Should the defending army win the battle, they may immediately take possession of the attacker's ship, destroy it, or otherwise do with it as they wish, assuming the ship remains intact. Ownership of the ship is immediately transferred over to the defending Country without requiring a Land Action.

## Equipment, Spell Casting, & Land Events

Relics (see Chapter Seven: Special Items) may only be used in one Land Event per day; during Invasions, the country in possession of the Relic when the battle commences retains possession of it at the beginning of any subsequent battles. The victors of an Invasion may claim Relics used in the Invasion for use in the normally scheduled event. All other equipment, including siege equipment, weapons, and armor are reusable during an event's Land Events.

Spells denoted with a 2 footnote in Chapter Six: Spells and Magic, may be pre-cast for the purposes of Land Events. Other spells may be cast normally once battle commences.

## Administration

## The Realm Map

The Realm Map is a graphical depiction of all Countries' Assets, including hexes, ships, structures, and resources. The Realm Map is maintained by the Land Marshal in addition to the balance of each country's Coffers. Coffer balances are available only to their respective Countries; however, the Realm Map is public knowledge and may be seen by any country Liaison upon request.

The Realm Map may be expanded at the discretion of the Senate and the Board.

## Declarations

All declarations for Land Actions at the next event must be received by the Land Marshal prior to the end of Land Events at the current event. This includes Ship Battles, Land Searches, Land Invasions, etc. Once all declarations are received and the end of Land Events is announced, the Land Marshal will determine all encounters to occur at the next event and publicly announce all Land Actions that will take place. This announcement will take place before the end of the day's regular events.

## Royal City of Tarimstadt

The Royal City of Tarimstadt is the seat of the neutral city for use by the High King. The city is unaffiliated with any country and its coffers and lands belong to the office of the High King. The High King cannot expand these holdings, build structures or ships above and beyond what these rules provide.

The assets of the Royal City of Tarimstadt are limited to those detailed in these rules and cannot be altered without a change to these rules. The Royal City of Tarimstadt consists of 7 hexes forming an island in the central sea. The only structure on the hexes is the city and castle in the central hex to denote the capital hex. The Royal City also owns a total of 3 frigates. Should any of these assets be lost the king may recapture the lost hexes or rebuild the lost ships, paying for them out of the Royal Coffers.

# Royal Coffers

The Royal Coffers is the total amount of money at the king's disposal for performing his role as High King of Darkon. The source of this money is revenue from the hexes and frigates, taxes from countries and individuals and fines from individuals.

The High King may collect as much as 250sp per season from the individuals in taxes.

The High King may collect as much as 250sp per season in fines from the individuals.

The Royal Coffers can only be used to pay for defending the Royal City, rebuilding ships, recapturing lost hexes, and paying Nobles and other individuals for services rendered. The Royal Coffers may not be used to supplement his country coffer.

When the High King pays anything out of the Royal Coffers he is required to do so in actual coin. Checks and credit may not be given out of the Royal Coffers.

If there is no High King of Darkon then the Royal Coffers cannot be accessed by any person until a new High King takes the throne.

## Attacking the Royal City

Not all countries or individuals support the High King, and many may see to bring him low by taking his lands from him while not incurring the wrath of the nation to which the High King may belong. To do this an individual or group may choose to attack the Royal City as hexes and assets of the Royal City are open to attack and or capture. For purposes of Defending and Attacking actions both sides in the conflict of the Royal City are considered to be taking an Attack Action for the individuals involved.

To bring war to the High King:

 Attack as per the normal Land Rules. The High King and his retinue, supporting Knights and their retinues, and supporting Masters/Mistresses count as the High King's surcoated members.

 Should the invading army successfully siege the Royal City's Capital Castle, the castle is not considered to be truly conquered; however, the Defenders are trapped in the Castle. While trapped in the Capital Castle, the Royal City may not earn income, other than taxes outlines above, and is still responsible for upkeep on all assets requiring it. The Army of the Royal City is then required to fight siege after siege until they are successful and reclaim the castle, the invader ceases to siege the Castle or the High King runs out of money.

 If the High King is unable to break the siege before running out of money he loses his ability to issue orders, collect taxes or hold a court. He is rendered ineffective until his own nation and the knights that support him are eventually able to free the Capital Hex from the invaders' control or until the invaders leave.

Once the Royal City Capital Castle is freed, the High King and invaders have several options open to them.

1) The High King may counter-attack in an effort to drive the invaders from the lands.

2) If the High King ran out of money he may sit and attempt to collect money in taxes in order to pay an army to force out the invaders.

3) The Invaders may withdraw from the lands leaving it to the High King.

The Invaders may stay on the land and collect the seasonal revenue from it while waiting for the High King to declare war and begin attempting to take the land back.

 Should the attackers maintain control of the land around the Royal City they may do with it what they like EXCEPT transfer it to another country or transfer their own capital to the hex; and no country may take it from the invaders in war. Should the invading country go defunct or the capital of the invading country come under siege, that country would lose control of the hexes around the Royal City and the King may again reclaim them as his holdings.

## Random Roll Charts

## Encounter Chance Chart

Dice are rolled according to the procedures stated under Land Searches to determine what monsters, if any, are discovered on new land. Some powerful encounters may modify a party's percent chance of discovering Mines or Ruins.

**01-10**  No Encounter
**11-40**  Humans
**41-60** Humanoids
**61-80** Undead*
**81-94** Giants
**95-97** Dragons
**98**  Fortifications*
**99**  Land Marshal's Choice
**00**  Roll again, doubling number of Monsters, ignoring any
     further roll of 00

## Human Encounter Chart

**01-20 10 Peasants** in AC0 and pole arms or hand weapons (no shields)
**21-36 2 Brigands** in AC2, **2 Archers**\*\* in AC0
**37-46 3 Brigands** in AC2, **2 Archers**\*\* in AC1
**47-54 3 Knights** in AC3, **1 Mage** (10th Rank)
**55-61 3 Knights** in AC3, **1 Cleric** (10th Rank)
**62-68 4 Barbarians** in AC2, all take an extra hit
**69-74 20 Peasants** (1 hit, no shields), **1 Peasant Hero** in AC2 with Shield
**75-80 5 Brigands** in AC2
**81-85 6 Barbarians** in AC2 (2 Handed Weapons Only), all take an extra hit
**86-89 5 Brigands** in AC2, **4 Brigands** in AC3, **1 Mage** (20th Rank)
**90-93 4 Knights** in AC3, **1 Champion** in AC4
**94-96 2 Brigands** in AC2, **2 Brigands in AC3, 1 Brigand** in AC4 with shield.
     +5% Mines & Ruins Chart.
**97-98 4 Knights** in AC3, **1 Cavalier** (20th Rank) in AC4.
     +5% Mines & Ruins Chart
**99  4 Brigands** in AC1, **2 Brigands** in AC2, **2 Brigands** in AC3, and **Druid** (20th Rank)
     +10% Mines & Ruins Chart
**00  Adventuring Party** (5 people, any class, 20th Rank).
      +15% Mines & Ruins Chart

## Humanoid Encounter Chart

**01-10 10 Goblins** (1 hit)
**11-15 20 Goblins** (1 hit) and **1 Goblin King** (2 hits)
**16-20 3 Orcs** in AC0 and **1 Ogre** (6 hits and giant)
**21-24 6 Orcs** in AC0 and **1 Ork Boss** in AC3
**25-35 2 Hobgoblins** in AC2
**36-44 5 Hobgoblins** in AC1
**45-52 8 Hobgoblins** in AC1
**53-60 6 Gnolls** in AC2, 3 have shields
**61-62 10 Gnolls** in AC2
**63-69 3 Bugbears** in AC3
**70-78 3 Bugbears** in AC3, **1 Bugbear Shaman** in AC3 (1 Entangle, 1
     Lightning Bolt, 1 Cure Light Wounds)
**79-87 10 Goblins** (1hit), **5 Orcs** in AC1, **5 Hobgoblins** in AC2.
     +10% Mines & Ruins Chart
**88-94 2 Hobgoblins** in AC1, **2 Gnolls** in AC2, **2 Bugbears** in AC3.

+15% Mines & Ruins Chart

**95-98** **10 Goblins** (1hit), **2 Orcs** in AC0, **2 Hobgoblins** in
AC1, **2 Gnolls** in AC2, **2 Bugbears** in AC3.
+20% Mines & Ruins Chart

**99-00** **20 Goblins** (1hit), **10 Orcs** in AC0, **5 Hobgoblins** in
AC1, plus **1 Ogre Magi** (6 hits, giant, 2 Lightning Bolts, Damaged only by Magic Weapon).
+25% Mines & Ruins Chart

## Undead Encounter Chart

*- A Silver weapon does double damage to any Undead Creature*

**01-25** **5 Skeletons** (AC1, red damage has no effect, destroyed by
one hit from a non-red Holy or Blessed weapon)

**26-50** **5 Zombies** (AC2, destroyed by one hit from a Holy or
Blessed weapon)

**51-75** **5 Mummies** (AC3, destroyed by one hit from a Holy or
Blessed weapon. 1 minute Agony poison with each damage
causing hit)

**76-85** **5 Skeletal Knights** (AC3,(Red damage has no effect,
destroyed by two hits from a non-red Holy or Blessed weapon)
+5 Mines & Ruins Chart

**86-90** **3 Ghouls** (AC4, destroyed by two hits from a Holy or
Blessed weapon, 1 minute Paralyzation poison with each damage
causing hit)
+10 Mines & Ruins Chart

**91-95** **1 Banshee** (7 hits, Damaged only by Magic, Holy or Blessed
Weapon. May "Scream" once per encounter causing a Curse effect in
A 3ft radius from spell ball impact. Banshee calls out "Curse, 3ft Radius"
When throwing spellball.
+15 Mines & Ruins Chart

**96-98** **1 Lich** (8 hits, damaged only by Magic, Holy or Blessed weapons.
Takes 2x damage from Holy Weapons (since they are silvered), Immune to Turn Undead unless
Cleric is lvl 30+, 3 Fireballs)
+20 Mines & Ruins Chart

**99** **1 Flesh Golem** (9 hits, does not have to fight on knees vs Giant Sized opponents,
damaged only by Magic, Holy or Blessed weapons, does black damage with weapons)
+25 Mines & Ruins Chart

**00** **1 Vampire** (10 hits, damaged only by Holy, Blessed, Magic weapon). Immune to Turn
Undead, does black damage with weapons) and **3 Thralls** (0 level Humans, no shields, no armor)
+30 Mines & Ruins Chart

## Giant Encounter Chart

**01-25** **2 Owlbears** (AC4, giant)

**26-50** **4 Owlbears** (AC4, giant)

**51-60** **1 Troll** (6 hits, giant, heals self at rate of 1 hit per minute,
Fireball kills instantly)

**61-70** **5 Ogres** (6 hits and giant).
+10% Mines & Ruins Chart

**71-80** **3 Trolls** (6 hits, giant, heals self at rate of 1 hit per
minute, Fireball kills instantly).
+15% Mines & Ruins Chart

**81-90** **5 Ogres** (6 hits and giant) and 1 Ogre Magi (6 hits,
giant, 2 Lighting Bolts, Damaged only by Magic Weapons).
+15% Mines & Ruins Chart

**91-93** **2 Hill Giants** (8 hits and giant).

+10% Mines & Ruins Chart
**94-96 2 Frost Giants** (9 hits, giant, does black damage, immune to ice spells).
+15% Mines & Ruins Chart
**97-99 2 Fire Giants** (10 hits, giant, does black damage, immune to fire spells).
+20% Mines & Ruins Chart
**00 1 Storm Giant** (10 hits, giant, does black damage & shield break, 3 lightning bolts,
immune to lightning spells, Damaged only by Magic Weapon)
+25% Mines & Ruins Chart

