



# Land Rules Handbook

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**Darkon Wargaming Club, Inc.**

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# Land Rules Handbook

Herein are the rules covering the administration of, definitions, resources for, and actions, players may take on the Darkon Land Map.

## Definitions

**Countries:** In-game organizations in the Darkon Rules of Play afforded Senate representation.

**Nations** are afforded Country status automatically.

**Guilds** qualify as Countries (for purposes of Senate) if they have four active members who are not a member of any Nation. Senators representing Guilds must be Guild members not belonging to a country.

**Player:** Any member of Darkon who has completed check-in for the event.

**Event/Turn:** Used interchangeably and represents one Darkon Crowlands event, excluding Bellum Aeternus, Annual Feast or Darkon Campouts.

## Hextares

All land of the map is divided into hextares on a hex grid that is numbered numerically north/south and lettered east/west, creating a map coordinate for every hextare.

### Hextares can exist in a number of states:

- ❖ **Wilderness:** Any hextare not within the borders of a Nation or Guild holding are considered Wilderness.
- ❖ **Unsettled:** Hextares when first expanded into are considered Unsettled until a Nation pays the cost to settle the hextare (see "Building Assets" below). Unsettled hextares cannot have any structures built upon them.
- ❖ **Settled:** Hextares that are settled and within a nation's borders may have 1 Settlement, 1 Military, and up to 2 other buildings built on them.
- ❖ **Owned:** Any hextare within the boundaries of a Nation or Guild holding is considered Owned.
- ❖ **Fortified:** Battles here grant the defenders a defensive structure when invaded, or when a present Army is a target of a Grand Battle.
- ❖ **Plot Reserved:** Any hextare with this designation will follow special rules based on game-run adventures. Some examples might include volcanoes, ancient ruins or even entrances to Hades.

### Hextares also have a land type:

- ❖ **Forest:** Movement is reduced by a quarter unless moving on a road. Battles here should be fought in the woods when possible. Can be cleared if owned or an Army is present for 1 RU and 1 IN; Hextare then no longer counts as Forest and will be converted to either plains, desert, hills, frozen, or tundra at the map marshal's discretion.
- ❖ **Plains:** No special rules. Battles here should be fought on an open field.
- ❖ **Hills:** Will have a second land type (other than Plains or Mountains). Battles here should be fought on an open field (for reasons of scale, actual hills at events should be reserved for Mountain locations).
- ❖ **Mountains:** Movement is reduced by a half unless moving on a road. Battles here should be fought in a narrower-than-normal field fight if a road is present, or via a bridge battle if no road is present. Fortifications here should have a bridge 10 feet wide and 40 feet long leading to the gate, or on top of a suitable hill when possible.
- ❖ **Tundra:** No special rules. Battles here should be fought on an open field.
- ❖ **Frozen:** Movement is reduced by half unless moving on a road. Battles here should be fought on an open field.

- ❖ **Desert:** Movement here costs .5 RU instead of .25 RU. Battles here should be fought on an open field.
- ❖ **Jungle:** Movement is reduced by a half unless moving on a road. Actions here should be fought in the woods when possible. Can be cleared if owned or Army is present for 1 RU and 1 IN; Hextare then becomes Forest.
- ❖ **Swamp:** Movement is reduced by a quarter. May not build roads. Can be drained if owned or Army is present for 1 RU and 1 IN; Hextare then becomes Forest or Plains (depending the hextare). Actions here should be fought in the woods when possible.

## Resource Points

### **Resource Units (RU)**

Twice a year at the events closest to winter and summer solstice (also called Harvest), Countries gain a pool of Resource Units (RU's). This pool represents the food and other sundries needed to keep the population and armies alive. The Pool is emptied to zero each year before the new pool is generated (although some prizes may allow you to carry over RU's year to year).

### **Industry (IN)**

Twice a year at the events closest to winter and summer solstice (also called Harvest), Countries gain a pool of Industry (IN's). This pool represents the output of their various craftsmen and other endeavors. Points from this pool may be stored indefinitely in Storehouses.

### **Military (MA)**

Twice a year at the events closest to winter and summer solstice (also called Harvest), Countries gain a pool of Military Assets (MA's). This pool represents the weapons, armor, and raiment of war needed to equip a fighting force. The Pool is emptied to zero each year before the new pool is generated, representing rust and damage through neglect; it can take as much work to refit a suit of armor as it can to make a new one (although some prizes may allow you to carry over MA's years to year).

## Nations

**Founding A Nation:** A formal declaration must be made to the Land Marshal and Magistrate. The declaration must include a Nation's history and be presented by at least 4 members in the surcoat of the Nation to be formed. If accepted, the Nation will be able to place its starting assets on the map at the next event, when they can immediately begin taking actions.

**Starting Nation Assets:** A new Nation begins with 13 Unsettled hextares that may be placed anywhere on that map, so long as they are all placed on Wilderness hextares (even ones with roads in them) and all hextares are adjacent to at least 2 other hextares being claimed.

They must place a Castle on one of the 13 hextares (there is no cost for this Castle); this hextare is the new Nation's Capital. A Nation may make any other Castle it controls its Capital at the end of any event. If a Nation's Capital Castle is destroyed, the Nation may immediately declare another Castle it controls the new Capital. If the Nation is unable to transfer its Capital to another Castle, the Nation may transfer it to a Keep; however, the Nation may not purchase any other buildings until it upgrades that Keep to a Castle. If a Nation has no Castles or Keeps to transfer its Capital to, then that Nation is considered destroyed and its people driven into the hills. All remaining hextares controlled by this Nation immediately count as being in rebellion; any other Nation may invade or offer Amnesty to these hextares. The destroyed Nation is able to redeclare in a new map location as a new Nation next event; if done, that Nation will retain 25% of its lost treasury (not to exceed the amount of its gold cap after placing its starting assets).

A nation begins with 4 RU, 4 IN, and 2 MA. These resources must be spent immediately or be lost.

**Prize Slots:** Every Nation has 3 slots for prize abilities they can win for completing adventures. Prize slots will be tracked by the Land Marshal. If at any time a Nation wins a new prize, they can place it in an empty slot (if available) or they must replace an existing prize, which is then lost. If a Nation does not have a slot free and does not wish to replace a previous prize, the new prize is lost. Nations may not gain additional slots by any means. If a prize is transferable to other Nations, the prize may be transferred instead of lost.

# Guilds

While traditionally Players only belong to a single Nation at a time, Players are encouraged to form and join Guilds within and across Nations. These Guilds are meant to reward groups that provide services in game and enrich the role-playing experience, with a presence in the Land Rules.

**Founding A Guild:** A formal application must be made to the Land Marshal and Magistrate, who will determine if the Guild's offer of service to improve the game is genuine and accomplishable by the presenting members. The Land Marshal and the Magistrate will vote to decide if the guild is approved; tie votes will be broken by the President. A disapproved guild may not reapply until 6 months have passed.

The declaration must include a guild charter explaining their mission and the services they plan to offer, and what requirements they are setting to join (membership in a nation may not be a requirement). This is to be presented by two guild officers bearing the symbol of the guild to be formed. If accepted, the Guild will be able to place its starting assets on the map at the next event, when they can immediately begin taking actions.

**Starting Guild Assets:** A new Guild starts with 1 Guildhall and 1 Caravan. A Nation must agree to allow the Guild to place their Guildhall in an open building slot within their borders. If no Nation agrees by the end of the event, the Guild fails to be founded.

**Guildhalls:** Guildhalls come in a variety of types. When a guildhall is built, the Guild will select a type from the list below to set the bonus the guildhall will generate at Harvest:

- ❖ Martial Guild: 1 MA
- ❖ Craftsman's Guild: 1 IN
- ❖ Alchemist's Guild: 3 potions
- ❖ Artist/Entertainment Guild: 100 gold
- ❖ Merchant's Guild: 1 RU, 50 gold
- ❖ Senate may approve additional types

**Building New Guildhalls:** New guildhalls cost 3 RU, 3 IN and 300 gold. This can be paid in full by the Guild, or from a mix of the Guild and hosting Nation's Resources. Guilds may build up to 3 guildhalls in any Nation that allows them to use building slots within their borders. A guild may not have more Guildhalls in one Nation than the total number of Nations containing at least one of said Guild's guildhalls (*EXAMPLE: Myrmidon has a guildhall in No Quarter! and Elidor. Myrmidon can build a second guildhall in either Nation, but Myrmidon cannot build a third Guildhall in either until it builds at least one more guildhall in a third Nation*).

**Guild Treasury:** Guilds have a gold cap of 1000 gold for every guildhall they have.

**Guild Upkeep:** Guilds must pay upkeep on Ports and Squadrons just like Nations. In addition, for every guildhall a Guild owns, the Guild must pay 100 gold at the Harvest or remove any guildhall it cannot afford. If all guildhalls a Guild owns are removed, all Guild assets are lost and removed from the Map. The Guild must then reapply to be considered a Guild.

**Guild Store Houses:** Each Guildhall can store 4 Resource Units (RU's).

**Buying Assets:** Guilds may only build Guildhalls, Ports (if a guildhall is adjacent to a sea zone and the hosting Nation allows them use one of their build slots), Squadrons (note that Guild Squadrons can never attack or blockade, only defend), and Caravans.

**Eviction:** A hosting Nation can evict a Guild at any time. Any or all guildhalls and assets in their territory are removed. All stored resources are lost and any stored gold over their new cap is lost.

**Review:** Every summer Harvest, the BOD will review the status of all Guilds to determine that a Guild has been active in providing their stated in-character services and generally promoting the role-play of the game. The BOD may reject the status

of a Guild, causing all Guild assets to be removed from the map. Players forming Guilds solely or primarily to gain the benefits of the asset may be considered Grey Rules Exploitation and subject to action from the BOD. Players forming Guilds solely or primarily to exploit a Guild's Senate representation will be considered Grey Rules Exploitation; said Guilds will be disbanded immediately and the players in question subject to action from the BOD.

### **Prize slots:**

Every recognized guild has 3 slots for prize abilities they can win for completing adventures. If at any time a guild wins a new prize they must replace an existing prize which is then lost or they can place it in an empty slot if available. If a guild does not have a slot free and does not wish to replace a previous prize then the new prize is lost. Guilds may not gain additional slots by any means. If a prize is transferable to other nations or recognized guilds then it may be transferred instead of lost.

**Non-Recognized Guilds:** In order to not stifle role-play, players may form any Guild they like in character. The land rules above only apply to Guilds wishing to own assets on the Land Map.

## **Districts**

All hextares within the borders of a Nation are divided into districts of up to 7 contiguous hextares. Nations must always define their districts to have the least number of districts possible. Districts are defined when the Nation is founded; districts may be redefined at Harvest.

