

The Darkon Wargaming Club

wishes to acknowledge the following members who created this game and made it possible for all of us to enjoy. Thank You.

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Thanks especially to all the veterans and new members who continue to make Darkon a fun & more exciting realm.

The Darkon Wargaming Club reserves the right to refuse membership to any individual. Darkon is a full-contact recreation creating medieval/fantasy-style combat for sport. The Darkon Wargaming Club 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, to build & maintain safe weapons used for combat, and abiding by all the rules of the game.

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INTENT OF THE RULES

You can try and provided a rule for every situation that may arise in the game, but we can never cover all the contingencies that may come up during an event. Club members must understand the intent behind the rules are to guide us. Furthermore, above all else is your personal honor to follow the intent of the rules. Deliberately taking advantage of grey 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.

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INTENT OF THE RULES

If each club member devoted their time in a positive direction for the club there wouldn't be any problems not addressed in the game. 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 players enjoyment and fun. This above all, can not be tolerated and will not be accepted by the club.



Organization

THE EXECUTIVE BOARD: Is five (5) elected veterans that handle administrative business of the Club. It consists of the President, Vice-President, Secretary, Treasurer, and Magistrate.

THE SENATE: Is a group of members that meet periodically to propose new rules, review existing rules of the game, and discuss any problems that have or may arise during events. Each active country may send two members to participate in the discussion, and to vote on important issues. Occasionally open meetings will be held, but only the two country Senators will be allowed to vote. Members should direct questions/suggestions to their Senators or to the Magistrate.

THE NOBLE COUNCIL: The Noble Council is the judicial arm of the club empowered by the Executive Board to enforce the rules set forth by the club. The Noble Council are veteran members who have been honored by the club as the best. They augment the Board and Senate to help uphold the high standards to continually better the club as a whole.

THE MARSHAL: Certain members are appointed as Marshals by the Magistrate to help run the inspection line. The Marshals are in charge of checking weapons, shields, armor, costume and spells. Volunteers are almost always needed for Marshal positions. In the event of a dispute over the rules, the President has the final word.

THE ELDERS: The Elders are the referees of the Realm of Darkon. There are two types of Elders, the Wandering Elder and the Hades Elder. The Wandering Elder is responsible for settling disputes between players, making sure the rules are obeyed and everyone is playing safely. The Hades Elder will register you in Hades and tell you when you may rejoin the living. Elders have ultimate power on the battlefield, if they tell you to die for breaking a rule then you must die. Each Country must be prepared during an event to provide Elders. Minimum number of Elders on the field during an event will be one Elder per twenty players. Players who serve as Elder for the entire battle will receive double battle credits, but this may not be done more than once every five Darkon events. Keep in mind, to serve as an Elder you are accepting the responsibility for enforcing the rules, maintaining the safety of the players, and not simply watching the battle. Anyone wishing to Elder must have attended at least ten events & have been approved by the Noble Council.

Inspection and Dues

INSPECTION - Prior to each battle a player must pass through an inspection. This is conducted by the Marshals to ensure the following:

COSTUMES - All costumes are checked for appropriate appearance and compliance with class restrictions. If your costume does not meet the requirements, the Costume Marshal has the authority to deny anyone participation in the event. During an event you must be in costume at all times, even after removing your armor.

WEAPONS - Weapons, shields, and armor are mainly checked for safety; however, realistic appearances are encouraged. Unsafe weapons will not be allowed on the field, and may be confiscated to be returned at the end of the event.

SPELLS - All spell casters are required to submit their books, scrolls, and material components for inspection.

CHECK IN - Check in time is 12:00 noon on the day of the event. Members check in by giving their real name to ensure battle credit and paying dues. This pays for the cost of such things as campsites, marking tape, masks, Hotline, etc.. Any member arriving after the close of the inspection line will be charged double dues.

REGISTRATION - Members must be 16 years old to participate in an event. Exceptions to this rule must be approved by the Executive Board. A Waiver Form, signed by a parent or guardian is mandatory if the player is under 18. First time membership dues of \$5.00 will be charged to new members, in return you will receive a rulebook & membership card.

PENALTIES - Penalties will be levied for any infraction of the rules. Such as ignoring the safety of others and/or acting out of character. Penalties include extra time in Hades and withdrawal of fighting privileges for the rest of the event. For people who are persistently dangerous and/or frequently break rules, the penalty will be suspension or expulsion from the game. Be forewarned that steel weapons will be confiscated by the Elder if brandished at any event.

Battles & Events

Darkon is based in the Tri-state area. Events will be held in various parts of these regions. Advance notification of the event site will be given on the Club Hotline with all pertinent information, including directions if an irregular site is used. Battles are normally scheduled for once every two weeks on Sundays at noon. If a battle is to be canceled due to inclement weather or other unforeseeable event, notice will be given on the Club Hotline as soon as possible beforehand. The Country Leaders will also be contacted, if possible, in the event of cancellation or postponement of a battle. The following is a list of the normal types of battles:

TWO TEAM BATTLE - is fought with two teams made up of several Countries each. A Country Banner represents each side.

COUNTRY BATTLE - each Country fights alone and a score is kept.

ALLIANCE BATTLE - each Country starts alone. Countries may ally by whatever means they choose. Each alliance lasts for only 15 minutes and may not ally again for 30 minutes thereafter.

CARAVAN BATTLE - similar to a two team battle, one side transports a valuable item, such as a treasure chest or a captive princess, to some 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 BATTLE - shields of cardboard and tape are used instead of normal shields. These shields may be no more than 1/2" thick. They are normally secured to the arm with rope.

ICE BREAKER BATTLE - players from different Countries are placed on teams of three or more. This is done to acquaint new members with veterans.

TOURNAMENT - the Nobles run a Tournament for non-Nobles to fight for a Noble title. Competitions are also held to test the skills of all. This is a good event to dress up and role-play.

LAND SEARCH - the act of a country exploring land beyond its boundaries to expand its borders and wealth.

LAND WAR - a war between two countries to solve border disputes. The defending army is allowed to pre-cast any spells of their choice. Land battle rules are in effect.



SIEGE BATTLE - fought with three teams, one team in a fortress tries to hold an item, such as a banner, from the other two teams for a period of time. If the team succeeds for that period of time then it gets two points. If unsuccessful, then the other teams get one point. The team captains bid for the amount of time they can hold the item. Then the highest bidder tries to hold out for that amount of time.

ADVENTURE - A creator recruits warriors to play monsters and non-player characters (NPC). Monsters and treasure are frequently encountered as the players try to obtain its goal.

CAMP OUT - are usually held for three days at a campsite. Tournaments and adventures are held. Fighting and role-playing abound by day. By night you can tell stories and hope the werewolves & others monsters don't get you.

Coins and Treasure

Treasure plays only a small part in actual battle. On adventures, however, treasure plays a pivotal role. The monetary standard is silver, although gold and copper pieces are used widely. Darkon has its own coinage. For large amounts the Land Marshal will issue currency certificates. The following chart explains the monetary system:

	
10 COPPER PIECES (CP) 1 SILVER PIECE (SP)	10 SILVER PIECES (SP) 1 GOLD PIECE (GP)

On adventures gems can be used. Gems will be assigned a value of 5 SP per gem. Occasionally, a gem will carry a higher SP value, but must be approved by the President or Vice-President beforehand.

Character Classes

A player entering the Realm of Darkon has a choice of nine character classes. Although players are allowed to change classes, you are encouraged to select one class and stick to it. Try to choose a class you will enjoy and suits your character. New players have a five battle grace period to choose their class, by the sixth battle they must inform the secretary of their choice. The previous battles will be converted. New members are not allowed to wear armor (2nd level), use black weapons (2nd level), or bows (2nd if trained/3rd level if not) until higher levels. Listed below are the classes and their requirements.

FIGHTER ♣ : This is the most common class in Darkon. It has no restrictions on costumes, weapons, nor armor. It is the most popular of the character classes. It requires a person to engage in heavy physical combat. Fighters are normally the front line of the assault force and are used to protect spell casters.

RANGER ✕ : A Ranger is a Fighter who feels close to nature. Most rangers are archers and scouts. Only a ranger can Land Search, and add land to a country. Rangers can wear armor up to AC 3. They may use round shields, as well as any weapon except black axes and chained yellow weapons. Their costumes should consist of neutral and camouflaged colors. All Rangers are required to wear a Rabbit's foot as a symbol of their class.

CAVALIER ✱ : To become a Cavalier, a player must be a 5th level or higher fighter who wishes to serve their god/special cause and have earned a Noble title. Cavaliers must wear a cross and a sash symbolizing their alignment; white for good, gray for neutral, and black for evil. They are required to wear chain mail, scale mail, plate mail, or banded armor when fighting is expected. Otherwise, garb to denote station is acceptable. Cavaliers must be of lawful alignment, since they are presumed to follow the Rules of Chivalry. In terms of weaponry, Cavaliers are considered to be masters of all weapons. However, they disdain the use of missile weapons and prefer to wield only weapons that inflict damage at close quarters. Cavaliers gain limited spell access similar to Cleric spells.

The Basic Code of Chivalry: (The Code)

- 1.) Death before dishonor.
- 2.) Death to any who opposes the Code or mocks its virtues.
- 3.) Combat is Glory.
- 4.) Personal glory above all in combat.
- 5.) Battle is the eternal test of Manhood.
- 6.) War is the flowering of Chivalry.
- 7.) Military prowess exercised in service to the Code.
- 8.) Defense of any charge/ward unto death.
- 9.) Honor to all above your station.
- 10.) Respect for all peers and equals.
- 11.) Obedience and Respect from all those beneath your station.
- 12.) Scorn for those lowly and ignoble in action and word.
- 13.) Courage and Enterprise in Obedience to the Code.
- 14.) Courtesy to all Ladies.

CLERIC ♦ : Characters of this class are the holy followers of Darkon. They are the most powerful healers of the game and the only class that can heal mortal wounds and raise the dead. Since Clerics may shed no blood, they are permitted to use blue-yellow and/or yellow weapons only. Clerics must wear a holy symbol regardless of alignment. A holy symbol is a Cross or any chosen symbol approved by the Executive Board. Clerics may wear any type of armor and use any type of shield.

DRUIDS ♣ : This character combines Fighter, Cleric, and Mage abilities. Druids are the Priest of Nature who cast spells and engage in combat equally well. Druids should garb themselves in woodland colors and must wear a crescent moon as a symbol of their class. They are restricted to wearing leather armor and using a round shield. Weapons permitted are white sword, club, bow, quarterstaff, spear, javelin, and dagger. Druids have a great love for nature, and may be offended, even hostile if they see another character abusing/destroying anything of the natural world.

MAGE □ : Initially a character of this class is among the weakest in Darkon. A Mage may not wear any armor nor use any shield. They are restricted to using white sword, dagger, and quarterstaff for combat. A Mage must wear ankle length robes and carry a sack containing the material components of their spells. As they progress through the ranks they gain additional spells and become increasingly powerful. However, they still depend upon fighters to defend them while reading their spells.

MONK ○ : This class seeks rigorous physical and mental discipline. They strive to be detached from the material world. A Monk must be of lawful alignment, whether it's good, neutral, or evil. Players can receive further knowledge of acceptable Monk behavior from the highest ranking Monk. Monks are encouraged to wear oriental style garb such as ghis, robes, and tabi boots. Monks must wear an orange headband as a symbol of their class. The following restrictions apply to Monks:

- 1.) Monks may not hold occupational or Noble title.
- 2.) Monks may never wear armor or carry shields.
- 3.) Monks must stay true to their alignment.
- 4.) Monks may keep only a fraction of what they gain.
- 5.) Monks may not use magical items, for it disrupts their inner-strength.

Weapons allowable to the Monk class are quarterstaff, spear, white sword, flail, white axe, throwing axe, dagger, hammer, javelin, and club. While Monks cannot wear armor, they gain the equivalent of leather armor at higher ranks, due to their ability to dodge and turn away the force of a blow. This ability covers the entire body and is signified by an orange & blue colored headband.

THIEF ☞ : This class is relatively weak in battle, but gains special abilities on adventures. A thief may wear any form of costume or garb, from a wizard's robes to a Noble's silk and lace. The only requirement is that a thief must carry a Skeleton Key somewhere on their person. This is symbolic of their abilities and class. Because of a thief's need for stealth and agility when performing their craft, a thief may wear armor up to a maximum of ring mail or studded leather (AC-3). In addition, a thief may carry a shield no larger than 24" round/square. These shields are of light material and therefore take only two hits from a shield-destroying weapon to be destroyed. A thief can use any weapon except yellow chained weapons, black damage weapons, and weapons over 4 feet in length. A thief may use a bow or crossbow, and any throwing weapons as long as they do not exceed 4 feet in length.

ASSASSIN ✂ : Unlike the Thief and Monk, this class trains to be a Professional Killer, with their primary abilities gained on adventures. The assassin is a hired killer, who kills for silver, bounty, or revenge. Secondary, they are a spy. An assassin may dress in any fashion. Assassins are required to carry a 12" by 12" black cloth as a symbol of their class. Because of the Assassin's need for stealth when performing their abilities, armor restrictions are AC3/Studded Leather and a Shield 24" round/square. The shields are of light material and therefore take only two hits from a shield-destroying weapon to be destroyed. Any weapon can be used except yellow chained weapons, black weapons, and weapons over 4 feet in length. An assassin may use a bow or crossbow, and any throwing weapons as long as it does not exceed 4 feet in length.

MULTIPLE CHARACTERS: When a player has multiple characters, the character that you check in as is the character you will be for the entire event. Only during adventures will a player, whose character has been assassinated be able to switch to an alter ego. That means if you have a Druid character and he uses all his spells for the day, you cannot switch to your Mage character and start fresh with the spells. This applies to ALL EVENTS, land searches, and land wars.

Rank System

Characters in Darkon are classified and regulated by rank. For every five battles a player participates in, their character advances one rank. However, if a player has multiple characters, then only the character played that day of an event earns credit, not all of your characters. In other words, if a player has a Fighter and a Cleric character, and attends 20 battles as a Fighter and then 1 as a Cleric, they have a 1st rank Cleric and the 4th rank Fighter character has only 20 battle credits, not 21. Thus, shifting classes only hinders a player trying to achieve higher character rank or Noble titles. A player who chooses one class and is loyal to it can steadily rise through the ranks.

RANK	BATTLE CREDITS
FIRST	1-5
SECOND	6-10
THIRD	11-15
FOURTH	16-20
FIFTH	21-25

Creating a Character

CHARACTERIZATION: In the Realm of Darkon a player must role-play their character. You may choose to be an evil thief or a noble fighter. No matter what you choose, you must act out this role and develop a personality. Be creative when developing your character by being unique in your costume, weapons, and behavior.

BATTLE NAMES: Players are required to have an original, imaginary name (No Ivanhoe, Merlin or Red Sonja). During a battle always address the other players by their battle/assumed names.

ALIGNMENT: An optional way to develop a character persona is by the use of alignment. A chaotic evil character will cause havoc randomly while a lawful good character will seek to maintain order and protect the weak. A neutral character is primarily concerned with his own survival.

CHARACTER RACES: Each character should have a different personality; therefore, Darkon permits races other than human. No racial bonus is given. Darkon is a fantasy game and unique races may be created with Board approval.

COSTUMES: You must wear medieval/period type garb at all times during an event. Remember Class requirements. Costumes must consist of the following, regulated by the Costume Marshal at all times.

- 1.) A tunic preferably no shorter than crotch length, robes, or armor. (If you take off your armor you must still have on or be in costume)
- 2.) Period style or solid colored pants (jeans and cords are not allowed).
- 3.) Period style leather or cloth footwear. If modern military boots or tennis shoes are worn, you are required to wear ankle-to-knee length leggings.

Hoods, mantles, and capes make good additions to your costumes, as well as leather/fur. If your costume is inappropriate or sloppy, you may not be allowed to participate in the event. Take pride in your costume!

Guilds

Members may wish to join or establish a guild governing their class. Guilds are associations of players of the same class, drawn together to form safe houses, or the distribution of occupational titles. When you form a Guild you must inform the Magistrate that it exists and who its Guild Master is. Once a Guild has been formed, the other Guild Masters will be informed of its existence, but not who is in it. The only Guild in Darkon that is regulated is the Assassin's Guild.

GUILD MASTER: This individual is responsible for knowing the members of the Guild, training new members and making sure the old members are obeying rules. During check-in this person should check the members of his Guild for class requirements such as costumes, etc..

ASSASSIN GUILD MASTER: (5th Level/Class Ability) There can only be 3 Assassin Guild Masters in Darkon. The requirements to become an Assassin Guild Master are: (1) you must be 5th level or higher, and (2) you must assassinate an existing Guild Master, or (3) possibly buy/con/win the Guild from them. The Guild Master is the only one that can write a Writ of Assassination. This Writ must be drawn up by the Guild Master with the name of the victim and the symbol of the Guild Master on it to be valid. They are considered the Leader of the Guild. Only an assassin can be an Assassin Guild Master. The Assassin's Guild is a secret society.

Dying in Battle

When you are killed during a normal/adventure event and your death goes the full term of 12 minutes then you do not remember those immediate memories surrounding your death. You only retain your memory in the event that you are raised by magical means before the 12 minute term expires. If you are killed in battle, you do not have to die immediately. You have two or three seconds to stumble around and utter your final words. Try to scream and clutch your wound so that your death will be as realistic as possible. When you are dead, remain motionless on the ground. Do not talk until all combat has ended. You may fake death only by using the spell Feign Death (See Spells). When battle has ended, collect your belongings and go to Hades. Put your weapon above your head and speak to no living players. If a living player asks if you are dead, you may nod your answer. After serving your time in Hades, rejoin your Country as soon as possible.

Occupation Titles

FIGHTER ♀

TITLE	RANK
CORPORAL	4TH
SERGEANT	6TH
LIEUTENANT	10TH
CAPTAIN	14TH
COLONEL	18TH
GENERAL	20TH

CLERIC ♦

TITLE	RANK
PRIEST	4TH
BISHOP	6TH
ARCHBISHOP	10TH
CARDINAL	14TH
POPE	20TH

DRUID ♄

TITLE	RANK
ARCH DRUID	10TH
MASTER DRUID	14TH
GREAT DRUID	20TH

MAGE ☿

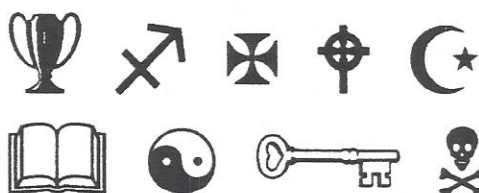
TITLE	RANK
ENCHANTER	8TH
WARLOCK	12TH
SORCERER	16TH
WIZARD	20TH

THIEF 🔑

TITLE	RANK
CUTPURSE	6TH
BURGLAR	10TH
ROBBER	14TH
MASTER THIEF	20TH

ASSASSIN ☿

TITLE	RANK
BRAVO (APPRENTICE)	1ST
KILLER	3RD
EXECUTIONER	7TH
ASSASSIN	10TH
EXPERT ASSASSIN	15TH
MASTER ASSASSIN	20TH



Silver Weapons & Ransoms

To acquire a Silver Weapon one must pay the Treasurer the appropriate rate for the weapon, and cover the weapon with silver cloth.

10 SP	ONE SILVER ARROW
20 SP PER LINEAR INCH	FOR SWORDS, DAGGERS, SPEARS, ETC.
50 SP PER LINEAR INCH	AXES, POLEARMS, ETC.
400 SP	FLAILS & MORNING STAR HEADS

If you capture an enemy player, you may wish to ransom him back to the otherside. Standard ransom prices are as follows:

NOBLE	10 SP
SPELL CASTER	5 SP
OTHERS	3 SP

Noble Titles

Nobility in the Realm of Darkon is restricted to certain classes. Only the following classes may achieve full Nobility: Fighter, Ranger, and Cleric. Other classes may obtain Nobility only by being given the honorary title of "Knight Errant". Henceforth, if your character has 25 battle credits, a minimum of AC-2 for the torso, then the player may petition the Noble Council. This petition should be a formal declaration of intent to fight for a title, and should also justify the prospective candidate as a worthy challenger. Inclusion of a brief character history is also recommended. At this point, the Council must judge whether or not the candidate has good persona, behaves honorably towards the Club, and contributes positively to the Club. If the petition is approved, the Council will select its' Champion from the ranks of existing Nobles, and set a time and place for the challenge battle to occur. Except for rare cases, all Noble titles must be won by a test of arms. The following titles are found in Darkon:

TITLE	TITLE
KNIGHT	DUKE
BARON	PRINCE
COUNT	KING

Knight Errant

- 1.) A knight errant is appointed by the Noble Council, just like other Nobles and for the same reasons. The Executive Board may recommend worthy candidates to the Noble Council for consideration of Knight Errant.
- 2.) A knight errant has the same privileges as other Nobles, except that they may not advance in title or become a Cavalier.
- 3.) Knight Errant can be granted to a person who deserves it regardless of their class. This is the only way that a character class who is not a fighter, ranger, or cleric may gain nobility.
- 4.) Knight Errant is also subject to confirmation by the Executive Board, just as other Nobles.
- 5.) A knight errant does not have to fight to gain the title, nor do they have to meet the armor requirements.
- 6.) A knight errant may fight to attain full knighthood provided all of the noble requirements are met. (i.e. Character Class, armor requirements, etc.)

Countries

The Realm of Darkon consists of a number of countries. The term "Country" refers to individuals banded together to fight as a Team. New players may ask to join an already established Country or find a few friends to form your own. There is no set maximum limit of the number of people in a Country, but the Executive Board will occasionally regulate country size to keep teams fair. A Country must meet the following criteria in order to gain official recognition.