## Dragon Encounter Chart

**01-15 2 Juvenile Blue Dragons** (5 hits, use white or red weapon, 1 Lighting Bolt each).
+5% Mines & Ruins Chart
**16-30 2 Juvenile White Dragons** (5 hits, use white or red weapon, 1 Ice Storm each).
+5% Mines & Ruins Chart
**31-45 2 Juvenile Red Dragons** (5 hits, use white or red weapon, 1 Fireball each).
+10% Mines & Ruins Chart
**46-55 1 Adult Blue Dragon** (10 hits, giant, does black damage, 3 Lighting Bolts, Immune to Lightning Bolt, Damaged only
by Magic Weapon).
+15% Mines & Ruins Chart
**56-65 1 Adult White Dragon** (10 hits, giant, does black damage, 3 Ice Storms, Immune to Ice Storm, Damaged only by
Magic Weapon).
+15% Mines & Ruins Chart
**66-75 1 Adult Red Dragon** (10 hits, giant, does black damage, 3Fireballs, Immune to Fireball/Burning Hands, Damaged
only by Magic Weapon).
+20% Mines & Ruins Chart
**76-99 1 Hydra** (15 hits, giant, 2 Fireballs, Regenerates 1 hit every 30 seconds to represent head regrowth. Does not
regenerate after body is killed. Played by 3 people; 1 body and 2 "heads". Heads are Immune to all damage/spells,
Damaged only by Magic Weapon)
+30% Mines & Ruins Chart
**00 1 Chromatic Dragon** (15 hits, giant, does black damage, 3 Fireballs, 3 Ice Storms, 3 Lighting Bolts, played by 3
people, Damaged only by Magic Weapon).
+30% Mines & Ruins Chart

## Fortification Encounter Chart

*These encounters are fought with a structure/fortification on the field of play. The structure has 1
accessible gate to it which will be indicated by the Land Marshal. Once destroyed, these gates are not
able to be mended by any means.*

**01-20** *Wizard's Tower-* **1 Mage (**Rank 20), **1 Apprentice** (Rank 8), **3 Novices** (Rank 4)
 Successful defeat of encounter has 10% chance of salvaging aTtower on this hex. country
 may pay 50% of Tower price to place a Tower here.

**21-40** *Lord's Tower-* **1 Knight** in AC4, **4 Man at Arms** in AR 2, **2 Archers**** in AR 4
 Successful defeat of encounter has 10% chance of salvaging a Tower on this hex. country
 may pay 50% of Tower price to place a Tower here.

**41-55** *Haunted Tower-* **5 Skeletal Knights** (AC3, Red damage has no effect,
destroyed by two hits from a Holy or Blessed weapon) , **1 Ghost** (4 hits, destroyed by 1
hit from a Holy or Blessed weapon, may Passwall at will.)
 Successful defeat of encounter has 25% chance of salvaging a Tower on this hex. country
 may pay 50% of Tower price to place a Tower here.

**55-70** *Goblin Keep (30'x30')-* **20 Goblins (no weapons over 4ft in length, 1 hit), 5 Hobgoblins (AR 3) 1 Goblin King (2
hits)**
 Successful defeat of encounter has 10% chance of salvaging a Keep on this hex. country
 may pay 50% of normal Keep price to place a Keep here

**71-85** *Fortified Keep (30'x30')*- **10 Soldiers** in AR 3, **5 Knights** in AR 2, **2 Archers\*\*** in AR 4, **1 Mage** (Rank 10), **1 Cleric** in AR 2 (Rank 10**), 1 Lord** in AR 0
Successful defeat of encounter has 10% chance of salvaging a Keep on this hex. country
may pay 50% of normal Keep price to place a Keep here

**86-95** *Giant's Lair (40'x40')*- **6 Hill Giants** (8 hits, giant) and **1 Hill Giant Chieften** (10 hits, giant, does black damage)
Successful defeat of the encounter has a 10% chance of salvaging broken Caravel parts. country may pay 50% of normal Caravel price to build a Caravel.

**96-99** *Desecrated Temple (40'x40')*- **20 Zombies** (AC2, destroyed by one hit from a Holy or
Blessed weapon), **5 Ghouls** (AC4, destroyed by two hits from a Holy or
Blessed weapon, 1 minute Paralyzation poison with each damage causing hit) **5 Banshees** (7 hits, destroyed by two
hits from a Holy or Blessed Weapon. May "Scream" once per encounter causing a Curse effect in a 3ft radius from spell
ball impact. Banshee calls out "Curse, 3ft Radius"
When throwing spell ball.
Successful defeat of encounter has 25% chance of salvaging a Keep on this hex. country
may pay 50% of normal Keep price to place a Keep here

**00** *Dragon's Lair (40'x40')*- **Ancient Red Dragon** (20 hits, Immune to Fire Based Spells, giant.
Played by 4 Players (Head, 2 Claws, Tail) Head has 2 single blades, Claws have black sword, tail has spear. Claws do
Black Damage & have shield break, Tail does double red damage and has shield break, head does black damage and
the Player may throw 5 fireballs (Must wait 5 seconds between each throw), Damaged only by Magic Weapon.
Successful defeat of encounter has 25% chance of salvaging a Castle on this hex. country
may pay 50% of normal Castle price to place a Castle here

\*\* In the event that the land search takes place in a bow prohibiting the use of Bows, replace "Archer" with "Spearman"

## Mines and Ruins Chart

When a new Hex is explored, dice are rolled according to the procedures stated under Land Searches to determine if anything of value is discovered on the Hex, according to the chart below:

| | |
|---|---|
| **01-85** | Nothing |
| **86-88** | Iron Mine |
| **89-91** | Copper Mine |
| **92-94** | Silver Mine |
| **95** | Gold Mine |
| **96-97** | Ruined Tower |
| **98-99** | Ruined Keep |
| **00** | Ruined Castle |

Mines are resources that will begin producing income at the end of the season in which it is discovered; they are considered to be a natural feature of the Hex upon which they are found. Mines produce income according to the following chart:

**Iron Mine:** 100 silver pieces/season
**Copper Mine:** 250 silver pieces/season
**Silver Mine:** 500 silver pieces/season
**Gold Mine:** 750 silver pieces/season

Ruins are ancient Structures that have begun to deteriorate but can be restored with funds and construction. Ruins that have not been restored do not provide any protection during invasions, but they also do not cost any upkeep. Restoration of ruins is treated identically to upgrading a Structure and you may not build or upgrade any other Structure at the time you are restoring a ruin.

Once a ruin has been fully restored, it functions as a normal structure of the type indicated with all benefits and costs as described above.
Ruins may be restored according to the chart below:

**Ruined Towers**
625 silver pieces to restore
1 Event to complete

**Ruined Keeps**
1,250 silver pieces to restore
3 Events to complete

**Ruined Castles**
5,000 silver pieces to restore
5 Events to complete

## Appendix A – Bylaws

## Bylaws of the Darkon Wargaming Club, Inc.

### Article I – Name, Purpose

1. The name of the organization shall be Darkon Wargaming Club, Inc., herein referred to as the Club.

2. The Club provides its Players with a game in which fantasy-based live action role-playing and medieval-style battles using specially constructed props are conducted.

3. The Club operates exclusively as a non-stock, not-for-profit corporation, specifically as a 501(c)7.

Article II – Members and Players

1. Player

A. Players are any person age 16 years or older that has paid the Club dues and signed the waiver; parents must sign waivers for any under the age of 18 years. Upon turning 18, Players will sign a new waiver.

B. Participation may be suspended by the Board of Directors for a set period not to exceed one year.

C. Anyone having joined as a Player shall remain on the roster for life but can be banned from the club by the Board of Directors.

D. Senate may reinstate a suspended or banned Player with a four-fifths supermajority vote. Suspended or banned persons have no right to petition for reinstatement, nor may they appear before Senate except via a Senate request approved by majority vote. Suspension and ban records shall not be publicized but may be presented to Senate or any member by request.

E. A Player has the right to terminate his or her own involvement at any time.

F. The Board of Directors maintains the right to refuse participation to any individual for any reason, with or without cause.

2. Countries

A. Countries are defined as groups organized by Players in accordance with the Rules of Play of the Club.

B. Countries may send representatives to the Senate.

C. Countries may terminate their involvement at any time, ending the existence of the group (i.e. "go defunct").

### Article III – Board of Directors

1. The Board is responsible for the overall policy and direction of the Club as well as management of day-to-day operations of the Club. To include but not limited to:

    a. Shall vote on all new game rules and rule changes passed by the Senate.

    b. Shall have all the rights and responsibilities mandated and authorized by the statutes of the State of Maryland provided for a Board of Directors.

     c.    Responsible for maintaining all rule books, writing and maintaining all policy and procedure documents, and ensuring these are made available to Players.

     d.    Members of the Board cannot vote on the Noble Council or Senate except as described elsewhere in the bylaws.

     e.    Members of the Board receive no compensation.

     f.    The Board is responsible for running or delegating the running of all Club events.

     g.    The Board is responsible at all times for enforcement of Club Rules, Bylaws and Policies.

2. There shall be 5 voting members of the Board consisting of President, Vice President, Magistrate, Secretary, and Treasurer. There shall be 2 non-voting members of the board consisting of the Land Marshal and President Emeritus.

A) President

I) Shall convene regularly scheduled Board meetings at least 4 times per year and shall preside or arrange for the Vice President of the Board to preside at each meeting.

II) Is authorized to delegate authority, appoint assistants to the President for any purpose and create committees for any purpose.

III) Is the default chairperson of all committees or may appoint a chairperson for said committees.

IV) Is the liaison with the public-at-large.

V) Is authorized to represent the interests of the Club as an entity in all exchanges with federal, state and local authorities.

VI) Is required to act as Compliance Officer and maintain the club's compliance with legal and insurance requirements, including actions necessary to maintain the club's tax status and classification as a non-profit organization.

VII) Is responsible for maintaining necessary documentation and obtaining or appointing representatives to obtain required permits and permissions for event sites.

VIII) Shall make on-the-spot interpretations of the bylaws which will be reviewed and confirmed or corrected by the full Board.

IX) Shall appoint a Quartermaster to document and store all Club property and bring it to events as needed.

X) May appoint an Education Marshall to organize learning events including but not limited to game basics, crafts, combat, stewardship and leadership.

XI) Shall appoint a Technology Administrator to maintain the Club website, including publication of rule changes and the event schedule. The Technology Administrator is also responsible for domain and hosting maintenance, and for maintenance of the Credits Database in cooperation with the Secretary. Due to the requirements of the role, the individual appointed should have knowledge of Linux and Python sufficient to obtain employment for those skillsets.

XII) May appoint a Marketing Manager to spearhead online marketing and event promotion including social media.

XIII) May appoint a Chapter Liaison to be the contact point for emerging Chapters and the ambassador to existing Chapters.

XIV) Shall appoint a "Bellum Coordinator" for the next year's Bellum Aeternus by September 1st of each year. The Bellum Coordinator shall create a Committee with any number of positions needed to administer the event. The Coordinator shall submit a proposal to the Board for approval before November 1st to include date, location, event schedule, expenses and dues collection.

XV) Shall appoint a "Feast Coordinator" for the annual Feast event before February 1st of each year. The Feast Coordinator shall create a Committee with any number of positions needed to administer the event. The Coordinator shall submit a proposal to the Board for approval to include date, location, event schedule, expenses and dues collection.

XVI) Shall appoint a First Aid Marshal to procure and maintain 2 first aid kits and ensure they are brought to every event.

XVII) Shall solicit nominations for Awards bestowed by the Board (in Article VI. Awards of these bylaws) and ensure the Board votes on and announces these awards on or before the last event in October.

B) Vice President

I) Chairs the Noble Council (the "Council", see Article V) and sets its meetings and agenda.

II) May appoint assistants to aid in the performance of the Vice President's duties.

III) Appoints a Relics Marshal, Coin Marshal, Potions and Scrolls Marshal, and other Marshals as needed for duties specific to the Vice President and Council.

IV) Collects and maintains the list of Marshals for the Council.