## **Treasury**

Each Nation has a treasury, with a cap on how much gold it can hold. Any gold earned from the map that cannot go into the treasury is lost and will not be paid out in coin. All wealth earned on the map must first go to the treasury before it can be pulled out as coin (except on upkeep costs). Nations all have a base gold cap of 1000 gold.

## **Storehouses**

Each Nation may only hold so many RU/IN/MA in its Storehouses with the excess left out to rot, crumble, rust, what have you. Any RU/IN/MA earned over the Storehouse cap is lost. All RU/IN/MA earned must be placed in the Store Houses before being spent (except on upkeep costs). All RU/IN/MA earned on a day is placed, or lost, into the Storehouses at the same time. Storehouse space is determined by the buildings a Nation owns.

## **Taxes/Quotas**

Each Nation will set the Tax Yield and Quota for each district within its borders per Harvest, with the following results:

### **Taxes (set per district by each Nation at Harvest for the next season):**

- ❖ Low Tax Yield: +10 to rebellion, 1 gold per Village, 5 gold per Town, 10 gold per City
- ❖ Moderate Tax Yield: +20 to rebellion, 5 gold per Village, 10 gold per Town, 20 gold per City
- ❖ High Tax Yield: +40 to rebellion, 10 gold per Village, 20 gold per Town, 40 gold per City

### **Quota (set per district by each Nation at Harvest for the next season):**

- ❖ Low Quota: +0 to rebellion, +0.5 RU per Village, +1 RU or IN per Town, +1.5 any combination of RU/IN/MA per City
- ❖ Moderate Quota: +10 to rebellion, +1 RU per Village, +2 RU or IN per Town, +3 any combination of RU/IN/MA per City
- ❖ High Quota: +20 to rebellion, +2 RU per Village, +4 RU or IN per Town, +6 any combination of RU/IN/MA per City





# **Building Assets**

Nations and Guilds may build assets upon hextares they control if they meet the requirements for that asset. There is no limit to how many assets may be built per event, as long as the builder has enough resources to pay for them at the time of building declaration to the Land Marshal.

## **Settlements**

- ❖ Village: 1 RU, 1 IN
- ❖ Town: 2 RU, 2 IN
- ❖ City: 4 RU 4 IN
- ❖ Upgrade: Cost of the new settlement, minus the cost of the existing settlement.
- ❖

## **Military**

- ❖ Tower: 1 RU, 1 IN
- ❖ Keep: 2 RU, 3 IN, 1 MA
- ❖ Castle: 4 RU, 5 IN, 1 MA
- ❖ Upgrade: Cost of the new military asset, minus the cost of the existing military asset.

## **Mines/Farms**

- ❖ Iron Mine: 1 RU, 2 IN
- ❖ Gold Mine: 2 RU, 3 IN
- ❖ Stone Quarry: 1 RU, 2 IN
- ❖ Farm: 2 RU
- ❖ Lumber Mill: 1 RU, 1 IN

## **Other Buildings**

- ❖ Bank: 1 RU, 2 IN, 250 gold
- ❖ Smith: 1 RU, 1 IN
- ❖ Warehouse: 1 RU, 2 IN
- ❖ Arcane Works: 1 RU, 3 IN
- ❖ Trading Post: 1 RU, 1 IN
- ❖ Temple: 2 RU, 1 IN
- ❖ Port: 2 RU, 2 IN
- ❖ Embassy: 1 RU, 1 IN

## **Assets**

- ❖ Squadron: 1 RU, 3 IN, 1 MA
- ❖ Fishing Fleet: 1 RU, 1 IN
- ❖ Road: 1 RU, 1 IN
- ❖ Caravan: 1 RU
- ❖ Army: 1 IN, 2 MA

## **Miscellaneous**

- ❖ Settle Claimed Hextare: 1 IN
- ❖ Remove Asset: 1 RU
- ❖ District Festival: 2 RU, 1 IN, 200 gold
- ❖ Move Army (Army moves 4 hextare; or 8 hextare along continuous road): 0.25 RU per hextare

**Asset Upkeep:** Paid every harvest after the collection of RU/MA/ID before placing resources into Storehouses. Any asset with an unpaid upkeep is removed from the map (unsettled hextares become unclaimed wilderness):

- ❖ **Capital Castle:** None
- ❖ **Tower:** 1 RU
- ❖ **Keep:** 2 RU, 1 MA
- ❖ **Castle:** 3 RU, 1 MA
- ❖ **Road** (per 3 hextares of road): 1 RU, 1 IN (note: anyone may pay the upkeep of roads in Wilderness hextares; but if not paid by someone, the unpaid road sections are removed)
- ❖ **Port:** 2 RU, 2 IN
- ❖ **Squadron:** 1 RU, 1 IN (note: there is an additional +1 RU cost for any squadron not in a sea zone adjacent to an owned/allied port)
- ❖ **Village:** 1 RU
- ❖ **Town:** 1 RU
- ❖ **City:** 2 RU
- ❖ **Embassy:** 100 gold per Embassy built in another Nation
- ❖ **Guild Hall:** Hosting Nation pays no upkeep; Guild upkeep is described in the Guild section.
- ❖ **Army:** 1 RU, 1 MA
- ❖ **Unsettled Hextares:** 1 RU, 1 MA
- ❖ **All other:** 1 RU

#### **Settlement Building Slots:**

- ❖ Village: Grants +1 building slot
- ❖ Town: Grants +2 building slot
- ❖ City: Grants +3 building slot

## **Military**

**Tower:** Grants Fortified Status. Defensive Structure of one 10' x 10' Tower with one gate.

**Keep:** Grants Fortified Status. Defensive Structure of one 20' x 20' Keep with one gate, or two 10' x 10' Towers with one gate each.

**Castle:** Grants Fortified Status and gives Storehouse space for 3 RU/IN/MA in any combination. A Nation's Capital Castle gives Storehouse space for 6 RU/IN/MA in any combination. Defensive Structure of one 30' x 30' Castle with two gates, or two 20' x 20' Keeps with one gate each.

Note on defensive structures: If a Nation opts to deploy more than one structure, they must be placed at least 30' apart and their gates may not face each other.

## **Mines and Farms**

**Iron Mine:** Iron mines generate 1 MA and 1 IN. Can only be built on mountains and hills. When built, the Land Marshal will roll a D100; on a roll of 50 or less, the mine is a failure; build cost is wasted and no structure is built.

**Gold Mine:** Gold mines generate 100 gold. Can only be built on mountains and hills. When built, the Land Marshal will roll a D100; on a roll of 50 or less, the mine is a failure; build cost is wasted and no structure is built.

**Stone Quarries:** Stone quarries generate 1 IN (+1 IN if the stone quarry is built on a mountain).

**Farm:** Farms generate 2 RU on tundra, 3 RU on hills, and 4 RU on plains. Can only be built on tundra, hills and plains.

**Lumber Mill:** Lumber mills generate 3 IN. Can only be built on forests.

## Other Buildings

**Smith:** Smiths generate 1 IN or 1 MA.

**Bank:** Each bank a Nation builds raises their gold cap by 500. Additionally, each bank may host up to 50 player (not character) accounts, each with a cap equal to half of the hosting nation's cap. Players may have as many accounts in any number of banks as the Nation owning the bank allows. The controlling nation may freeze, unfreeze, or seize these accounts at any time. Each Harvest, every account with a balance of 100+ gold generates 10 gold for the owning Nation. Additionally, every account with a balance of 100+ gold increases their nation's gold cap by 50. If the bank is sacked, all accounts lose half their gold, and the owning Nation loses 500 gold. All lost gold goes to the attacking Nation if they have room in their treasury; any remaining after their cap is hit is lost. If the bank is destroyed, all accounts lose all their gold, and the owning nation loses 1000 gold. An attacker does not gain any gold if they destroy a bank when sacking.

**Guildhall:** Provides Nation it is built in the benefits of a Trading Post and a Warehouse. Takes up a single available building slot. May only be built by Guilds with the hosting Nation's permission to use the building slot.

**Warehouse:** Gives Storehouse space for any combination of 4 RU/IN/MA.

**Arcane Works:** Allows Nation to make 5 potions or scrolls as a 20<sup>th</sup>-level Mage at Harvest. Gold cost for said potions/scrolls must still be paid to the Potions/Scrolls Marshal.

**Temple:** Allows Nation to make 5 potions or scrolls as a 20th level Cleric or Druid on a harvest day. Gold cost for said potions/scrolls must still be paid to the Potions/Scrolls Marshal.

**Trading Post:** Each trading post a Nation builds raises their gold cap by 100; a trading post on a road that connects to an Open or Allied Nation's trading post raises the owning Nation's gold cap by an additional 200. Trading posts generate 50 gold each Harvest.

**Port:** Ports allow a Nation to launch Squadrons to patrol adjacent sea regions and Fishing Fleets to work adjacent sea regions.

**Embassy:** Embassies grant one Embassy point to the owning Nation and one Embassy point to the Nation hosting it. Embassies are built in other Nation's hextares; the owner of the hextare must agree to the construction of the Embassy as it occupies a building slot in the hosting Nation. Embassies can only be built in Nations with open or allied status with the owning Nation; the hosting Nation ever declares themselves closed to you the owning Nation, or enters a state of war with the owning Nation, the owning Nation immediately loses that Embassy and the Embassy points it generates. If an Embassy is destroyed by a party other than the owning Nation or the hosting Nation, the Embassy points are not lost until the Harvest. If an owning Nation's Embassy is built inside the same district as the hosting Nation's Capital, both parties earn two Embassy points instead of one.

**Fishing Fleet:** Fishing Fleets generate 3 RU. Fishing Fleets are placed in the sea zone adjacent to an owned port and may not move to other adjacent sea zones unless you have a controlled or allied port on a hextare adjacent to that sea zone.

**Roads:** Movement on roads is doubled as long as all movement is in hextares with roads. Roads can be built in wilderness hextares as long as it is placed adjacent to another road that makes a contiguous road into the borders of your Nation.

**Army:** Armies can be placed on the map at any Castle or Keep of your Nation.

## The Sea

Water sections of the map are divided into sea zones that are either considered open ocean (borders no hextares) or coastal (borders one or more hextares).

**Monsters:** *Monsters make attack squadrons and trade ships in the open ocean, Section left open for future playtesting.*

**Fleet Rating:** A Nation's fleet rating is equal to the number of Squadrons the Nation and its Allies control in a specific sea zone. There is a +2 bonus to this rating if the Nation has a port in a hexare adjacent to the sea zone, but the Nation must have at least 1 Squadron to receive this bonus. For every point in fleet rating a Nation has in a sea zone, the Nation may field 10 surcoated members of that Nation, or from an Allied nation in the fleet, in any fleet combat involving its Squadrons in that zone.

**Trade/Transport Fleet:** A Caravan or Army on a hexare with a Port can embark on to a Squadron located in an adjacent sea zone. This turns the Squadron into a Trade/Transport Fleet. A Caravan or Army may only embark or unload each event, not both. A Trade/Transport Fleet counts as a Squadron for determining a sea zone's Fleet Rating and can be attacked and destroyed in the same way.