FORMING A COUNTRY:

1. Find the appropriate number of people (minimum of 4 people).
2. Select an emblem. It must be displayed on a banner, surcoat, and shield. It must be unique and clean in design to be discernible from current Countries.
3. Choose a leader. This leader should be a responsible person who is respected by all fellow Countrymen.
4. A typed manuscript must be submitted to the Magistrate outlining a 500 to 1,000 year history of the new Country.
5. Each Country must have 2 White Elder Tunics at every battle.
6. A Country must participate in battles. If, after three months, four country members have not attended one battle, then the Country will be placed in limbo & eventually removed from the list of valid countries. (See Landrules)

COUNTRY ORIGINS: A typed manuscript of a Country's history and culture must be submitted to the Magistrate in order for the Country to actively participate in the game. If no history is submitted by a Country's sixth battle, then the members of that Country become Nomads and lose Senate representation until said history is provided. A Country's history should include the following:

1. A 500 to 1,000 year history telling of wars and adventures.
2. A Country Map, including names and descriptions of provinces (optional).
3. A list of natural resources, imports, exports, and trade agreements (optional).

PERSONALIZING YOUR COUNTRY: All Countries should be different. They may use only certain types of weapons, dress in a certain way, or adopt a particular attitude. For instance, a Country of Cavemen would use stone axes, clubs, and flint-headed spears. The weapons of this Country would be made relating to cavemen type styles, like jagged edged black foam for spear heads, crudely made axes, and clubs. A Country could be composed of all elves carrying bows or bearded dwarfs wielding battle-axes. A character's attitude relating to the Country is important to enhance a Country's identity.

SURCOATS AND BANNERS: Each Country must have an emblem or symbol that identifies them. A few examples of symbols are dragons, castles, bears, elephants, hawks, pyramids, and crescent moons. This symbol is placed on the shields and surcoats of the country. A surcoat is more than just something that looks good; it can make your costume. All members of a Country are required to wear a surcoat as part of their costume, with the exception of Nobles. Nobles may wear their personal surcoat with their own colors & emblem. This is both to improve the appearance of the players and to facilitate quick and easy recognition of allies in the heat of battle. Any cloth diagonally worn across the torso to the waist, or straight down around the neck to the waist, or from the waist on a belt which bears the Country's emblem or a portion of the shield design will be considered a surcoat. Your surcoat must be clearly visible to an Elder. The surcoat emblem should represent the Country in some way. Be creative.

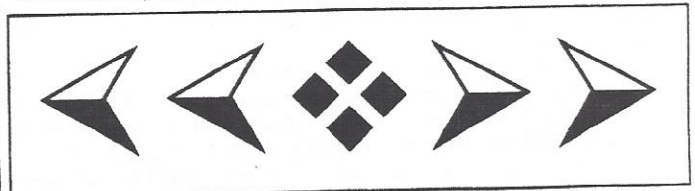
Every Country must have a banner/flag when it participates in Country/Adventure events. The flag must have the Country's emblem upon it and must be mounted on a pole 4' to 8' in length. The banner is to be kept with the majority of the Country at all times or placed in the Country's fortification. A banner must be presented at the inspection line by each Country, even if all Country banners are not needed for the actual battle. Countries without banners will be split up as Nomads prior to the start of this event. Please note that a banner, even if mounted on a safely padded pole, may never be used as a weapon. Also, Nobles may display their own personal banners at all Darkon events. Banners are private property. Therefore, when stolen you must follow these guidelines.

- a. Banners are personal property, and see that they stay in good condition.
- b. It must remain with it's pole/rope when stolen. (If it's on a pole/rope)
- c. At the end of a battle/adventure you must return a stolen Banner.
- d. Banners may not be hidden, and must stay clearly displayed.

NOMADS: Most are wanderers who (a.) are beginners not yet in an established Country, or (b.) choose not to be in any Country, or (c) experienced players who are the sole members left of their Country. Only the members of a defunct Country may continue to bear the Country's emblem upon their shields and surcoats. Nomads not of a (in any aspect) Country must cover their shields with a brown cloth. Most of the time, the Nomads will be divided to make sides fair, they fight as a leaderless group if not separated. A group of Nomads fighting together must provide an Elder. Experienced players from established Countries may retain any titles if forced to fight as Nomads.

Fortifications

Castles, Keeps, & Towers are an important part of the game. 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, etc.) Materials used to build fortifications are: dead branches, rope, dead vines, brush, and dead trees. Do not use any live plants when building a fortification. Live trees are allowed to be used as a corner or as a post in a wall. The main reason for a fortification is to give the team within protection and leave the other team at a disadvantage. Missile weapons may be shot normally from the interior, but missile weapons being shot or thrown in must be shot/thrown upward on a 45 degree angle into the fortification. Make sure the area is safe by clearing any debris. (i.e. rocks, branches, etc.) Do not place branches vertically in the walls.



Armor

One of the most important item and investment a warrior may wish to make is armor. Not only will armor extend your life span in battle, but it can be a good addition to your costume, and can be considered a costume if really nice. There are several types of armor that fall under four AC classes. All armor must be safe, realistic, and devoid of sharp/pointed edges. Find the armor which best suits you and is permitted by your class. (see Classes) Helmets are also allowed if they are safely constructed. All new players must attend five battles before wearing armor. Armor only counts on the body area where it is worn. If a blow lands between the joints of your armor, it counts as a strike to AC 5. Damaged armor must be mended by a Mage or taken to Hades for four minutes. Otherwise, hits on armor will accumulate from battle to battle. Remember armor protects you and not others. Be sure that edges are safe. Unsafe armor will fail inspection. Any questions about armor should be directed to the Armor Marshal.

Armor Class Arm Bands

Quick identification of AC is extremely important to prevent game disruption and/or disputes. A system to determine AC has been devised. If any armor worn is not visible, an armband must be worn. You must provide the appropriate colored armband, made of cloth, and that must be at least 1½" wide. If your costume is of the same color as the armband, then the armband must be placed on a contrasting white band at least 3" wide. This band should be visible on either of your upper arms. If you do not have this band your armor will not count. This shall be strictly enforced.

Armor	Armor Class	Arm Band Color
Platemail/Banded mail	AC 1	Yellow Armband
Chain mail/Scale mail	AC 2	Red Armband
Studded Leather/Ring mail/Splint mail	AC 3	Green Armband
Leather	AC 4	Blue Armband



Armor Requirements and Ranking

ARMOR CLASS 5: NO ARMOR, just costume.

ARMOR CLASS 4: LEATHER must be at least 5 ounces. (leather jackets cannot be used) **LEATHER SCALE** consists of small leather scraps sewn onto a heavy material in alternating rows.

ARMOR CLASS 3: STUDDED LEATHER is normal leather with smooth metal studs of at least one-half inch in size set in evenly spaced rows, set apart at intervals of the diameter of the stud.

RING MAIL made of non-flexible metal rings no larger than two inches in diameter on heavy material/leather. Should be evenly spaced, one half of their diameter apart in alternating rows.

SPLINT MAIL built of 18 gauge metal plates on heavy material with rounded edges, plates must be evenly spaced.

ARMOR CLASS 2: CHAIN MAIL with links no larger than: 1/2" rings of 12 gauge metal; 3/8" rings of 14 gauge metal; or 1/4" rings of 16 gauge metal. Chain mail must hang correctly.

SCALE MAIL is made of steel squares with rounded bottoms. The scales must be at least 18 gauge and no larger than two by three inches. As with leather scale, this armor must be fastened to a heavy material in alternating rows.

ARMOR CLASS 1: PLATE ARMOR must be made of 18 gauge steel. All edges must be carefully filed down so that no player may be cut by the armor. It is recommended that you cover all edges with foam and/or duct tape for additional safety. Plate for the shin and forearm must cover at least 3/4 of the limb. Greaves may be secured with leather, belts and buckles, thongs, laces, or chains. (Aluminum Platemail is forbidden).

BANDED ARMOR made of overlapping layers of 18 gauge metal. The bands must have rounded corners. If properly fitted it should leave no area exposed. Bands can be tied or riveted to a heavy material.

Weapons

Game weapons are typical medieval styles such as the axe, sword, dagger, spear, morning star, etc.. During Check-In, weapons will be thoroughly checked for safety and appearance. (A sword should look like a sword, not a club). The shaft or core of a striking weapon should not be felt through the striking edge. So use a type of foam that has spring and flexibility to prevent tearing and core exposure. Your class may decide what weapons you may be able to use. Weapon types must be identifiable quickly on the battlefield in order to calculate damage, and prevent player disputes/game interruptions. All weapons must be marked with tape of the appropriate color. Anyone wishing to introduce a new weapon, must first submit the weapon to the Noble Council for approval.

THROWING WEAPONS: The shaft of these weapons must be extremely well-padded, including the surface by which they are held. Throwing weapons can be used as hand weapons. Hits to the head and neck with these weapons are illegal, except throwing hammer/axe. Throwing hammer/axe must be 12" X 12" in size with no solid/hard core. Throwing weapons cannot be caught or blocked in the air other than with a shield, or Monk Class deflection ability. If caught or blocked without a shield or special ability, these weapons cause a light wound to the area used in the blocking regardless of armor. A hit from a thrown weapon counts as long as solid contact is made with the body. The exception to this rule is the javelin which must strike point first to count as a hit. Ricocheting weapons do not count. All missile weapons are illegal at night to prevent injuries, with the exception of spellballs. Javelins and ballista bolts must have open-cell foam on the tip and a cloth head (no tape). **THROWING WEAPONS NOT ALLOWED: DAGGERS AND STARS.**

SIEGE WEAPONS: Ballista/catapults are siege weapons which are used to attack/defend a stronghold, etc.. Siege weapons must be manned by 3 men at all times, 2 men to load and 1 to fire it. It takes 2 men to lift a Ballista. A ballista bolt is from 4'-6" long and must be constructed under the same guidelines as **Throwing Weapons**. Siege weapons are green damage weapons with a 3' area of affect and must be covered with dark green cloth.

BOWS AND ARROWS: A player must be third rank to use a bow, unless trained by another archer, in which case the new bowman must be 2nd rank. Like javelins, arrow heads must not be taped on the top and consist of several layers of soft foam. Arrow heads must be constructed so as to be larger than the human eye socket, min. of 3" diameter. Only aluminum and wooden arrow shafts are allowed. Fiberglass & graphite arrow shafts are prohibited. Wooden shafts must be taped to prevent splintering. Bows are destroyed on the 2nd hit and must be dropped thereafter. Bows may have from 10-40 lb. of pull and modern compound bows are not permitted. Crossbows are allowed with 30 lb. of pull. Pistol crossbows are allowed with 40 lb. of pull. Arrows cannot be shot at night. They do not count as ricochets and can be blocked only by shields, or Monk deflection. Arrow hits to the head and face are illegal. Remember common sense should prevail in a full contact sport. Never purposely aim for the face or fully draw the bowstring at close range. **BOWS ARE PROHIBITED IN MOST PARKS, ASK FIRST TO BE SURE.**

SHIELDS: Several types of shields are allowed. A shield may seem cumbersome, but it is good protection for a warrior and adds to the game atmosphere. A shield stops all weapons except Fireball, Ice Storm, Lightning Bolt, Arrow of Piercing, and Javelin of Lightning. Also, if a shield receives three solid hits from a shield-destroying weapon then it is destroyed. Shields that are destroyed by these weapons must be dropped immediately. They may be taken to Hades for four minutes or mended by a Mage. Shields must be well padded, especially on the edge. The wood/bolts should not be felt when the shield hits full-force. If you are part of a Country, your shield must have the Country's colors and emblem, with the exception of Nobles. Nobles may have their own personal colors and design on their shield. If you are a Nomad, your shield must have a brown cover. All shields must have a cloth cover. Hits that glance off shields do not count, except hits from Morning Stars and Flails (these weapons are chain weapons designed for this purpose).

The main types of shields are tower, tourney, round and buckler. The only size requirements are that a buckler cannot be smaller than twelve inches or larger than eighteen inches. Bucklers may be built with 1/4" wood while all other shields must be of 1/2" wood. Shields must be well-padded, covered and weigh proportionate to their size.

Weapons Damage Chart

CLASS	COLOR	TORSO	LIMBS	HEAD
AC 5	White	1st Hit Mortal	1st Hit Light 2nd Hit Mortal	1st Hit Death (THROWING AXE ONLY)
	Yellow	1st Hit Mortal	1st Hit Light	1st Hit Death
	Black	1st Hit Death	1st Hit Mortal	1st Hit Death (SPELLBALL ONLY)
	Red	1st Hit Death	1st Hit Light 2nd Hit Mortal	
AC 4	White	2nd Hit Mortal	2nd Hit Light 3rd Hit Mortal	1st Hit Mortal (THROWING AXE ONLY)
	Yellow	2nd Hit Mortal	2nd Hit Light	1st Hit Mortal
	Black	1st Hit Mortal	1st Hit Light 2nd Hit Death	1st Hit Mortal (SPELLBALL ONLY)
	Red	1st Hit Mortal	1st Hit Light 2nd Hit Mortal	
AC 3	White	3rd Hit Mortal	3rd Hit Light 4th Hit Mortal	2nd Hit Mortal (THROWING AXE ONLY)
	Yellow	3rd Hit Mortal	3rd Hit Light	2nd Hit Mortal
	Black	2nd Hit Mortal	2nd Hit Light 3rd Hit Mortal	2nd Hit Mortal (SPELLBALL ONLY)
	Red	1st Hit Mortal	1st Hit Light 2nd Hit Mortal	
AC 2	White	3rd Hit Mortal	3rd Hit Light 4th Hit Mortal	3rd Hit Mortal (THROWING AXE ONLY)
	Yellow	3rd Hit Mortal	3rd Hit Light	3rd Hit Mortal
	Black	2nd Hit Mortal	2nd Hit Light 3rd Hit Mortal	2nd Hit Mortal (SPELLBALL ONLY)
	Red	2nd Hit Mortal 1st Hit Mortal (ARROW ONLY)	2nd Hit Light 3rd Hit Mortal	
AC 1	White	4th Hit Mortal	4th Hit Light 5th Hit Mortal	4th Hit Mortal (THROWING AXE ONLY)
	Yellow	4th Hit Mortal	4th Hit Light	4th Hit Mortal
	Black	3rd Hit Mortal	3rd Hit Light 4th Hit Mortal	3rd Hit Mortal (SPELLBALL ONLY)
	Red	3rd Hit Mortal	3rd Hit Light 4th Hit Mortal	

ARROWS SHOTS TO THE HEAD AND FACE ARE ILLEGAL, ONLY CERTAIN YELLOW WEAPONS (FLAIL & MORNING STAR), BLUE YELLOW/WHITE WEAPONS (THROWING HAMMER/AXE), & SPELLBALLS CAN HIT TO THE HEAD. CHAIN ARMOR DOES NOT STOP AN ARROW. BALLISTA BOLTS AND CATAPULTS ARE GREEN WEAPONS THAT ARE NOT ON THIS CHART. THE DAMAGE IS: YOU ARE DEAD REGARDLESS OF ARMOR IF HIT DIRECTLY. YOU ARE MORTALLY WOUNDED IF BOLT HITS YOUR SHIELD OR LANDS WITHIN THREE FEET. GREEN WEAPONS CANNOT DO DAMAGE BY BOUNCING OR ROLLING.

Weapon Color Chart

COLOR	STYLE OF ATTACK	EXAMPLES
WHITE	CUTTING	SWORDS & AXES
YELLOW	SMASHING	MACE & MORNING STAR
RED	THRUSTING	SPEAR & DAGGER
BLACK	CLEAVING	POLEARMS & BATTLE AXE
BLUE	THROWING	JAVELIN & THROWING HAMMER/AXE
GREEN	SPECIAL	FIREBALL & BALLISTA

Non-Weapon Tactics

Several non-weapon tactics are legal. For example, tackling, grappling, shield-bashing with the flat of the shield, body-bashing, and grabbing the non-edge or spiked surfaces of weapons (i.e. the shaft of a spear or the chain of a flail). You can also forward kick a shield. (One foot must be flat on the ground and you may kick/push the shield.) No snap kicking.

Some tactics are not allowed. They are punching, kicking, slapping, twisting arms and legs, grabbing costumes, headlocks, choke holds, or any tactic used in a dangerous way or situation. For example, shield-bashing someone into a tree, or tackling an opponent in a rocky area.

Common sense should always be used. Remember to avoid becoming overly rough with someone much smaller than yourself. Also, if you wear heavy armor, avoid tackling an unarmored opponent. If you are knocked down in a melee and take hits to your armor while grappling, it is recommended that you stay down, especially if you are unsure of how many times you've been hit. This will prevent some disputes.

Relics

There are items of power in the world of DARKON. These magical artifacts are priceless, and many of them date back to the early years of civilization. Relics may not be taken into Hades, if a character dies while carrying a relic, then the relic must be left where the character fell. Many of the relics have been missing for centuries, but will undoubtedly surface as time goes on. All relics will be collected at the end of each battle to ensure that they are present at the next event to be returned to whom last possessed it. If the 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.**

SWORD OF SLAYING: This Sword was forged by the Dwarves of Thorin Rock for their great King Sulto VI. Sulto needed this blade to defeat in combat a fire-breathing dragon that invaded the Dwarven stronghold in search of gold. The Sword was thought to be lost when marauding Orcs raided the stronghold later that year and killed Sulto. Though it is the size of a White Sword, it does the same damage as a Black Sword. The blade is finely constructed and is very light.

DAGGER OF VENOM: This Dagger was created by the evil Drow Elves to aid them in controlling the many courts of the realm through assassination. It holds enough poison to kill any mortal with one stab. The poison magically replenishes itself overnight, unless recharged by a Mage. Recently the Dagger fell into the hands of an Assassin's Guild.

JAVELIN OF LIGHTNING: This Javelin dates back to the early years of the Skydwellers when Darkon was still young. Once the Javelin is used in battle its energy is depleted, unless recharged by a Mage. This Javelin counts as a Black Weapon, and destroys any shield with a single thrown hit. It cannot be used for stabbing. If the Javelin is thrown and misses its target it is still charged.

ARROW OF PIERCING: This magical Arrow was fashioned by the Wood Elves of Tangle Forest. It may be used only once per battle and then its energy is depleted until the next siege, unless recharged by a Mage. If the Arrow misses its target, it is still in play and may be used again. If the Arrow hits any part of the body it causes a mortal wound. The Arrow will pierce a shield or weapon causing a mortal to the holder, but doesn't destroy the shield or weapon.

STAFF OF CURING: The Goddess Clarrisal imbued this ceremonial staff with magical healing. Any cleric holding the Staff reads only half of their spell length to cast a healing spell. The Staff's power may be used as often as desired. Only clerics may use this artifact.

WAND OF MAGIC MISSILES: In order to lead his armies to victory over the Kingdoms of Good, the evil Arch-Mage Gartan created this fabled wand. Three spell balls come with this wand, or you may use your own spell balls (black). These bolts do Black Damage, but cannot destroy a shield. After firing all the missiles the wand's energy is depleted, unless recharged by a Mage. To use the wand, the Mage says, "I SUMMON THE MAGIC OF GARTAN" and throws the bolt while pointing the wand in the direction of his target. Only a Mage may use this artifact.

BROOCH OF SHIELDING: Was made by Gnomish Jewel smiths for Kylack Kor, King of the warlike Saavok Nation. The King used the it for protection from magic using contenders for his throne. Anyone wearing this powerful amulet is unaffected by magic spells, and by the magic of certain weapons. Magical weapons in contact with the Brooch function as normal weapons. The wearer is also immune to healing magic and must remove it to be healed. The Brooch must be worn visibly to gain its benefits. The Brooch never needs to be recharged.

MAELSTROM: The mighty two-handed sword first used by the Frost Giants dwelling in the frozen wastes above Valdimar. The wielder of Maelstrom may use the magic of the blade to hurl ice storms at his opponents three times a day, unless recharged by a Mage. The person holding the Sword is immune to any cold-based attacks. To use Maelstrom's power, the wielder must say, "I SUMMON ICE FROM MAELSTROM." Three spell balls come with the Sword, or you may use your own spell balls (white). The spell balls may be thrown at one time together or individually on three separate occasions. Maelstrom does two-handed Black Sword damage. Maelstrom is the only weapon that can cut through an ice storm causing damage to the victim.

MACE OF DISRUPTION: Is a powerful one-handed mace forged by the high priests of Minathian. It's enchantment can wreak havoc upon undead enemies. Any class permitted to use a mace may use it. In the hands of a Cleric it gives the wielder additional powers. When swung with one hand, the Mace enables the Cleric to destroy shields with five solid blows. When struck against undead, it is considered a turn undead spell and causes disruption. (see Spells) Assassins are unable to use or even touch this weapon.

THE MACE OF DISRUPTION IS NOT A HEAD LEGAL WEAPON.

BRACERS OF DEFENSE: The wearer of the bracers can take three hits from any weapon, then the Relic's power is depleted for the day, unless recharged by a Mage. They must be worn visible and will not work with any armor except shields. A Mage's Stone Skin will not work with the Bracers. They must be removed when their power is depleted. The Bracers can not be separated for any reason at anytime.