V) Is the Board's representative to other Chapters and works with the Chapter Liaison to maintain good relations and growth.

VI) Records the minutes of all Council Meetings and ensures decisions are implemented; is the Council liaison to both the Board and Senate.

VII) Shall solicit nominations for Awards bestowed by the Council (in Article VI. Awards of these bylaws) and ensure the Council votes on and announces these awards on or before the last event in October.

C) Secretary

I) Responsible for the collection and maintenance of player records including waivers and character credits.

II) Responsible for the recording of minutes at Board meetings.

III) Responsible for ensuring that the secretary duties are fulfilled at events in the secretary's absence.

IV) Responsible for the Credit Tracker. Shall ensure that the events' database entries are kept current with the schedule and the appropriate credit allocations. Shall do the same for official Chapters.

V) Shall track player credits at check-in via the Credit Tracker spreadsheet and the Darkon laptop. Written check-in is only acceptable on an emergency basis if the laptop fails or is unavailable.

VI) In the event of device failure, shall enter all updates from that event to the Credit Tracker prior to the next event.

VII) Shall promptly respond to player email inquiries regarding credits, and shall provide logins for players to view their own records.

VIII) Shall make manual modifications to the credit record for transfers, late Elder lists, or other adjustments as needed.

IX) Shall promptly communicate in writing to the Board and Technology Administrator about any technical difficulties, and shall work diligently to resolve any issues.

X) Responsible for training the Secretary-Elect in the performance of the above duties. Must report to the Senate and the Board (incoming & outgoing) if the Secretary-Elect has not received training by the beginning of their term, along with the cause.

D) Treasurer

I) Responsible for all fiscal activities of the club, including but not limited to maintenance of insurance documents, collection of dues, monies for the sale of rulebooks, and the payment of debts incurred by the club.

II) Shall provide quarterly and annual financial reports to the Board, the Senate and Players in accordance with state statutes.

III)  Shall interface with the state and federal tax bureaus.

IV)  May appoint assistants to aid in his/her duties to include but not limited to an aide to collect dues at event check-in.

V)  Responsible for ensuring that the treasurer duties are fulfilled at events in his/her absence.

VI)  Shall deposit all monies collected at an event into the Darkon bank account prior to the next event.

VII)  Shall at all times avoid the commingling of Darkon funds with other accounts.

VIII) Shall maintain all items and monies related to the Treasurer position in a secure fashion, and shall minimize the amount of time that those are in a vehicle (time spent at events excepted).

IX)  Shall use cash payments only in the event of a bona fide emergency. When this occurs, the treasurer shall inform the board in writing prior to the next event.

X)  Shall use a lockable cash box and locked late check-in box for the collection of dues and other monies at events. Cash box shall be locked when not in use.

XI)  Upon receiving documentation of receipts, shall promptly reimburse individuals whose expenditures have been authorized by the Board.

XII)  Shall keep Treasury records in an organized and detailed fashion so that each subsequent Treasurer can easily verify and audit the previous year's event revenue and expenditures.

XIII) Is responsible for the filing of all required Federal and State tax paperwork.

E)  Magistrate

I)  Shall Chair the Senate, set the Senate agenda and ensure event check-in is run smoothly.

II)  Has sole power to interpret the game rules in the event a clarification is requested. Such interpretations shall remain in effect until July 1st of the next year or until the Senate votes to include or deny the interpretation in the Rules of Play, whichever is sooner. Should a conflict arise between Senate rulings and the Magistrate's rules interpretations, the Senate ruling shall supersede.

III)  Clarifications made by the Magistrate must be published and made public. Clarifications approved by the Senate shall be added to the Rules of Play immediately upon passage and openly published.

IV)  Magistrate shall present the names of candidates and petitioners for Knight of the Realm to the Senate and document all comments. Comments will be presented to the Noble Council by the Vice President.

V)  Shall review the legitimacy of Country or Player status. The Magistrate is authorized to deny voting rights for one Senate meeting, pending full Board review.

VI)  Shall solicit nominations for Awards bestowed by the Senate (in Article VI. Awards of these bylaws) and ensure the Senate votes on and announces these awards on or before the last event in October.

## Non-Voting Members

A)  Land Marshal

I)  Responsible for the management of the Land Rules portion of the Rules of Play.

II)  Is the on-the-field interpreter of the Land Rules portion of the Rules of Play.

III)  Has no vote on the Board of Directors but may attend meetings at the discretion of the Board.

IV)  Must have a written copy of the land rules and monster charts on their person at all events (electronic copy is acceptable).

B) President Emeritus

    I) The elected President of the previous year, this position is vacant if the President of the previous year is the current President.

    II) Responsible for providing insight and information for the activities of the Board of the previous year to maintain continuity of management of the Club.

    III) Has no vote on the Board of Directors but may attend meetings at the discretion of the Board.

3. Elections shall be annually.

    a) Board members shall be elected by a simple majority vote of the member representative body known as the Senate (see Article IV).

    b) Elections and reelections to a following term will occur as the first order of business at the first club gathering of May of each year. Board members shall be elected by a simple majority vote of the Senate.

    c) Prior to the vote for each position, the section of the bylaws documenting the duties of that position shall be read aloud in full. Candidates must answer affirmatively to the following two questions:

        • Do you understand the responsibilities of this position?

        • If elected, will you faithfully perform all of these duties?

4. When a vacancy on the Board exists, the Senate will elect a new member. The newly elected Board member shall serve until the end of the current term and is eligible for re-election.

5. All Board members shall serve 1-year terms starting on July 1 following the election.

6. The Board shall meet at least quarterly, in an agreed upon manner, time, and place. Unless otherwise specified in this Article all votes are a majority of those present.

7. Self-nominations begin two months prior to the date of elections. All nominations are submitted to the Secretary to be posted by the Secretary on the official forums or other social media. Nominations may also be made during the Election itself.

8. A quorum is set at four-fifths of the voting Board members before business can be transacted or motions made or passed. Without a prior vote, any voting Board member is empowered to take stopgap measures to protect the club, to include such things as ejecting a Player from an event for unsafe behavior or for other egregious violations of club rules and/or policies. Whenever possible, however, this should be done via an emergency meeting.

9. An official Board meeting requires that each Board member have written or verbal notice one weeks in advance. This does not apply to emergency meetings, which should only be called for pressing legal, financial, and/or safety concerns, and which must be called by a voting member of the Board.

10. Resignation from the Board must be in writing and received by the Secretary or President.

11. A Board member or may be removed at any time with or without cause by a simple majority vote of the Senate or a 4/5 majority vote of the Board.

12. The Board is responsible for the enforcement of the Articles of Incorporation, the bylaws of the corporation, rules of the game, and has authority over all things not specifically authorized to another body and in accordance with state statute.

13. The club reserves the right to investigate and take legal action against Board members suspected of prosecutable crimes including but not limited to fraud, embezzlement and theft.

## Article IV: The Senate

1. The Senate is comprised of two voting representative(s) of each Country. Said representative(s) must have each attended at least 20 events.

2. A quorum is met when two-thirds of the Countries eligible to vote send at least one Senator to the Senate meeting.

3. The Senate shall be responsible for the creation and review of all game rules. All rule proposals shall be voted upon by the Senate and require a simple majority to pass. Rules passed by both Senate and Board shall go into effect the following June 30th or December 31st whichever comes first; unless the rule governs safety at which point the rule will go into effect immediately.

4. The Senate may override a Board veto on rule proposals with a three-fourths majority.

5. The Senate may review petitioners for Knight of the Realm and provide comments to the Council.

6. The Senate is chaired by the Magistrate, if the Magistrate is unavailable he may appoint another as Chair. The Chair may only vote in instances of a tie.

7. Any Senator may call an emergency meeting of the Senate in cases where the Magistrate cannot or should not Chair.

8. No rules proposal may be voted on the same day as it is presented to Senate.

## Article V: Noble Council

1. The Council is comprised of any Club Players who have been given the award of "Knight of the Realm." See Article VI.

2. The Council is responsible for the planning of all tournaments and any other types of events they wish to promote and may appoint assistants to fulfill these responsibilities.

3. The Council, on behalf of the Board, is responsible for the evaluation of all rules in regards to safety within the Club to include; new and existing rules.

4. The Council is responsible for the evaluation and implementation of new construction methods for weapons, shields and armor as well as evaluating new weapon types not yet introduced. Any additions to weapon types shall be presented to the Senate as a rule proposal.

5. The Council is responsible for the checking of all costuming and equipment for compliance with rules and safety standards.

6. Any rules considered unsafe by the Council shall be revoked and removed from the rulebook. Any new safety requirements set by the Council shall go into effect immediately and placed in the next edition of the rulebook. The Board may veto any Council safety decision with a four-fifths majority vote. The Council can overturn a Board veto of a safety ruling with a three-fourths majority of those present.

7. The Council shall appoint individuals to positions of Armor Marshals, Weapons Marshals, Costume Marshals, and Spell Marshals and assign the position of head Marshal for each; to ensure all Players are in compliance with the game rules and have equipment constructed according to the published safety standards.

8. The Council, on behalf of the Board, shall track Players' rule infractions and report to the Board subsequent to the Council meeting. The Council may also submit recommendations for disciplinary actions to the Board.

9. The Council shall review petitions for and select those to be given the award of Knight of the Realm per the rules and bylaws.

10. The Council shall review comments submitted by the Senate regarding petitioners for Knight of the Realm and Squires being considered for promotion to Knight of the Realm.

11. Candidates approved by the Council for Knight of the Realm shall be submitted to the Board and must be approved by majority vote. The Council can override a Board veto of candidates for Knight of the Realm with a three-fourths majority vote of those present.

12. A Player may be stripped of the award of Knight of the Realm with a majority vote of those present of the Council or a supermajority of the Senate or in accordance with Article VI.

13. The Council shall meet quarterly: meetings are held the first non-campout Saturday in March, June, September, and December, and begin promptly at 12 noon. The VP shall decide the location. The VP may reschedule a meeting in the case of a major holiday or other conflict to another Saturday in the month. Notice of this must be given to the Council at least 2 weeks prior to the original date. All votes are by a majority of those present.

14. The Council may create committees to deal with issues under the Council's purview.

15. The Council is chaired by the Vice President; if the Vice President is unavailable the Vice President shall select one of their number to Chair. The chairperson of the Noble Council may only vote in the instance of a tie.

16. Nobles may transfer fully from one chapter to the other under the following process (otherwise, only the titles are shared between chapters):

- Must have a sponsoring Knight to track the below items

- Must be in the new chapter for a year

- Must attend 75% of the scheduled events

- Must act as Elder for 5 of those

- Must hold a Marshal position

- Must attend meetings as a non-voting member of the Council

- After the year, the NC will vote to approve or veto a full transfer.

17. Knights of The Realm are responsible to ensure smooth gameplay and enforce the rules and bylaws of the Club when needed. Knights of The Realm are expected to act as field elders when needed in matters that do not pertain to their own gameplay. Knights of The Realm may be called to act as Marshals at any time by official Marshals or members of the Board.

## Article VI: Awards

1. Knight of the Realm (KR)

   a. Awarded by the Council or per Section 2.e of this Article.

   b. Eligibility, procedures and privileges are defined by the Council, Rules of Play and bylaws.