**Fleet Combat:** Nations may engage other Nations in naval battles. A Nation does this by selecting a sea zone where that Nation and a Nation it is in a state of war with both have Squadrons present. Nations may engage with Squadrons even if they have moved this event. Squadrons may only be involved in one Fleet combat per turn. The Nation with the higher Fleet Rating is considered to have the advantage (or said nautically, "they have the weather gauge").

**Fleet Deployment:** Boat battles are decided among a collection of vessels that have close range for boarding actions. Boats are 20' x 10' rectangles that do not move.

The Nation with the advantage decides who deploys their initial boat first. Nations then alternate setting up boats until each Nation has deployed 3 boats. Boats must be placed so that they are at least 10 feet from every other boat and have at least 3 feet of any one side parallel to 3 feet of another boat's side 10 feet away. If a nation has more than twice the fleet rating of their opponent, they may deploy a 4th boat. Nations may field members as noted above in the Fleet Rating section up to a maximum of 40 players per side.

**Naval Victory:** The Nation winning fleet combat gains 1 Squadron. The losing Nation reduces their Squadrons in the sea zone by 2; their remaining Squadrons must move to an adjacent sea zone, and any trade/transport fleets must disembark on to an adjacent hex that is controlled by the controlling Nation, an Ally of the controlling Nation, or wilderness. The trade/transport fleet cannot disembark accordingly, it is destroyed, along with its contents. After disembarking is complete, the reverted Squadron must then move like other losing Squadrons. If a losing Nation has a Port or an allied Port adjacent, its Squadrons do not need to move, but trade/transport fleets must still disembark.

**Battle Order:** All fleet combats take place before land battles. If the result of a fleet combat results in a land battle becoming unable to be performed, then that land battle is cancelled.

**Blockades:** Nations may create a blockade with a written declaration to the Land Marshal one turn in advance. To create a blockade, a Nation must select a coastal sea zone where they have at least 2 Squadrons present. While the blockade is in place, the blockading Squadrons must remain stationary; any movement of the blockading Squadrons will render the blockade null and the country must re-declare its desire to blockade the coastal sea zone in question. A blockade costs 100 Gold and .5 RU per turn. While a Squadron is blockading a coastal sea zone, any attempts to enter the blockaded zone without the blockading Nation's permission are considered an Attack and a Declaration of War. The blockading Squadrons and the Squadrons entering the zone have a Fleet Combat, in which the blockading Squadrons count as the defender in terms of player actions to join the combat.

## **Land Action Protocol**

Bounty contracts can be accepted at any time during the 24 hours of the event day by messaging the Marshal in charge of the Alley. They will alert the Land Marshal of all accepted Shadow War Actions by the Monday following the event. The Land Marshal shall then inform the targeted Nation of the type of raid they will be expecting and on what hexare within 24 hours. Bounty Issuers will only be informed of success or failure of the raid and receive their reward the following event.

All other land actions must be submitted to the Land Marshal between 12 PM and 12:30 PM on event days; after 12:30 PM, no more land actions can be declared. This hard limit will allow the Land Marshal to have time to assign elders and field space to run as many concurrent fights as possible and have the order of land actions available by 1 PM, for Nations and players to organize who will be available to go on what action. Care will be taken to maximize player availability for the most fights.

Post-combat decisions and movements, or actions resulting from the combat, must be submitted to the Elder of the fight before leaving the field, who will then inform the Land Marshal.

## **Order of Actions**

Land Actions take place in the following order

- ❖ New Nations Placed
- ❖ Raids
- ❖ Movement
- ❖ Naval Combats
- ❖ Amphibious Assaults
- ❖ Land Battles
  - Invasions
  - Grand Battles
- ❖ Expansion
- ❖ Placement Of New Assets

## **Player Actions**

A Player may only participate in one action on the attacking side. A Player may take part in any number of defensive actions for their own Nation. A Player may join one additional action on either attack or defense, provided the requesting Nation's Embassy points allow. A Player may join one defensive action during a Crown War while still participating in any defensive actions for their own Nation and/or an additional action for a requesting Nation.

## **Map Movement**

**Squadron:** Squadrons may move to an adjacent sea zone once per event.

**Army:** Armies move up to 4 hextare per turn; each move costs .25 RU. Roads double movement so long as every move is along a road hextare (EXAMPLE: 1 RU grants 8 hextare movement if all moves are on a road). Only one army, no matter the owning Nation, can occupy a hextare.

**Wilderness/Warzone Upkeep:** Armies ending their turn in closed Nations or unclaimed territory must pay 1 RU that event or be disbanded.

**Caravan:** Moves up to 5 hextare per turn; roads double movement so long as every move is along a road hextare. Movement through Forest hextare is halved unless on a road and quartered in Mountain hextares unless on a road.

**Trade/Transport Fleet:** Moves to one adjacent sea zone per event. Instead of moving, the fleet may unload their Caravan or Army onto any Hextare adjacent to the sea zone it is in. This causes the fleet to revert to a Squadron. If the hextare the Caravan or Army disembarked onto has a Port on it, the Caravan/Army may move as normal. If no Port is present, the Caravan/Army may not move further this turn. An Army may wish to attack another Army from the sea. To do so, a Transport Fleet must be in a sea zone adjacent to the hextare containing the Army you wish to attack. In such cases, a Grand Battle takes place using the Amphibious Assault rules. Amphibious Assault may be rendered impossible due to the results of Fleet Combat.

**Roads:** Movement on roads is doubled as long as all movement is in Hectares with roads.

## **Market**

The Darkon Market will be open to players from 12 PM until the end of all land actions. Many volunteers will be needed to help all players have the chance to go on land actions. Volunteers that work the market stalls during an event are entitled to 25% of all gold they collect at their stall during the event; volunteers will be selected by the BOD.



## Stalls

All Items must be purchased with coin. The only exception is Bounties, which may be paid from personal accounts.

**Tavern** [first building on the street; event check-in and garb marshal are located here]

Maps: Maps cost 300 gold. The purchaser picks a Wilderness hextare; they then get to roll what the encounter on the hextare is. When this hextare is searched, the map purchase may use their map to make the party searching the hextare fight that encounter instead of the randomly-rolled encounter that day.

Job Board: Players can list their availability to be hired for an action and what they charge. The volunteer running the Tavern may choose to charge to post a listing.

### Garb Marshal

**Smith** [next to the Tavern; weapons and armor check are located here]

rent weapons: \$5 per weapon; renter must leave a driver's license

**Alchemist** [potions/scroll marshal and spell marshal are located here]

Scrolls: Scrolls cost spell level X 10 gold and have no reduction.

Potions: Potions cost spell level x 10 gold.

**Guildhall/Bank** [coin marshal is located here]

Royal Accounts: Each player may have one royal account per player; these accounts cannot be attacked, but they may be seized by the king. Each account is capped at 3000 GP for countries & nobles, and 1000 GP for non-nobles.

**The Alley** [located behind the Alchemist; poison marshal is located here]

Poisons: Poisons cost 20 times their listed cost to create (e.g. Animal Death Poison costs 3 GP to create; would be purchased here for 60 GP).

Inflame Hextare: Inflaming a hextare costs 200 gold.

Place Bounty: Set an amount that Player(s) will earn if they succeed at the job. Players will receive the reward based on the job chosen. A Player's character name will be attached to the job, but only told to the Player(s) accepting it; they may do with the information as they see fit (or be forced to give it up under Truth Speak/Speak With Dead) and will only learn it after accepting the job. To accept the job, Players will only know the amount they are offered, the type of job and the target. These are selected and resolved via the Shadow War section. Active bounties will be handled by that day's volunteer and tracked by the Land Marshal between events.

**Trading Post**: [located at the far end of the Market, as separated from the Vendor as possible]

Reserved space for people to swap and exchange items for gold. Money may not be exchanged in this area.

**Vendor**: [located across from the Tavern to maximize visibility]

Reserved space for items to be sold for money with BOD approval.

## **Equipment, Spell Casting, & Land Events Relics**

(see Chapter Eight: Special Items of the Rulebook)

Relics may only be used in one Land Event per day. The victors of a combat may claim Relics used in the action for use in the normally scheduled event. All other equipment, including siege equipment, weapons, and armor, are reusable during an event's Land Events. Spells denoted with a 2 footnote in 'Chapter Seven: Spells and Magic' of the Rulebook, may be pre-cast for the purposes of Land Events. Other spells may be cast normally once battle commences.

## **Expansion**

Performing an Underground, Library, Temple or encounter appropriate to the type of hextare action allows a Nation to bring a Wilderness hextare into their borders if the hextare is either adjacent to any hextare the Nation already controls or adjacent to any unclaimed hextare occupied by an Army of that Nation. Party size is equal to your closest Garrison (even if it is out of its normal range) of surcoated members, plus one bard, one ranger, and any additional players equal to half your Embassy rank. Once monsters are selected for a Wilderness hextare, either by an action or a map, the monsters will be noted and all subsequent actions on this hextare will fight the same monsters until the monsters are defeated. Library, Temple and Underground actions cost 10 gold to declare.

A Nation may also take an Underground, Library, or Temple action on any hextare within their borders using any Garrison in range. Victory grants the hextare the Grateful trait until the next winter Harvest in addition to any treasure obtained. If the monster roll was a 50 or higher, the Nation may choose to collect a single RU, IN, or MA instead of the monster's treasure. If a resource is selected in lieu of treasure, the resource must be spent by the end of the event or placed into an available storehouse of the Nation, or else it is lost. If the action is failed, the hextare becomes Infested and will not produce any resources or gold, and cannot be moved through and cuts off use of any road in it, until another action is declared and the monsters defeated.

Monster Trait, Bestiary Chart and Encounter Charts are located at the end of the Land Rules rulebook.

## **Trade**

**Caravans:** Caravans are the only way to deliver RU/IN/MA or gold to another Nation.

Caravans are placed on the map starting at any castle, settlement, port, storehouse, or trading post the Nation controls. Caravans may carry any amount of gold or RU/IN/MA you wish to transfer. While in a caravan, these resources may not be spent in any way. Caravans may pick up resources at any settlement, trading post, port, castle, or storehouse of your Nation. Caravans may deliver their cargo to any settlement, trading post, port, castle, or storehouse of another Nation.

Caravans can be sent from other Nations to pick up resources/gold and transport them if you do not have one; this can be the Nation you are trading with, a third Nation, or a Guild. You may also pick up any payment for the resources you sent and return with them instead of having them send your payment via a separate caravan of their own.

**Hextares:** A Nation may not transfer any of its 13 original hextares to another Nation, but may freely transfer any additionally acquired hexes to another Nation. To transfer a hextare, a Nation's liaison must provide the Land Marshal with a written declaration one event in advance of the transfer date. Transferred hextare are considered Inflamed. Hextares by be returned to Wilderness by controlling nation at the end of any event. All assets on the hextare (except roads) are removed.