Healing and Hades

When a person sustains a wound there are two ways it can be healed. One way is by magic, the other is to go to Hades. Hades may move depending on the battle location. Different wounds take different amounts of time to be healed. Such as:

LIGHT WOUND	FOUR MINUTES
MORTAL WOUND	EIGHT MINUTES
DEATH	TWELVE MINUTES
RELIC RECHARGE	FOUR MINUTES PER CHARGE
SHIELD/ARMOR REPAIR	FOUR MINUTES

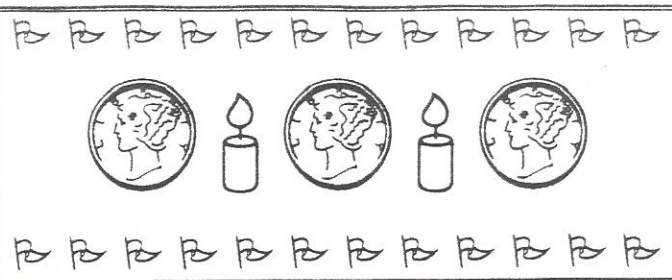
At Hades there will be an Elder of the Dead. When you enter, tell the Elder your battle name, country, and type of wound. The Elder will record your arrival time and call out your name when you are allowed to leave. People who are not wounded are not allowed to enter Hades for any reason. You may not bring Relics or banners into Hades. If you are still living and are going to Hades to be healed, it is completely legal for someone to attack you outside the designated area. Mortally wounded players must crawl or be carried to Hades. If a mortally wounded player walks into Hades they will be recorded as dead. No combat may take place inside or within 10ft. of the borders of Hades, but you are vulnerable to attack when returning to battle. Relics can only be recharged by a Mage or the Hades' Elder. If the person leaves the area the Hades Elder can turn the Relic over to anyone who asks for the item. If someone kills the person waiting for the Relic then this person may claim it.



Scoring

Points will be tabulated after battles to determine the victor. The Country that wins the most events in a years period will be awarded a stronghold to be placed in the country's hex of choice. When you sign in at Hades, your team losses points. Here is the scoring system:

COUNTRY MEMBERS WITH SURCOATS	+10 PER MEMBER
ELDER TUNICS (MAXIMUM OF TWO)	+3 PER TUNIC
SUFFER LIGHT WOUND	-1 POINT
MORTALLY WOUNDED	-2 POINTS
KILLED	-3 POINTS
NOBLES	-1 EXTRA POINT
COUNTRY BANNER (ON THE FIELD)	+10 POINTS
CAPTURE ENEMY BANNER	+7 POINTS
CAPTURE ENEMY FORT	+5 POINTS
CAPTURE ENEMY WARRIOR	+2 POINTS
CAPTURE ENEMY NOBLE	+4 POINTS
EACH RELIC YOUR TEAM POSSESSES AT THE END OF THE BATTLE	+ 3 POINTS



General Battle & Weapon Rules

- 1.) All hand weapons must be entirely padded, except where held. Also, swords must have quillons or guards, a well-padded pommel, and be at least 3" wide and at least 1 1/4" thick.
- 2.) The striking edge of all weapons must be covered with black, brown, or grey cloth. BLUE, SILVER, or GREEN colored cloths are colors representing special weapons.
- 3.) Morning Stars and Flails must have a chain length of 1' or less, and the chains must have foam links.
- 4.) A blue/yellow throwing hammer, blue/white throwing axe & spellballs may hit the face/head/neck area.
- 5.) Yellow weapons may strike the head only on a down stroke. This includes all parts of the head except the face and ears. Any yellow weapon swung with two hands should not strike the head. Flail heads must be 3 inches wide. Yellow weapons never inflict more than light wounds on any limb and are not head-legal at night.
- 6.) Arrows count to all parts of the body, except the face & head. One arrow hit pierces all armor except Scale Mail & AC 1. Arrow heads must be at least 3" diameter.
- 7.) A Quarter-Staff has no effect to AC 1 and is never used to the head.
- 8.) Javelins/Spears may not be swung. Javelins can be thrown & thrust.
- 9.) Never thrust a non-thrusting weapon, even to keep people back.
- 10.) Grabbing the striking surface of a weapon causes light damage to the limb and must be taken.
- 11.) Polearms 6' long and over, with a 12" wide by 18" long head will destroy any shield with 3 solid two-handed blows landing squarely on the shield. No glancing blows.
- 12.) A solid weapon hit is one that stops momentarily or changes direction when it strikes a target. A weapon glance does no damage. When fighting, weapons should be swung with the entire arm to avoid arguments. Each strike should be felt, but a good hit not felt because of armor is still a good hit.
- 13.) A weapon, shield, spell bags, quivers, etc., worn is not to be considered as armor when struck, such as if a sword worn on the hip is hit, it is considered a hit.
- 14.) Melee weapons are personal items and cannot be used by other players without permission from the owner. Missile weapons may be picked up and thrown back on the field during the current melee only. No personal item should be used or taken without permission, this includes spellbooks, components, costumes, etc..
- 15.) When using a dagger to cut someone's throat, never thrust the weapon into a players neck or face. Instead the stab tip should be pointed away from the player and drawn across the neck in a cutting motion to represent the action. This will be considered a legal hit.
- 16.) A "Wielder of a Black Sword" is restricted in use, in that the black sword may not be longer than the wielder is tall.
- 17.) Double Ended weapons other than a Quarterstaff are not allowed.
- 18.) Yellow Weapons such as a staff, mace, club, or bar can have a thrusting tip on one end only. The thrusting tip on these weapons does yellow damage only, not red damage.

REMEMBER KEEP THE GAME SAFE FOR ALL WHO PLAY & EVERYONE WILL HAVE A LOT MORE FUN. USE YOUR COMMON SENSE!

Normal Battle

FIGHTER ♣

RANK 8	FIRST AID
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RANGER ♠

RANK 1	TRACKING
RANK 2	FEIGN DEATH
RANK 4	IMMUNITY TO ENTANGLE
RANK 5	CURE LIGHT WOUNDS

CAVALIER ✕

RANK 1	CURE LIGHT WOUNDS
RANK 2	SPEAK WITH DEAD
RANK 3	SANCTUARY TRUTHSPEAK

CLERIC ♦

RANK 1	CURE LIGHT WOUNDS
RANK 2	SPEAK WITH DEAD SANCTUARY TRUTHSPEAK
RANK 3	WORD OF HOLDING
RANK 5	CURE SERIOUS WOUNDS
RANK 7	CURE MORTAL WOUNDS
RANK 10	RESURRECTION

DRUID ♣

RANK 1	FEIGN DEATH
RANK 3	CURE LIGHT WOUNDS
RANK 4	WARP WOOD
RANK 6	CALL LIGHTNING
RANK 8	ENTANGLE
RANK 9	CURE SERIOUS WOUNDS



Skills and Spells

MAGE ☐

RANK 1	FEIGN DEATH, MENDING
RANK 2	MAGIC SHIELD, TRUTH SPEAK
RANK 3	BURNING HANDS, PROTECTION FROM LIGHTNING
RANK 4	LIGHTNING BOLT, HOLD PORTAL PROTECTION FROM ICE
RANK 5	DISPEL MAGIC, ICE STORM, RELEASE PORTAL
RANK 6	STONE SKIN
RANK 7	PROTECTION FROM FIRE
RANK 8	FIRE BALL, CHARGE ITEM

MONK ○

RANK 1	MISSILE DEFLECTION
RANK 2	FEIGN DEATH
RANK 3	LEATHER ARMOR CLASS SKIN
RANK 4	CURE LIGHT WOUNDS (SELF)

THIEF 🔑

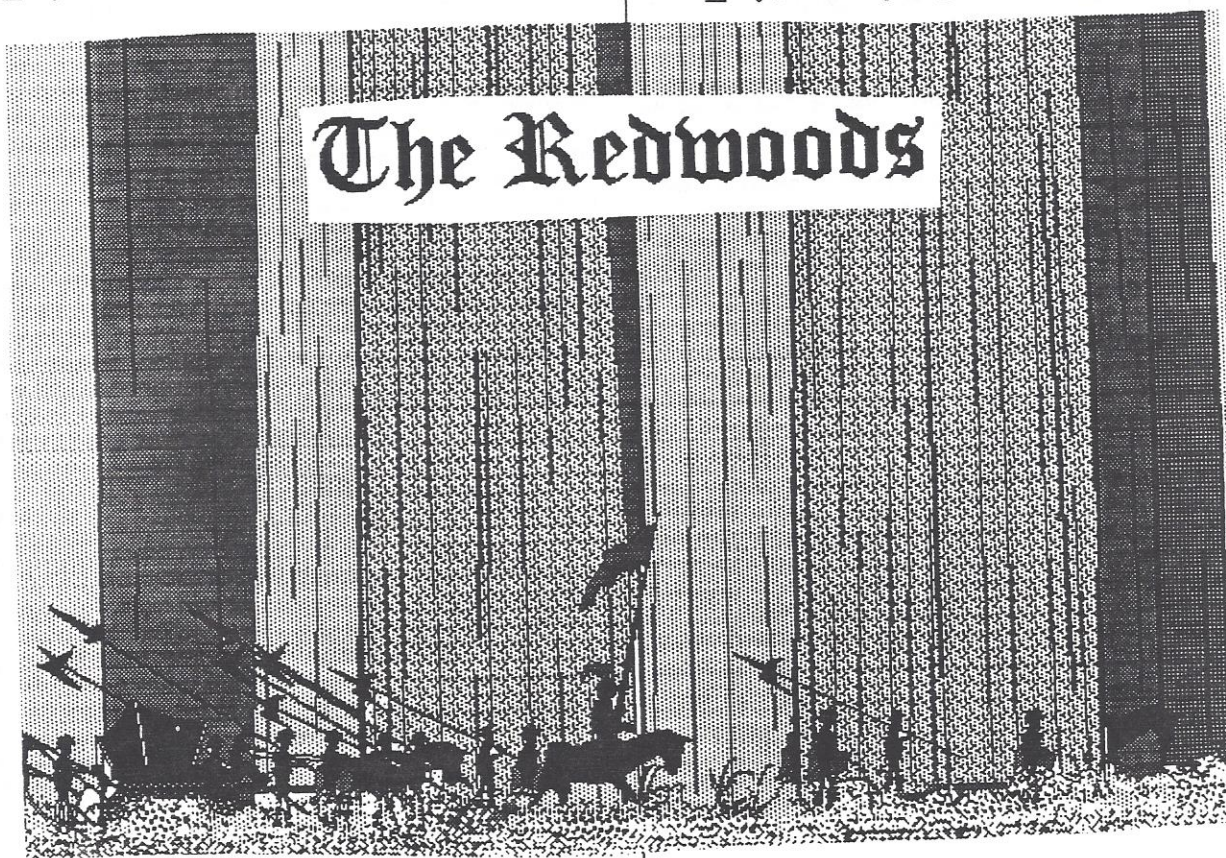
RANK 1	LOOTING
RANK 2	PICK POCKETS
RANK 3	BACK STAB, CLIMB WALLS
RANK 4	OPEN LOCKS

ASSASSIN ✂

RANK 2	CLIMB WALLS
RANK 5	TORTURE



The Redwoods



Skills

Fighter 🏹 Rank 8/First Aid - To perform First-aid on the injury a white cloth decorated with a red cross must be tied around the limb. This allows the Fighter to temporarily bind a light wound which will allow the limb to be used. If the limb is struck by a Yellow weapon, it is no longer usable and is a light wound. If the limb is struck by any other type of weapon, damage is a mortal wound.

Ranger 🏹 Rank 1/Tracking - The Ranger has the ability to track by searching for scents, prints, and other signs in an area. From the tracks, they can determine party size and type of creatures. To track, they must have an Elder along to gain any information.

Rank 4/Immunity to Entangle - Because the Ranger is in tune with nature, they become immune to all Entangle Spells. When hit, the Ranger calls out "[Level] Ranger" and goes on their way.

Monk 🏹 Rank 1/Missile Deflection - Through martial arts training, a Monk may use hands, feet, or a weapon to purposefully deflect an incoming non-magical missile (except Green Damage Weapons). If struck unaware by a missile, normal damage is taken. (NOTE: Weapons such as the Arrow of Piercing could be deflected, but not the Javelin of Lightning, or any Spell Ball.)

Rank 3/Leather Armor Class Skin - Through vigorous physical training, the Monk at this level has leather body armor (AC 4) from head to toe. This is signified by the Monk wearing a orange and blue headband.

Rank 4/Cure Light Wounds (Self) - By tuning the mind, body, and spirit (ki) through deep meditation for one minute, the Monk may heal one light wound on themselves, this includes restoring body armor.

Thief 🏹 Rank 1/Looting - This is to search dead bodies for any treasure they may have. The Thief presents their Key and then indicates the part of the body (i.e., right arm, left leg, torso) which is being searched. For each body part, the Thief must say: "I am searching your body part, do you have any treasure there?" If so, you must reveal it, including Relics. **NOTE: IF ONLY MORTALLY WOUNDED, THE PERSON DOES NOT HAVE TO ANSWER.**

Rank 2/Pick Pockets - This allows a Thief to remove any object from a living being. To do so, the Thief must have an Elder present and tell the Elder what item is being stolen. The Thief must then have a hand on the item or the person carrying the item, in order to steal it. The Elder will allow sufficient time for the Thief to steal the item then give a pre-determined sign that the task is completed. After the Thief has left, the Elder will tell the victim to remove the item that has been stolen and he will give it to the Thief at a discrete time.

Rank 3/Back Stab - A "Back Stab" can only be performed with a dagger. The attack can only be made by surprise from behind and against the victims back. The Thief should indicate this attack by calling "Back Stab" instead of calling the color of the weapon. Below is listed Back-Stab damage:

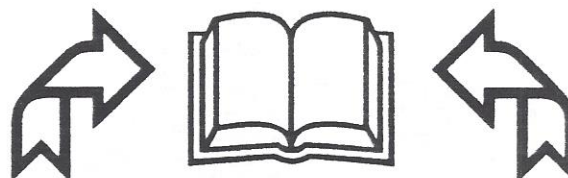
NO ARMOR	1ST HIT DEATH
LEATHER	1ST HIT DEATH
STUDDED AND RING	1ST HIT DEATH
CHAIN AND SCALE	1ST HIT MORTAL
PLATE AND BANDED	2ND HIT MORTAL

Climb Walls - To Climb Walls the person must be 10 feet from the wall, lying flat on the ground on the stomach, crawling. The climber can not have anything in their hands while climbing. Once the wall is reached they may enter the fort or castle. If caught climbing up the wall, the Thief can only be hit with Missile Weapons until reaching the top. If hit, normal damage should be taken for the Weapon and you must fall to the ground. Jumping or falling from a wall causes light wounds to both legs.

Rank 4/Open Locks - Open Locks allows the Thief to open locks or barred doors. It is a timed ability based on the Rank Level of the Thief and the Level of difficulty of the lock being picked. A Thief has a base of three minutes during which time their hand must be on the lock in order to pick it. For every difficulty level above the Thief's Rank, add one minute to the time with a maximum of 10 minutes. Any lock which takes more than 10 minutes is beyond his ability to open. For every difficulty level below the Thief's Rank, take away 30 second with a minimum of 30 seconds to open the lock.

Assassin 🏹 Rank 2/Climb Walls - Same as Thief.

Rank 5/Torture: - This allows the assassin to extract 1 question from the victim. The victim to be tortured can not sustain any wounds worse than a light, to be able to be tortured. In other words, the victim must be alive and in good shape to withstand the torture session. No more than one question can be extracted from a victim at a time, because the victim can not withstand the torture. If more torture is applied after the first question, than the victim dies from their many wounds. Only if the victim is completely healed can another torture session be performed to extract another question. The torture session incurs a mortal to the victim and they will die if not tended to within 10 minutes. The mortal wound is not incurred until after the complete 5 minute session of torture is completed. Therefore if the session is interrupted, no wound is inflicted. Each torture session takes 5 minutes to perform, after the time duration the question can be asked. Word your question well, because the victim must answer truthfully, as well as literally. The assassin must be the same level or higher for this to effect the person being tortured.



Spells

Magic and Spells are the two components that make Darkon a fantasy wargaming club. In creating a fantasy world within the real world, a technical, complete, and well understood spell system had to be devised for the overall smoothness of game play. Therefore, it is necessary that all players read this section.

In Darkon, spells consists of energy. Therefore, spell casters possess a certain Spell Energy Level. As all players advance in Rank, spell casters also progress in Energy Levels. For example, a 1st Rank Mage has 3 Energy Levels, a 2nd Rank Mage has 6 Energy Levels, etc. Each spell, regardless of Rank, is equal to 1 Energy Level (unless stated differently). Therefore, a 1st Rank spell caster can cast any combination of (3) three 1st Rank Spells while a 2nd Rank spell caster may use any combination of (6) six 1st and/or 2nd Rank Spells. As time goes on and all the Spells are gained, the Caster has the privilege of reducing Spell Lengths by 10%, to a maximum of 50%. This reduction process begins with 1st Rank Spells. Certain Spells are for Adventures only and these are listed in the Adventure Skills and Spells section.

Casters are required to maintain their Spells in a neat and orderly fashion, such as in a book or on scrolls. The paper for these books and scrolls should be similar to parchment paper and should look Medieval. Spells should be written in black, red or gold ink. At the time of casting, the Caster should be in deep concentration. Talking, excessive moving, and fighting are not allowed. The Spell must be read loudly so that the players nearby can hear it. If the Caster is reading a Spell and is hit by a weapon, speaks to another player or moves excessively, then the Spell is negated. When casting, the Caster may never have a Mortal wound or Light wounds on both arms, but may have a Light wound on one arm. After casting the Spell, the Caster may hold the Spell Energy until ready for use and may take a maximum of five steps before evoking the Spell. If the Caster speaks to another player, moves more than five steps or is hit by a weapon, then the Energy is released upon the Caster (affects determined by Spell). Spellbooks and scrolls may not be loaned to or taken by another player. After choosing your Spells, read the explanations in the Spell section so that you have a clear understanding of the Spell System. The only spells that may be pre-cast, before a battle by any spell caster are the spells that they can walk onto the field of battle with.

In addition, if you cast or have a Spell of Protection of any kind placed upon you and the material component is a cape, you must wear it as a cape, not around your waist as a sash, nor around your wrist. A cape is a cape, if you do not wear it as such the spell is considered as not in effect. In addition, you can have only one Protection Spell at a time. Mages casting this spell on others must inform them of such.

Spell Reduction Chart

RANK	NUMBER OF BATTLES	ENERGY LEVELS	SPELL LENGTH REDUCTION
1	1-5	3	NONE
2	6-10	6	NONE
3	11-15	8	NONE
4	16-20	10	NONE
5	21-25	10	NONE
6	26-30	12	REDUCE 1ST RANK 10%
7	31-35	12	REDUCE 1-2ND RANK 10%
8	36-40	14	REDUCE 1-3RD RANK 10%
9	41-45	14	REDUCE 1-4TH RANK 10%
10	46-50	15	REDUCE 1-5TH RANK 10%
11	51-55	15	REDUCE 2-5TH RANK 10%
12	56-60	16	REDUCE 3-6TH RANK 10%
13	61-65	16	REDUCE 4-7TH RANK 10%
14	66-70	17	REDUCE 5-8TH RANK 10%
15	71-75	17	REDUCE 6-9TH RANK 10%
16	76-80	18	REDUCE 6-10TH RANK 10%
17	81-85	18	REDUCE 7-10TH RANK 10%
18	86-90	19	REDUCE 8-10TH RANK 10%
19	91-95	19	REDUCE 9-10TH RANK 10%
20	96-100	20	REDUCE 10TH RANK 10%

NOTE: NO SPELL CAN BE REDUCED BY MORE THEN 50% OF ORIGINAL LENGTH AND 1 ENERGY LEVEL IS GAINED EACH RANK ABOVE 20TH.

Cleric Rank 1 CURE LIGHT WOUNDS

Length: 300 words	Energy Cost: 1
Range: Touch	Duration: Permanent
Material: Holy symbol	Area: 1 creature

With this Spell the Cleric is able to cure one light wound for anyone.

Rank 2 SPEAK WITH DEAD

Length: 200 words	Energy Cost: 1
Range: Touch	Duration: 3 questions
Material: Holy symbol	Area: 1 creature

With Holy Symbol in hand, the Cleric stands or kneels beside the body of a dead creature and chants the Spell to allow contact and communication with the soul of the dead. The deceased soul is then bound to answer three questions, after which the connection is broken. The soul must truthfully and to the best of its understanding, answer the questions "Yes" or "No". The Cleric may not speak to another creature nor move or the Spell is broken. The Spell does not work on the un-dead or creatures without souls or spirits.

SANCTUARY

Length: 650 words	Energy Cost: 1
Range: Caster	Duration: Special
Material: Prism/Crystal	Area: None

By chanting this Spell, the caster summons the protective power of their deity to create an invulnerable field around themselves. After reading the Spell, the caster holds the prism or crystal above their head to maintain the Spell's effect, if the crystal falls onto or below their head the spell is broken. The crystal must be held with both hands, and the arms or hands may not rest upon the head. The caster is then impervious to all attacks, including magic (a dispel magic spell will cancel this spell). The caster is still a physical entity and may communicate, block, and move. No one may come any closer than one foot, nor try to grab the caster. The caster can not move closer than one foot to any other creature.

TRUTH SPEAK

Length: 75 words	Energy Cost: 1
Range: Touch	Duration: 1 question
Material: None	Area: 1 creature

This Spell allows the caster to ask one creature any question. The creature is bound to answer the question completely and truthfully.