2. Armigerous Awards - Awards that when given bestow the right to wear personal livery and heraldry and be known as "Master" or "Mistress." These awards may be given once a year, nominations are to be given to the chairperson of the awarding body responsible by the second event of October.

   a. Order of the Stag (OS) - Granted by the Board for major contributions of service to the Club not necessarily related to an elected office. A Master of The Stag is one who has repeatedly served with distinction as marshal, organizer, elder, etc.

   b. Order of the Dragon (OD) – Granted by the Senate for continuous demonstration of positive attitude. Master of the Dragon is one who has continually demonstrated a positive attitude, good sportsmanship and high level of support for the other Players and has the general respect of the realm.

   c. Order of the Gryphon (OG) - Granted by the Council for demonstrating great leadership. A Master of The Griffin is one who has led the Club forward as a club elected official or furthered the development of the game in some outstanding way.

d. Order of the Raven (OR)- Granted by the Senate for exemplary performance in the arts. A Master of The Raven may be a superb roleplayer, has outstanding garb, or someone who makes great weapons, armor or accessories, or contributes in some extraordinary way to the atmosphere of the game. A Master of the Raven is one who enriches the game through their actions and appearance, and espouses their excellence to others.

e. Order of the Sword (OSW) - Granted for skill at arms and fighting prowess. Sword Masters differ from other Orders in that they must prove themselves in battle to attain the title.

  i. A Sword Master candidate petitions and is voted on by the Council, if approved they must win a Noble Tournament fight as run by the Noble Council to earn entry into the Order and become a Sword Master.

  ii. Sword Masters, after possessing their title for one season, may defend in Noble Council Tournaments against both Council members and approved Sword Master Candidates.

  iii. Grandfathering Clause - All Knights of the Realm who have won a bout in a Noble Council Tournament before passage of these bylaws are members of the Order of the Sword.

f. Order of the Eagle (OE) - Any Player who has achieved membership in all five Master Orders, the ultimate achievement in the club, is eligible to be made a Master of the Eagle with Board approval. Masters of the Eagle are automatically awarded Knight of the Realm with all rights and responsibilities given for said award.

3. Non-Armigerous Awards - Given for recognition by the Club but do not bestow any special privileges or costuming. These awards will be given once a year, nominations are to be given to the chairperson of the awarding body by the second event of October.

a. Order of the Mask (CM)- Given to those individuals to one individual annually, chosen as the best representation of their class. Companions of the Mask are awarded by the Senate.

b. Order of the Crown (CC) - Awarded to those that have served on the Board for a full term.

  i. Companions of the Crown are automatically awarded at the end of the term.

  ii. Grandfathering Clause – Any who have served a full term on what was called the Executive Board of the Club are given this award for each full term.

c. Order of the Boar (CB)- Awarded for outstanding contributions to the club by a group (country, retinue, guild, etc.) Companions of the Boar are awarded by the Board.

d. Order of the Swan (CS) - Awarded for minor contributions of service to the Club. Companions of the Swan are awarded by the Board.

e. Darkon Award of Excellence - Awarded for excellence to one person annually by the President.

f. Golden Spud- Awarded to one or more individual annually for having a great attitude and showing eagerness and loyalty to the club. Awarded by the Senate to a player that has joined the Club within the past 12 months.

4. Players may receive an award from Sections 2 and 3 multiple times.

5. Retired Awards - Titles and awards that the club has given out but are no longer awarded.

a. Knight Errant - Retired in 2008 and replaced with Lord of the Realm. All those with Knight Errant were converted to Lord of the Realm.

b. Lord of the Realm - Retired in 2012 and replaced with various awards. All those with Lord of the Realm were converted to an order in Section 2 and given the title "Master."

6. If a Player is suspended, the awarding bodies shall review applicable awards of that Player and vote to determine continued merit.

7. All awards are revoked if the Player is banned from the Club. A unanimous vote of the Board can reinstate any award to a reinstated Player.

8. All awards are given out at the discretion of the awarding body and each awarding body reserves the right to not give out awards in any given year.

## Article VII: Meetings

1. Once a year at the first event of June the Senate, Board, and Council shall meet to discuss any issues of the previous year. This shall be known as the Triumvirate meeting and is chaired by the President.

2. At this meeting the Board shall present a status on the club and take questions from the Players. Newly elected members of the Board about to assume office shall also announce plans and take questions.

3. Unless otherwise indicated in these bylaws, the time and place of all meetings must be announced two weeks prior to the meeting date.

4. Emergency meetings may be called by the Senate, Board or the Council as needed.

## Article VIII: Use of Technology

1. Board meetings may be conducted via in-person meetings conference calls, video conferencing or other meeting collaboration tools that involve audio and/or visual components.

2. The Board may vote between meetings via instant messaging or other technology if all 5 Board members are present in the communication and unanimously agree to do so.

## Article XII: Chapters

1. Official Chapters are organizations that have agreed to and signed the Chapter Agreement Contract, been approved by DWC, Inc. Board, honored the terms of the Chapter Agreement Contract, and remain in good standing as per the Contract.

2. The Core Rules of Darkon, currently known as Chapters I, II, III and IV of the Darkon Rulebook may only be changed or modified under the following conditions: Ratification through DWC, Inc. Senate and Board as per any rules change.

Core rule changes may only be voted on once per year, at the yearly event known as Bellum Aeternus, if there is no Bellum Aeternus scheduled then the vote will be at the first Senate meeting of the calendar year.

In the case of Core rule change Senate Votes, each Official Chapter may send two Senators who may vote on Core Rule changes, these Senators do not count for or against quorum requirements.

## Article IX: Harassment Policy

1. Purpose: Darkon Wargaming Club Inc. (hereinafter referred to as Club) is committed to providing an environment for our members that is free from discrimination, harassment, retaliation and/or sexual assault/harassment. Discrimination or harassment based on (but not limited to) race, gender and/or gender identity or expression, color, creed, religion, national origin, ethnicity, disability, veteran or military status, sex, sexual orientation, pregnancy, genetic information, marital status, citizenship status, or on any other legally prohibited basis is unlawful and undermines the character and community of the Club. Members violating these rules may be expelled from the event at the discretion of the organizers and may incur additional sanctions from the Board of Directors.

2. Definition: Harassment can take many forms. It may be, but is not limited to, the following: words, signs, jokes, pranks, intimidation, physical contact, or violence. Harassment does not have to be sexual in nature.

Sexual assault/harassment may include (but is not limited to) unwelcome/non-consensual (consent may be withdrawn by a person at any time) acts, sexual advances; requests for sexual favors; or other verbal or physical contact of a sexual nature when such conduct creates an intimidating environment, or when such conduct is made a condition of participation, membership, or compensation, either implicitly or explicitly.

It is not the intent of the behavior by the offender that determines if harassment has occurred but whether the behavior is welcome by the receiver.

3. Responsibility: All members have a responsibility for helping to keep our environment free of harassment.

If you become aware of an incident of harassment, whether by witnessing the incident or being told of it, you must report it to a member acting as a club official (meaning a member of the board of directors, member of the noble council, or an events Elder).

A club official on receiving such information has a duty to act promptly (as soon as reasonably possible) to report that information to the board of directors, even if the reporter does not wish that information to be shared with the Board of Directors.

To ensure the safety of the community, the Board of Directors is obligated to take prompt and appropriate action, regardless of whether the reporter wants the club to do so.

4. Complaint Procedure: Any member, who believes that they have suffered harassment in violation of the Harassment Policy, should take the following action:

   a. If you are able to do so without conflict or danger, tell the harasser as clearly as possible that the behavior is unwelcome; if unable proceed to take action b.

   b. If the behavior continues, or unable to take action a.: report the problem immediately (with as much detail as possible) to a club official (BOD member, Noble Council member, or Elder).

*Note: A victim, if they believe a violation of law has occurred, is welcome to and always has the right to contact the police. Our policies, while in place to promote a safe environment, are not meant to be taken as a substitute for the law where potential criminal activity may be involved.*

5. Confidentiality: The Club, including all persons to whom a violation of this Harassment Policy has been reported and persons who have become aware of a complaint, must maintain confidentiality, to the extent possible given the need to investigate. All complaints shall be considered confidential to the maximum extent possible.

6. Retaliation: No member of the club may retaliate against any victim, witness, or reporter of an alleged violation of the Harassment Policy.

### Article XI: Amendments

1. These bylaws may be amended when necessary at a senate meeting of by a four-fifths majority of the Board and four- fifths majority of the Senate.

2. These bylaws shall be reviewed and amended as necessary no less than every 5 years.

3. In the event that a bylaw mandated senate or Triumvirate lands on a camp out event it may move it one event prior or after. (N/A to BA senate)


*These bylaws were approved at a meeting of the Board of Directors of the Darkon Wargaming Club, Inc. on November 13, 2012 and the Senate of the Darkon Wargaming Club, Inc. on November 4, 2012. Amended: October 16, 2018.*

## Article: (XI)
## Goals of Knight


It is a knight's responsibility to cultivate a relationship and prepare a squire for knighthood using resources necessary, including other knights, squires, players, people etc.

It is a squire's responsibility to cultivate a relationship with his knight, learn from his guidance and keep his knight on this path.

As such:

- A knight should prepare a member of Darkon to be a participating member in the Noble council.
- A knight should have an active role in the squireship of the member of Darkon

- A knight should provide assistance and guidance to his squire on a regular basis both on and off the field.
- A knight should Strive to attend Darkon events with his squire, assisting him in learning and understanding all of the roles and responsibilities of a member of the Noble Council.
- A knight should request the assistance of other knights as needed to provide expert guidance in these roles and responsibilities.

When voting on a Squire to become a knight voting members of the Noble Council should look to suggested capabilities and responsibilities of a knight and should base their vote on an individual's ability to fulfil those responsibilities faithfully.

Responsibilities include but are not limited to:
- Ability to present a new player speech to new members of Darkon
- Weapons/Armor/Spell/Costume Marshalling.
- Combative arms
- General safety
- Weapon and combat safety
- Ability to provide corrective feedback (talking to players about safety/hit/costume issues)
- Setting a good example of what a new player or current member of Darkon should aspire to.
- Leadership capability
- Eldering
- Volunteering to help the game
- Seeing a task through to completion

Land Rules Playtest

**Chapter Nine: Land Rules**

# Land Rule Book

What follows are the rules covering the actions players may take on the Darkon Land Map.

# Hextares

All land of the map is divided into Hextares on a hex grid that is numbered numerically north/south and lettered east/west creating a map coordinate for every Hextare.

### *Hextares can exist in a number of states:*

**Wilderness:** any Hextare not within the borders of a Nation or Guild Holding

**Unsettled:** Hextares when first expanded into are considered Unsettled. Unsettled Hextares cannot have any structures built upon it.

**Settled:** Hextares that are settled and within a nation's borders may have 1 Settlement, 1 Military, and up to 2 other buildings built on it.

**Fortified:** Battles here grant the defenders a defensive structure when invaded or a present army is a target of a Grand Battle.

**Plot Reserved:** Hextare with this designation will follow special rules based on game run adventures. They can be anything from volcanoes or ancient ruins or even entrances to Hades.

### *Hextares also have a land type:*

**Forrest:** Movement is reduced by half unless moving on a road. Actions here should be fought in the woods when possible. Can be cleared if owned or Army is present for 1 RU and 1 IN, Hextare then no longer counts as Forrest.

**Plains:** No special Rules. Battles here should be fought on an open field.

**Hills:** Will have a second land type but never also Plains or Mountains. Battles here should be fought on an open field. (for reasons of scale actual hills at events should be reserved for mountain locations)

**Mountains:** Movement is reduced by a quarter unless moving on a road. Battles here should be fought in a narrower than normal field fight if a road is present. Or via a bridge battle if no road is present. Fortifications here should have a bridge 10 feet wide and 40 feet long leading to the gate or on top of a suitable hill when possible.

**Tundra:** No special Rules. Battles here should be fought on an open field.

**Frozen:** Movement is reduced by half unless moving on a road. Battles here should be fought on an open field.

**Desert:** Movement here costs 1 RU instead of .5 RU. Battles here should be fought on an open field.

**Jungle:** Movement is reduced by a quarter unless moving on a road. Actions here should be fought in the woods when possible. Can be cleared if owned or Army is present for 1 RU and 1 IN, Hextare then becomes Forest

**Swamp:** Movement is reduced by a quarter. May not build roads. Can be drained if owned or Army is present for 1 RU and 1 IN, Hextare then becomes Forest or Plains. Actions here should be fought in the woods when possible.