**Ships:** A Nation may freely transfer any Squadrons or Fishing Fleets, but not Trade/Transport Fleets, to another Nation. To transfer a Ship, a Nation's liaison must provide the Land Marshal with a written declaration one event in advance of the transfer date. The transferring Nation must also sail the Ship to a sea zone adjacent to a hextare with a Port of the receiving Nation before the transfer is complete.



## Diplomatic Status

**Allies:** Allied Nations may send their garrison, if in range, to assist in actions inside the borders of Allied Nations. Allies combine their Squadron ranks in sea zones where Nations are attacked. Allies may loan space in their Storehouses and Treasury to other Allied Nations. Allies may not spend or take ownership of stored resources in loaned space. If the alliance ends, the stored resources in loaned space are lost and the loaned space reverts to the owning Nation's control. All conditions of being Open also apply.

To form an alliance, each Nation must have an Embassy adjacent to, or in, the other Nation's Capital. Each Nation must send 1000 gold, 1 RU, 1 IN, and 1 MA via caravan to Tarimstadt; these resources are called the Pact Trust. Pact Trusts are held in Tarimstadt and are not discarded at the end of the year like other resources. Tarimstadt may not spend these resources or gold, and they do not take up space in Tarimstadt's Storehouse. If either Nation breaks the alliance, the betrayed Nation may claim the Pact Trusts and retrieve them via Caravan.

**Open:** This is the default diplomatic state between Nations. Nations may use the road network of Nations open to them; their Armies move at full speed in that territory and do not need to pay the wilderness/warzone upkeep. Nations may send their garrisons in range to protect other Open Nation's Caravans.

**Closed:** The road network within a Closer Nation's borders cannot be used to connect trade posts. Armies moving through territory closed to them at half speed (2 hextare per turn).

**State Of War:** Nations may declare a State Of War at any event. At the next event, the Nations will both be considered to be in a State Of War with each other. In a State Of War, all penalties of being **Closed** apply.

## War

**Invasions:** An Army may declare an invasion of any hextare it occupies, even if it just moved into the hextare that event. An Army may only declare an invasion on another Nation if a State Of War exists between them. A Player may spend their offensive action to take part in an invasion.

**Invasion Party Size:** Any surcoated member of the Army's Nation may join. A number of Players equal to the invader's Embassy rank may join. One extra bard and one extra ranger may join the invading party.

**Defenders:** Set by Garrisons in range (see below). One extra bard and one extra ranger may join the defenders.

**Sacking:** A winning invading Army may declare they are sacking the invaded hextare. In this case, the attacker gains one year's worth of the hextare's production and 100 gold; the hextare remains owned by the defending Nation. The invader may choose to destroy up to 2 assets on the hextare. The hextare becomes Inflamed.

**Conquest:** A winning invading Army may declare they are conquering the hextare. The hextare becomes the property of the invading Nation. The hextare becomes Inflamed.

**Annihilation:** A winning invading Army may declare they are annihilating the hextare. The hextare reverts back to Wilderness, and all assets on the hextare (except roads) are destroyed.

**Grand Battle:** An Army may attack an adjacent Army at no cost. Both Armies may field any number of surcoated members, as well as a number of allies equal to their Embassy ranks. The losing Army is removed from the map. If the defending Army loses and was on a fortification, that fortification is also removed.

**Amphibious Assault:** The field is divided down the middle; the defending half of the field is land, and the attacking side of the field is water. The attacking Army is allowed to deploy 3 boats 10 feet from the dividing line (which serves as the shore); each boat may deploy three 3'-wide planks connecting the boats to the land. The defending Army gains fortifications if the fortifications are present on the map; these fortifications must be set up 30' from the shore. In all other respects, an

amphibious assault is fought like a grand battle. The losing Army is removed from the map. If the defending Army loses and was on a fortification, that fortification is also removed. If victorious, the attacking Army may move onto the Hextare (at which time the Transport Fleet reverts to being Squadron), or may remain as a Transport Fleet.

## **Defensive Statistics**

### **Garrison Ranges:**

- ❖ Army: 2 hextare radius
- ❖ Tower: 1 hextare radius
- ❖ Keep: 2 hextare radius
- ❖ Castle: 3 hextare radius

### **Garrison Size:**

- ❖ Army: 10 Players
- ❖ Tower: 10 Players
- ❖ Keep: 20 Players
- ❖ Castle: 30 Players

**Multiple Garrisons:** If a defender has multiple garrisons in range, the defender uses the largest garrison, and adds 2 Players for every other garrison in range. If an Allied garrison is in range, the defender does not add any members of its own Nation, but may add 4 Players from that Allied Nation.

**Militia:** Defenders may increase their garrison size in a battle by raising militia; the defending garrison is increased by 5 Players for every levy cost (1 RU and 1 MA) the defender spends before the battle.

## **Shadow War**

**Bounties:** Players set an amount that Player(s) who accept the bounty will earn if they succeed at the connected raid. If the raid is successful, players will receive the bounty the next event. The bounty must be paid at the time it is placed; successful winners of a raid will be paid immediately whether or not the Player who set the bounty is present or not. If the raiders fail, the bounty is lost. The name of the Player issuing the bounty will be attached to the job, but only told to Player(s) after they accept the bounty; they may do with the information as they see fit (or be forced to give it up under Truth Speak/Speak With Dead). Before a bounty is accepted, Players will only know the amount they are offered, the type of raid and the target. A Player may place a bounty in disguise, but must still leave their actual character name/level, as it may be discovered via Investigation (see below). Active bounties will be handled by that day's volunteer and tracked by the Land Marshal between events.

Raids: Up to 10 Players may take part in a raid; raids will take place the event after their associated bounty is accepted.

### **Raid Targets:**

- ❖ **Road:** Bounty issuer earns 100 gold.
- ❖ **Farm:** RU yield of targeted farm is reduced by 2 for one year.
- ❖ **Bank:** Raided Nation loses 500 gold; bounty issuer receives the lost gold.
- ❖ **Warehouse:** Owing Nation loses half the stored resources; resources are destroyed.
- ❖ **Arcane Works:** Bounty issuer get 3 potions or scrolls (as a 20<sup>th</sup>-level mage).
- ❖ **Guildhall:** Owing Guild loses half the stored Resources and 25% of Treasury; bounty issuer receives the lost gold; resources are destroyed.
- ❖ **Trading Post:** Bounty issuer earns 200 gold.
- ❖ **Temple:** Every hextare in the same district becomes inflamed.
- ❖ **Port:** Port is not usable for 4 events.
- ❖ **Trade Fleet:** Bounty issuer earns the contents of the Caravan; raiders may choose to destroy the fleet (Note:

Transport Fleets may not be raided).

- ❖ **Caravan:** Bounty issuer earns the contents of the Caravan; raiders destroy the Caravan.
- ❖ **Lumber Mill:** IN yield of targeted lumber mill is reduced by one for one year.
- ❖ **Army:** Army cannot move next event.

## Raid Scenarios:

- ❖ **Road:** Raiders set up a toll and must hold the field. Raiders are opposed by a garrison (if any Nation has one in range) or by 5 10<sup>th</sup>-level rangers in AR 2.
- ❖ **Farm:** Raiders must hold the field. Raiders are opposed by a garrison (if any Nation has one in range) or by 10 peasants with polearms or bows.
- ❖ **Bank:** Urban assault; raiders must hold the field. Raiders are opposed by a garrison (if any Nation has one in range) or by 7 1<sup>st</sup>-level fighters in AR 3; 2 10<sup>th</sup>-level warrior mages in AR 2 or steelskin; and 1 fully-reduced mage.
- ❖ **Arcane Works:** Raiders must hold the field. Raiders are opposed by a garrison (if any Nation has one in range) or by 3 fully-reduced mages, necromancers or warrior mages (warrior mages are in AR 2 or steelskin) and 4 arcane guardians (15<sup>th</sup>-level fighters in AR 4).
- ❖ **Guildhall:** Urban assault; raiders must hold the field. Raiders are opposed by garrisons in range and the members of the Guild present with a Guild symbol on their person (members must meet the Guild's joining requirements).
- ❖ **Trading Post:** Raiders must hold the field. Raiders are opposed by a garrison (if any Nation has one in range) or by 10 peasants with polearms or bows and 5 10<sup>th</sup>-level rangers.
- ❖ **Temple:** Raiders must hold the field. Raiders are opposed by a garrison (if any Nation has one in range) or by 5 of the following: fully-reduced cleric, fully-reduced druid, fully-reduced cavalier, 20<sup>th</sup>-level monk.
- ❖ **Port:** Dock (bridge) battle; raiders must hold the field. Raiders are opposed by a garrison (if any Nation has one in range) or by 10 marines (Players with normal hits, AR 2, each with one magic missile pouched).
- ❖ **Trade Fleet:** 10-versus-10 boat battle with raided nation. If the raided Nation has a Squadron in the sea region, the raid automatically fails.
- ❖ **Caravan:** Caravan battle; raiders must stop the escorts from moving a chest from the starting point to the other side of the field. Raided Nation escorts the caravan; raided Nation has an escort party size of 10 plus any garrisons in range.
- ❖ **Lumber Mill:** Raiders must hold the field. Raiders are opposed by a garrison (if any Nation has one in range) or by 10 peasants with polearms or bows.
- ❖ **Army:** Raiders must hold the field. Raiders are opposed by a garrison of the raided Nation, plus 2.

**Investigation:** If your Nation/Guild is raided, and a rogue takes part in and survives the raid, the rogue may attempt to discover who issued the bounty after the raid is resolved. Each such rogue has an investigation score of the following: the rogue's level (up to 10) +2 points for every raider captured alive + 1d10. To discover the issuer of a contract, a rogue must reach an investigation score of 15 for an undisguised issuer and 15 + issuer's character level (up to 10) for a disguised issuer.

Non-rogues may attempt to use their abilities or bribe/coerce any captives they take from among the raiders to discover the bounty's issuer.

## Rebellions

**Rebellions:** Each hextare has a chance to rebel each year. Rebel provinces become Wilderness, but retain the structures and features they have for one year. If not claimed by a Nation in that time, the structures/features are lost permanently.