Rank 3 WORD OF HOLDING

Length: 150 words	Energy Cost: 1
Range: Throwing distance	Duration: a count of 100
Material: Bright orange spellball	Area: 1 creature

If the target is struck by the spell ball you are held by the power of the cleric's deity, the victim must remain motionless and count clearly and loudly to one hundred (by ones). This spell penetrates all armor but does not go through shields. The invocation line of this spell is: "I [Name] Invoke Word Of Holding!"

Cleric cont. Rank 5 CURE SERIOUS WOUNDS

Length: 450 words	Energy Cost: 1
Range: Touch	Duration: Permanent
Material: holy symbol	Area: 1 creature

This Spell cures all light wounds on anyone.

Rank 7 CURE MORTAL WOUNDS

Length: 600 words	Energy Cost: 1
Range: Touch	Duration: Permanent
Material: Holy symbol	Area: 1 creature

This Spell allows the Cleric to cure anyone who is mortally wounded.

Rank 10 RESURRECTION

Length: 1000 words	Energy Cost: 2
Range: Touch	Duration: Permanent
Material: Holy symbol	Area: 1 creature

Allows the Cleric to Resurrect one person.

Ranger Rank 2 FEIGN DEATH

Length: 30 words	Energy Cost: 1
Range: Caster	Duration: Special
Material: None	Area: None

The Ranger draws on the power of nature to slow his heart beat and breathing. This Spell is memorized and can be cast without reading from a Spell Book. The Ranger cannot move or speak or the Spell is broken.

Rank 5 CURE LIGHT WOUNDS

Length: 375 words	Energy Cost: 1
Range: Self	Duration: Permanent
Material: Herbs	Area: None

This Spell allows the Ranger to cure one light wound on himself.

Cavalier Rank 1 CURE LIGHT WOUNDS

Length: 1 minute meditation	Energy Cost: 1
Range: Touch	Duration: Permanent
Material: Holy symbol	Area: 1 creature

To cast this Spell, the Cavalier must chant for one minute to heal a single light wound for anyone. The Caster must concentrate and pray to his god and cannot move while invoking the Spell.

Rank 2 SPEAK WITH DEAD

Length: 250 words	Energy Cost: 1
Range: Touch	Duration: 3 questions
Material: Holy symbol	Area: 1 creature

With Holy Symbol in hand, the Cavalier stands or kneels beside the body of a dead creature and chants the Spell to allow contact and communication with the soul of the dead. The deceased soul is then bound to answer three questions, after which the connection is broken. The soul must truthfully and to the best of its understanding, answer the questions "Yes" or "No". The Cavalier may not speak to another creature nor move or the Spell is broken. The Spell does not work on the undead or creatures without souls or spirits.

Rank 3 SANCTUARY

Length: 700 words	Energy Cost: 1
Range: Caster	Duration: Special
Material: Prism/Crystal	Area: None

By chanting this Spell, the caster summons the protective power of their deity to create an invulnerable field around their person. After reading the Spell, the caster holds the prism or crystal above their head to maintain the Spell's effect, if the crystal falls onto or below their head the spell is broken. The caster is then impervious to all attacks, including magic (a dispel magic spell will cancel this spell). The caster is still a physical entity and may communicate, block and move. No one may come any closer than a foot, nor try to grab the caster. The caster can not move closer than a foot to any other creature.

TRUTH SPEAK

Length: 75 words	Energy Cost: 1
Range: Touch	Duration: 1 question
Material: None	Area: 1 creature

This Spell allows the caster to ask one creature any question. The creature is bound to answer the question completely and truthfully.

Druid Rank 1 FEIGN DEATH/See Ranger Feign Death.

Length: 30 words	Energy Cost: 1
Range: Caster	Duration: Special
Material: Magic symbol	Area: None

Rank 3 CURE LIGHT WOUNDS

Length: 350 words	Energy Cost: 1
Range: Touch	Duration: Permanent
Material: Magic symbol	Area: 1 creature

With this Spell the Druid is able to cure one light wound for anyone.

Rank 4 WARP WOOD

Length: 300 words	Energy Cost: 1
Range: Throwing distance	Duration: Permanent
Material: Gray spellball	Area: 1 item

The Spell warps 1-man-sized wooden object making it unusable. (i.e. shields, bows, bridges, and non-magical chests. If larger than man-sized, such as a castle door or a bridge, there is no effect. To invoke the Spell: "I, [Name] call Nature's Warp!" A "Mending Spell" can repair the warping.

Rank 6 CALL LIGHTNING

Length: 175 words	Energy Cost: 1
Range: Throwing distance	Duration: Instant
Material: Blue spellball	Area: 1 creature

This Spell calls forth a Bolt of Lightning which causes Black Damage and automatically destroys shields. A Lightning Bolt that lands in water, without hitting anything else, affects everything in the water up to a three foot radius. To invoke the Spell: "I, [Name] Call Nature's Lightning!"

Rank 8 ENTANGLE

Length: 350 words	Energy Cost: 1
Range: Throwing distance	Duration: Permanent
Material: Brown spellball	Area: 3 ft. radius

This spell causes thick brambles and vines to grow, holding firm anyone in the area. The creature can be freed by any cutting weapon by touching the limb and saying "I am freeing you!" An Entangled creature can be attacked freely. Burning Hands and Dispel Magic will free the Entangled creature. If used in an area with little vegetation (i.e., open field, indoors, stream bed) then the Area is one creature. This Spell cannot be blocked by a Shield. To invoke the spell: "I [Name] Invoke Natures Entangle!"

Rank 9 CURE SERIOUS WOUNDS/Same as Cleric.

Length: 500 words	Energy Cost: 1
Range: Touch	Duration: Permanent
Material: Magic symbol	Area: 1 creature

Wage Rank 1 FEIGN DEATH/Same as Ranger.

Length: 30 words	Energy Cost: 1
Range: Caster	Duration: Special
Material: None	Area: None

MENDING

Length: 125 words	Energy Cost: 1
Range: Touch	Duration: Permanent
Material: Mending dust	Area: 1 item

This Spell allows the Mage to bind, restore, and repair any physical material (i.e., mending weapons, armor, and destroyed gates). A suit of armor is considered a single item, and 20 arrows may be considered a single item. Dispel Magic does not negate the effect of a Mending Spell.

Rank 2 MAGIC SHIELD

Length: 250 words	Energy Cost: 1
Range: Caster	Duration: 30 active minutes
Material: Yellow buckler shield	Area: 1 creature

This Spell allows the Mage to use a small shield which acts as a normal shield. It can be activated and deactivated at will. A Dispel Magic will negate the shield and a Mending Spell cannot repair it.

TRUTH SPEAK

Length: 75 words	Energy Cost: 1
Range: Touch	Duration: 1 question
Material: None	Area: 1 creature

This Spell allows the Mage to ask one creature any question. The creature must answer the question completely and truthfully.

Wage cont. Rank 3 BURNING HANDS

Length: 100 words	Energy Cost: 1
Range: Touch	Duration: Special
Material: Red gloves	Area: None

This Spell generates a field of fiery energy about the Mage's hands which inflict two White hits per hand. The Caster may move about normally after casting the Spell. When in effect, no weapons may be held. If the Caster takes a light wound to an arm, the Spell is canceled for that arm. The Spell has no effect on the Caster. If Burning Hand is invoked upon any weapon which is made of wood, that weapon is considered to be destroyed, unless repaired by a Mending Spell. A red and green ribbon with a tag attached with the words "Destroyed Weapon" tied to it, will signify that the weapon is unusable. Burning Hands does not give the Mage any extra protection of the hands. The Mage may not block, catch, or knock away any weapon, or Spell Ball without consequence. Burning Hands can be dispelled by Dispel Magic.

PROTECTION FROM LIGHTNING

Length: 200 words	Energy Cost: 1
Range: Special	Duration: Special
Material: Blue cape	Area: Special

This spell allows the Mage to protect himself, others at 5th rank, and objects at 7th, from one lightning or electrical based attack. This spell does not hinder any of the Mage's other magic while in effect. Only one protection Spell can be in effect at one time.

Rank 4 LIGHTNING BOLT

Length: 150 words	Energy Cost: 1
Range: Throwing distance	Duration: Special
Material: Blue spellball	Area: 1 creature

Same as Druid except the invocation is "I [Name] Summon Lightning From the Sky!"

HOLD PORTAL

Length: 100 words	Energy Cost: 1
Range: Touch	Duration: Permanent
Material: Bright green string	Area: Portal, Chest, or closable item

This Spell allows a door, chest, or any other closable item to be sealed magically. Nothing can open the item except the Mage or someone casting a Release Portal Spell. Dispel Magic does not effect it. Only one Hold Portal can be in effect on any one item at a time. The item can be physically destroyed. (i.e. battering ram, ballista, fireball, etc.)

PROTECTION FROM ICE

Length: 300 words	Energy Cost: 1
Range: Special	Duration: Special
Material: White cape	Area: Special

This Spell protects the Mage, others at 6th Rank and objects at 8th Rank, from one ice based or frost attack. The Spell does not hinder any of Mage's other magic. Only one Protection Spell may be in effect on any one creature or object at a time.

Rank 5 DISPEL MAGIC

Length: 175 words	Energy Cost: 1
Range: Caster	Duration: Instant
Material: Small jar/bottle	Area: 10 ft. radius

This Spell allows the Mage to negate most magical effects which are not permanent in nature, within a 10 foot radius around himself. A Dispel Magic invoked at the same time as another Spell will negate the entering Spell's effect. Example: A Mage invokes a Time Stop or Fire Ball. The spell is negated by the Dispel Magic before they can take effect.

ICE STORM

Length: 250 words	Energy Cost: 1
Range: Throwing distance	Duration: 5 minutes
Material: White spellball	Area: 1 creature

This Spell summons a sphere of snow and ice in the Mage's hand. When a creature is hit by an Ice Storm it is frozen in a block of ice for five minutes. Creatures affected by Ice Storm cannot be harmed by any weapon and most Spells. Creatures can be freed by using Dispel Magic, Burning Hands or Fire Ball. Dispel Magic or Burning Hands will safely free an iced creature, but a Fire Ball will cause a mortal wound to the creature. Creatures iced can be physically moved. The invocation for this Spell is: "I [Name] Summon Ice From the North!"

Mage cont. Rank 5 RELEASE PORTAL

Length: 100 words	Energy Cost: 1
Range: Touch	Duration: Permanent
Material: Key	Area: Portal, Chest, or closable item

This Spell allows the Mage to open a sealed door and/or any closable item. The Spell will destroy normal locks and latches in the process of opening.

Rank 6 STONE SKIN

Length: 200 words	Energy Cost: 1
Range: Caster	Duration: Special
Material: Grey Headband w/solid black circle at center	Area: None

This Spell allows the Mage to take one hit from any Weapon except Green Weapons. Only one Stone Skin can be in effect at any one time. When expended, the Headband must be removed. Stone Skin does work in conjunction with the "Bracers of Defense".

Rank 7 PROTECTION FROM FIRE

Length: 375 words	Energy Cost: 1
Range: Special	Duration: Special
Material: Red cape	Area: Special

This Spell allows the Mage to protect himself, others at 9th Rank, and objects at 11th Rank from one heat or fire based attack. This Spell does not hinder any of the Mage's other magic. Only one Protection Spell can be in effect at any one time. This Spell does not negate the area affect of a Fireball. In other words, only the person with the Red Cape is protected.

Rank 8 FIREBALL

Length: 325 words	Energy Cost: 1
Range: Throwing distance	Duration: Instant
Material: Red spellball	Area: 3 ft. radius

This Spell summons a sphere of burning flame. When an object, or creature is hit, the sphere explodes in a 3 foot radius of flame. It will destroy the person or object hit, and mortally wound everyone within the radius. A fireball is a Green Weapon which means that it penetrates all armor and shields. If a Fireball fully contacts a body of water it will be reduced in effectiveness, but due to its magical nature, it will explode as normal and anyone caught in its radius will take a light wound to each limb. A Fireball thrown into a castle loses its radial effect. The invocation for this Spell is: "I [Name] Summon Fire From the Sun!"

CHARGE ITEM

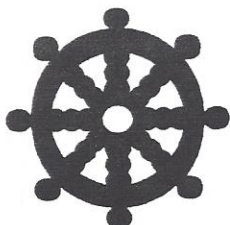
Length: 500 words	Energy Cost: 1
Range: Touch	Duration: Permanent
Material: None	Area: 1 item

This Spell allows the Mage to channel magical energy to a magic item or Relic. This Spell affects any Relic which uses magic points or charges (i.e., Wand of Magic Missiles, Javelin of Lightning, Maelstrom, Arrow of Piercing, etc.). These items are recharged to full capacity.

Monk Rank 2 FEIGN DEATH

Length: 30 seconds	Energy Cost: 1
Range: Self	Duration: Special
Material: None	Area: None

See Ranger Feign Death.



Symbol of Chaos

Adventure Battle Skills and Spells

This section contains the skills and spells that the different character classes may use during adventures. Within reason, this section may be changed, deleted, or added to by the host running the adventure.

RANGER ⚔

RANK 3	LIGHT
RANK 7	NEUTRALIZE POISON
RANK 9	ENCHANT ARROW
RANK 10	RESISTANCE TO NATURE LOVE

CAVALIER ⚔

RANK 1	CURE DISEASE IMMUNITY TO DISEASE
RANK 2	PURIFY FOOD & DRINK
RANK 4	TURN UNDEAD
RANK 8	LAST RITES

CLERIC ⬆

RANK 1	LIGHT
RANK 3	CONSECRATE/DESECRATE
RANK 4	CURE DISEASE, TURN UNDEAD
RANK 5	NEUTRALIZE POISON
RANK 6	PRAYER TOUCH
RANK 8	HOLY/UNHOLY WEAPON
RANK 9	CURSE, LAST RITES

DRUID ♀

RANK 2	LIGHT, DETECT TRAPS
RANK 5	NEUTRALIZE POISON
RANK 7	CURE DISEASE
RANK 10	NATURE LOVE

MAGE 📖

RANK 1	LIGHT
RANK 2	COMPREHEND LANGUAGES
RANK 3	DETECT TRAPS
RANK 6	FEEBLE MIND
RANK 7	GROWTH
RANK 8	GASEOUS FORM
RANK 9	ANIMATE DEAD, PASSWALL ENCHANT ITEM
RANK 10	POUCH, TIME STOP SPELL OF SHIELDING

MONK 🙏

RANK 2	IMMUNITY TO DISEASE
RANK 7	IMMUNITY TO MIND CONTROL
RANK 8	IMMUNITY TO POISON
RANK 10	ABILITY TO HIT CREATURES ONLY AFFECTED BY MAGIC WEAPONS

THIEF 🔑

RANK 5	FIND/REMOVE TRAPS
RANK 6	DISGUISE
RANK 7	READ LANGUAGES
RANK 8	MAKE POISON
RANK 9	READ MAGICAL WRITING

ASSASSIN 🗡

RANK 1	DISGUISE
RANK 3	ASSASSINATE
RANK 8	MAKE POISON



Skills

Ranger ✂ Rank 10/Resistance to Nature Love - At this rank the Ranger is so in tune with nature that the spell "Nature Love" has no effect on him.

Cavalier ✂ Rank 1/Immunity To Disease - The Cavalier is automatically immune to all types of disease.

Monk ☪ Rank 7/Immunity to Mind Control - This gives the Monk the ability to resist the effects of Mind Control attacks such as charm, hypnosis, illusion, suggestion, etc.

Rank 8/Immunity to Poison - The Monk is unaffected by any type of Poison, including contact, insinuation, ingestive, gas or monster venom.

Rank 10/Ability to Hit Creatures Only Affected by Magical Weapons - This allows the Monk to be able to affect a creature hit only by Magical Weapons, but if the creature is only able to be hit by Black or Red Weapons, for instance, and if the Monk does not have one, the hit does not connect. If a monster needs a particular Artifact to affect them, then this Monk ability will not help.

Thief 🔑 Rank 5/Find & Remove Traps - This ability will be determined by the Host of the Adventure as to procedure.

Rank 6/Disguise - This allows the Thief to appear to be any Class or Race which exists in the Game. It also allows the Thief to exceed the Armor and Shield restrictions of his Class. For example, a Thief may wear Chain Mail or Scale Mail and use a 36" round/square shield. However, when the Thief does exceed the armor restrictions of his Class, he may not use any of his abilities while exceeding the restrictions or for 15 minutes after. Through disguise, no special abilities such as spells can be gained. Platemail or a tower shield may never be used.

Rank 7/Read Languages - The Thief can decipher other languages and translate them into Common. It does not allow him to converse or understand the spoken, but only that which is written. In order to perform this ability, the Thief must spend 15 minutes in concentration on the message to be decipher.

Rank 8/Poison - This allows the Thief to make poison. The requirements to make poison are to provide the Magistrate or appropriate Marshal with the material components and any money needed to concoct the appropriate poison. A purple ribbon or tape, a Writ with the type of poison containing the poison's affects and time duration, signed and dated by the Magistrate or Marshal is necessary to be valid. See "Poison Attacks & Uses" for further information.

Rank 9/Read Magical Languages - Finally, the Thief has mastered his craft and is taught to read Magical Languages with the same restrictions as Reading Languages.

Assassin ☠ Rank 1/Disguise - Same as Thief.

Rank 3/Assassination - An Assassin character may be commissioned to kill. An assassination must be handed down to the Assassin by the Guild Master by means of a Writ of Assassination. This Writ must be drawn up by the Guild Master (there can only be three such Guild Masters in the Realm of Darkon) with the name of the victim and the mark of the Guild Master. When the assassination is performed, the Writ must be left with the corpse. If a character is successfully assassinated, the player cannot return as the same character for 24 hours, or until the next event if it is a 1 day Adventure. A player must use another character to continue participating in the event. This includes all the restrictions of the Rank and Class of the other character, and if you are a new player especially not wearing armor. Conversely, if an Assassin is caught performing the assassination and is tried and executed, the Assassin cannot come back as the same character for 24 hours. When performing an assassination, the Assassin can only use a dagger or an arrow, with a dagger an Assassin strikes like a Thief, back-stabbing even from the front. When using an arrow the Assassin must tie the Writ to the shaft. For an assassination to work, the Assassin must strike a blow that would normally cause at least a mortal wound with the first strike (or the second strike against Plate) or have a poisoned blade. A character may be resurrected if the spell is cast upon the body within 12 minutes of the assassination, but any poisons used will still be in the victim's blood and will take effect when the Spell is cast unless Neutralize Poison is also cast on the victim. Once the victim moves to Hades or leaves the site of death for any reason, the character may not be resurrected.

Rank 8/Poison - This allows only the Guild Master Assassin to make Death Class Poison Only. The GM Assassin is able to produce one dose of death class poison per adventure day. The requirements to make poison are to provide the Magistrate or appropriate Marshal with the material components and any money needed to concoct the poison. A purple ribbon or tape, a Writ with the type of poison containing the poison's affects and time duration, signed and dated by the Magistrate or Marshal is necessary to be valid. See "Poison Attacks & Uses".

Poison Types and Effects

Class 1 Death: The victim is mortalled and will die in little or no pain.

TYPE	TIME	COST
PLANT (FOXGLOVE, HEMLOCK, MONKSHOOD)	10 MIN.	30 SP
ANIMAL (CONESHELL, ARROW FROG, ASP)	5 MIN.	60 SP
SUPERNATURAL (WYVERNTAIL, DRAGON CLAW)	IMMEDIATE	240 SP

Class 2 Paralysis: The victim is conscious, but cannot move or speak. All muscles are completely limp.

TYPE	TIME	COST
PLANT (BIRDSFOOT, WOODBINE)	5 MIN.	5 SP
ANIMAL (SPIDER VENOM)	10 MIN.	10 SP
SUPERNATURAL (GHOUL'S TONGUE, PSEUDO DRAGON TAIL)	20 MIN.	40 SP

Class 3 Agony: The victim is racked by unspeakable pain and is completely incapacitated.

TYPE	TIME	COST
PLANT (AVENGING ANGEL MUSHROOM)	5 MIN.	15 SP
ANIMAL (LION FISH, SCORPION)	10 MIN.	20 SP
SUPERNATURAL (HARPY CLAW, MANTICORE SPINE)	20 MIN.	80 SP

Class 4 Hallucination: The victim goes temporarily insane, cannot think or control actions, and will not remember the experience afterwards.

TYPE	TIME	COST
PLANT (ERGOT, NIGHTSHADE)	5 MIN.	7 SP
ANIMAL (ANY VENOM CAUSING FEAR)	10 MIN.	14 SP
SUPERNATURAL (BANSHEE SHROUD)	20 MIN.	46 SP

NOTE: YOU MUST PAY THE MAGISTRATE/MARSHAL THE FULL COST OF THE POISON WITHOUT ANY COMPONENTS, OR PAY HALF COST WITH COMPONENTS. COMPONENTS MUST BE USED WITHIN A TWO MONTH PERIOD OF PROCUREMENT OR THEY BECOME USELESS. COMPONENTS CAN BE OBTAINED ON ADVENTURES, LAND SEARCHES, OR BY HIRING A RANGER TO FIND YOU SOME. IT WILL COST THE RANGER 60 SP TO PERFORM THIS SEARCH, AND THEY HAVE THE FOLLOWING CHANCE OF FINDING THE SPECIFIC COMPONENT YOU WANT: 1-60 Found Nothing; 61-75 Roll Again; 76-100 Specific Component Found.