# Resource Points

**Resource Units (RU)**

Twice a year at the events closest to winter and summer solstice (also called Harvest) Countries gains a pool of Resource Units or RU's. This pool represents the food and other sundries needed to keep the population and armies alive. The Pool is emptied to zero each year before

the new pool is generated. (Some prizes may allow you to carry over RU's years to year.)

**Industry (IN)**

Twice a year at the events closest to winter and summer solstice (also called Harvest) Countries gain a pool of Industry or IN's to represent the output of their various craftsmen and other endeavors. These Points may be stored indefinitely in the Storehouses.

**Military (MA)**

Twice a year at the events closest to winter and summer solstice (also called Harvest) Countries gains a pool of Military Assets or MA's. Representing the weapons, armor, and raiment of war needed to equip a fighting force. The Pool is emptied to zero each year before the new pool is generated, representing rust and damage through neglect, it can take as much work to refit a suit of armor as it can to make a new one. (Some prizes may allow you to carry over MA's years to year.)

# Nations

**Founding a Nation:** A formal declaration must be made to the Land Marshal and Magistrate. The declaration must include an extensive country history and be presented by at least 4 members, in the surcoat of the Nation to be formed. If accepted the Nation will be able to place it's starting assets on the map next event when they can immediately begin taking actions

**Starting assets:** A new nation begins with 13 Unsettled hextares that may placed anywhere on that map, so long as they are all placed on wilderness Hextares (even ones with roads in them) and all Hextares are adjacent to at least 2 other Hextares being claimed.

They must place Castle on one of them for free, this Hextare is your Capital. You may make any other Castle you control your Capital at the end of any event. If your Capital Castle is destroyed then you may immediately declare another Castle you control the new Capital. If you are Unable to Transfer is to a Castle then you may transfer it to a Keep but you may not purchase any other buildings until you upgrade it to a Castle. If you have no Castles or Keeps to transfer your Capital to, then your Nation is Destroyed and your people driven into the hills. All Remaining Hextares you controlled immediately count as being in rebellion that any nation may invade or offer Amnesty to. You will be able to redeclare in a new map location as a new country is you want next event, if you do you will retain 25% of your lost Treasury (up to the amount of your Gold Cap after placing your starting assets).

A nation begins with 4 RU, 4 IN, and 2 MA. These resources must be spent Immediately or are lost. Nations all have a base gold cap of 1000 gold.

**Prize slots:** Every Nation has 3 slots for prize abilities they can win for completing adventures. If at any time a nation wins a new prize they must replace an existing prize which is then lost or they can place it in an empty slot if available. If a nation does not have a slot free and does not wish to replace a previous prize then the new prize is lost. Nations may not gain additional slots by any means. If a prize is transferable to other nations then it may be so transferred instead of lost.

# Guilds

While traditionally Players only belong to a single Nation at a time, Players are encouraged to form and join guilds within and across Nations. These Guilds are meant to reward groups, that provide services in game and enrich the role playing experience, with a presence in the Land Rules.

**Applying for a Guild:** A formal application must be made to the Land Marshal and Magistrate (President will break ties). The declaration must include an extensive guild charter explaining their mission and the services they plan to offer and what requirements they are setting to join (membership in a nation may not be a requirement). This is to be presented by two guild officers bearing the symbol of the guild to be formed. If accepted the Guild will be able to place it's starting assets on the map next event when they can immediately begin taking actions

**Starting assets:**

1 Guildhall, A Nation must agree to Allow the guild to place their Guild Hall in a open Building Slot within their borders. If no nation agrees by the end of the event the guild fails to be founded.

1 Caravan.

**Guildhalls:** Guildhalls come in a variety of types. When built select a type below to set the bonus to the guild the hall will generate at Harvest.

● Martial Guild, 1 MA

- Craftsman's Guild, 1 IN
- Alchemist, 3 potions
- Artist/Entertainment, 100 gold
- Merchant, 1 RU and 50 gold
- Senate may approve additional types

**Building New Halls:** New Guildhalls cost 3 RU and 3 IN and 300 gold. This can be paid in full or from a mix of the Guild or hosting Nation's Resources. Guilds may build up to 3 Guildhalls in any Nation that allows them to use building slots within their borders. A guild may not have more Guildhalls in one Nation than the total Number of Nations containing at least one Guild Hall. (IE Myrmidon has a Guildhall in No Quarter and Asaheim, so it can build a second Guildhall in either Nation. It cannot however build a third Guildhall in either until it builds at least one more Guildhall in a third Nation.)

**Guild Treasury:** Guilds have a gold cap of 1000 for every Guildhall they have.

**Guild Upkeep:** Guilds must pay upkeep on Ports and Squadrons just like Nations. In Addition for every Guild Hall a Guild has must pay 100 gold at the Harvest or be removed. If the Last Guild Hall is removed all guild assets are lost and removed from the Map. The Guild must then apply to be considered a Guild.

**Guild Store Houses:** Each Guildhall can store 4 Resources.

**Buying Assets** . Guilds may only build Guildhalls, Ports (if Guild Hall is adjacent to a sea zone and Hosting nation allows them use of the additional build slot, Squadrons (Guild Squadrons never never attack or blockade only defend) and Caravans.

**Eviction:** A Hosting Nation at any time can evict a Guild. Any or all Guildhalls and assets in their territory are removed. All stores resources are lost and any stored gold over their new cap is lost.

**Review:** Every Harvest The Magistrate and Land Marshal (President will break ties) will review the status of all Guilds. If it is determined that a guild has not been active in providing their stated in character services and generally promoting the role play of the game. This bar should be set to a high standard considering the bonuses Guilds get. Players forming guilds solely or primarily to gain the benefits of the asset may be considered Grey Rules Exploitation and subject to action from the BOD.

**Non-recognised Guilds:** In Order to not stifle role play. Players may form any guild they like in character. The rules above only apply to guilds wishing to own assets on the Land Map

# Building Assets

Nations and guilds may build assets upon Hextares they control and meet the requirements for that asset. There is no limit to how many assets may be built per event as long as the builder has enough resources to pay for them at the time of building declaration to the Land Marshal and Map Marshal

*Settlements*
Village 1 RU 1 IN
Town 2 RU 2 IN
City 4 RU 4 IN
Upgrade: Cost of the new settlement minus the existing

*Military*
Tower 1 RU 1 IN
Keep 2 RU 3 IN 1 MA
Castle 4 RU 5 IN 1 MA
Upgrade: Cost of the new military asset minus the existing

*Mines and Farms*
Iron mines: 1 RU 2 IN
Goldmine: 2 RU 3 IN
Stone Quarry: 1 RU 2 IN
Farm: 2 RU
Lumber mill: 1 RU 1 IN

*Other Buildings*
Bank: 1 RU 2 IN and 250 gold
Warehouse: 1 RN and 2 IN
Arcane Works: 1 RU and 3 IN

Trading post: 1RU and 1 IN
Temple: 2 RU and 1 IN
Port: 2 RU and 2 IN
Embassy 1 RU and 1 IN
Settle a Hextare, 1 RU
*Assets*
Squadron: 1 RU 3 IN 1 MA
Fishing fleet: 1 RU 1 IN
Road 1 RU 1 IN
Caravan: 1 RU
Army 1 IN 2 MA
**Misc**
Remove an asset: 1 RU
Move army 2 hextare or 4 hextare if along a continuous road: 1 RU
District festival: 200g 2 RU 1 IN
Settle a claimed Hextare 1 IN
**Asset Upkeep:** Paid every harvest after the collection of RU/MA/ID before placing resources into Storehouses. Any asset with an unpaid upkeep is removed from the map (unsettled Hextares become unclaimed wilderness)
Capital Castle: None
Tower: 1 RU
Keep : 2 RU and 1 MA
Castle: 3 RU and 1 MA
Road (per 3 hextares of a road) : 1 RU and 1 IN (Note: anyone may pay the upkeep of roads in wilderness Hextares but it must be paid by someone or the unpaid road sections are removed).
Port: 2 RU and 2 IN
Squadron: 1 RU 1 IN, +1 RU if not in a sea zone adjacent to an owned or allied port
Village: 1 RU
Town: 1 RU
City: 2 RU
Each Embassy you have built in other Nations: 100 gold
Guild Hall: Hosting Nation pays no upkeep, Guild upkeep is described in the Guild section.
Army: 1 RU 1 MA
Unsettled Hextares: 1 RU and 1 MA
All other: 1 RU

# Settlements
Village: Grants +1 building slot
Town: Grants +2 building slot
City: Grants +3 building slot
**Taxes (Set by the district at the Harvest for the next year)**
Low taxes yield. +10 to rebellion
Village 1g, Town 5g, City 10g
Moderate taxes yield +20 to rebellion
Village 5g, Town 10g, City 20g
High taxes yield +40 to rebellion
Village 10g, Town 20g, City 40g
**Quota (Set by the district at the Harvest for the next year)**
Low Quota produces +0 to rebellion
Settled .5 RU, Village +.5 RU, Town +1 RU or IN, City +1.5 any combination of RU/IN/MA
Moderate Quota +10 to rebellion
Settled 1 RU, Village +1 RU, Town +2 RU or IN, City +3 any combination of RU/IN/MA
High Quota +20 to rebellion
Settled 2 RU, Village +2 RU, Town +4 RU or IN, City +6 any combination of RU/IN/MA
# Military
**Tower:** Grants Fortified Status. Defensive Structure- one 10' x 10' Tower with one gate.

**Keep:** Grants Fortified Status. Defensive Structure- one 20''x 20' Keep with one gate or two 10' x 10' Towers with one gate each.

**Castle:** Grants Fortified Status and gives Storehouse space for 3 RU/IN/MA. Defensive Structure- One 30' by 30' Castle with two gates or two 20' x 20' keeps with one gate each. Note on Defensive Structures: If a nation opts to deploy more than one structure, then they must be placed at least 30' apart and their gates may not face each other.

# Districts

All Hextares are within the borders of a nation are divided into districts of up to 7 contiguous Hextares. Nations must always define their districts to have the least number districts possible.

# Treasury

Each nation has a treasury but also has a cap on how much gold it can hold. Any gold earned from the map that can not go into the treasury is lost. It will not be paid out in coin. All wealth earned on the map must first go to the treasury before it can be pulled out as coin (except on upkeep costs). Nations all have a base gold cap of 1000 gold

# Storehouses

Like the treasury, each nation may only hold so many RU/IN/MA in its storehouses less the be left out to rot, crumble, rust, what have you. Any RU/IN/MA earned over the Storehouse cap is lost. All RU/IN/MA earned must be placed in the Store Houses before being spent (except on upkeep costs). All RU/IN/MA earned on a day is placed, or lost, into the Storehouses at the same time.

# Mines and Farms

**Iron mines:** generate 1 MA and 1 IN. Can only be built on mountains and hills. When built, the Land marshall will roll a D100 on a 50 or less the mine is a failure and build cost is wasted and no structure is built.

**Gold mines:** generate 100 gold can only be built on mountains and hills. When built, the Land marshall will roll a D100 on a 50 or less the mine is a failure and build cost is wasted and no structure is built.

**Stone Quarries:** generate 1 IN, 2 IN if built on a mountain.

**Farm:** generates 2 RU on tundra, 3 RU on hills, 4 RU on planes: Can only be built on tundra, plains and hills.

**Lumber Mill:** 3 IN. Can only be built on forests.

# Other Buildings

**Smith:** generates 1 IN or MA.

**Bank:** raises the gold cap by 500

Each bank may host 50 player (not character) accounts with a cap equal to a half of the hosting nation's cap. Players (not characters) may not have more than one account in any single bank. Generates 10 gold per account, of 100 gold or more, held within, each Harvest. If Sacked all accounts lose half their gold and owning nation loses 500 Gold. All lost gold goes to the attacker if they have room in their treasury, any remaining after the cap is hit is lost. If the Bank is destroyed then the owning nation losses 1000 gold and all gold in held accounts is lost. The attacker does not gain any gold if they destroy the bank when sacking.