Rebellions take place on the Winter Harvest after Nations have submitted their land actions for that day. The chance to rebel is based on the following formula:

Tax penalty + Quota penalty + conditional penalty - order bonus = % chance of rebellion on a D100

### Conditional penalty:

- ❖ Hextare is unsettled: +50
- ❖ Hextare is adjacent to another nation: +5
- ❖ Inflamed: +30
- ❖ Inspired: Ignore tax penalty
- ❖ In a district that has had a festival since the last harvest: Remove quota penalty

### Order Bonuses:

- ❖ Capitals are immune
- ❖ If Nation has an army present, that hextare is immune
- ❖ Hextare is adjacent to another nation that is in a state of war with your nation: -40
- ❖ Hextare is adjacent to a hextare with your Nation's Army present: -50
- ❖ Castle: -25
- ❖ Adjacent to a Castle: -20
- ❖ Keep: -15
- ❖ Adjacent to a Keep: -10
- ❖ Tower: -10
- ❖ Adjacent to a Tower: -5
- ❖ City: -20
- ❖ Town: -10
- ❖ Village: -5

Any hextare in rebellion, while Wilderness, may not be land-searched; the hextare must be invaded. The defending force is determined below:

Tax penalty + Quota penalty divided by 2 = Number of peasants with spears, glaives, daggers, hammers, white axes, clubs, flails or bows. No swords, greatswords or bucklers/shields.

If the hextare in rebellion has a fortification, a siege must be fought. Any Player may state they are using their offensive action to support the rebels; these Players each take the place of one defending peasant. If there are no available peasants to replace, the Player may not join the rebels. As land actions outside of war use adventure rules, a Player's character may do this in disguise, if they have that ability.

**Amnesty:** Any Nation with a Settled hextare adjacent to a hextare in rebellion, regardless of what Nation originally owned the hextare, may offer amnesty to the rebels. There is a 50% base chance the rebels will accept. The Nation offering amnesty may increase the chance by paying 100 gold for a +10% increase, up to a 90% chance. If the rebels accept, the Nation offering amnesty must pay 2 RU, 1 IN and 1 MA to take control of the hextare and all assets on it. A Nation may not offer amnesty to rebels on a hextare that contains an Army the offering Nation does not control, or any military building.

## Tarimstadt

Tarimstadt is the home of the High King's Court and is controlled by the sitting High King of Darkon. Tarimstadt is operated like any other country, except it may never expand and may never have more Squadrons than its starting amount. Tarimstadt may retake lost hextares. Tarimstadt has a +10 order bonus against rebellion.

Tarimstadt starting assets:

- ★ 14 adjacent settled hextares forming an island.
- ★ 1 Castle on the center hextare (Capital)
- ★ 1 City in the same hextare as the Castle
- ★ 1 Port
- ★ 2 Farms

- ★ 1 Warehouse
- ★ 1 Smiths
- ★ 1 Temple
- ★ 1 Arcane Works
- ★ 4 Squadrons
- ★ 1 Caravan
- ★ 1 Army
- ★ 1 Bank (this bank does not hold the normal 50 Player accounts, but is instead the home of the Royal Treasury). This Bank is located on the same Hextare as the Capital, and also grants Tarimstadt a 2000 gold cap increase instead of the normal 500.

### **Attacking the Royal City:**

Not all Nations or individuals support the High King, and many may seek to bring him low by taking his lands from him, while not incurring the wrath of the Nation to which the High King may belong.

**Bringing War To The High King:** A Nation declares a State of War and attacks as per the normal land rules. The High King and his retinue, as well as supporting Knights and their retinues, count as the High King's surcoated members.

If the invading Army successfully sieges Tarimstadt's Capital Castle, the Castle is not considered to be conquered; it is not removed and thus the Annihilation and Sacking actions cannot be taken. Defenders are instead considered to be trapped in the Castle. While defenders are trapped, Tarimstadt may continue to earn income and resources from the Capital hextare, and is still responsible for upkeep on all assets requiring it.

A free Army is placed on the Capital Castle the following event. The High King and his forces are then required to fight a grand battle against any adjacent Armies (if present) until their forces are successful and no Armies are adjacent to the Capital. The King may then begin to reclaim their lands per the normal Land Rules

All hextares that belonged originally to Tarimstadt are always Inflamed when not under the control of Tarimstadt, no matter how long they have been held. Any original Tarimstadt hextare that rebels immediately reverts to the control of Tarimstadt.

## Monster Traits

<b>Amphibious</b>	A monster with this trait is adept at existing and fighting within water as well as on land. As a result, they can swim in any armor and wield red weapons while in the water.
<b>Charm Spell</b>	This is a type of spell that will cause a player or NPC to act differently (ie. Feeble Mind, Nature's Love, etc).
<b>Extraplanar</b>	A monster who is from another plane of existence naturally, they are subject to Last Rites <i>[and Banishment]</i>
<b>Ghoul Rot</b>	A monster possessing Ghoul Rot delivers paralytic poison with every damaging hit. This paralyzing poison lasts for 60 seconds.
<b>Hold Spells</b>	This is a type of spell that immobilizes a player or NPC (ie, Hold Person, Ice Storm, Entangle, etc).
<b>Large</b>	A monster who is Large should periodically announce it as they are entering within melee range, causing all non-Large or Enlarged (per the spell Growth) combatants to fight from their knees within 30'. This ability affects both allies and enemies. A monster that is Large is also immune to any spell meant to hold its target. Charm spells cast on a monster that is Giant have their duration reduced to 30 seconds.
<b>Monstrous</b>	A monster with this trait is immune to hold and charm spells. In addition, their weapons are considered magic.
<b>Mummy Rot</b>	A monster possessing Mummy Rot delivers agony poison with every damaging hit. This agony poison lasts for 120 seconds.
<b>Natural Weapons</b>	A monster with this trait is immune to any effects that would result in their weapons being destroyed.
<b>No Shields</b>	A monster with this trait is not allowed to use a shield.
<b>Orc</b>	Monsters with this trait are all of the same type. All Orcs will respond to their boss/king's words and actions. The response doesn't need to be positive or negative, but they are responsive.

<b>Rally Cry</b>	A monster possessing this ability is able to call out to its type or followers once per encounter. This call invigorates them and lets them ignore one wound they have taken (as Cure Light Wounds).
<b>Regeneration</b>	A monster possessing this ability heals hits over time. The amount of time may differ per monster as well as what will cause the regeneration to stop working. If the regeneration is not stopped, it will continue even after the monster appears to be dead.
<b>Shield Break</b>	A monster with this ability possesses the ability the same as a Fighter: they are able to break shields with three (3) solid strikes (two (2) solid strikes for bucklers) to break a shield if they are swinging a great weapon.
<b>Stalwart Spirit</b>	A monster with this ability possesses the ability the same as a Barbarian: the first spell effect that would affect them does not.
<b>Spells</b>	This would allow the monster to cast any of the listed spells as many times as desired by reading the entirety of the spell written and chanting the evocation line.
<b>Spell-Like Abilities</b>	This would allow the monster to cast the listed spells a listed number of times with no spell to read, but would be required to chant the evocation line.
<b>Undead</b>	A monster possessing this trait takes double damage from silvered weapons. If targeted by the spell Turn Undead, the monster is frozen/paralyzed with fear for 30 seconds. They are immune to Charm Spells.

## Monster Chart

Banshee	None	7 Hits	Any	Monstrous, Spell-Like Ability	Only damaged by Holy/Blessed (or True) weapons; can throw 3' AoE Curse	A spirit who normally comes heralding the death of a loved one. Banshee are known to appear singing sweetly to lure individuals closer or wailing and shrieking to bring about the foretold death.
Beholder	None	8 Hits	Any	Monstrous, Spell-Like Ability	Can cast Dispel Magic 1/minute; can throw Feeblemind x2, Magic Missile x2, and Hold Person x2; can only be damaged with Magic (or True) weapons	A large aberration normally found underground, beholders are normally very distinguishable for their large central eye and the many eyestalks that they use to cast powerful magic. Coupled with its eyes are a massive mouth. Despite the lack of wings, it is capable of flight.
Black Knight	AC 4	2 Hits	Any Single-Handed Weapon and a Shield	Monstrous, Stalwart Spirit		A fabled warrior who seemed to be unyielding and undying. Even when wounded, a black knight has been known to fight on and kill many.
Devil, Pit Fiend	None	10 Hits	Chained Yellow Weapon and Single-Handed Sword	Giant, Monstrous, Spell-Like Ability	Immune to Fire; Immune to Poison; Holy does double damage; takes 2 Last Rites to banish; Permanent Burning Hands (does not affect their weaponry); chained yellow weapon deals red damage; single-handed sword deals black damage.	Pit Fiends are generals of greater devil armies. They appear bestial and twice the size of a human. They have large horns, bat-like wings, and a long prehensile tail. They are lower nobility of the infernal courts and even when killed, they normally return to their planes of existence to be summoned/released again.
Demon, Succubus	None	6 Hits	Any	Monstrous, Spell-Like Ability	Immune to Fire; Immune to Poison; Holy does double damage; Stoneskin; can throw Charm Person x 3 and Hold Person x 1	Succubi are commonly found among the mortal world enticing and manipulating the desires of mortals while tempting them to perform depraved acts. Naturally, they appear as strikingly beautiful women with large bat-like wings, but can shape-change to look like just about any humanoid.



Dragon, Adult Black	None	5 Hits*	The head: as Rogue Class; The claws: Any non-Polearm; The tail: Polearm	Giant, Monstrous, Natural Weapons, Spell-Like Ability	*Three (3) NPCs ( 1 for the head, 1 for the claws, and 1 for the tail, roughly within 6' of each other); Immune to Entangle and Poisons; head can throw Entangle x 2 and Ball of Paralyze Poison x 2; tail can Shield Break; only damaged by Magic (or True) weapons	Black, or Skull, dragons are known for their vile-temper and cruelty. They appear slenderer with horns that protrude from the sides of their head and wrap around to project forward. Generally, they live in swamps and are capable swimmers. They do, however, tend to carry an unpleasant aroma of rotting vegetation and foul water.
Dragon, Adult Blue	None	5 Hits*	The head: as Rogue Class; The claws: Any non-Polearm; The tail: Polearm	Giant, Monstrous, Natural Weapons, Spell-Like Ability	*Three (3) NPCs ( 1 for the head, 1 for the claws, and 1 for the tail, roughly within 6' of each other); Immune to Lightning Bolt; head can throw Lightning Bolt x 3; tail can Shield Break; Only damaged by Magic (or True) weapons	Blue, or Storm, dragons are infamous for tricking travelers into lethal situations. They are distinguished by their single large horn from their nose/head and their frilled ears. Despite their crocodile-like tail, their large pronounced wings smell of electricity and/or sand.
Dragon, Adult Green	None	5 Hits*	The head: as Rogue Class; The claws: Any non-Polearm; The tail: Polearm	Giant, Monstrous, Natural Weapons, Spell-Like Ability	*Three (3) NPCs ( 1 for the head, 1 for the claws, and 1 for the tail, roughly within 6' of each other); Immune to Poisons; head can throw Ball of Agony Poison x 3; tail can Shield Break; Only damaged by Magic (or True) weapons	Green dragons possess a notable fin that runs from its nose the entire length of its body. With its long, forked tongue, Green Dragons are known to love intrigue and secrets.
Dragon, Adult Red	None	5 Hits*	The head: as Rogue Class; The claws: Any non-Polearm; The tail: Polearm	Giant, Monstrous, Natural Weapons, Spell-Like Ability	*Three (3) NPCs ( 1 for the head, 1 for the claws, and 1 for the tail, roughly within 6' of each other); Immune to Fireball and Burning Hands; head can throw Fireball x 3; tail can Shield Break; Only damaged by Magic (or True) weapons	Red dragons are widely known for their selfishness, greed and vanity. They are often accepted as the most fearsome and cruel of the chromatic dragons. Aside from their enormous size and wingspan, they have two large horns on their head which point backwards.