Poison Attacks & Use

Attacking with a poison weapon:

When making a poison attack with a weapon, either purple ribbon or tape must be tied around the weapon blade. If the attack is unsuccessful the ribbon must be removed and the writ must be destroyed immediately. It is wise to inform an Elder of your intended action so as to avoid game disputes. If the attack is successful, the following steps are taken:

At the time of the attack, you must call out "Poison" and the affects of the poison. For example, "Instantaneous Death Poison". If you do not inform the victim of the poison's time value, it will be assumed to be a value of 10 minutes for Death Poison and 5 minutes for all other types of poison. Either you or an Elder must show "The Writ" to the victim, then destroy it in front of him. The tape/ribbon must be removed from the weapon. A slight slash to an area with no armor does no damage, but poison does enter the body to cause it's affect.

Poisoning Food and/or Drink:

When poisoning someone's food and/or drink, purple ribbon or tape must be affixed or tied around the utensil if there is no Elder present at the time of the placing of the poison. Then you must inform an Elder of this action, giving them the poison writ, so that it may be adjudged as successful or not. This proves to the Elder that you did indeed have possession of the utensil long enough to do the deed. If an Elder is present, give them the poison writ, and then they must see you with possession of the utensil. No ribbon or tape needs to be affixed with an Elder present. The attack is unsuccessful if the utensil is not used within one half (1/2) hour of the arrival of an Elder (if not present) or from the point of the Elder witnessing the placing of the poison, also the ribbon is removed and/or the writ destroyed. If the attack is successful, the Elder discreetly informs the victim immediately of the poisoning and it's affects. It is then the responsibility of the player to role-play their demise.

Potions and Scrolls

Potions and Scrolls are overseen by the VP/Marshal. Adventure only.

Potions and Scrolls: Tenth Level Spellcasters of the following classes only may make potions/scrolls; Cleric, Druid, and Mage.

Components: Potion - a 1 liter bottle and the component of the spell. Scroll - parchment paper and the component of the spell.

Potions: May be used by any class. A potion is represented by a 1 liter plastic bottle with a label stating the type of potion, and the signature of the Vice-President/Marshal. The size is so that spell components may be placed inside. No fluid has to be inside of the bottle. It is only a representation, and only the motions of drinking a potion and putting on the spell component, if any, is required. If any visible material components are needed they must be attached to the bottle. (Example: red spell ball, blue cape, white headband with G in center, etc.). Only certain spells can be enchanted into a potion, they are as follows:

SPELL	LEVEL
1) Cure light	1st Cleric/3rd Druid
2) Cure Disease	4th Cleric/7th Druid
3) Cure Serious	5th Cleric/9th Druid
4) Cure Mortal	7th Cleric
5) Neutralize Poison	5th Cleric/5th Druid
6) Raise Dead	10th Cleric
7) Prot. from Lightning	3rd Mage
8) Prot. from ice	4th Mage
9) Prot. from Fire	7th Mage
10) Stone Skin	8th Mage
11) Growth	7th Mage
12) Gaseous Form	8th Mage

Scrolls: Can only be used by the class that can normally use the spell (i.e. Mage and Druid can use a lightning bolt scroll, Cleric and Druid can use a Cure Light Wounds Scroll, etc.). A 9th level Thief can use any Mage Scroll by the read magical writing skill. Scrolls must have the signature of the Vice-President/Marshal, the title of the spell, and must be written on parchment paper. The Spellcaster writing the scroll determines the number of words of the scroll according to his rank, minimum words would be 50% of the words of the spell.

Cost: 10 SP per spell rank must be paid to the Marshal upon declaration.

Time: Potions & Scrolls can only be declared and made on Adventure Days. At the time of payment for the Potion or Scroll, the Spellcaster must declare to the Vice-President/Marshal what potion or scroll you are making. The type of potion/scroll, the date, and the amount you paid shall be recorded by the Vice-President/Marshal. Spells 1-3 level will take one full adventure day to make. Spells 4-7 level will take two full adventure days to make. Spells 8 & higher will take three adventure days to make.

During this process the Spellcaster will not be able to cast any other spells. This process continues with no gaps according with the attendance of the player. (i.e. starts one adventure, the next adventure the player misses, then the player is there for the third adventure, after the third adventure the player only has 2 days towards the potion/scroll completion) Also you must check-in as your Spellcaster to receive credit towards your potion/scroll during an adventure and you may not be a Elder nor a NPC during the enchantment.. The enchantment process requires the Spellcaster to have the potion/scroll on their person the whole period of the enchantment or you will have to repay and start over. The Spellcaster can act normally during the adventure, engage in battle, fight, die normally, etc., but the Spellcaster can not be assassinated or have the components of the spell taken away from them, or the process will have to be started over. At the end of the enchantment the Vice-President/Marshal will sign the potion or scroll.

Spells

Ranger Rank 3 LIGHT

Length: 200 words	Energy Cost: 1
Range: Caster	Duration: 30 minutes
Material: Flashlight	Area: 10 ft. radius

When cast the light must remain on for a full 30 minutes or the spell must be recast. The light can only be direct down at the ground within a ten foot radius. A small flashlight should be used, no spotlights.

Rank 7 NEUTRALIZE POISON

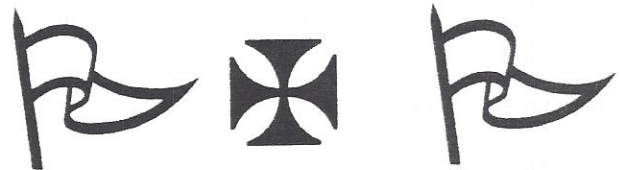
Length: 200 words	Energy Cost: 1
Range: Touch	Duration: Permanent
Material: Holly/Mistletoe	Area: 1 creature

This spell allows the caster to neutralize the effects of most poisons or toxins. The exact effectiveness of the spell should be determined by the Elders/Hosts of the event.

Rank 9 ENCHANT ARROW

Length: 200 words	Energy Cost: 1
Range: Touch	Duration: Special
Material: Red ribbon	Area: 1 arrow

This spell allows the ranger to imbue one arrow with magical energy; the weapon then can be used against creatures that can only be affected by magical weapons. When cast the Ranger ties the red ribbon around the shaft of the arrow in a visible manner. When shot, the Ranger calls, "Enchanted Arrow" and the spell is expended once the arrow is shot, whether the arrow hits its target or not. The ribbon must be removed when the arrow is retrieved. Enchanted arrows do not carry on between events. An arrow enchanted by a Ranger can be used by any archer.



Cavalier Rank 1 CURE DISEASE

Length: 1 minute meditation	Energy Cost: 1
Range: Touch	Duration: Permanent
Material: Holy symbol	Area: 1 creature

When cast this spell may counter such things as leprosy, consumption, rabies, lycanthropy, plagues, etc., cleansing the recipient of the spell of most diseases. The actual effectiveness of this spell should be determined by the Elders/Hosts of the event.

Rank 2 PURIFY FOOD & DRINK

Length: 1 minute meditation	Energy Cost: 1
Range: Touch	Duration: Permanent
Material: Holy symbol	Area: 1 cubic ft.

This allows the caster to purify small amounts of food & drink, cleansing them to remove any disease, poison or other impurities. This spell cannot be used for purposes other than the cleansing of food & drink.

Rank 4 TURN UNDEAD

Length: 300 words	Energy Cost: 1
Range: Throwing distance	Duration: Instant
Material: Yellow spellball	Area: 1 creature

By this incantation the caster calls upon the banishing power of their deity to summon into existence a sphere of divine energy. Depending on the power of the undead, and the Rank of the caster, the spell effect will vary. The exact effectiveness of this spell will be determined by the Elder/Host of the event. This spell penetrates all armor and shields. The invocation line of this spell is "[Name] Turn The Living Dead."

Rank 8 LAST RITES

Length: 500 words	Energy Cost: 1
Range: Touch	Duration: Permanent
Material: Green Headband w/black cross at center	Area: 1 creature

Same as Cleric.

Cleric Rank 1 LIGHT

Length: 170 words	Energy Cost: 1
Range: Caster	Duration: 30 minutes
Material: Flashlight	Area: 10 ft. radius

When cast the light must remain on for a full 30 minutes or the spell must be recast. The light can only be direct down at the ground within a ten foot radius. A small flashlight should be used, no spotlights.

Rank 3 CONSECRATE/DESECRATE

Length: 150 words	Energy Cost: 1
Range: Touch	Duration: Permanent
Material: Water	Area: 1 cubic ft. volume

This spell allows the Cleric to call upon the power of their deity to consecrate or desecrate water so that it is imbued with divine energy. The consecrated water may be used in a direct attack by throwing it at a creature. Consecrated or desecrated water should be effective against undead, summoned or extraplanar creatures. The consecrated water may be used to imbue a weapon with One Blessed Hit. A Blessed Hit is the same as if holy water was being thrown at a creature except now it is linked to the damage of the weapon. The bearer of the weapon should call "Blessed" as well as the color of the weapon. Only the first hit of a consecrated weapon is counted as a Blessed Hit, afterwards the weapon is no longer consecrated until more holy water is used. One dose of holy water is approximately one tablespoon. Holy water may be desecrated by mixing it with unholy water. A cleric may designate an area of ground to be sacred by pouring holy water on it. When holy water is applied to food or drink, it is instantly purified. The actual effectiveness of the Consecrate/Desecrate should be determined by the Elder/Hosts of the Darkon Event.

Rank 4 CURE DISEASE

Length: 150 words	Energy Cost: 1
Range: Touch	Duration: Permanent
Material: Holy symbol	Area: 1 creature

When cast this spell may counter such things as leprosy, consumption, rabies, lycanthropy, plagues, etc., cleansing the recipient of the spell of most diseases. The actual effectiveness of this spell should be determined by the Elders/Hosts of the event.

TURN UNDEAD

Length: 150 words	Energy Cost: 1
Range: Throwing distance	Duration: Instant
Material: Yellow spellball	Area: 3 ft. radius

By this incantation the caster calls upon the banishing power of their deity to summon into existence a sphere of divine energy. Depending on the power of the undead, and the Rank of the caster, the spell effect will vary. The exact effectiveness of this spell will be determined by the Elder/Host of the event. This spell penetrates all armor and shields. The invocation line of this spell is "[Name] Turn the Living Dead."

The power level of the monster is determined by the Host of the event. See chart below:

Rank of Cleric

UNDEAD TYPE	4	5	6	7	8	9	10
SKELETON	T	T	D	D	D	D	D
ZOMBIE	T	T	T	D	D	D	D
GHOUL	N	T	T	T	D	D	D
WIGHT	N	N	T	T	D	D	D
WRAITH	N	N	N	T	T	T	D
SPECTER	N	N	N	N	T	T	T

N = NO EFFECT; T = UNDEAD FLEE; D = UNDEAD DESTROYED
NOTE: THE UNDEAD CREATURE SHOULD KNOW WHAT RANK OF CLERIC IS NEEDED TO AFFECT IT.

Rank 5 NEUTRALIZE POISON

Length: 175 words	Energy Cost: 1
Range: Touch	Duration: Permanent
Material: Holy symbol	Area: 1 creature

Same as Ranger.

Cleric cont. Rank 6 PRAYER TOUCH

Length: 300 words	Energy Cost: 1
Range: Caster	Duration: Special
Material: Colored Gloves	Area: None

This spell allows the Cleric to hold one spell for later use. Once Prayer Touch is cast, the spell to be stored is cast (thus using the appropriate number of spell points for both spells) and the appropriate Colored Gloves are prepared. The Cleric may save the gloves for use at a later time. To use the stored spell, the Cleric simply has to put on the Gloves. (Gloves must be worn on both hands). The stored spell will be discharged on the first thing the Cleric touches. Clerics may hold spells on the intervals as follows:

LEVEL OF CLERIC	RANK OF SPELL HELD
6	1ST RANK
7	1ST AND 2ND RANK
8	1ST THROUGH 3RD RANK
9	1ST THROUGH 4TH RANK
10	1ST THROUGH 5TH RANK
11	1ST THROUGH 6TH RANK
12	1ST THROUGH 7TH RANK
13	1ST THROUGH 8TH RANK
14	1ST THROUGH 9TH RANK
15	1ST THROUGH 10TH RANK

Stored spells are identified by the following Glove Color:

SPELL STORED	GLOVE COLOR
CURING SPELLS	WHITE
PROTECTION SPELLS	WHITE
DIVINING SPELLS	WHITE
TURN UNDEAD	YELLOW
WORD OF HOLDING	ORANGE
CURSE	PINK

All spells used through Prayer Touch are reduced to touch range. All spells used through Prayer Touch penetrate through all armor, but not shields. Once the Gloves are worn, the Cleric may not cast any other spells, use weapons or hold any object. With Prayer touch active, the Cleric may touch themselves and move about normally without releasing the stored spell. If the Cleric is hit with Prayer Touch active, the spell is not broken unless they are hit in the arms, mortally wounded or killed. A Cleric may have only one spell stored at any given time. A Cleric may cast other magic while they have a spell stored. Prayer touch is unique to the caster. Only the caster can use their own stored spell. A Dispel Magic will negate Prayer Touch and any stored spell held within.

Rank 8 HOLY/UNHOLY WEAPON

Length: 400 words	Energy Cost: 1
Range: Touch	Duration: Permanent
Material: Silver weapon	Area: 1 weapon

This spell allows the Cleric to permanently Bless a single weapon. The weapon must be made from silver. After the spell has been cast, the weapon does Blessed Hits. The silver weapon must be specially made and purchased with Darkon currency, a weapon cannot just be declared "made of silver" (see rules for making silver weapons). The weapon must be covered with blue cloth and have the name of the Cleric's deity written clearly on the weapon. Only one Holy/Unholy weapon can be made by a Cleric at any time, until the old one is destroyed or dispelled. The weapon is a personal item and cannot be stolen (unlike Relics). A Cleric may make a Holy Weapon for another character provided they are of similar alignment. The Holy/Unholy weapon is a permanent item and carries between Darkon Events. The enchantment can be broken by having the weapon declared destroyed, or the enchantment can be broken by having a Curse Spell applied to the weapon which renders it a normal silver weapon. Holy/Unholy weapon does not increase the damage done by the weapon, but allows the weapon to strike with Blessed Hits (see Cleric spell Consecrate/Desecrate). It allows a weapon to strike creatures normally not affected by ordinary weapons. The exact effectiveness of the Blessed Hits done by a Holy weapon should be determined by the Elders/Hosts of the event.



Cleric cont. Rank 9 CURSE

Length: 500 words	Energy Cost: 1
Range: Touch	Duration: Instant
Material: Pink Spellball	Area: 1 creature

This spell allows the Cleric to call forth the power of divine anger and holy fury, which instead of divine healing, divine pain is inflicted. The spell inflicts a light wound to every limb. Curse penetrates all armor but does not penetrate shields. The invocation line for this spell is "I [Name] Invoke [Deities Name] Curse."

LAST RITES

Length: 500 words	Energy Cost: 1
Range: Touch	Duration: Permanent
Material: Green Headband w/black cross at center	Area: 1 creature

This allows the cleric to put to rest the soul/spirit of any one dead creature. Any creature affected by this spell may not be resurrected, animated, or otherwise revived in any way. Creatures such as trolls, vampires, and other that regenerate are permanently put to rest and cannot return to the living world. A green head band etched with a black cross is put on the creature to signify that it has been affected by Last Rites. Player characters affected by Last Rites cannot be resurrected unless two Resurrection spells are used. Player Characters who have been affected by Last Rites must spend the appropriate time in Hades. If no Hades is in play, then you must remain out of the game for a period of 12 minutes before returning to play. Any creature affected by Last Rites cannot be affected by Speak With Dead. The only instance where Last Rites may be applied to a "living creature" is when cast against demons, undead, or summoned beings. If Last Rites is cast against any creature from these three categories, they are immediately banished from the Cleric's plane of existence and instantly returned to whatever plane they originated from. The banished creature may not return to the Cleric's plane (assuming it has the ability to return) for a period of 12 minutes. Only one Last Rite may be in affect on any one creature.



Druid Rank 2 LIGHT

Length: 170 words	Energy Cost: 1
Range: Caster	Duration: 30 minutes
Material: Flashlight	Area: 10 ft. radius

Same as Ranger.

DETECT TRAPS (WOODLAND)

Length: 100 words	Energy Cost: 1
Range: Caster	Duration: Instant
Material: Y Shaped branch	Area: 10' Radius

This allows the caster to detect any sort of trap within a ten foot radius around the caster. This does not reveal the nature of the trap, only it's location. The exact information is determined by the Elder of the event.

Rank 5 NEUTRALIZE POISON

Length: 175 words	Energy Cost: 1
Range: Touch	Duration: Permanent
Material: Magic symbol	Area: 1 creature

Same as Ranger.

Rank 7 CURE DISEASE

Length: 150 words	Energy Cost: 1
Range: Touch	Duration: Permanent
Material: Magic symbol	Area: 1 creature

Same as Cleric.

Rank 10 NATURE LOVE

Length: 500 words	Energy Cost: 1
Range: Throwing Distance	Duration: 5 minutes
Material: Green Spellball	Area: 1 creature

By casting this spell, the Druid may cause any one creature to become utterly enchanted and enthralled by nature and must seek out the closest tree or bush and profess their undying love and devotion. The creature hit cannot fight or bear arms, for they are so obsessed with nature they cannot think such things. If the creature is attacked in any way the spell is broken. Druids are immune to this spell. Nature Love is not dispelled by Dispel Magic. The invocation line is "I [Name] the Druid Summon Nature's Love."

Mage Rank 1 LIGHT

Length: 150 words	Energy Cost: 1
Range: Caster	Duration: 30 minutes
Material: Flashlight	Area: 10 ft. radius

Same as Ranger/Cleric.

Rank 2 COMPREHEND LANGUAGES

Length: 75 words	Energy Cost: 1
Range: Caster	Duration: 30 minutes
Material: Small Square of parchment paper	Area: Caster

This spell magically translates any spoken or written language. Though the Mage may understand the language, this spell does not give the caster the ability to speak or write any language. Only the Mage can understand what is heard or read.

Rank 3 DETECT TRAPS

Length: 100 words	Energy Cost: 1
Range: Caster	Duration: Instant
Material: A Lens	Area: 10' Radius

Same as Druid. All types of traps are revealed.

Rank 6 FEEBLE MIND

Length: 300 words	Energy Cost: 1
Range: Throwing Distance	Duration: 5 minutes
Material: Plaid Spellball	Area: 1 creature

Creatures struck by Feeble Mind become confused and moronic. Only primary spell casters such as Mages, Clerics and Druids are affected. The exact effectiveness on monsters will be determined by the Elder/Host. Those affected by Feeble Mind cannot think coherently, therefore they cannot cast spells, use items, or fight. When under the influence of Feeble Mind, the victim is unaffected by the spell Truth Speak, or any other mind affecting spell. This spell penetrates all armor and shields. Invocation for this spell is "I [Name] Evoke Feeble Mind."

Rank 7 GROWTH

Length: 500 words	Energy Cost: 1
Range: Touch	Duration: 15 minutes
Material: White Headband w/ letter "G" at center	Area: 1 creature

This spell causes any one man-sized creature to grow in size and mass to that of a giant. Any person fighting within 30' of an enlarged creature must get on their knees to show the growth. The spell does not give the creature added power, the hits are normal.

Rank 8 GASEOUS FORM

Length: 400 words	Energy Cost: 1
Range: Caster/Touch	Duration: 5 minutes
Material: White Hood	Area: None

This spell is completed by putting on the White Hood. The person is then in Gaseous Form and can't be harmed by physical attack, only fire & lightning can affect him. The person can't speak nor touch anything material for the duration of the spell. The person can't affect the physical world in any way while in this form, may pass through any small opening, such as cracks in walls, under doors and through key holes. Spells cannot be cast while in the Gaseous Form. At 16th level a Mage can then cast this spell on another person. The recipient must be willing.

Rank 9 ANIMATE DEAD

Length: 1,000 words	Energy Cost: 1
Range: Touch	Duration: Special
Material: Black Headband w/ white circle at center	Area: 1 creature

This spell allows a Mage to animate any one dead creature making it a personal automation. The animated created will obey the Mage until it is destroyed or is Dispelled. When animated, the creature is returned to its full hits, full armor and full power. It retains all of its abilities and skills but does not have the intelligence to use them. A Mage must give specific instructions to the animated creature or it will perform the task using its instincts alone. If the caster is struck by Feeble Mind, the creature becomes a frenzied killer attacking anything in its path until destroyed. A Mage can only have one animated creature active at any one time. Spells that affect the intelligence, such as Speak With Dead, Truth Speak and Feeble Mind do not affect the Animated Creature. An undead creature cannot be animated.



Mage cont. Rank 9 PASSWALL

Length: 500 words	Energy Cost: 1
Range: Touch	Duration: 1 minute
Material: Ring	Area: Man-Size Opening

The spell opens a temporary passage through a wall or barrier. The casting Mage may close the hole at any time by simply commanding it to do so. No creature can be hurt or trapped if caught in the closing hole, it will be displaced to either side. Any creature larger than man-sized, such as a giant, ogre or a person affected by the Growth spell, cannot pass through the opening.

ENCHANT ITEM

Length: 500 words	Energy Cost: 1
Range: Touch	Duration: Permanent
Material: Green Ribbon/Tape	Area: 1 weapon/item

This spell allows the Mage to imbue one weapon/item with Magical Energy. A weapon can be used against creatures which can only be affected by magical weapons. Enchant Item does not increase the damage done by the weapon. It only allows the weapon to impact on those that are not affected by normal weapons. The enchantment on the weapon can only be dispelled by destroying the weapon. Enchantment does not carry over between events. Enchanted Weapons are signified by green tape/ribbon. A Mage may enchant as many items as they have spell energy points to do so.