**Guild Hall:** Provides Nation it is built in the benefits of a Trading post and a Warehouse. It does take up a single available building slot. May only be built by Guilds with Nations permission to use the building slot.

**Warehouse:** Gives Storehouses space for 4 RU/IN/MA.

**Arcane Works:** Allows a nation to make 5 potions or scrolls as if you were a 20th level Mage on a harvest day. Gold must still be paid to the potions and scrolls marshal.

**Temple:** Allows a nation to make 5 potions or scrolls as if you were a 20th level Cleric or Druid on a harvest day. Gold must still be paid to the potions and scrolls marshal.

**Trading post:** Raises gold cap by 100, 300 if on a road that connects to an Open or Allied nations trading post. Generates 50 gold each Harvest.

**Port:** Allows you to launch Squadrons to patrol adjacent sea regions, Fishing fleets to work adjacent sea regions.

**Embassy:** Grants you one Embassy point per Embassy building you have and one Embassy point to the Nation hosting it. Embassies are build in other nations Hextares. The Owner of the Hextare must agree to it's construction as it occupies one of their building slots. Embassies can only be built in Nations with open or allied status with you. If that Nations ever declares

themselves closed to you or enters a State of war with you that Embassy is lost as well as the Embassy points it generated right away. If the Embassy is destroyed by a party other than the owners or the hosting nation then the Embassy points are not lost until the Harvest. If your Embassy is built inside the same district as their Capital then both parties earn two Embassy points instead of one.

**Fishing fleet:** Fishing Fleets are placed in the sea zone adjacent to an owned port and may not move to other adjacent sea zones unless you have a controlled or allied port on a Hextare adjacent to that sea zone. Every fishing fleet generates 3 RU

**Roads:** Movement on roads is doubled as long as all movement is on Hextares with roads. Roads can be built in wilderness Hextares as long as it is placed adjacent to another road that makes a contiguous road into the borders of your Nation.

**Army:** Can be placed on the map at any Castle or Keep of your Nation

## Misc

**Remove an asset:** 1 RU

**Move army:** 4 Hextare or 8 hextare if along a continuous road: .5 RU Per Hextare

**District festival:** 200g 2 RU 1 IN

**Settle a claimed Hextare:** 1 IN

# The Sea

Water sections of the map are divided into sea zones that are either considered open ocean (borders no Hextares) or coastal (borders one or more Hextares).

**Monsters:** *Monsters make attack squadrons and trade ships in the open ocean, Section left open for future playtesting.*

**Fleet rating:** Is equal to the number of Squadrons you control and your Allies control in a specific sea zone. You receive +2 to this rating if you have a port in a Hextare adjacent to the sea zone but you must have at least 1 squadron to receive this bonus. For every fleet rating you have in a zone you may field 10 surcoat people from your, or allied nations in the fleet, in any Fleet combats involving your squadrons in that zone.

**Squadron as transport:** A Caravan or Army on a Hextare with a Port can embark on to a Squadron located in an adjacent sea zone. This turns Squadron into a Trade/Transport Fleet. A Caravan or Army may only embark or unload each event, but not both. A Trade/Transport Fleet Counts as a Squadron for determining a Sea Zone's Fleet Rating and can be attacked and destroyed in the same way.

**Fleet combat:** Nations may engage other nations in Naval battles. To do this select a sea zone where both you and another Nation, you exist in a state of war with, both have Squadrons present. You can engage with squadrons even if they have moved this event. Squadrons may only be involved in one Fleet combat per turn. The Nation with the higher Fleet Rating is considered to have the advantage. Said nautically "they have the weather gauge"

**Fleet Deployment**

Boat battles are decided among a collection of vessels that have closed range for boarding actions.

Boats are 20' x 10' rectangles that do not move.

The Nation with the advantage decides who deploys their initial boat first. Then the Nations alternate setting up boats until each has deployed 3 boats. Boats must be placed so that they are at least 10 feet from every other boat and have at least 3 feet of any one side parallel to 3 feet of another boat's side 10 feet away. If a nation has more than twice the fleet rating of their opponent they may deploy a 4th boat. Nations may field 10 players they may be Nation members for any other player they wish (representing Navy crews are picked up from all over the world) for every Squadron involved up to a max of 40 player on each side.

**Naval Victory:** The Winner of Fleet combat gains 1 Squadron. The loser reduces their Squadrons in the seas zone by 2 and their remaining Squadrons must move to an adjacent sea zone, Trade and transport fleets must disembark on to an adjacent hex that is controlled by the controlling Nation, an ally, or wilderness. If it can not then the trade or transport fleet is destroyed along with its contents. A returned Squadron must then move like the other losing Squadrons.

If a losing Nation has a Port or an allied Port adjacent, then Squadrons do not need to move,

but trade and transport fleets must still disembark.

**Battle order:** All fleet combats take place before land battles if a Naval Victory results in a Land Battle unable to performed then the Land Battle is cancelled.

**Blockades:** Nations may create a 'blockade' with a proper, written declaration to the Land Marshal one turn in advance. To create a blockade, a Nation must select a Coastal Sea Zone Where They have at least 2 Squadrons present While the blockade is in place, the blockading ship must remain stationary, any movement of the blockading Squadrons will render the blockade null and the country must re-declare its desire to blockade the Coastal Sea Zone in question. A blockade costs 100 Gold and .5 RU per turn. While a Squadron is blockading a Coastal Sea Zone, any attempts to enter the blockaded Zone without the blockading Nation's permission are considered an Attack and a Declaration of War. The blockading Squadrons and the Squadrons entering the zone have a Fleet combat the blockading Squadrons count as the defender in terms of player actions to join the combat.

# Land Action Protocol

Bounties . Contracts can be accepted at any time during the 24 hours of the event day by messaging the Marshal in charge of the Alley. They will alert the Land Marshal of all accepted Shadow War Actions by the Monday following the event. The Land Marshall shall then inform the Target nation of the type of raid they will be expecting and on what Hextare, within 24 hours. (the app should do this automatically) Bounty Issuers will only be informed of success or failure of the raid and receive their reward the following event.

All other Land Actions must be submitted to the Map Marshal and Land Marshal (eventually just via the app) Between 12 pm and 12:30pm on event days. After 12:30pm no more actions can be declared. This will be a hard limit so the Land Marshal can have time to assign elders and field space to run as many concurrent fight as possible and have this order available by 1pm, for Nations and players to organize who will be available to go on what action. Care will be taken to maximise player availability for the most fights. (this will be done much better once it is in app form and it can optimize them instantly with the right algorithm).

Post combat decisions and movements must be submitted to the Elder of the fight before leaving the field, who will then inform the Land Marshal and Map Marshal (Players eventually will just their choices as prompted into the app when prompted by notification once the elder enters the combat results).

# Order of Actions

Land Actions take place in the following order
● New nations placed
● Raids
● Movement
● Naval Combats
● Amphibious Assaults
● Land Battles
Invasions
Grand Battles
● Expansion
● Placement of new assets

# Player Actions

A player may only participate in one action on the attacking side. A Player may take part in any Number of defensive actions for their own nation. A Player may join one additional action in a slot granted by a Nation's Embassy points regardless if they are on the attacking or defending side.

# Map Movement

**Squadron:** May move to an adjacent sea zone once per event.

**Army** : Moves up to 4 Hextare per turn. Each move costs .5 RU. Roads double movement so long as every move is along a road Hextare. (IE each RU grant 4 moves if all moves are on a road). Only one army, no matter the owner can occupy a Hextare.

**Wilderness/warzone upkeep** : Armies ending their turn in closed Nations or unclaimed territory must pay 1 RU that event or be disbanded.

**Caravan:** Moves up to 5 Hextare per turn. Roads double movement so long as every move is along a road Hextare. Movement through forest Hextare is halved unless on a road and quartered in mountain Hextares unless on a road.

**Trade/Transport Fleet:** Moves to one adjacent sea zone per event. Instead of moving the fleet may unload their Caravan or Army onto any Hextare adjacent to the sea zone it is in. This causes the fleet to revert to a Squadron. If the Hextare the Caravan or Army unloaded onto has a Port on it, then they may move as normal. If no port is present, then they may not move further this turn. An Army may wish to attack another Army from the sea. To do so a Transport Fleet must be in sea zone adjacent to the Hextare containing the Army you wish to attack. In such cases, a Grand Battle takes place using the Amphibious Assault rules. Amphibious Assault may be rendered impossible due to the results of Fleet Combat

**Roads:** Movement on roads is doubled as long as all movement is on Hextares with roads.

# Market

The Darkon Market will be open to players from 12pm until the end of all land actions. Many volunteers will be needed to help all players have the chance to go on land actions.

NPC's that work the market stalls during an event are entitled to 25% of all gold they collect, at their stall, during the event. [Another thing the app will make easier]

## Stalls

All Items must be purchased with Coin, the only exception is Bounties which may be paid from personal accounts.

**Tavern** [first building on the street]

Maps: 300 gold. When you buy it you pick a Wilderness Hextare. You then get to role what the monster on the hex is. When that hex is searched you may use your map make the party searching the Hextare fight that monster instead of the randomly rolled one that day.

District festival: 200g 2 RU 1 IN

Job Board: Players can list their availability to be hired for an action and what they charge. The NPC running the Tavern may choose to charge to post a listing

Check-in is located here

Garb Marshal

**Smith** [Next to the Tavern]

Silvered weapons: increases cost by 200%

Rent weapons: $5 per weapon and must leave a Drivers License

Weapons Check

Armor Check

**Alchemist**

Scrolls: cost spell level X 10 gold and have no reduction

Potions: costs spell level x 10 gold

Spell Marshall

Potion and Scroll Marshal

**Guildhall/Bank**

Coin Marshal

Banking transactions:

● Personal accounts: Every Bank can host 50 player accounts. Players may not have more than one account in any single bank. These accounts have a gold cap equal to the half the countries gold cap. The controlling nation may freeze unfreeze or seize these accounts at any time. Nations may choose to offer rewards to players for putting their money in their bank. For every player account a nation hosts of 100 gold or more increases their nations gold cap by 50

● Royal accounts: One per player, Can not be attacked but can be sized by the King. Capped at 100 gold times your highest level character max 20.

**The Alley** [Located behind the Alchemist]

A shady character is waiting in the ally with dark services on offer.

Poisons: 50 gold per does

Poison Marshal

Inflame a hex: 200 gold

Place a Bounty

Bounty: Set an amount players will earn if they succeed at the job. You will receive the reward based on the job chosen. Your character name will be attached to the job but only told to the players accepting it, they may do with the information as they see fit (or be forced to give it up under truth speak or speak with dead) and will only learn it after accepting the job. To accept the job players will only know the amount they are offered the type of job and the target. These are selected and resolved via the Shadow War section

**Trading Post:** [Placed at the far end of the Market, as separated from the Vendor as possible] Reserved space for people to swap and exchange items for gold. Money may not be exchanged in this area.

**Vendor:** [Placed across from the Tavern to maximize visibility] Reserved space for items to be sold for money with BOD approval.

# Equipment, Spell Casting, & Land Events Relics (see Chapter Seven: Special Items)

Relics may only be used in one Land Event per day The victors of an combat may claim Relics used in the action for use in the normally scheduled event. All other equipment, including siege equipment, weapons, and armor are reusable during an event's Land Events. Spells denoted with a 2 footnote in Chapter Six: Spells and Magic, may be pre-cast for the purposes of Land Events. Other spells may be cast normally once battle commences.

# Expansion

Performing an Underground, Library, or Temple action allows a nation to bring a wilderness Hextare into their borders if it is either adjacent to any Hextare the nation already controls or any unclaimed Hextare occupied by an Army of that nation. Party size is equal to your closest Garrison, even if it is out of its normal range, of surcoated members + one bard + one ranger + any other players equal to half your Embassy rank. Library, Temple and Underground actions cost 10 Gold to declare. Once Monsters are selected for a wilderness hextare, either by a action or a map then it will be noted and all subsequent actions on this Hextare will fight the same monsters until the monsters are defeated. A Nation may also take Underground, Library, or Temple action on any Hextare in their Borders using any Garrison in range. Victory grants the Hextare the Grateful trate until the next winter Harvest, as well as the treasure. If the action is failed the Hextare become "Infested" and will produce to Resources or gold and can not be moved through and cuts off use of any road in it, until another action is declared and the monsters defeated.