Dragon, Adult White	None	5 Hits*	The head: as Rogue Class; The claws: Any non-Polearm; The tail: Polearm	Giant, Monstrous, Natural Weapons, Spell-Like Ability	*Three (3) NPCs ( 1 for the head, 1 for the claws, and 1 for the tail, roughly within 6' of each other); Immune to Ice Spike and Ice Storm; head can throw Ice Spike x 2 and Ice Storm x 2; tail can Shield Break; Only damaged by Magic (or True) weapons	White, or Ice, dragons are commonly looked at as the weakest and most feral of the chromatic dragons. While they are smaller than even Black Dragons, they normally blend in with their arctic environments. They have a crisp, vaguely chemical odor.
Dragon, Juvenile Black	None	5 Hits	Any White or Red weapons	Natural Weapons, Spell-Like Ability	Can throw Entangle x 1	Juvenile Black Dragons are not known to have strong parental figures and frequently show themselves to be exceptionally cruel with insatiable appetites. Younger Black dragons' scales are darker and grow lighter as they mature.
Dragon, Juvenile Blue	None	5 Hits	Any White or Red weapons	Natural Weapons, Spell-Like Ability	Can throw Lightning Bolt x 1	Juvenile Blue Dragons normally have their parents around to guide and educate them. This leads them to have great confidence but limited experience.
Dragon, Juvenile Green	None	5 Hits	Any White or Red weapons	Natural Weapons, Spell-Like Ability	Can throw Ball of Agony Poison (no Damage, but Agony for 60 seconds)	Typically, Juvenile Green Dragons have both mother and father nearby to oversee their raising. When most green dragons are young, they stay with their parents, but on occasion they have been known to wander off to investigate an oddity
Dragon, Juvenile Red	None	5 Hits	Any White or Red weapons	Natural Weapons, Spell-Like Ability	Can throw Fireball x 1	Juvenile Red Dragons are frequently pushed out of their maternal nest early as their mothers natural (selfish) instincts overrule her maternal ones. This is believed to lead to the common mindset of red dragons.

Dragon, Juvenile White	None	5 Hits	Any White or Red weapons	Natural Weapons, Spell-Like Ability	Can throw Ice Spike x 1	Juvenile White Dragons are normally not sheltered and are expected to fend for themselves from the moment that they hatch. Occasionally a parent will allow the hatchling to remain in the lair until they turn into a young adult.
Drow - Fighter	AC 3	Normal	Any		Darkness (if encountered at night, all light spells must be extinguished), Starts with a single dose of sleep poison on one weapon; All weapons are considered magical, Toughness, All shields take an extra hit to shield break	
Drow - Cleric (Priestess)	AC 3	Normal	As Cleric Class		Darkness (if encountered at night, all light spells must be extinguished), Starts with a single dose of sleep poison on one weapon; Curse x 1, Word of Holding x 1, Cure Mortal x 1, Resurrect x 1	
Drow - Mage	None	Normal	As Mage Class		Darkness (if encountered at night, all light spells must be extinguished), Steelskin, Lightning Bolt x1 , Fireball x 1; A pouch casting of Steelskin, Lightning Bolt, or Fireball	
Drow - Rogue	AC 1	Normal	As Rogue Class		Darkness (if encountered at night, all light spells must be extinguished), Starts with a single dose of sleep poison on each weapon; Feign Death (as Monk)	

Genie, Djinn	None	6 Hits	Any and Two Javelins	Monstrous, Spell-Like Ability	Immune to Magic; possesses relic replica: Javelin of Lightning x 2; can throw Ice Storm	Djinn are born from Elemental Chaos and in an ancient battle against the gods most were imprisoned within various objects. While quite magically adept and powerful, they do not all possess the ability to grant 'wishes'. Djinn are empowered by the chaotic force of violent storms from the Elemental Plane of Air.
Genie, Efreet	None	6 Hits	Two White Swords or Black Sword	Monstrous, Spell-Like Ability	Immune to Magic; possesses relic replica: Sword of Slaying x 2 or Maelstrom; can throw Fireball	Efreets are unpredictable genies born and empowered by the Elemental Plane of Fire. Standing about 12 feet tall, they are unkind and selfish. Many adopt and create lavish titles to make themselves seem more important. While they often are mistaken for devils, their magical talents closer resemble those of demons or liches. Efreets are particularly capable weaponsmiths
Genie, Marid	None	6 Hits	Yellow Weapon	Monstrous, Spell-Like Ability	Immune to Magic; possesses relic replica: Mace of Disruption and Bracers of Defense; can throw Frost Spike	Marids are native to the Elemental Plane of Water. Their tall (16' to 18') frame is normally an oceanic shade of blue, but has been known to change colors based on their mood. They are commonly scantily clad, if at all, while swimming, but on land they wear loose flowing robes.
Genie, Shaitan	None	6 Hits	Single-Handed White and a Shield	Monstrous, Spell-Like Ability	Immune to Magic; possesses relic replica: Ravenswrath and Shield of Absorption; can throw Entangle	Shaitans are humanoids standing about 11 feet tall and appear to be carved out of rock with glossy skin and glittering eyes. They seem to possess the ability to burrow or glide through stone and transform metals (temporarily).
Ghoul	AC 4	Normal	Any Non-Missile	Undead, Ghoul Rot	Paralyze Poison (60 second duration) on every hit	Ghouls are monstrous undead who reek of carrion. It is said they are created when a person who savored the taste of flesh dies. While it is common to see them feast on the flesh of a corpse, they will eat the flesh of any living being as well.

Giant, Fire	None	10 Hits	Any	Giant, Spell-Like Ability	Shield Break; all weapons swing black; permanent burning hands (does not affect their weaponry)	Fire Giants possess a dwarf-like appearance (despite their 18' height) and live and function in a militaristic fashion. Fire Giants have been known to take hostages or extort communities for payment.
Giant, Frost	None	9 Hits	Any	Giant, Spell-Like Ability	Shield Break; all weapons swing black; can throw Ice Spike	Frost Giants stand around 20' in height with white skin. They prefer to wear skins, pelts, and jewelry to show their power and importance. They are long-lived creatures who have taken to raiding communities when necessary. However, they are intelligent enough to understand the benefits of arranging trade agreements.
Giant, Hill	None	8 Hits	As Barbarian Class	Giant	Shield Break	Hill Giants are notoriously less intelligent, but appear stronger (due to their stature, 16' tall) and more selfish (because they are greedy). They are almost always hungry and willing to eat nearly anything. Although less intelligent, they are fiercely loyal to their tribe.
Giant, Storm	None	10 Hits	Any	Giant, Spell-Like Ability	Shield Break; all weapons swing black; can throw Lightning Bolts x 3; only damaged by Magic (or True) weapons	Storm Giants are the polar opposite of Hill Giants in that they are 26' tall and extremely intelligent. They wear refined apparel composed of fine tunics and belted sandals. It is rumored that when a storm manages to cross a mountain range, it is being driven by a team of Storm Giants, throwing volleys of lightning bolts.
Gnoll	up to AC 2	Normal	Any	None	Toughness; Growth; cannibalize any mortally-wounded or dead creature to heal one light wound (takes 10 seconds).	Gnolls are a humanoid race that looks like a hybrid of a human and a hyena. They are tall and strong and equally savage and warlike. Some believe they have traces of demonic ancestry. After seeing their cannibalistic tendencies, many are prone to believe this.

Gnoll Marauder	up to AC 2	Normal	Any	None	Toughness x2; Stalwart Spirit; Growth; can Shield Break with great weapons; cannibalize any mortally-wounded or dead creature to heal one light wound (takes 10 seconds).	Gnoll Marauders are the apex of the poor excuse of a society. They have grown tougher, stronger, and hungrier than their kin. These Gnolls however tend to be more nomadic and with no home or family to go back to they take or eat any and everything.
Goblin	None	1 Hit	As Rogue Class	N/A		Goblins are small mischievous creatures with below-average intelligence. However, they can learn. This is why most seasoned adventurers will advise thoroughly wiping out a tribe of them and not letting any survive.
Goblin King	None	4 Hits	As Rogue Class	N/A		Normally a Goblin who has survived for a handful of years as an adult, or maybe just an adventuring party's assault, will elevate themselves to a position of authority; King. They are generally a bit more intelligent and cunning than your average goblin.
Golem, Flesh	None	9 Hits	Any	Monstrous, Natural Weapons	Immune to Spells; Immune to Giants; all Weapons swing black	Flesh Golem is a motley collection of humanoid body parts stitched together and animated (normally by arcane powers) to perform specific tasks. They are tall and strong enough to combat a giant, however they are generally mindless and unthinking.
Golem, Shield	None	7 Hits	Any	Monstrous, Natural Weapons	Immune to Spells; Immune to Giants; Shield is Unbreakable	Shield Golems were created predominantly out of metal and used as bodyguards for their creators or their caches of relics. With their imperviousness to magic, they operate as a great defensive wall.

Griffin	AC 1	3 Hits	Any	<i>Large, Monstrous, Natural Weapons</i>	Flight, by discarding/sheathing all held items they can become unhittable except by arrows or spells for 10 seconds (Must be called 'Flight!' and counted aloud); Cannibalize any mortalled or dead creature to heal one light wound (Takes 10 seconds)	
Human	Any	Normal	Any	N/A		Humans are common and widespread across most lands. They are not long-lived or particularly strong, but they are ambitious and have been known to make incredible leaps in ability and understanding.
Human - Archer	Any	Normal	Bow (Or spear)	N/A		Human archers do not have the precise and long eyesight that other races might, but they are eager to stab at their foes from a distance before getting into close quarters combat.
Human - Barbarian	Up to AC 2	Normal	As Barbarian Class	N/A	Toughness; Stalwart Spirit; Shield Break	Humans are so wide spread that they sometimes exist outside of their own societal standards. Taking to the wild and living nomadically off the land. Their ability to adapt makes them quite suitable for life as a barbarian.
Human - Cleric	Any	Normal	As Cleric Class	Spells	As 10 <sup>th</sup> -level Cleric (Cure Mortal Wounds, Word of Holding, Sanctuary, Resurrection)	Humans, even though they do not live as long as other races, are known to exercise great faith in higher powers. This faith may follow any number of gods, but it normally leads them to an armored life of hardship as their faith shields and protects them.