Rank 10 POUCH

Length: 1,000 words	Energy Cost: 2
Range: Caster	Duration: Special
Material: Pouch	Area: None

This spell allows the Mage to hold one spell for later use. To hold a spell, the Mage must first cast Pouch and then the chosen spell to be stored (utilizing both Energy Costs). To use, the Mage simply opens the Pouch and instantly invokes the spell. A Mage may only have one spell stored at a time. This spell does not hinder any of the Mages' other Magic.



Mage cont. Rank 10 TIME STOP

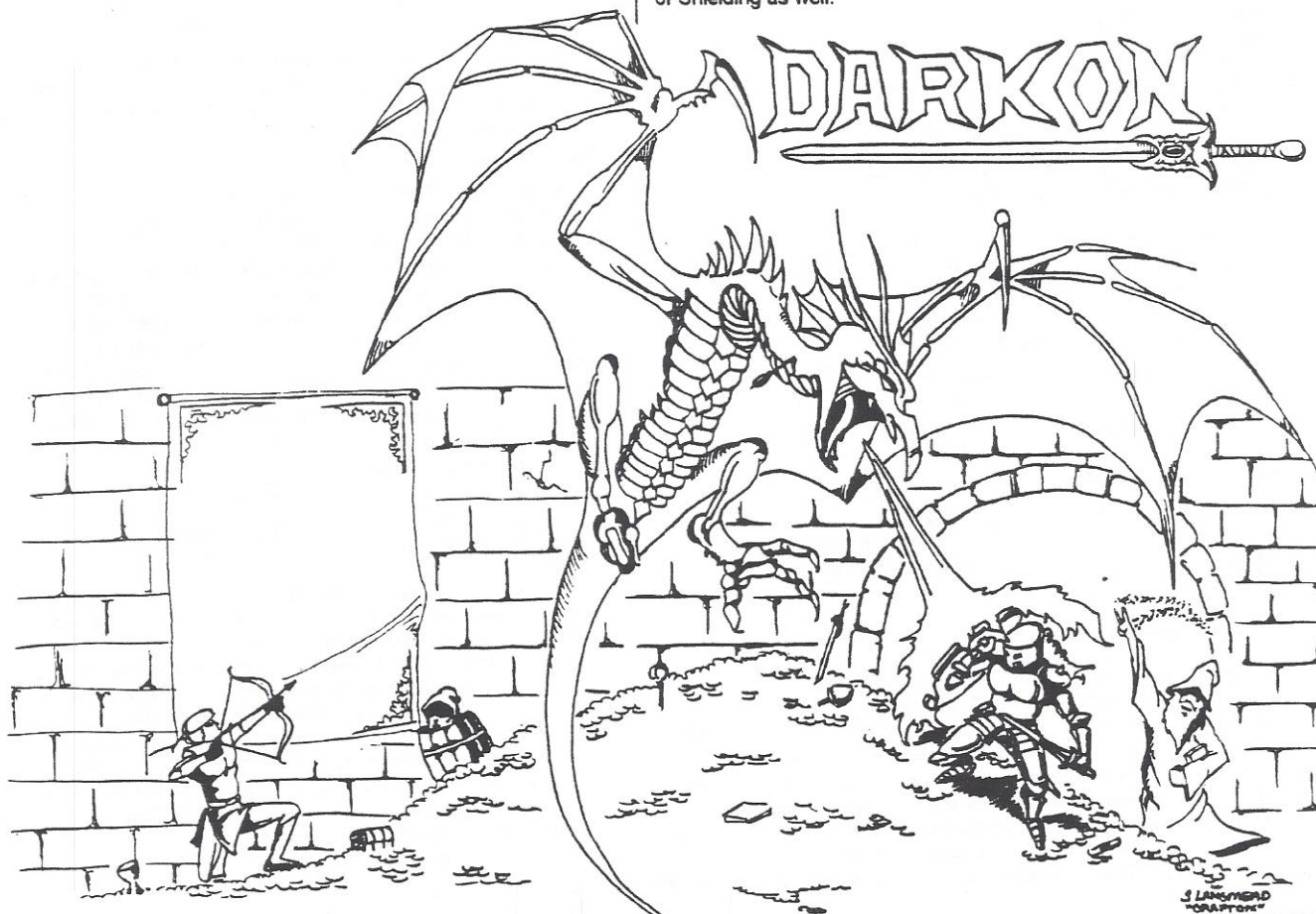
Length: 1,000 words	Energy Cost: 2
Range: Special	Duration: 1 minute
Material: Small Hour Glass	Area: Special

This powerful spell allows the Mage to slow time until stopped in the area around the Mage. Anyone within hearing distance must freeze in place (the Elder/Host will determine the area affected by the spell). Hearing range is only a representation of the area and a player cannot plug their ears and claim not to be affected. The caster is not affected by Time Stop and can freely move around for the duration. The Mage may not cast or invoke any other spells while using Time Stop. Due to the power of the spell, it can only be cast once a day. If a Dispel Magic is simultaneously cast by another Mage, Time Stop is not in effect within that 10 foot radius. A person under the affect of a Sanctuary Spell is free to move around as long as the Sanctuary is in effect. The invocation line for this spell is "Time Stop".

SPELL OF SHIELDING

Length: 1,000 words	Energy Cost: 1
Range: Touch	Duration: Special
Material: Silver Cape	Area: Special

This spell duplicates the effects of the Brooch of Shielding on the Mage, others at 12 Rank and objects at 14th from one magical effect. The receiver cannot cast spells or be healed. After absorbing one magical affect, or coming in contact with a Magical Item the spell is canceled. Any active magic (i.e. Stone skin, Prayer Touch, Protection From Fire, etc.) on the receiver of this spell will automatically be dispelled, canceling the Spell of Shielding as well.





Land Rules of the Darkon Wargaming Club



General Information

1.) When forming a new country, several things are needed by the Magistrate. You need to submit a typed 500 to a 1000 year history, select a name, have 2 elder tunics, have 4 people in surcoats w/country symbol, and a banner with the country symbol upon it. The Land Marshal will then allow the leader to pick the location of the new country on the world map. New countries are given 13 hexes of land and 7500 Silver in the coffers. One hex will be chosen as the capital hex, this hex will contain a castle. The capital hex can never be taken and occupied. The land can be spoiled and the castle ransacked.

2.) The original 13 land hexes granted by the Club, shall not be traded, sold, bartered, given away, etc., except that they may be taken in war. If or when a country goes defunct, said 13 hexes go defunct also, this includes any structures built upon those hexes. At the discretion of the "Land Marshal" monies in the account of said country may be transferred. If any disputes arise, the "Executive Board" shall make a ruling on said monies.

3.) If a Country goes defunct at anytime and then regains it's country status back, it does not gain revenues for that season/s while declared defunct. In addition, a country that has gone defunct must continue to participate (i.e. one countryman in a surcoat at every event) in every event thereafter to retain all it's holding that it had at the time it was declared defunct. At this point the country is placed in Limbo (country account frozen, no representation in senate, etc.) pending regaining country status. If country status is not regained by six (6) events after it has been placed in Limbo said country and all it's holdings are desolved and all countrymen become nomads.

4.) Castles, Strongholds, & Towers hold the Country accounts of that respective country. What about Nomads??? You must be in a Country to gain this benefit. Personal accounts of individual countrymen are kept by your country leader/treasurer within your country.

5.) It is assumed that in war each Country has a defending army/force in each of it's country's hexes. Also, ships that are anchored anywhere (i.e. harbor, coast, port, etc.) are assumed to have a defending crew.

6.) A battering ram is represented by an object 8 ft. to 12 ft. long, and must be manned by at least six (6) people with both hands on the object.

7.) Only a Country gains revenues for owning land. Individuals may not gain revenues, you must be part of a country to gain this benefit.

8.) NPC Monsters who fight during a Land Search shall receive 5 SP per person only if they defeat the players during a Land Search.

9.) Are adventure skills & spells in effect during:

Land Searches? - Yes Land Wars? - No.

10.) Must you be a Noble to own a tower, stronghold, or castle? - NO.

11.) If you possess a Relic the day of your land search you may use it.

12.) You can only fight in one land war or search a day.

13.) Land wars will start between 12-12:30. If the country invading is not ready by 12:30pm, then the money spent is forfeit and the land hex saved. If the defending country is not ready by 12:30pm, then the land hex is forfeited to the invading country. Unless other arrangements are made.



Revenue & Upkeep

Revenue is generated twice a year, it is collected on the battles following the Vernal (March 21) and Autumnal (Sept 21) Equinoxes. So that the adding of revenues and the subtracting of upkeep is understood clearly the following is provided:

LAND: The revenue generated is 500 SP per season per hex with the exception of the capitol hex which automatically has a castle on it, the capitol hex generates 1000 SP per season.

CASTLES: A Castle w/hex generates 1000 SP per season. Therefore, a Castle increases the revenue of the hex it sits on by 500 SP per season, or 1000 SP per year. Upkeep for a Castle is 500 SP per year.

KEEPS: A Keep w/hex generates 750 SP per season. Hence, a Keep increases the revenues of a hex by 250 SP per season, or 500 SP per year. Upkeep is 250 SP per year.

TOWERS: A Tower w/hex generates 550 SP per season. Granted then, a Tower increases the revenues by 50 SP per season, or 100 SP per year. Upkeep is 50 SP per year.

SHIPS: A Ship w/hex generates 875 SP per season. Naturally then, a ship increases the revenue by 375 SP per season, or 750 SP per year. Upkeep for a ship is 500 SP per year. (Note: You may own 1 ship per land hex that borders the water, to be know as a Port. A port may also have a Castle, Keep, or Tower on it.)

BUILDING COSTS: The cost of building a castle is 10,000 SP and 10 battle events, a Keep is 5000 SP and 5 battle events, and a Tower is 1250 SP and 2 battle events. A Ship costs 1500 SP to build and 3 battle events. The cost to rebuild a Castle, Keep, or Tower is half the original cost and time. Ships cannot be rebuilt if sunk at sea, they are lost for good and must be replaced. You can upgrade a Tower to a Keep, etc., but you may build only one structure, etc., at a time.



Movement

Travel on the map depends on the mode of transportation. An army or scouting party may travel 6 movement points per two week period. Movement must be declared to the Land Marshal in writing two weeks before it occurs. A group consisting of only rangers and/or druids may move on land with 9 movement points per two week period. Ships travel at 12 movement points per two week period regardless of the group's class. Declaration of Movement for armies moving by ship incur an extra charge as follows: 500 SP per 12 hexes will be removed from the countries treasury to pay for ship travel. That is 1-12 hexes, cost 500 SP, and 13-24 cost 1000 SP, etc., etc.. Ships can travel a total of 12 hexes per two week period. Movement rate is modified as follows:

- | | |
|----------------------------------|-------------------------------|
| 1.) Plains: 1 pt. per hex | 2.) Forest: 2 pts. per hex |
| 3.) Marsh/Swamps: 2 pts. per hex | 4.) Mountains: 3 pts. per hex |
| 5.) Jungle: 3 pts. per hex | 6.) Desert: 3 pts. per hex |

A strict record is kept by the Land Marshal of the locations of all armies and what is stored in the castles of the land (country coffers are stored in castles, keeps, and towers; as declared by country leadership). The knowledge of what is kept in the castles is considered confidential and should be revealed to no one. Any units that occupy the same hex at the same time must be brought together for an encounter. If one side is absent, then they are assumed to have taken paths that do not cross. The Land Marshal will move traveling units according to the travel information and instruction written and delivered to the Land Marshal. Any relic left in a hex because of the wielder's death will be fair game for any who travel through that hex. All country leaders will be notified of it's location and status.

There is no such thing as instant travel between hexes of land that are not connected. Therefore, if your country has a hex of land on one coast and the base and/or main body of the Country is on the other coast, you must spend the time and/or pay for any costs incurred to travel to that hex, be it by land or water. All armies and scouting parties are considered as based in the main Country body, unless declared in writing to the Land Marshal. In addition, this declaration must be made at least two weeks before any Declaration of War.

Relics In Wars & Scouting

In war the best 2 out of 3 fights of a Land/Sea battle are considered to be the same battle, therefore the following rules apply: 1.) A relic can be picked up and used during a fight, but not stolen to keep until the last deciding fight is over, and 2.) Relics are not automatically recharged between battles.

During Scouting as in Land/Sea battles, relics are not automatically recharged between battles. In addition, the NPC Monsters can not use nor steal the relics. If the scouting party dies during the Land Search the relics are lost. All of the country leaders will be notified of the location of the relic/s. The relics that are lost will be out of play until they are "discovered".

Scouting New Land

A country may get new land through exploration. The new lands produce no revenue unless maintained for an entire season (i.e. it takes a full season for the crops to grow). A ranger may scout unexplored lands every other event, each country may scout as many hexes as the country has rangers of sufficient level (3rd level), or can hire. Each scouting attempt will cost the country 500 SP, regardless of the outcome; in addition, the scouting party must actually travel to that hex. A scouting party consists of the ranger who is scouting and up to two escorts of any profession. If a country wishes to send more than three people, they can opt to pay an extra 250 SP per person (over the initial three) to assist the scouting party. Note however that it is advantageous to include only druids and rangers in a scouting party, because they can move faster on land than other characters. This party is declared when leaving the country. When the party arrives at the hex, the charts on pg. 23 are used to determine the type of land, and what encounters occur.

If the scouts vanquish the enemies (in 2 out of 3 fights), then the scouting party claims the hex. If the party is killed, the hex is lost and the scouts return to life in their home country/countries. If the ranger retreats off the field (in 2 out of 3 fights), the hex is lost, but he has information that allows an army to invade the hex with a similar resistance. This invasion will cost 750 SP and the invading army must move as usual to get there. Note that rangers killed 2 out of 3 fights while scouting may not scout again for the next two events. Also note that any ranger or escort may participate in only one scouting attempt at a time.

Going to War/Land Battle

Declaration of War must be declared at least two weeks in advance in writing to the Land Marshal. The Land Marshal will then subtract 1000 SP from that country's coffers and inform the defending country of the war. After the first attack, win or lose, the attackers will be charged 750 SP per battle of the war. As long as they keep winning, an attacking country may continue to assault the land of the same defending country each consecutive battle day. If the battle is fought at a campout, the Land Marshal can do a land battle each day so long as all countries involved agree. If the attackers do not continue the war, and a battle day is skipped, then they will have to declare war again to take any more land. If the attackers do not continue the war, then the defending country may counter-attack the lost hex of land for 250 SP. They may do this each battle day until all lost hexes have been taken back. However, if they lose and do not retake a hex then the war is over. If they still wish to take their old hex back then they must declare war and pay the appropriate charges.

When attacking a country, you may only hire as many people as you can field. (i.e. 15 countrymen show up, they can hire 15 mercenaries) A defending country may hire enough people to match the attacking army. (i.e. Defending Country has 5 people, but they can hire 25 to match the Attacking Country's 30) The exception to this is if the defending country has more valid countrymen than the invading army. Then the defending army can field all of it's countrymen. A defending country's Spellcasters get "instacast". This means at the beginning of the battle the spell caster automatically has the spells he can cast on themselves and/or others, and a spellball. (i.e. Spellcaster casts, stone skin, and magic shield on himself, then protection from lightning on another, and has a fireball ready). Also note that you may only participate in one Land War a day. The winner of a Land battle is decided by winning 2 out of 3 fights.

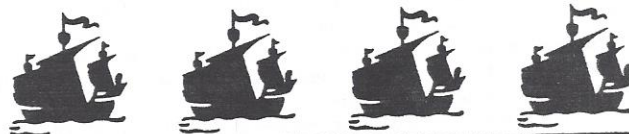
To clarify when you have won and when you have lost; a war is over when:

- 1.) The defenders have pushed the attackers out of there land, or
- 2.) When the defenders have lost there attacking turn.

Land Battle/Siege Battle

When attacking hexes with a castle, keep, or tower, a standard land battle is fought. If the defenders lose, then a siege battle will be held at the next event. If the battle is fought at a campout, the Land Marshal can do a siege battle the next day so long as all countries involved agree. Castles, keeps, and towers can affect how battles are won and lost. If the defending country is in a castle in the hex they may have 7 more people than the attackers. The only ways the attackers can enter the castle is by destroying the gate (i.e. Fireball, a ballistea, or a battering ram hit 10 times against the gate); or having a thief climb over the wall to open the gate from the inside. When defending a hex with a keep, the defenders get 3 more people than the attackers. The attackers can enter only by the means listed above. If the defenders have a tower in their hex they do not get any extra people and only 10 people will fit inside the tower. If a Castle, Keep, or Tower is taken in a siege battle the attackers may elect to ransack, pillage, and burn the fortification. If done, the fortification is plundered and cannot be used in a siege battle unless it is rebuilt. Since the foundation is already laid, the costs will be half of the original costs and time to rebuild the fortification.

The effects of spells on castles, keeps, and towers are as follows. A fireball will destroy the gate. If a fireball is cast over the wall then it does not have it's radius effect; therefore it must hit a direct target. Hold portal will lock the gate. Ballistea and catapults have a 3' radius of damage, even when shot over a wall. Ballistea and catapults as well as a battering ram can destroy a gate. Castles, keeps, and towers will be represented either as a actual fort, or will be a roped off area with a gate.



Sea Battle

If after declaration of war the attackers must cross an ocean, then a sea battle will occur in the sea hex bordering the land hex that the invaders wish to land on. This is done because countries with sea hexes will be patrolling those hexes that border their country. (if they have ships) Since the exact route the enemy will travel by sea is not known, anyone attempting to intercept would have a difficult time accomplishing this at best. But if an interception is successful, then it would be played out as a random encounter. An exception to this is a ship blockade of a harbor, port, or even a body of water. A blockade will also be considered a random encounter.

In actual battle, the ship will be a 15'X45' area marked off. The planks can be represented by logs or cardboard crossing the distance (countries provide/Max. of 3). Each ship is separated by 10 feet of water, the only way across is walking on the planks, or thieves, assassins, and monks jumping across on ropes. Only thieves, assassins, & monks can jump across on ropes. To lower a plank you must yell "Lowering a plank". For thieves, assassins, or monks to jump, they must yell "Jumping across on Ropes". If wearing armor better than studded leather, and you fall off a plank/ship you are considered drowned. Exception to this is if you are "Ice Stormed", because of the ice you will float for 5 minutes then sink. It takes (2) people to drag a person "Ice Stormed", up onto the ship.

If the invaders lose the sea battle they must retreat to the nearest friendly port. If they wish to try again then they must again pay both the declaration fee (just as if they lost a land war) and the sea travel fee. If the defenders lose the sea battle, then a land battle will occur the following battle day. If the attackers have won the sea battle, but lose the land battle then they are considered floating off the coast, and the defenders may attack the ship/s at the next battle day.

Each ship can carry 20 men. These men are not limited in armor or weapons. If a ship is hit with 3 fireballs or 3 ballistea (including 3' radius), it will sink in 5 minutes. The crew on that ship has 5 minutes to capture the enemy ship, or sink and perish. A ship that is sunk 2 out of 3 battles, is considered destroyed and must be replaced at the same cost & time of a new one. If a ship is captured by the victors 2 out of 3 battles even after the other ship has sunk, then the victors keep that ship as there own. (A catapult is considered the same as a Ballistea for damage to a ship, but neither will cause fire as a fireball) The winner of a Sea battle is decided by winning 2 out of 3 battles.

Tables & Charts for Exploring

Roll to see what is found:

	Mountains	Forest	Coast	Plains	Desert
swamps	01-05	01-05	01-05		
jungle	01	06-25	06-25	06-07	
rocky	02-46	26-35	26-35	08-23	01-25
barren	47-71	36-45	36-45	24-34	26-75
fertile	72-87	46-93	46-94	35-94	76-94
iron mine*	88-90	94-96	95-96	95-96	95-96
copper mine*	91-94	97-98	97-98	97-98	97-98
silver mine*	95-98	99	99	99	99
gold mine*	99-00	00	00	00	00

*If a mine is found, re-roll to see land type ignoring mine rolls. (i.e. If a mine is on the hex, re-roll to see if it is fertile, rocky, etc.)

Yearly yield of mines and land:

Fertile land	500 SP
Iron**	250 SP
Copper**	500 SP
Silver**	750 SP
Gold**	1500 SP

Cost of making land fertile:

swamps	2000 SP to drain
jungle	1000 SP to thin
rocky	1000 SP to clear
barren	1500 SP to fertilize
salted	1000 SP to un-salt

**The mines yearly yield is in addition to the yearly yield of the land it is on.

Encounter Table

01-75 Encounter. 76-00 No encounter.
Roll below to see what is encountered:

01-03	5 hobgoblins in leather.
04-05	3 orcs in leather, 1 ogre ¹ (6 hits).
06-07	3 orcs in leather, 1 ogre mage ² (6 hits).
08-10	4 bandits in leather, 1 in chain.
11-14	4 bandits in leather, 1 in chain, 1 in plate.
15-18	4 knights in chain.
19-21	No Encounter.
22	Red Dragon ³ (10 hits).
23-25	5 brigands in leather.
26-29	4 barbarians in studded leather (all take an extra hit).
30-32	5 barbarians in studded leather (all take an extra hit).
33-36	3 trolls ⁴ (6 hits).
37-40	2 hobgoblins in leather.
41-43	2 hill giants ⁵ (8 hits).
44	Hydra ⁶ (11 hits).
45-47	1 troll ⁷ (6 hits).
48-50	5 brigands without armor.
51-54	5 brigands in leather.
55-57	6 gnolls with studded leather, 3 have shields.
58-60	Another scouting party. (pick 4 people)
61-65	Land Marshal's Choice.
66-69	10 goblins. (1 hit)
70-73	6 orcs in studded, 1 in chain.
74-77	4 hobgoblins in leather.
78-81	4 knights in chain, 2 with shields.
82-84	3 bugbears in leather.
85-88	2 bugbears in leather, 1 bugbear shaman ⁸ in chain.
89-92	6 armorless adventurers.
93-95	5 bandits in leather.
96-99	6 brigands in leather.
00	Roll again & double number of NPCs encountered, ignore 00

¹Everyone fights on knees.