**Table 6: Temple Event Encounter Chart**

01-25 7 Heretics in AC0

25-39 1 Necromancer and 4 Zombies

40-55 1 Necromancer and 4 Mummies

56-70 1 Foreign Priest + 3 Knights in AC3.

71-85 1 Foreign Priest, 1 Necromancer and 4 Skeletal Knights

86-105 2 Necromancers and 5 Ghouls.

106-125 1 Lich 1 Necromancer, 3 Skeletal Knights and 3 Zombies

126-145 2 Vampires and 6 Heretics

146-165 2 Necromancers, 5 Zombies and 5 Mummies

166-180 2 Foreign Priests, 1 vampire 1 lich and 5 thralls [Roll a second time on the treasure chart and add it to the total treasure]

181+ 5 Skeletal Knights, 5 Ghouls, 5 Zombies 1 Lich [ Add a point to any other land attribute ]

**Table 7: Library Event Encounter Chart**

01-25 4 Vandals + 1 Vandal Boss

25-39 1 lesser magi + 4 vandals

40-55 2 lesser magi + 2 bugbear berzerkers

56-70 2 lesser magi + 3 Bugbear Guards

71-85 4 Bugbear berzerkers + 1 Bugbear elite

86-105 1 Ogre Shaman + 3 Ogre guardians

106-125 1 Greater Magi + 2 lesser magi + 5 bugbear guards

126-145 2 Iron Shield Golems + 1 Greater Magi + 6 vandals in AC 0

146-165 1 Adult White Dragon + 4 dragon whelps
166-180 1 Adult Red Dragon + 4 dragon whelps [ roll a second time on the treasure chart and add it to your loot! ]
181+ 1 Legendary Tiamat incarnate + 7 dragon whelps [ Add a point to any other land attribute ]

**Table 8: Underground Event Encounter Chart**
01-25 8 goblins
25-39 4 giant spiders
40-55 8 goblins, 2 hobgoblin warriors, 1 goblin warboss
56-70 6 Orks + 2 Orc Elites + 1 Ork Boss
71-85 1 Lizardman Druid + 4 Lizardman warriors
86-105 2 lizardmen Druids + 5 Lizardman warriors
106-125 4 Trolls
126-145 3 Umber Hulks + 4 Huge Beetle warriors
146-165 1 Troll Chieftain + 1 Troll Shaman + 4 trolls
166-180 1 Hydra + 3 Trolls [ roll a second time on the treasure chart and add it to your loot! ]
181+ 12 Goblins, 12 Orks, + 1 Ork Boss [ Add a point to any other land attribute ]

# Treasure Chart:

*For each set of monsters fought in a land action a roll on the treasure chart is made. This may include a small bounty of gold*
*for the adventurers, or even an item. Items found from land events expire at the end of the season.*
*(Even if the next event is the end of the season.)*
*If a thief is present on the land action, the party may ask for one reroll to have a chance for better loots, however they must take the second roll*
*even if it was worse than the first. props for items gained in this way should be provided by the player. all rolls are made upon*
*successful completion of the event. ( or kept secret until then)*
**(Subject to change):**
1-20 - monsters were poor, sorry no loot.
21-35 - a small pouch containing 5 gold coins.
36-50 - cure light wounds potion.
51-55 - a scroll of lightning bolt.
56-65 - coins were scattered on the ground during the battle. each PC finds a single gold piece, each thief on this action finds 5 gold pieces.
66-75 - a small cache of 25 gold coins.
76-83 - a scroll of gaseous form.
84-89 - a scroll of fireball.
90-94 - a treasure chest of 25 gold pieces, a hidden cache of an additional 25 gold coins is found if a thief is present
95-99 - a small cache of 25 gold pieces, a hidden cache of 50 gold pieces is found only if a thief is present in the party.
00 - Reroll 2 more times getting the treasure of both rolls.
**Monsters may use any weapons available unless otherwise noted. All monsters**
**(and players in general) should communicate abilities and immunities and hits**
**when possible to avoid confusion.**
**Spell/ability notations:**
**Damage spells act as intended for monsters with a listed "AC"**
**Damage spells deal a number of hits for monsters with a "Hit" listing**
**Charm spells include feeble mind, nature's love etc...**
**Hold spells include Hold person, icestorm, entangle etc...**
**Stalwart Spirit as Barbarian ability ( ignore 1st spell effect )**
**Shield Break is as Fighter ability ( swung great weapons only )**
**Immune to giant ( as giant growth spell, does not count as giant but does not need to kneel )**
**Natural weapons - Immune to equipment destruction**
**Invokes Spells - Caster must say the invocation line for spells**
**Spells - Caster only need to say the name of the spell to throw spell**
**Monster definitions: These are general rules, monster notes supercede these.**
**Undead - Turn Undead (TU) paralyzes these creatures with fear for a count of 30,**
**Holy/Blessed weapons deal 2x damage. Immune to Charm spells.**

**Giant - 30ft radius, immune to hold spells, charm spells reduced to 30 seconds.**
**Monstrous - Immune to hold/charm spells, weapons swing as magic**

## *Temple*
**Monster Weapons**
**Armor/Hits**
**Special**
**Traits Spells Notes Background**
**Heretic**
AnyNon-Missile AC 0 N/A N/A
Necromancer No Shields AC 2
Invokes Spells curse, Magic Missile
**Zombie**
Any Non-Missile, **no wepon** over 6 ft
AC 2 -Destroyed by holy/blessed,
Destroyed by Turn undead Undead N/A
MummyAny Non-Missile
AC 3 -Destroyed by holy/blessed
Destroyed by Turn  Undead, Agony Poison N/A
**Foreign**
**Priest** As Cleric AC 4
Invokes Spells Curse, Cure Mortal
Cure Mortal May Effect Undead as if Casting normally
Knight Any AC 3
**SkeletonKnight** Any AC 3
Immune to Red, x2 damage from holy/blessed Undead
Ghoul Non-Missile AC 4 - x2 damage from holy/blessed Undead,
Paralyze
Poison N/A
**Lich** As Mage 8 Hits - x2
damage from holy/blessed Undead, Monstrous, Immune to Turn
Undead, Invokes Spells Fireball, Ice Storm, Lightning Bolt
Vampire Any 10 Hits - x2
From holy/blessed Undead, Monstrous,
Immune to Turn Undead

## *Library*
**Monst**
**er Weapons**
**Armor/Hit**
**s**
**Special**
**Traits Spells Notes Background**
**Vandal** Any AC 0 N/A N/A
Vandal
Boss Any AC 2 N/A N/A
**Lesser Magi** As mage
AC 0 + Stoneskin Invokes Spells Lightning Bolt
Bugbear Berserker As barbarian AC 2 +
Stalwart Spirit (barbarian)
**Bugbear Guard** Any AC 3
Bugbear
Elite Any AC 4 Indestructible Shield N/A
**Ogre Shaman** As Druid 7 Hits
Giant, Invokes Spells Lightning Bolt Ogre
Guardian Any 6 Hits Giant N/A
**Greater Magi** As Mage 4 Hits + Spell of Shielding Invokes Spells Fireball, Ice Storm, Lightning Bolt
Iron Shield Golem Any 7 Hits + Immune to spells Immune to spells

**Dragon Whelp** As Thief 4 Hits Immune to Giant  Adult White Dragon Each part
Hits -immune to Ice storm, Fireballs deals 1 hit Giant, Monstrous, Natural Weapons Icestorm x3
Played by 3 NPC's who should stay roughly 6 feet from each other - head may throw spells and uses weapons as thief ; claw uses any non polearm weapons ; Tail uses a polearm and may shield break as fighter ability.
**Adult Red Dragon** See Notes Each part 6 Hits - immune to Fireball, ice storm deals 1 hit Giant, Monstrous, Natural Weapons
Fireball x3 Played by 3 NPC's who should stay roughly 6 feet from each other - head may throw spells and uses weapons as thief ; claw uses any non polearm weapons ; Tail uses a polearm and may shield break as fighter ability.
Legendary Tiamat incarnatee
Each part 6 Hits - immune to spells, Fireballs deals 1 hit Giant, Monstrous, Natural Weapons Lightning
Bolt x3,Fireball –head (archer) may meditate for 1 minute to refresh 1 spell Played by 4 NPC's who should stay roughly 6 feet from each other - head(archer) may throw Fireball and shoots magic bolts (magic red arrows) ; head may throw Lightning Bolts and uses weapons as thief ; claw uses any non polearm weapons ; Tail uses a polearm and may shield break as fighterability.

## *Underground* Monster Weapons
## Armor/Hits
## Special
## Traits Spells Notes Background

**Goblin** As Thief 1 Hit N/A N/A
Hobgobl
in
Warrior Any AC 2
**Goblin**
**Warbos**
**s** As Thief 4 hits  Giant Spider No Shield AC 3
Agony poison, spells 3ft Entangle spell
**Ork** Any AC 0
Ork Elite Any AC 2
**Ork Boss** Any AC 3
Lizardm an Druid As Druid AC 2
Invokes Spells Cure Serious Wounds, Lightning Bolt, WarpWood
**Lizardm an Warrior** Any AC 3 N/A N/A
Troll Any 6 Hits Giant,
Ntes  Shield break as Fighter ; May meditate for 1 minute, once per encounter, to heal all wounds. Any
Fire Damage negates this ability.
**Troll Shaman** As Druid 7 Hits Giant, Invokes Spells,  Lighting Bolt, Warp Wood May meditate for 1 minute, once per encounter, to heal all wounds. Any Fire Damage negates this ability.
Troll Chieftain Any 9 Hits Giant, Monstrous, Shield break as Fighter ; May meditate for 1 minute, once per encounter, to heal all wounds. Any Fire Damage negates this ability.
**Umber Hulk** Any 6 Hits Spells Feeblemind
Huge **Hydra** FireballDeals 1 hit; Giant, Monstrous, Natural Weapons, Spells Fireball x2 Played by 4 NPC's staying roughly 6 feet of eachother - Each head has 6 hits and may shield break as Fighter Beetle Warrior Any AC 3

# Trade

**Caravans:** Are the only way to delivery RU/IN/MA or gold to another nation.
Caravans are placed on the map starting at any castle, settlement, port, storehouse, or trading
post the nation controls.
Caravans may carry any amount of gold or RU/IN/MA you wish to transfer. While in a caravan
these resources may not be spent in any way. Caravans may pick up resources at any
settlement, trading post, port, castle, or storehouse of your nation.
Caravans may deliver their cargo to any settlement, trading post, port, castle, or storehouse of
another nation.
Caravans can be sent from other nations to pick up resources and gold and transport them if
you do not have one, this can be the nation you are trading with a third nation or a guild. You
may also pick up any payment for the resources you sent and return with them instead of having
them send your payment via a separate caravan of their own
**Hextares:** A Nation may not transfer any of its 13 original Hextare to another Nation, but may
freely transfer any additionally acquired hexes to another Nation. To transfer a Hextare, a

Nation's Liaison must provide the Land Marshal with a written declaration one turn in advance of the transfer date. Transferred Hextare are considered Inflamed. Hextares by be returned to Wilderness by controlling nation at the end of any event. All assets on the Hextare (except roads) are removed.

**Ships:** A country may freely transfer any Squadrons or Fishing Fleets but not Trade Ships or Transport Ships to another Nation. To transfer a Ship, a country's Liaison must provide the Land Marshal with a written declaration one turn in advance of the transfer date. The transferring country must also sail the Ship to a sea zone adjacent to a Hextare with a Port of the Nation the Ship is being transferred to before the transfer is complete.