Human - Fighter	Any	Normal	Any	N/A	As 10 <sup>th</sup> -level Fighter (Shield Break, First Aid, Armor Repair)	Humans who take up weapons are commonly career fighters. They work day and night to hone their chosen martial study. Many Fighters make up the majority of most armies. It is a generalization that Fighters are good at following directions.
Human - Mage	None	Normal	As Mage Class	Spells	As 10 <sup>th</sup> -level Mage (Mage Shield, Magic Missile, Steel Skin, Fireball)	Humans are adept at learning and adapting to new and old problems. Making them a natural fit for the world of arcane. This, however, does lead them to making foolish alterations and curious changes to common place spells and rituals for unorthodox and sometimes dangerous results.
Human - Peasant	None	Normal	Polearms or hand weapons	N/A	No shields	Human peasants are not as well trained or robust as fighters, but this doesn't diminish their desire to protect their own. Farmers have honed bodies from toiling in their fields and possess basic levels of weapon proficiency. honed bodies from toiling in their fields and possess basic levels of weapon proficiency.
Hydra	None	6 Hits*	As Rogue Class	Giant, Monstrous, Spell-Like Ability, Regen	*Four (4) NPCs (3 heads and one body, roughly within 6' of each other) have 6 hits each; Shield Break; Fireball does 1 hit to those hit, able to throw Fireball x 2; after 30 seconds, regenerates one hit unless the body is destroyed.	Hydra are magical beasts with numerous heads that have a unique regeneration trait. Rumor has it that if/when one of its heads are chopped off, two more grow back in its place. Despite its low intelligence, its resilience makes it a terror.
Kobold	up to AC 2	Normal	Single-Handed Weapons	N/A	Starts with EITHER one hand of Burning Hands or a single (non-death) poison; No shield.	Aggressive reptilian humanoids, Kobolds have colored scales for skin with a rat-like tail, clawed fingers, and a crocodile-like jaw. Some have theorized that they are the long-time result of dragons mating with lesser races.



Lich	None	8 Hits	As Mage Class	Undead, Monstrous, Spells	Immune to Turn Undead; Only damaged by Magic, Holy/Blessed (or True) weapons; able to cast: Fireball, Icestorm, Lightning Bolt,	A wizard who has managed to find life beyond death. They generally have withered flesh stretched over visible bones. Once they enter this state, they have eternal longevity. This excess of time allows them to scheme on a different level as well as to study their arcane endeavors.
Lizardman - Druid	AC 2	Normal	As Druid Class	Amphibious, Spells	Can swim in any armor and daggers in hand; able to cast: Cure Serious Wounds, Lightning Bolt, Warp Wood	Reptilian humanoids, taller than kobolds or humans, Lizard men are amphibious. With powerful builds, they have been known to battle just as well in water as a human might on land. living in the wild, they tend to grow to revere, and for these druids, worship it
Lizardman - Fighter	AC 3	Normal	Any	Amphibious	Can swim with any armor and daggers in hand.	The typical Lizardman knows how to defend themselves. Unfortunately, in their chosen environments, they must remain strong and capable even at a young age. This leads to capable and reliable fighters.
Mind Flayer	AC 2	Normal	Any	Monstrous, Spell-Like Ability	Able to throw any Charm Spell x3 (Feeble Mind, Nature's Love, etc); Able to throw Hold Person x1; if they are able to hold a grapple for 10 seconds with both hands (empty of weapons), grappled target is instantly killed.	Otherwise known as illithids, mind flayers are sadistic beings known for their great psionic abilities. Their octopus-like head, with four tentacles surrounding their mouth, lack of an index finger, and general blue-purple hue of their skin is all that sets them apart from a general humanoid in appearance. They are warm-blooded amphibians with a great sensitivity to bright lights. Rumor says that their considerable psionic abilities came from their diet of brains of other sentient creatures.

Mummy	AC 3	Normal	Any Non-Missile	Undead, Mummy Rot	Agony Poison on every hit	<p>The reanimated preserved corpse, normally by some dark powers.</p> <p>Oftentimes, they were marked with wardings, runes, and symbols to appeal to or protect from their deities. Unlike other undead, Mummy's normally have a spiced aroma due to the preservation efforts. This shouldn't give any comfort for they possess a curse of an infection called Mummy Rot.</p>
Necromancer	AC 2	Normal	As Mage Class	Spells	No shields; Able to cast: Curse, Magic Missile, Animate Dead	<p>Necromancers are arcane spell casters who have specialized in the powers of death, unlife and the life force.</p> <p>Sacrificing the versatility of normal arcane casters, they possess potent spells to protect their life, reanimate the dead, and even learn through death.</p> <p>It is rumored that some even have found a way to channel the energy of death into powering their spell casting.</p>
Ogre	None	6 Hits	Any	Giant	Weapons cannot be destroyed	<p>Ogres look like giant humanoids with exceptional muscular bodies and large heads reaching heights of 10' tall. They tend to be lazy and brutish, relying largely on ambushes and outnumbering their opponents than any real tactics.</p>
Ogre Mage	None	6 Hits	Any	Giant, Monstrous, Spells	Weapons cannot be destroyed; Only damaged by Magic (or True) weapons; able to cast Lightning Bolt x 2	<p>Ogre Mage are the exception to the rule. While possessing the powerful body of Ogres, Ogre Mages have found a knack for some arcane arts. It is a point of contention as to how this even happened, but the terrifying results are undeniable.</p>
Orc	Any	Normal	Any	Orc		<p>Orcs, also called Greenskins, are savage and warring humanoids who have spread war and wide. Their numbers and inbred combat skills make them a fearsome race to come against.</p>

Orc Boss	AC 3	Normal	Any	Orc	Rally Cry (Any Orc alive receives a Cure Light Wounds at Orcs Boss' Rally Cry)	Unchecked, Orcs can be chaotic and ineffective. Orc Bosses provide this structure, and the fear, necessary to lead the Greenskins to devastating success.
Orc Elite	AC 2	Normal	Any	Orc		Orcs sometimes do rise to different levels of greatness. Orc Elites are veteran combatants that tend to surround the Orc Boss and keep them safe enough to give the unifying commands that lead every tribe to success.
Owlbear	AC 4	Normal	Any	Giant		Owlbears are large magical beasts that appear to be a cross between an owl and a bear. With the head of an owl and the body of a bear they share feeding habits of both creatures. Once it has made its kill, it has been known to eat part of its meal on the spot before dragging the rest back to its lair.
Skeleton	AC 1	Normal	Any	Undead	Immune to Red Damage; if damaged by a non-red Holy/Blessed (or True) weapon they are instantly destroyed.	Similar to Zombies, Skeletons are undead animated corpses. Devoid of flesh, with no appetite for flesh, these boney monstrosities can be made from any living creature. Held together by necromantic energy, they have no desires of their own, they are obedient servants.
Skeleton Knight	AC 3	Normal	Any	Undead	Immune to Red Damage; if damaged by a non-red Holy/Blessed (or True) weapon they are instantly destroyed.	Skeleton Knights are empowered and capable undead that retain their former life. This retained knowledge does however tend to make them harder to control. Additionally, they don't travel in groups too often because of the glimpses of former life.

Sphinx	AC 2	6 Hits	Any	Large, Monstrous, Natural Weapons; Spell-Like Abilities	Immune to Charm Spells; Can cast any three Mage spells of any level as spell like abilities; Can cast Legend Lore at will; Truesight, disguises and any effects that would obscure who an individual is instantly seen through; All weapons do black damage	
Spider, Giant	AC 2	Normal	Any	Spell-Like Ability	Agony Poison on every hit; can throw Entangle	Giant spiders are venomous and dangerous vermin that use their poison and webbing to slow down and capture prey of various sizes for itself.
Troll	None	6 Hits	Any	Giant, Regen	Shield Break; Fireball kills instantly; when undamaged for 60 seconds heal 1 hit (unless slain by fire damage, True Strike counts)	Trolls are a species of giant-kin that can be found throughout the realm. They are ravenous and predatory, yet oddly not territorial unless it is with another troll. Having no natural predators, largely due to their phenomenal regenerative ability, these 9' monsters do as they please.
Tyrannosaurus Rex	None	4 Hits*	The body: two daggers; The tail: glaive	Giant	Two (2) NPCs (1 for the body, 1 for the tail staying roughly within 3' of each other); tail can Shield Break; Fireball counts as 2 hits for each body part (NPC) hit.	Tyrannosaurus Rex is a carnivorous dinosaur, known to be hostile predators who would hunt any being that it considered edible. Being a fast runner, despite its size, makes their menu quite extensive.
Vampire	None	10 Hits	Any	Undead, Monstrous	Immune to Turn Undead; all weapons swing black; any slain by Vampire rise in 60 seconds loyal to Vampire	A fearsome undead creature that can be created when its life force is drained by another Vampire. They feed on the blood of the living as the living feeds off of food. Vampires are sentient, strong, fast, and durable. Some claim that true vampires cannot even be killed. Others whisper that they are creatures that can only be undone by a god's own hand.

Vrock	AC 3	2 Hits	Black Weapons	Large, Monstrous, Natural Weapons, [Extraplanar]	Immune to Poison; Immune to Magical weapons; Holy does double damage; "Stalwart Spirit" x 2; Can throw 3' AoE Curse x 1; Can throw 3' AoE Agony Poison x 1; If a spell(ball) is caught, gain a use of "Stalwart Spirit"; Flight, by discarding/sheathing all held items they can become unhittable except by arrows or spells for 10 seconds (Must be called 'Flight!' and counted aloud)
Werewolf (Garou)	AC 2	Normal	Any Single-Handed Non-Yellow	Monstrous, Natural Weapons, Regeneration	When undamaged by holy, heals one point of damage every 120 seconds; Toughness x 2; Growth; can cannibalize a mortally-wounded being to regain a layer of Toughness.
Werebear (Guhral)	AC 4	Normal	Any Single-Handed Non-Yellow	Monstrous, Natural Weapons, Regeneration, Giant, Spell-Like Ability, No Shield	When undamaged by holy, heals one point of damage every 120 seconds; Barkskin (+1 AC); Mending (usable only on others); Meditate for 60 seconds to regain a layer of AC (1 per 60 seconds); Dispel Magic x 1; Nature's Guardian x 1 (note: Werecoatures are a noteworthy part of Nature and likely target to protect)