²Everyone fights on knees. Ogre Mage gets 2 Lightning Bolts.

³Dragon gets 3 fireballs, and does Black damage. Everyone fights on knees.

⁴Everyone fights on knees. Trolls can heal themselves, Light wounds take 1 minute, Mortal take 3 minute. Fireball kills them instantly.

⁵Everyone fights on knees.

⁶Hydra has 2 Fireballs, 2 Lightning Bolts, & 2 Ice Storms.

⁷Same as Trolls above.

⁸Shaman has 1 Lightning Bolt, & can Cure Light Wounds.

(i.e. Use a real Cleric's spell for healing and Druid's spell for Lightning.)

Articles of Association & Bylaws

ARTICLE I

I. CLUB PURPOSE:

A.) The Darkon Wargaming Club provides its members the following:

- 1.) Live medieval-style battles via padded-weapon combat.
- 2.) Organized feast and camping events.
- 3.) The opportunity for role-playing and character development.
- 4.) To learn about and construct medieval-style clothing and armor.
- 5.) Socializing for people sharing interests in the medieval period.

B.) The Darkon Wargaming Club operates not for profit. No members or officers shall in any way receive compensation for their service.

ARTICLE II

II. CLUB STRUCTURE: A.) Membership:

- 1.) Any person age 16 years or older may be a member of the Club.
- 2.) Each member must pay an initial \$5.00 membership fee. In return, each will receive a Rulebook and a membership identification card.
- 3.) All members must sign a waiver form. Members under the age of eighteen must have a parental co-signature.
- 4.) Membership is valid for the lifetime of the member, except in cases noted below.
- 5.) The Club reserves the right to refuse membership to any individual. This refers specifically to any member whose behavior or actions endanger the safety of other members.
- 6.) Any member found using and/or possessing illegal substances shall be subject to suspension from active participation for not less than three months. Upon any second violation of this policy, the member shall receive permanent expulsion from the club.
- 7.) All members must pay sustaining dues at each event to actively participate in these events. The Treasurer shall determine the amount of dues to charge with approval by the Senate.
- 8.) It is the responsibility of each new member to familiarize themselves with the rules of combat, the requirements for costume, and the making of weapons.
- 9.) Any reference to player(s) in these Bylaws is to be interpreted as a reference to member(s) of the Club.

B.) Countries:

- 1.) For purposes of game realism and to allow for various teams, members are encouraged to form associations known as countries. A country must consist of a leader and at least three other members. Four country members must attend 1 event within a 3 month period in surcoats to be a valid country.
- 2.) A country's membership is unrestricted in terms of maximum number, but will be regulated by the Executive Board to allow for fair team size and Club growth.
- 3.) All countries shall have two voting representatives on the Senate and shall receive a copy of the Bylaws.

ARTICLE III

III. CLUB LEADERSHIP:

A.) Leadership shall consist of the following governing bodies:

- 1.) Executive Board - five elected officials.
 - 2.) Senate - two representatives from each country.
 - 3.) Noble Council - all members who hold a "Noble Title".
- B.) Any member may serve on the Executive Board ("Board") or Senate, but only Nobles may serve on the Noble Council.
- C.) No member may serve on more than one governing body at a time, excluding Nobles, who may serve on the Executive Board, but forfeit their vote on the Noble Council with the exceptions as outlined in Article IV. Nobles may not be Senators.
- D.) Official's elected term is 1 year beginning Jan. 1st of the new year.

- 1.) Elections for the Board shall be held the 1st event in November.
 - a.) Prospective candidates may run as independent, or may form political parties, and a field of candidates.
 - b.) Election of Board shall be done by secret ballot in the Senate. In cases of multiple-candidate races, the winner shall be determined by a 2/3 majority vote, if not attained then a re-vote will be taken between the two candidates with the most votes, eliminating the other candidates.

- 2.) Any candidate who runs for election unopposed shall assume office on January 1st of the new year.
- 3.) Officials may run for re-election upon completion of his/her term.
- 4.) Any elected official may voluntarily leave office before the end of the term; or may be removed by the Senate if dereliction of duty is discovered. Impeachment of an elected official requires a 3/5 majority vote by the Senate.

ARTICLE IV

IV. GOVERNING BODIES:

A.) The Executive Board:

- 1.) The Board consists of five elected officials: President, Vice-President, Secretary, Treasurer and Magistrate.
- 2.) The Board shall be responsible for the conduct of the Club, the planning of activities and the maintenance of the Bylaws.
- 3.) The Board shall determine membership status as described above in Article II, Part A, Sections 5 and 6 respectively.
- 4.) The Board shall review all new game rules and rule changes proposed by the Senate. All new game rules and rule changes must be approved or vetoed by a majority vote.
- 5.) The Board shall meet as business dictates, but not less than at least once every 3 months.
 - a.) Any member unable to attend a monthly session may send a proxy representative in his/her place. However, this substitute may only present ideas and take notes for the elected official. The substitute is not allowed to vote.
 - b.) All board members must be present for a quorum to exist, for it to legally take any action.
- 6.) The President or Vice-President may convene an emergency meeting if conditions requiring such exist.
- 7.) The Tome of Existence and Club financial records are to be present for open inspection at all the meetings. The Tome may be brought to the Senate meetings by the Magistrate if requested.
- 8.) Any references to the "Cabinet" or "Council of Five" in Club publications are to be interpreted as references to the Board.



9.) The Board Members:

a.) The President's responsibilities are:

- (1) Delegating authority and the forming of activity committees.
- (2) Maintenance of Club Telephone Hotline.
- (3) Public liaison with outside officials.
- (4) Final interpretation of game rules.
- (5) Preparation of the Board meeting agenda.
- (6) Service as honorary "King" at special events.

b.) The Vice-President's responsibilities are:

- (1) Represent the President in his absence.
- (2) Chairman of the Noble Council.
 - (a) The Vice-President shall determine the Council's agenda.
- (3) Liaison with other wargaming clubs.
- (4) Collection and maintenance of game equipment (i.e. relics, first-aid kits, adventure supplies, etc.).
 - (a) Appointment of an assistant called "Relics Marshal", who will collect and maintain all of the Relics.
 - (b) Appointment of an assistant called "Potion & Scroll Marshal", who will administer potions & scrolls.

c.) The Secretary's responsibilities are:

- (1) Maintenance of member experience cards.
- (2) Collection of player waiver forms.
- (3) Recording minutes at the Board meetings.
- (4) Distribution of membership cards.
- (5) Collection and publication of Country Histories.
- (6) Publication of Club Rulebook, Tavern Tales, rule changes, announcements, advertisement and recruitment flyers.
 - (a) Appointment of an assistant called "Elder of the Tavern" to produce the Club newsletter called Tavern Tales.
 - (b) Appointment of an assistant called "Elder of Advertisement" to supervise the production and distribution of advertisement and recruitment flyers.

d.) The Treasurer's responsibilities are:

- (1) Payment of any debts incurred by the Club.
- (2) Collection of money from Rulebook/Tavern Tales sales.
- (3) Maintenance of treasury bookkeeping.
- (4) Collection of membership fees and dues at all events.

- (5) Purchase of any materials needed for activities.

- (a) Funds for publishing and purchase of special items may be advanced to members on occasion, but these members are responsible for providing a valid receipt and any change to the Treasurer.
 - (b) Any member purchasing Club supplies with private funds must produce a valid receipt in order to be reimbursed.

- (6) Determination of the cost per copy of Tavern Tales and the Rulebooks sold independently of membership fees. (This is to be done following consultation with secretary and subject to approval by the Senate).

- (7) Shall provide a written report of income and expenditures to the Senate and Executive Board on a quarterly schedule.

- (8) Liaison with the Internal Revenue Service.

- (9) Appointment of an assistant to the Treasurer, who will be known as the "Banker of Darkon". His/her duties shall be to assist the Treasurer in keeping the records of all Darkon coinage, the disbursement of said coinage, and the keeping of country deposits & withdrawals. The "Banker of Darkon" shall also work with the "Land Marshal" on all individual country accounts.

e.) The Magistrate's responsibilities are:

- (1) Chairman of the Senate.
 - (a) Setting the Senate meeting agenda.
- (2) Appointment of Marshals following consultation with the Noble Council for the following positions:
 - (a) Weapon Marshal (6) (c) Costume Marshal (3) (f) Land Marshal (1)
 - (b) Armor Marshal (3) (d) Event Marshal (2) (e) Spell Marshal (1)
- (3) Review of legitimate country status.
- (4) To provide for the smooth running of the inspection-line & selection of the Elders for each event.
- (5) Final interpretation of Club Bylaws.

B.) The Senate:

- 1.) The Senate consists of two representatives from each country of the Club. They shall be known as Senators.
- 2.) All countries must decide on two members for duty on the Senate.
- 3.) Two-thirds of the active countries Senators must be present for a quorum to exist for the Senate to legally take any action.
- 4.) All Senate meetings shall be chaired by the Magistrate, and in his absence, a Senator may chair the meeting.
 - a.) The Magistrate may vote only if there is a tie.
- 5.) The Senate shall meet once per month unless business dictates otherwise.
- 6.) The Senate shall be responsible for the smooth flow of actual gaming activities.
 - a.) The Senators shall actively pursue enforcement of game rules on the field of play. (i.e. Elder)
 - b.) The Senators shall solve any problems with game activities. (i.e. Discuss and propose possible solutions)
- 7.) The Senate shall make recommendations to the Magistrate on the appointment of Marshals
- 8.) The Senate shall be responsible for the creation and review of "Game Rules".
 - a.) All new Rule changes shall be incorporated twice a year. Once on March 1st, and second on September 1st. of each year. The Senate will still discuss and vote on topics throughout the year, but rules passed by the Senate and the Executive Board will not take effect until the dates stated beforehand. The exception to this will be safety rules and rules that effect the running of the game, which shall be instituted after being passed by both the Senate and the Executive Board.
 - b.) Every new Rule must be properly written with a description and explanation.
 - c.) All new rules and rule changes first must pass the Senate by majority vote, before it's sent to the Executive Board.
 - d.) The Senate may override an Executive Board veto with a three-quarters majority vote.
- 9.) The Senate shall nominate members for positions on the Executive Board. Voting for these candidates shall occur in the manner described above in Article III, Part D, Section 1b.
- 10.) The Senate must approve any membership fee, dues, or cost of publication changes that are proposed by the Treasurer.
- 11.) Any reference to the "Council of Elders" in Club publications shall be interpreted as referenced to the Senate.

C.) **Noble Council:**

- 1.) Noble is defined as "One" who has been recognized by the Club for outstanding sportsmanship, contribution and distinction. Thus acknowledged, the "One" is rewarded the title of "Knight" within the Realm of Darkon. As Nobles, these members are acknowledged for their excellence & experience.
- 2.) The Council shall consists of all members who posses a Noble title, gained either by appointment or by test of arms.
- 3.) The Council shall be chaired by the Vice-President.
 - a.) The Vice-President shall vote on issues discussed by the Council only if there is a tie, unless he/she is also a Noble than then retain their vote and are exempt to Art. III, Section C.
- 4.) The Council shall convene every three months, unless business dictates otherwise.
- 5.) A quorum shall exist when three-fourths of the eligible Nobles are present for the Council to legally take any action.
- 6.) Nobles shall be responsible for disciplining themselves, and not being above the rules setforth by the club. Therefore, the Council shall be responsible for the conduct of all Nobles and the disciplinary action for those who fail to behave consistent with the title.
- 7.) The Council shall be responsible for the approval of all weapons introduced into battle & the safety of all players.
 - a.) This shall include the inspection of all new weapons, as well as the rejection of unsafe new weapons, and any recommendations of whether the weapon can be made safe or not.
 - b.) Any weapon submitted for approval must past the Council with a four-fifths majority vote. The Noble Council's ruling is final.
- 8.) The Council shall plan all major "Noble Tourney" events.
- 9.) Each Noble must elder an event at least (2) twice a year. Not to include the Spring/Fall Noble Tournaments.
- 10.) Nobles will support/augment the elders/officials in the game and intercede/mediate between said officials and uncooperative/unruly players to help provide for the smooth flow of events.
- 11.) Nobles will enforce the sanctions of the Executive Board regarding players who continually usurp and/or break the rules, and/or are considered unsafe players. (i.e. a hazard to themselves and others.)
- 12.) Nobles will put the club above all else, they must behave honorably towards the club at all times (This in no way should interfere with the role-playing aspect of one's chosen alignment of their character, and should be considered as separate matters.) and contribute to the club in a positive manner. (i.e. train new members in the aspects and rules of the game, certifying new Elders, etc..)
- 13.) Nobles must submit newly accepted candidates for nobility to be confirmed by the Executive Board by a 3/5 majority vote.
- 14.) Nobles must accept and understand their status is bestowed upon them by the very concept and nature of the club. Without the club your titles are meaningless. Therefore, if the Noble Council fails to uphold the integrity of the Club, the senate with a 3/4 majority vote, and then the Executive Board with a 3/5 majority vote can & will impeach/revoke the status of any individual noble.



D.) **Triumvirate Session:**

- 1.) Once a year, during the second week of December, a joint session of the three governing bodies will be held. This meeting will occur for the following reasons:
 - a.) Review of leadership and proposed personnel changes.
 - b.) Preparation for producing an updated Rulebook.
 - c.) Open discussion of ideas and future Club goals.
- 2.) Unlike normal Senate meetings, Triumvirate Sessions may cause some countries to have more than two representatives present. Therefore, no actual voting shall occur during this Session. In addition, so no countries right to equal representation will be compromised, the President shall act as Chairman.

ARTICLE V

V. **AMENDMENTS TO THE BYLAWS:**

- A.) Any proposed amendment to the Bylaws must pass in the Senate by a two-thirds majority vote.
- B.) Any amendment approved by the Senate must then pass the Board with a three-fifths majority vote to become official.

WE THE UNDERSIGNED EXECUTIVES, HEREBY
RECOGNIZE AND PROCLAIM THIS DOCUMENT
TO BE THE LEGALLY BINDING INSTRUMENT
OF ORGANIZATION FOR THE DARKON
WARGAMING CLUB OF MARYLAND.



PRESIDENT: Joseph Widerman

VICE-PRESIDENT: Kenyon Wells

SECRETARY: Patti Brown

TREASURER: Edward Adelsberger

MAGISTRATE: John P. Mitchell



Character Records

Your Name: _____

Battle Name/s: _____

[illegible][illegible]

Character Records

[illegible][illegible]

Character Records

[illegible][illegible]

Quick Reference Charts

Weapons Damage Chart

CLASS	COLOR	TORSO	LIMBS	HEAD
AC 5	White	1st Hit Mortal	1st Hit Light 2nd Hit Mortal	1st Hit Death (THROWING HAMMER ONLY)
	Yellow	1st Hit Mortal	1st Hit Light	1st Hit Death
	Black	1st Hit Death	1st Hit Mortal	1st Hit Death (SPELLBALL ONLY)
	Red	1st Hit Death	1st Hit Light 2nd Hit Mortal	
AC 4	White	2nd Hit Mortal	2nd Hit Light 3rd Hit Mortal	1st Hit Mortal (THROWING HAMMER ONLY)
	Yellow	2nd Hit Mortal	2nd Hit Light	1st Hit Mortal
	Black	1st Hit Mortal	1st Hit Light 2nd Hit Death	1st Hit Mortal (SPELLBALL ONLY)
	Red	1st Hit Mortal	1st Hit Light 2nd Hit Mortal	
AC 3	White	3rd Hit Mortal	3rd Hit Light 4th Hit Mortal	2nd Hit Mortal (THROWING HAMMER ONLY)
	Yellow	3rd Hit Mortal	3rd Hit Light	2nd Hit Mortal
	Black	2nd Hit Mortal	2nd Hit Light 3rd Hit Mortal	2nd Hit Mortal (SPELLBALL ONLY)
	Red	1st Hit Mortal	1st Hit Light 2nd Hit Mortal	
AC 2	White	3rd Hit Mortal	3rd Hit Light 4th Hit Mortal	3rd Hit Mortal (THROWING HAMMER ONLY)
	Yellow	3rd Hit Mortal	3rd Hit Light	3rd Hit Mortal
	Black	2nd Hit Mortal	2nd Hit Light 3rd Hit Mortal	2nd Hit Mortal (SPELLBALL ONLY)
	Red	2nd Hit Mortal 1st Hit Mortal (ARROW ONLY)	2nd Hit Light 3rd Hit Mortal	
AC 1	White	4th Hit Mortal	4th Hit Light 5th Hit Mortal	4th Hit Mortal (THROWING HAMMER ONLY)
	Yellow	4th Hit Mortal	4th Hit Light	4th Hit Mortal
	Black	3rd Hit Mortal	3rd Hit Light 4th Hit Mortal	3rd Hit Mortal (SPELLBALL ONLY)
	Red	3rd Hit Mortal	3rd Hit Light 4th Hit Mortal	

ARROWS SHOTS TO THE HEAD AND FACE ARE ILLEGAL, ONLY CERTAIN YELLOW WEAPONS (FLAIL & MORNING STAR), BLUE YELLOW/WHITE WEAPONS (THROWING HAMMER/AXE), & SPELLBALLS CAN HIT TO THE HEAD. CHAIN ARMOR DOES NOT STOP AN ARROW. BALLISTA BOLTS AND CATAPULTS ARE GREEN WEAPONS THAT ARE NOT ON THIS CHART. THE DAMAGE IS: YOU ARE DEAD REGARDLESS OF ARMOR IF HIT DIRECTLY. YOU ARE MORTALLY WOUNDED IF BOLT HITS YOUR SHIELD OR LANDS WITHIN THREE FEET. GREEN WEAPONS CANNOT DO DAMAGE BY BOUNCING OR ROLLING.

Weapon Color Chart

COLOR	STYLE OF ATTACK	EXAMPLES
WHITE	CUTTING	SWORDS & AXES
YELLOW	SMASHING	MACE & MORNING STAR
RED	THRUSTING	SPEAR & DAGGER
BLACK	CLEAVING	POLEARM & BATTLE AXE
BLUE	THROWING	JAVELIN & THROWING HAMMER/AXE
GREEN	SPECIAL	FIREBALL & BALLISTA

Rank System Chart

RANK	BATTLE CREDITS
FIRST	1-5
SECOND	6-10
THIRD	11-15
FOURTH	16-20
FIFTH	21-25

Armor Arm Band Chart

Armor	Armor Class	Arm Band Color
Platemail/Banded mail	AC 1	Yellow Armband
Chain mail/Scale mail	AC 2	Red Armband
Studded Leather/Ring mail/Splint mail	AC 3	Green Armband
Leather	AC 4	Blue Armband

Sealing & Hades Chart

LIGHT WOUND	FOUR MINUTES
MORTAL WOUND	EIGHT MINUTES
DEATH	TWELVE MINUTES
RELIC RECHARGE	FOUR MINUTES PER CHARGE
SHIELD/ARMOR REPAIR	FOUR MINUTES

Backstab Chart

NO ARMOR	1ST HIT DEATH
LEATHER	1ST HIT DEATH
STUDDED AND RING	1ST HIT DEATH
CHAIN AND SCALE	1ST HIT MORTAL
PLATE AND BANDED	2ND HIT MORTAL

Spell Reduction Chart

RANK	NUMBER OF BATTLES	ENERGY LEVELS	SPELL LENGTH REDUCTION
1	1-5	3	NONE
2	6-10	6	NONE
3	11-15	8	NONE
4	16-20	10	NONE
5	21-25	10	NONE
6	26-30	12	REDUCE 1ST RANK 10%
7	31-35	12	REDUCE 1-2ND RANK 10%
8	36-40	14	REDUCE 1-3RD RANK 10%
9	41-45	14	REDUCE 1-4TH RANK 10%
10	46-50	15	REDUCE 1-5TH RANK 10%
11	51-55	15	REDUCE 2-5TH RANK 10%
12	56-60	16	REDUCE 3-6TH RANK 10%
13	61-65	16	REDUCE 4-7TH RANK 10%
14	66-70	17	REDUCE 5-8TH RANK 10%
15	71-75	17	REDUCE 6-9TH RANK 10%
16	76-80	18	REDUCE 6-10TH RANK 10%
17	81-85	18	REDUCE 7-10TH RANK 10%
18	86-90	19	REDUCE 8-10TH RANK 10%
19	91-95	19	REDUCE 9-10TH RANK 10%
20	96-100	20	REDUCE 10TH RANK 10%

NOTE: NO SPELL CAN BE REDUCED BY MORE THEN 50% OF ORIGINAL LENGTH AND 1 ENERGY LEVEL IS GAINED EACH RANK ABOVE 20TH.