# Diplomatic status

**Allies:** May send their garrison if in range, to assist in actions inside the borders of allied nations. Allies combine their squadron ranks in sea zones where nations are attacked. Allies may loan space in their Storehouses and Treasury to other allied nations. Allies may not spend or take ownership of stored resources in loaned space. If the alliance ends, the stored resources in loaned space are lost and the loaned space reverts to the owning Nation's control. All conditions of being **Open** also apply.

To form an alliance, each Nation must have a Embassy adjacent to, or in, the other Nation's Capital. Each Nation must send 1000 gold 1 RU, 1 IN, and 1 MA via caravan to Traimstadt, these resources are called the Pact Trust. The Pact Trusts are held in Tarimstadt and do not get discarded at the end of the year like other resources. Tarimstadt may not spend these resources or gold and they do not take up space in Tarimstadt's Storehouse. If either Nation breaks the alliance the betrayed nation may claim the Pact Trusts and retrieve them via Caravan.

**Open:** This is the default diplomatic state between nations. Nations may use the road network of Nations open to them and Armies move at full speed in that territory and do not need to pay the wilderness/warzone upkeep. An Nation may send their garrisons in range to protect other open Nation's Caravans.

**Closed:** Road network with in their borders cannot be used to connect trade posts, Armies moving through territory closed to them at half speed (IE 2 Hextare per turn)

**State of war:** Nation may declare a state of war at any event. At the next event, the nations will both be considered to be in a state of war with each other. In a state of war, all penalties of being **Closed** apply

# WAR

**Invasions**
An army may declare an invasion of any hextare it occupies even if it just moved into the hextare that event. An army may only declare an invasion on other nations if a state of war exists between them. To take part in an invasion a player may spend their offensive action to join

**Invasion party size:** Any surcoated member of the Armies Nation may join.
A number of players equal to the Nation's (that owns the army) Embassy rank may join. On either side one additional bard and one additional ranger may join.

**Defenders:** Set by Garrisons in range.

**Sacking:** The winning Army may declare they are sacking the Hextare. In this case, the attacker Gains 1 year worth of the Hextares production, 100 gold, and leaves the Hextare still owned by the original nation. The attacker may choose to destroy up to 2 assets on the Hextare. The Hextare becomes inflamed.

**Conquest:** The winning Army may declare they are conquering the Hextare. The Hextare becomes the property of the attacking nation. The Hextare becomes Inflamed.

**Annihilation:** Winning army may render Hextare back to wilderness and all assets on the Hextare (except roads) are destroyed

**Grand Battle**
An Army may attack an adjacent army at no cost. Both armies may field any number of surcoat wearing members as well as allies equal to their Embassy ranks.
The losing army is removed from the map. If the defending army lost and was on a Military building that building is also removed

**Amphibious Assault:** Fought just like a Grand Battle except the field is divided. Down the

middle. The defender's half of the field is land and the attacker's side is water. The attacker is allowed to deploy 3 boats 10' from the dividing line (the shore) and each boat may deploy three 3' wide planks connecting the boats to the land. Defenders gain fortifications if present on the map. Fortifications must be set up at least 30' from the shore. If the Attacker wins the defending Army and Military Buildings are removed. The Attacker may move their Army onto the Hextare and return the transport fleet to being a Squadron or they may remain as a Transport Fleet.

# Defense

**Garrison Ranges**
Army: 2 Hextare Radius
Castle: 3 Hextare Radius
Keep: 2 Hextare radius
Tower: 1 Hextare radius
**Garrison Size**
Army: 10
Castle: 30
Keep: 20
Tower: 10
**Militia:** You can increase your garrison size in a battle by 5 for every "levy cost" (1 RU and 1 MA) you spend before the battle.
**Multiple Garrisons:** If you have multiple Garrisons in range, including Allied garrisons, then You use the largest Garrison and add 2 members for every other garrison in range. If from an allied garrison you do not add any members from your nation but instead you may bring 4 members from that allied country.

# Shadow war

**Bounty:** Set an amount player will earn if they succeed at the job. You will receive the reward based on the job chosen the event after the raid is successful. You must pay the bounty at the time you place it so the winners of a Raid will be paid right away no matter if you are there or not. If the raiders fail your bounty is lost. Your character name will be attached to the job but only told to the players accepting it, they may do with the information as they see fit (or be forced to give it up under truthspeak or speak with dead) and will only learn it after accepting the job. To accept the job players will only know the amount they are offered the type of job and the target.
You may place the Bounty in disguise but you must still leave your real name and your character level, as it may be discovered via Investigation (see below).
Raid up to 10 players may take part in the raid.
Raids will take Place the event after they are accepted.

## Targets:

**Road:** Earn 100 gold
**Farm:** Reduce RU yield by 2
**Bank:** Owning Nation lose 500 gold and the contract issuer gets it
**Warehouse:** Owning Nation loses half the stored Resources.
**Arcane Works:** You get 3 potions or scrolls
**Guild Hall:** Owning Guild loses half the stored Resources and 25% of Treasury. Contract issuer receive the gold but the Resources are destroyed.
**Trading post:** You gain 100 gold
**Temple:** Every Hextare in the same district becomes inflamed
**Port:** Port is not usable for 4 events
**Trade fleet:** Takes the contents of the Caravan, Raiders may choose may destroy the fleet. Transport fleets may not be raided.
**Caravan:** Takes the contents of the Caravan, Raiders destroy the Caravan
**Lumber mill:** Yield reduced by 2 IN for the year
**Army:** Army cannot move next event

## Types of raid scenarios:

**Road** *:* Raider set up a toll they are opposed by a garrison if a nation has one in range or by 5 rangers in AR2.

**Farm:** Raiders must hold the field, they are opposed by a garrison if a nation has one in range or by 10 peasants with polearms or bows.

**Bank:** Urban assault- Raiders must hold the field, they are opposed by a garrison if a nation has one in range or by 7 bank guards in AR3 and 2 warrior mages in AR2 or with steel skin and 1 fully reduced mage

**Arcane Works:** Raiders must hold the field, they are opposed by a garrison if a nation has one in range +2 max reduction Mages or necromancers or by 3 mages or necromancers with full reduction, 3 warrior mages with full reduction in AR2 or with steel skin. And 4 arcane guardians (fighters in AR4)

**Guild Hall:** Urban assault- Raiders are opposed by Garrisons in range and the members of the Guild present with a guild symbol on their person and Met the Guild's joining requirements.

**Trading post:** Raiders must hold the field, they are opposed by a garrison if a nation has one in range or by 5 peasants with pole-arms or bows and 2 20th level rangers

**Temple:** Raiders must hold the field, they are opposed by a garrison if a nation has one in range +2 clerics, druids, or cavaliers with full reduction or by 5 clerics, druids, or cavaliers and 5 20th level monks

**Port:** Bridge (dock) battle Raiders must hold the field, they are opposed by a garrison if a nation has one in range or by 10 marines (regular hits AR2 each has 1 magic missile pouched)

**Trade fleet:** 10 on 10 boat battle with owning nation, if owning nation has a Squadron in the sea region the raid automatically fails

**Caravan:** Caravan battle against the owning nation escorts. Owning nation has an escort party size of 10 + any garrisons in range. Raiders must stop the escorts from moving the chest from the start point to the other side of the field.

**Army:** Raiders must hold the field, they are opposed by a garrison of the owning nation +2 members

**Investigation:** If your Nation or Guild is raided a Rouge that took part in and survived the raid may attempt to discover who issued the contract, that event, after the Raid is resolved. Other classes may attempt to use abilities or bribe/coerce any captives they take from the raiders. Rogues need to reach an Investigation Score of 15 to discover the person that issued the contract and 15 + contract issuer level (max 10) to see through a disguise.

**Investigation Score:** Rouges level (max 10) + 2 for every raider captured alive + a D10 roll

# Rebellions

Each hextare has a chance to rebel each year. Rebel provinces become Wilderness but retain the structures and feature they have for one year. If not claimed by a country in that time they are lost permanently.

Rebellions take place on the Winter Harvest after Nations have submitted their land actions for that day.

The chance to rebel is based on the following formula:

Tax penalty + Quota penalty + conditional penalty - order bonus= % chance of rebellion on a D100

**Conditional penalty:**

Hextare is unsettled: +50

Hextare is adjacent to another nation: +5

Inflamed: +30

Inspired: Ignore Tax penalty

In a district that has had a festival since the last harvest: remove quota penalty

**Order Bonuses:**

Capitals are immune

If your nation has an army present that Hextare is immune

Hextare is adjacent to another nation that is in a state of war with your nation -40

Hextare is adjacent to a Hextare with your nations army present: -50

Castle: -25

Adjacent to a Castle: -20

Keep: -15

Adjacent to a Keep: -10

Tower: -10

Adjacent to a Tower: -5

City: -20

Town: -10

Village: -5

A hex in rebellion, while wilderness, may not be land searched. It must be invaded and the defending force is determined below:

Tax penalty + Quota penalty divided by 2 = Number of peasants with spears, glaives, daggers, hammers, white axes, clubs, flails or bows. No swords, greatswords or bucklers/shields

If they have a structure, a siege must be fought. Any player may state they are using their offensive action to support the rebels and take the place of one of the peasants as their character (since land actions outside of war use adventure rules characters may do this in disguise if they have that ability. If there is no peasant to trade places with then you may not join the rebels.

**Amnesty:** Any Nation with a Settled Hextare adjacent to a Hextare in rebellion, no matter the original owner can offer amnesty to the rebels. There is a 50% base chance they will accept. You can increase the chance they will accept by 10% for 100 gold up to a 90% chance. If they accept you **must** pay 2 RU, 1IN, 1MA can you take control of the Hextare and all assets on it. You may not offer amnesty to Rebels on a Hextare containing an Army you don't control or any Military building.

# Tarimstadt

The home of the Kings Court. Tarimstadt is operated like any other country except it may never expand (But it may retake lost Hextares) and it may not have more Squadrons than it's starting amount. Tarimstadt has a +10 order bonus against rebellion.

Tarimstadt starting assets:

13 adjacent settled Hextares forming an island.

1 Castle on the center Hextare (Capital)

1 City in the same Hextare as the Castle

1 Port

4 Farms

1 Warehouse

2 Smiths

1 Temple

1 Arcane Works

10 Squadrons

1 Caravan

1 Army

1 Bank (this bank does not hold the normal 50 personal account but is instead the home of the Royal accounts) This Bank is located on the same Hextare as the Capital and also grants Tarimstadt a 5000 gold cap increase instead of the normal 500.

**Attacking the Royal City:**

Not all Nations or individuals support the High King, and many may see to bring him low by taking his lands from him while not incurring the wrath of the nation to which the High King may belong.

To bring war to the High King: Declare war and Attack as per the normal Land Rules.

The High King and his retinue as well as his supporting Knights and their retinues count as the High King's surcoated members.

Should the invading army successfully siege the Royal City's Capital Castle, the castle is not considered to be truly conquered however, and it is not there for removed and the Conquest Annihilation or sacking action can not be taken. The Defenders are Instead trapped in the Castle. While trapped in the Capital Castle, the Royal City may continue to earn income or resources from the Capital Hextare, and is still responsible for upkeep on all assets requiring it. A free Army is placed on the Capital The King and his forces is then required to fight a grand battle against adjacent Armies if present until they are successful and no Armies are adjacent to the Capital. The King may then begin to reclaim their lands per the normal Land Rules.

All Hextares that belong originally to Tarimstadt are always Inflamed when not under the control of Tarimstadt, no matter how long they have been held. Any original Tarimstadt Hextare that rebels immediately reverts to the control of the Tarimstadt.

# Definitions

Nation: In game organisations also known as Countries in the Darkon Rules of Play
Player: 1 member of Darkon that has completed check-in for the event
Event/Turn: Used interchangeably, Represents one Darkon Crowlands event, not including
Bellum Aeternus, Annual Feast or Darkon Campouts.