Cleric Undead Turn Chart

LEVELS UNDEAD TYPE	4	5	6	7	8	9	10
SKELETON	T	T	D	D	D	D	D
ZOMBIE	T	T	T	D	D	D	D
GHOUL	N	T	T	T	D	D	D
WIGHT	N	N	T	T	D	D	D
WRAITH	N	N	N	T	T	T	D
SPECTER	N	N	N	N	T	T	T

N = NO EFFECT; T = UNDEAD FLEE; D = UNDEAD DESTROYED

NOTE: THE UNDEAD CREATURE SHOULD KNOW WHAT RANK OF CLERIC IS NEEDED TO AFFECT IT.

Prayer Touch Spell Chart

LEVEL OF CLERIC	RANK OF SPELL HELD
6	1ST RANK
7	1ST AND 2ND RANK
8	1ST THROUGH 3RD RANK
9	1ST THROUGH 4TH RANK
10	1ST THROUGH 5TH RANK
11	1ST THROUGH 6TH RANK
12	1ST THROUGH 7TH RANK
13	1ST THROUGH 8TH RANK
14	1ST THROUGH 9TH RANK
15	1ST THROUGH 10TH RANK

Stored spells are identified by the following Glove Color:

SPELL STORED	GLOVE COLOR
CURING SPELLS	WHITE
PROTECTION SPELLS	WHITE
DIVINING SPELLS	WHITE
TURN UNDEAD	YELLOW
WORD OF HOLDING	ORANGE
CURSE	PINK

<<<<<< Poison Types and Effects Charts >>>>>>

Class 1 Death: The victim is mortalled and will die in little or no pain.

TYPE	TIME	COST
PLANT (FOXGLOVE, HEMLOCK, MONKSHOOD)	10 MIN.	30 SP
ANIMAL (CONESHELL, ARROW FROG, ASP)	5 MIN.	60 SP
SUPERNATURAL (WYVERNTAIL, DRAGON CLAW)	IMMEDIATE	240 SP

Class 2 Paralysis: The victim is conscious, but cannot move or speak. All muscles are completely limp.

TYPE	TIME	COST
PLANT (BIRDSFOOT, WOODBINE)	5 MIN.	5 SP
ANIMAL (SPIDER VENOM)	10 MIN.	10 SP
SUPERNATURAL (GHOUL'S TONGUE, PSEUDO DRAGON TAIL)	20 MIN.	40 SP

Class 3 Agony: The victim is racked by unspeakable pain and is completely incapacitated.

TYPE	TIME	COST
PLANT (AVENGING ANGEL MUSHROOM)	5 MIN.	15 SP
ANIMAL (LION FISH, SCORPION)	10 MIN.	20 SP
SUPERNATURAL (HARPY CLAW, MANTICORE SPINE)	20 MIN.	80 SP

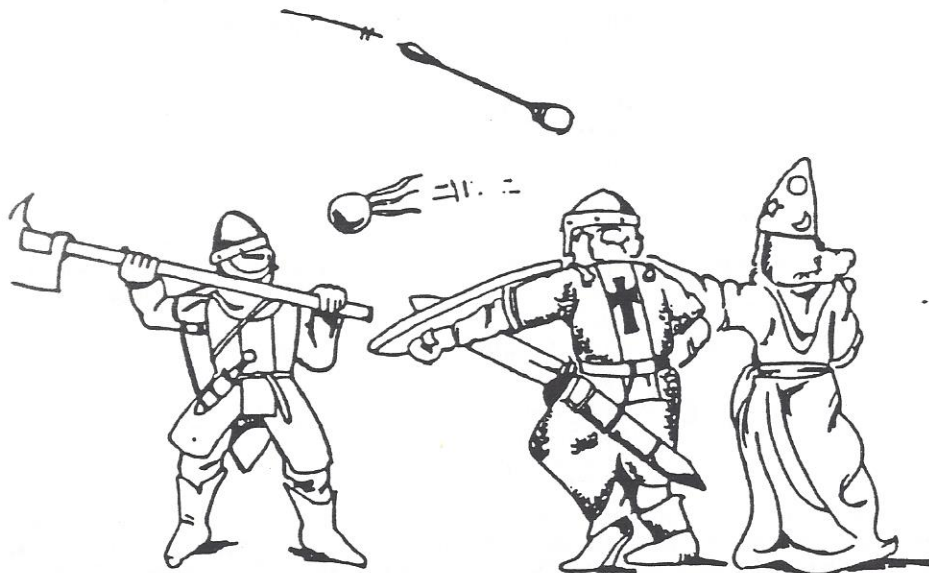
Class 4 Hallucination: The victim goes temporarily insane, cannot think or control actions, and will not remember the experience afterwards.

TYPE	TIME	COST
PLANT (ERGOT, NIGHTSHADE)	5 MIN.	7 SP
ANIMAL (ANY VENOM CAUSING FEAR)	10 MIN.	14 SP
SUPERNATURAL (BANSHEE SHROUD)	20 MIN.	46 SP

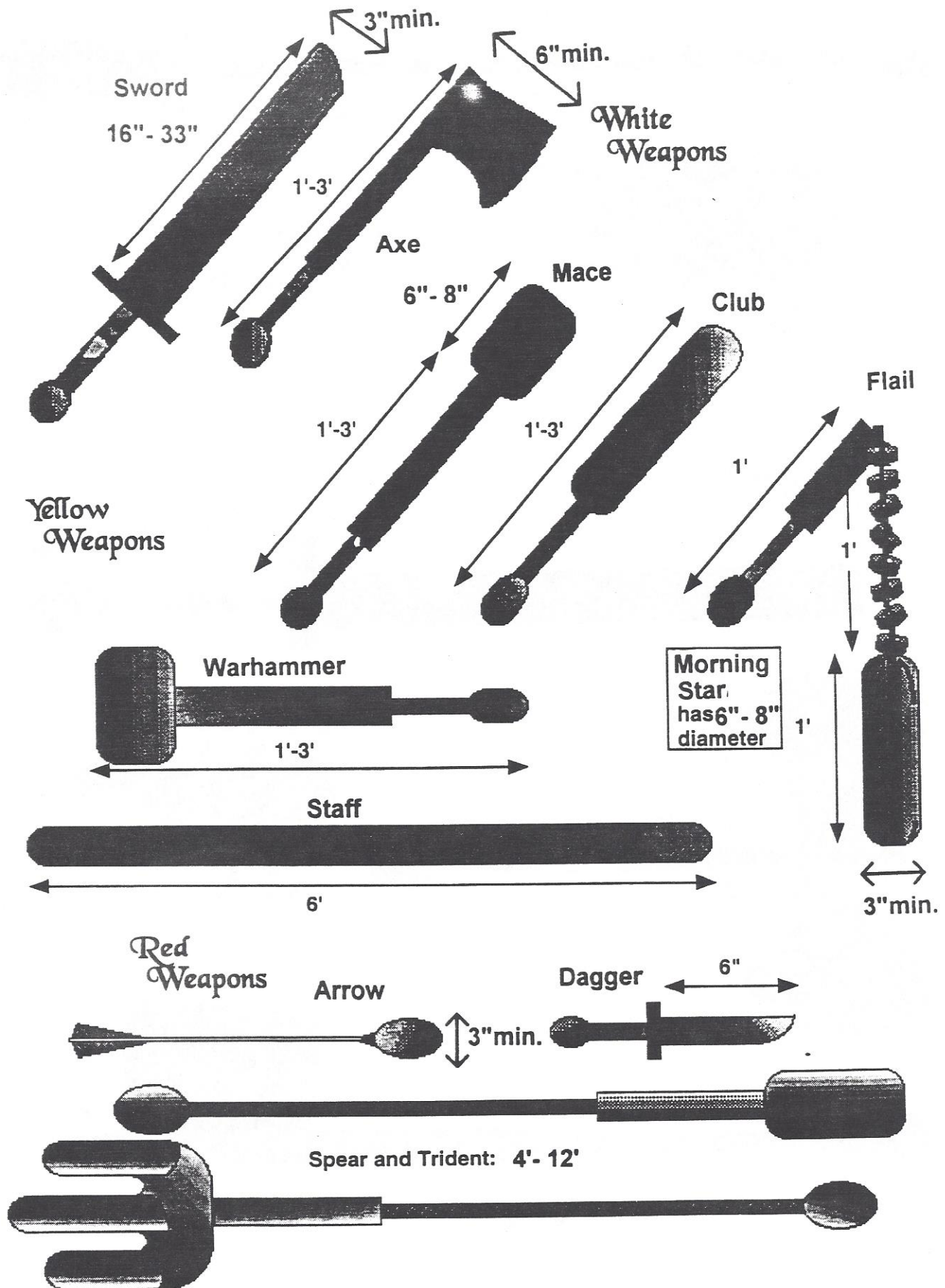
NOTE: YOU MUST PAY THE MAGISTRATE/MARSHAL THE FULL COST OF THE POISON WITHOUT ANY COMPONENTS, OR PAY HALF COST WITH COMPONENTS. COMPONENTS MUST BE USED WITHIN A TWO MONTH PERIOD OF PROCUREMENT OR THEY BECOME USELESS. COMPONENTS CAN BE OBTAINED ON ADVENTURES, LAND SEARCHES, OR BY HIRING A RANGER TO FIND YOU SOME. IT WILL COST THE RANGER 50 SP TO PERFORM THIS SEARCH, AND THEY HAVE THE FOLLOWING CHANCE OF FINDING THE SPECIFIC COMPONENT YOU WANT: 1-50 Found Nothing; 51-75 Roll Again; 76-100 Specific Component Found.

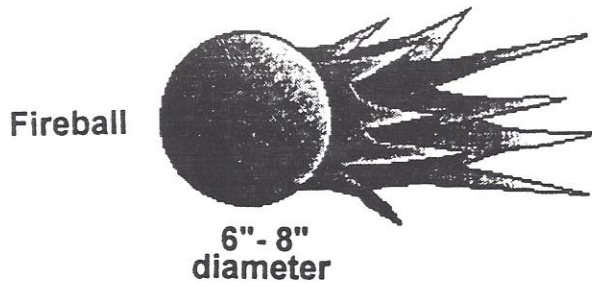
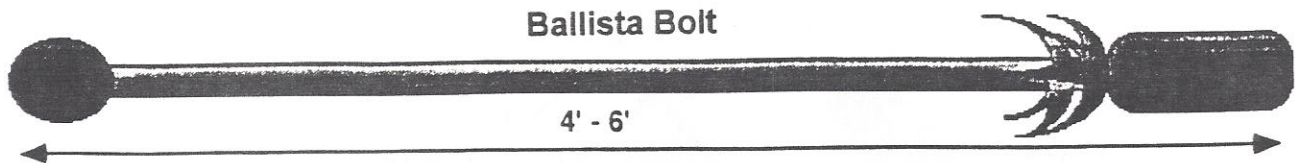
Glossary

ELDERS:	referees for DARKON, also administrative officials of the club.
GAUNTLET:	hand protection, such as leather or chain gloves.
GREAVE:	a piece of armor worn to protect the shins or forearms, must cover 75% of the limb.
HADES:	realm of the wounded and slain players, ruled by the Grim Reaper (Hades Elder).
HAUBERK:	armored suit covering the torso, the upper-arms, and extending almost to the knees.
LIGHT WOUND:	(a) on the arm: the limb is unusable, must drop shield and/or weapon.
Hit Taken:	(b) on the leg: the limb is unusable, must lock knee and limp, or drag the leg.
	(c) on both legs: drop to knees, no standing, and you must crawl to move, but can still fight.
MORTAL WOUND:	fall to the ground in pain, crawling is allowed, but you cannot fight or stand. You must crawl to Hades or you will bleed to death in 5 minutes. Mortally wounded players cannot cast spells.
POMMEL:	foam covered with cloth at the base of a weapon.
QUILLON:	crossed bar at the hilt of a sword blade that protects the hand/s holding the sword.
RELICS:	permanent magical items of power in DARKON, very powerful and useful.
RANK:	a level system for all players based on the units of (5) five. Rank determines status, spells, and abilities.
SPELL ENERGY:	the amount of magical energy a Spellcaster may use in (1) one day. Each Spellcaster has an energy level based upon their rank.
TAVERN TALES:	newsletter published by DARKON.
TUNIC:	part of your costume that fits over your head and ties at the waist.



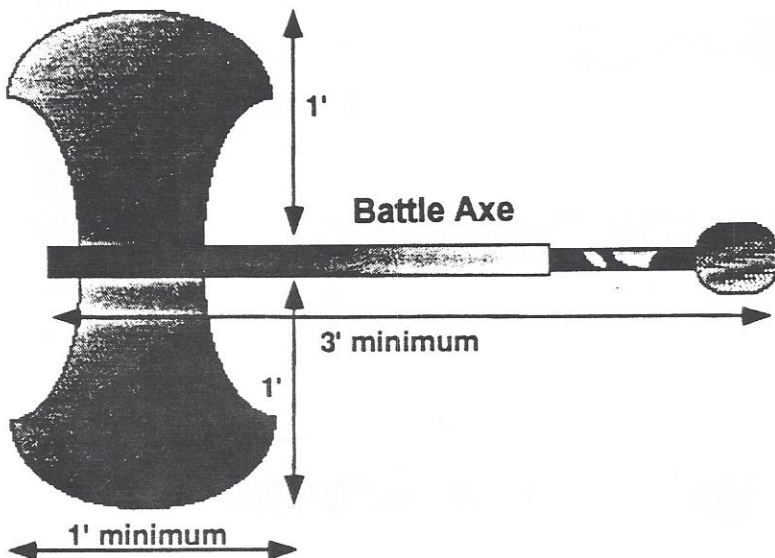
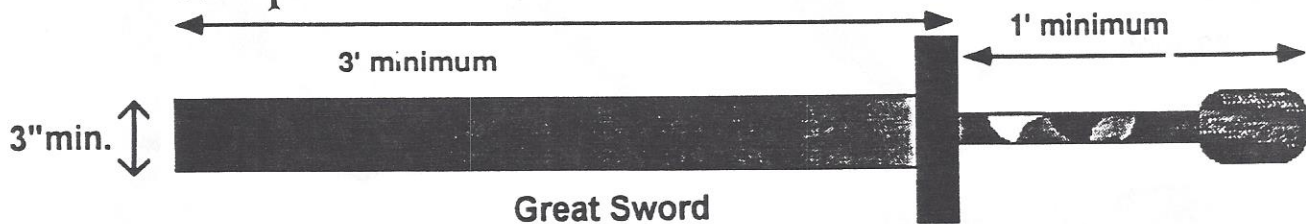
Weapons & Armor



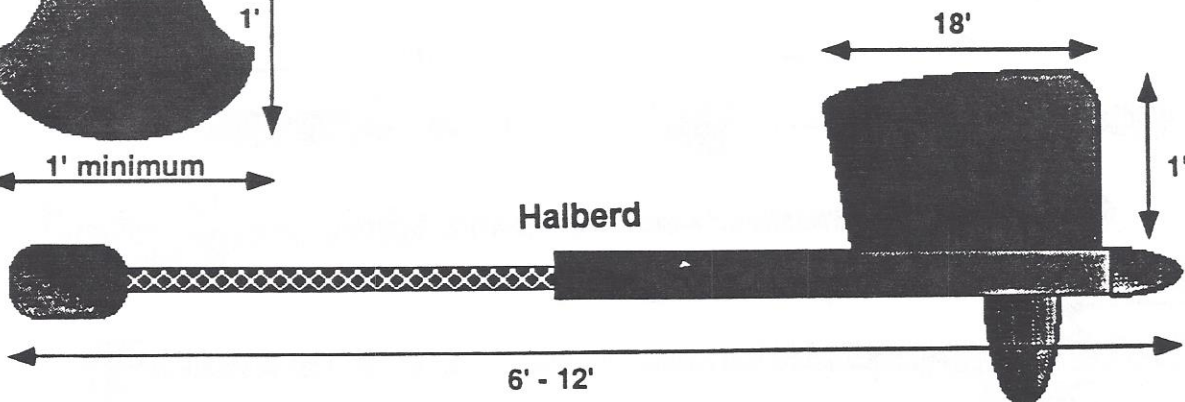
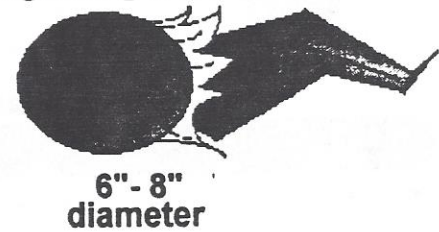


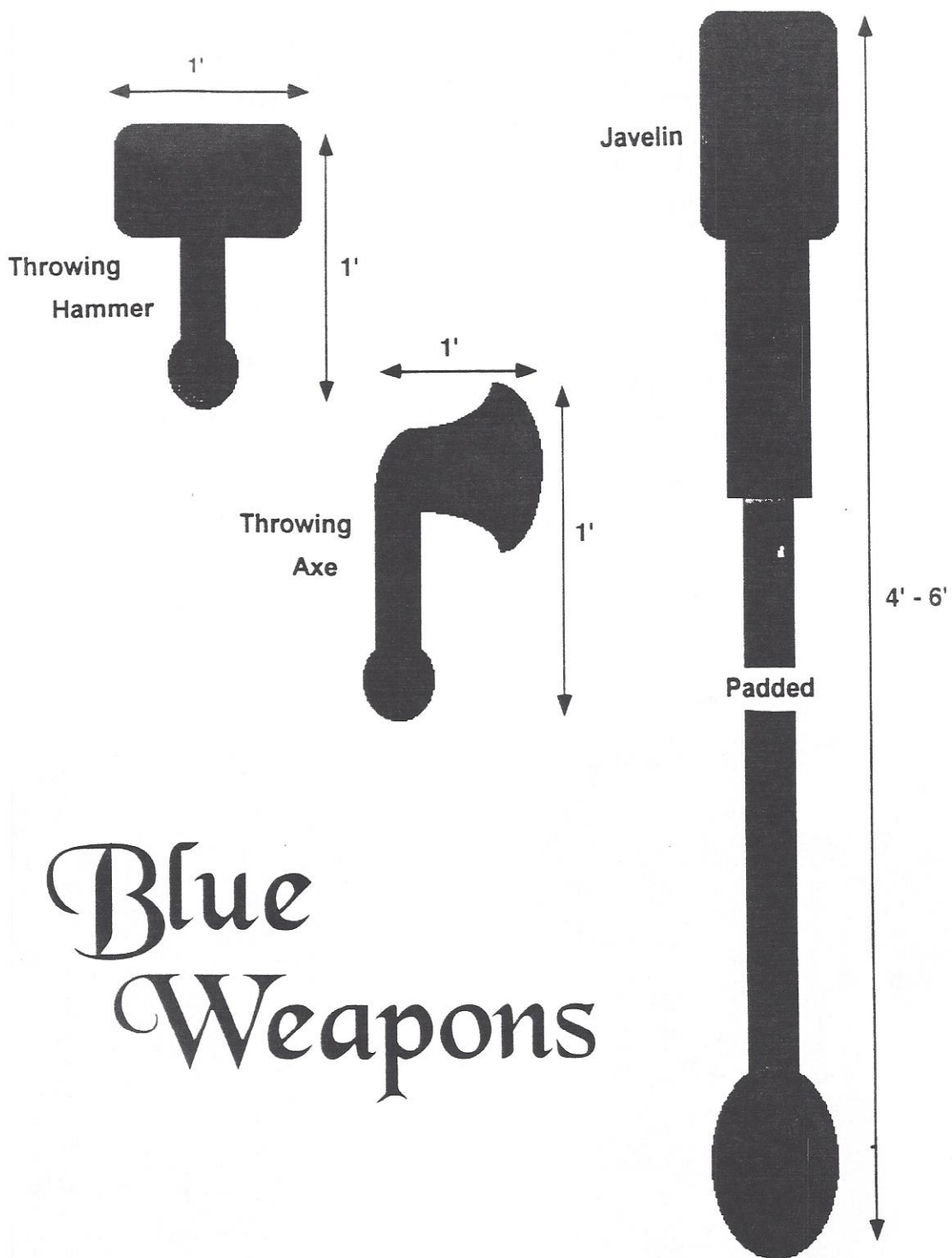
Green Weapons

Black Weapons



Lightning Bolt





Blue Weapons



SPLINT
MAIL



RING
MAIL



SCALE MAIL



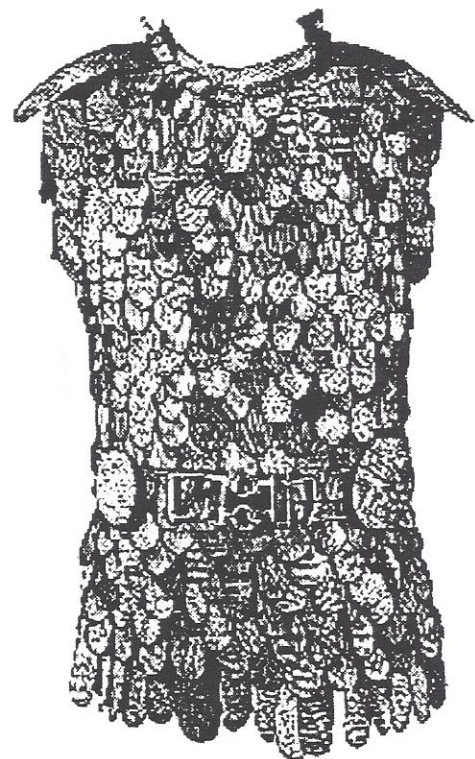
CHAIN MAIL



BANDED
MAIL



PLATE
MAIL



How To Section

Unfortunately the "How to Section" was not ready at this printing, and to keep the Rulebook from being delayed any further, a supplemental all new "How to Section" will be forthcoming in the very near future.