Werecat (Bastet)	AC 2	Normal	Florentine (Non-Yellow)	Monstrous, Natural Weapons, Regeneration	When undamaged by holy, heals one point of damage every 120 seconds; Toughness x 2; Meditate w/in 3' of another were-creature to regain a use of Toughness; Shield Break	
Wererocodile (Makole)	AC 4	4 Hits	Any Great Weapon and/or Dagger	Monstrous, Natural Weapons, Regeneration, Giant, Spells, Amphibious	When undamaged by holy, heals one point of damage every 90 seconds; Shield Break; Mending (as cast by lvl 20 Mage, 19 sec timed casting); Trueshield; Death Roll, if a grapple is maintained for a count of 5 seconds the target takes a wound to ever limb	
Wereraven (Corax)	AC 1	Normal	Spear, Bow (and arrow), or Single-Handed Non-Yellow	Monstrous, Natural Weapons, Regeneration, Spell Like Abilities	When undamaged by holy, heals one point of damage every 120 seconds; Flight, by discarding/sheathing all held items they can become unhittable except by arrows or spells for 10 seconds (must be counted out loud); Feeblemind x 2	
Wererat (Ratkin)	None	Normal	Any	Monstrous, Natural Weapons, Regeneration	When undamaged by holy, heals one point of damage every 120 seconds; Plagued, starts combat with either a dose of agony, paralyzing, or hallucination poison on their weapons; Disguise, can appear as any non-were-humanoid of	

					any origin; Immune to Poisons and Diseases	
Wereshark (Rokea)	None	8 Hits	Any	Monstrous, Natural Weapons, Regeneration, Giant, Amphibious	When undamaged by holy, heals one point of damage every 120 seconds; Toughness x 2; Stalwart Spirit; Enraged, after either Toughness (both layers) or Stalwart Spirit are expended they deal double damage with all attacks.	
Werespider (Ananasi)	AC 1	Normal	Any	Monstrous, Natural Weapons, Spell-Like Ability	Boneskin x 2; Sacrificial Weapon (designated at spawning), when they kill a living entity the weapon is charged; Cure Serious Wounds (cast through sacrificial weapon, on self only), Boneskin (cast through Sacrificial Weapon, can stack indefinitely); Entangle x 2; Immune to Entangle	
Wyvern	None	4 Hits	Any	N/A	All weapons deal black damage, first wound delivered deals 1 min agony poison	Wyverns are large winged lizards with a stinging tail and sharp teeth. While not terribly intelligent, they do speak the tongue of dragons (Draconic) fluently. Some societies have been known to use the poisonous beast as mounts.
Zombie	AC 2	Normal	Any Non-Missile, no weapons over 6'	Undead	If damaged by a Holy/Blessed (or True) weapon they are instantly destroyed	Similar to a Skeleton, a Zombie is an undead creature created by reanimating its corpse. Unlike Skeletons, Zombies retain some measure of flesh and organs causing them to smell worse.

# Encounter Charts

## Temple Encounter Chart

Percentage	Enemy Forces
01 - 10	2 Human - Cleric, 4 Human, 2 Human - Fighter
11 - 20	1 Necromancer, 1 Skeleton Knight, 2 Skeleton
21 - 29	2 Necromancer, 2 Skeleton Knight, 2 Ghoul
30 - 36	1 Human - Cleric, 1 Necromancer, 1 Golem - Flesh
37 - 41	2 Ghoul, 4 Zombie, 1 Mummy
42 - 46	2 Golem - Flesh, 2 Skeleton Knight
47 - 51	1 Banshee, 6 Skeleton
52 - 56	3 Human - Cleric, 2 Necromancer, 4 Skeleton Knight
57 - 61	1 Lich, 3 Necromancer, 1 Golem - Flesh
62 - 66	2 Golem - Shield, 1 Lich, 1 Necromancer
67 - 71	2 Banshee, 1 Vampire
72 - 76	5 Adventurers (any 5 Fully Leveled Classes), 1 Vampire
77 - 81	5 Adventurers (any 5 Fully Leveled Classes), 1 Demon - Succubus
82 - 86	4 Mummy, 1 Lich, 4 Skeleton Knight, 2 Zombie



87 - 91	1 Dragon - Red Juvenile, 2 Giant - Fire, 1 Ogre Mage
92 - 96	2 Dragon - Red Juvenile, 2 Vampire
97 - 100	2 Demon - Pit Fiend

## Library Encounter Chart

Percentage	Enemy Forces
01 - 10	2 Human - Archer, 2 Human - Fighter, 2 Human - Mage
11 - 20	6 Human - Barbarian
21 - 29	3 Lizardman - Fighters, 3 Lizardman - Druids
30 - 36	5 Ogre, 1 Ogre Mage
37 - 41	2 Ogre, 2 Troll, 1 Ogre Mage
42 - 46	1 Human - Mage, 1 Lich, 1 Necromancer, 1 Ogre Mage
47 - 51	2 Necromancer, 2 Skeleton, 2 Human - Mage, 1 Golem - Shield
52 - 56	6 Orc, 2 Orc Elite, 1 Orc Boss, 1 Owlbear
57 - 61	3 Giant - Hill, 2 Ogre, 2 Ogre Mage
62 - 66	10 Human - Peasant

67 - 71	6 Kobold, 3 Lizardman - Fighter, 3 Lizardman - Druid
72 - 76	2 Golem - Flesh, 1 Lich
77 - 81	3 Giant - Storm, 1 Genie - Djinn
82 - 86	3 Human - Mage, 1 Lich, 4 Necromancer, 2 Ogre Mage
87 - 91	1 Dragon - Juvenile Blue, 2 Giant - Storm
92 - 96	1 Dragon - Adult Blue, 2 Giant - Storm
97 - 100	2 Dragon - Juvenile Blue, 2 Giant - Storm, 1 Genie - Madrid

### Underground Encounter Chart

Percentage	Enemy Forces
01 - 10	2 Gnoll; 2 Gnoll Marauder
11 - 20	4 Ogre; 1 Ogre Mage
21 - 29	4 Kobold; 2 Lizardman - Fighter
30 - 36	4 Skeleton; 2 Skeleton - Knight; 2 Zombie
37 - 41	2 Troll; 2 Giant - Hill
42 - 46	4 Ogre; 2 Troll

47 - 51	3 Gnoll; 2 Gnoll Marauder; 1 Werewolf
52 - 56	4 Spider - Giant
57 - 61	1 Genie - Shaitan
62 - 66	1 Mind Flayer
67 - 71	1 Werecrocodile, 2 Wererat
72 - 76	1 Beholder; 2 Golem - Shield
77 - 81	3 Spider- Giant; 2 Werespider
82 - 86	1 Demon - Succubus; 2 Orc Elite; 1 Lizardman - Druid; 3 Goblin; 2 Kobold
87 - 91	2 Dragon - Juvenile (Blue); 2 Giant - Storm
92 - 96	1 Dragon - Juvenile (Red); 3 Kobold; 2 Giant - Fire
97 - 100	1 Dragon - Adult (Blue); 2 Genie - Djinn

### Forest Hextare Encounter Chart

Percentage	Enemy Forces
01 - 10	4 Humans - Barbarians
11 - 20	2 Humans, 2 Human - Archers, 2 Human - Fighters

21 - 29	6 Goblins
30 - 36	6 Goblins, 1 Goblin King
37 - 41	5 Orcs, 1 Orc Elite
42 - 46	6 Orcs, 2 Orc Elite, 1 Orc Boss
47 - 51	4 Gnoll, 2 Gnoll Marauder
52 - 56	4 Lizardmen - Fighter, 2 Lizardman - Druid
57 - 61	3 Spider - Giant
62 - 66	2 Troll, 2 Gnoll
67 - 71	2 Owlbear
72 - 76	4 Wyvern
77 - 81	4 Giant - Hill
82 - 86	2 Dragon - Juvenile Black
87 - 91	2 Dragon - Juvenile Green
92 - 96	1 Dragon - Juvenile Black, 1 Dragon - Adult Black
97 - 100	2 Dragon - Juvenile Green, 1 Dragon - Adult Green

## Plains Hextare Encounter Chart

Percentage	Enemy Forces
01 - 10	2 Human - Barbarian, 4 Human - Archer
11 - 20	10 Human - Peasant
21 - 29	4 Human - Fighter, 2 Human - Cleric
30 - 36	2 Human, 2 Human - Mage, 1 Necromancer
37 - 41	4 Lizardman - Fighter, 2 Lizardman - Druid
42 - 46	6 Orc, 2 Orc Elite, 1 Orc Boss
47 - 51	4 Orc Elite, 1 Orc Boss
52 - 56	4 Orc Elite, 1 Orc Boss, 1 Giant - Hill
57 - 61	4 Owlbear, 2 Gnoll
62 - 66	2 Troll
67 - 71	2 Troll, 2 Giant Hill
72 - 76	1 Giant - Hill, 1 Giant - Frost, 1 Giant - Fire, 1 Giant - Storm
77 - 81	1 Mummy, 1 Banshee
82 - 86	2 Dragon - Juvenile Green

87 - 91	2 Dragon - Juvenile Red
92 - 96	1 Dragon - Juvenile Green, 1 Dragon - Juvenile Red
97 - 100	1 Dragon - Juvenile Green, 1 Dragon - Adult Green

### Hill Hextare Encounter Chart

Percentage	Enemy Forces
01 - 10	6 Human, 2 Human - Archer
11 - 20	2 Humans - Barbarian, 2 Human - Archer, 2 Human - Fighter
21 - 29	10 Humans - Peasant
30 - 36	4 Goblin, 2 Orc Elite
37 - 41	6 Goblin, 1 Goblin King
42 - 46	6 Orc, 2 Orc Elite, 1 Orc Boss
47 - 51	4 Orc Elite, 1 Orc Boss
52 - 56	4 Orc Elite, 1 Orc Boss, 1 Ogre
57 - 61	3 Ogre, 1 Ogre Mage
62 - 66	2 Troll

67 - 71	2 Giant - Hill
72 - 76	2 Giant - Hill, 1 Genie - Shiatan
77 - 81	6 Adventuring Party (Any 6 fully leveled Class Characters)
82 - 86	2 Dragon - Juvenile Blue
87 - 91	2 Dragon - Juvenile Red
92 - 96	1 Dragon - Juvenile Blue, 1 Giant - Storm
97 - 100	1 Dragon - Adult Red, 2 Giant - Fire

### Mountain Hextare Encounter Chart

Percentage	Enemy Forces
01 - 10	4 Human - Barbarian, 1 Human - Cleric
11 - 20	2 Human - Fighter, 1 Human - Cleric, 1 Human - Mage, 1 Human - Archer
21 - 29	8 Kobold
30 - 36	10 Goblin, 1 Goblin King
37 - 41	6 Goblin, 4 Orc, 1 Orc Elite
42 - 46	6 Orc, 2 Orc Elite, 1 Orc Boss

47 - 51	4 Orc Elite, 1 Orc Boss, 1 Ogre
52 - 56	4 Goblin, 2 Troll, 2 Ogre Mage
57 - 61	3 Ogre, 1 Ogre Mage
62 - 66	3 Troll
67 - 71	2 Giant - Frost, 2 Wyvern
72 - 76	1 Necromancer, 2 Skeleton, 2 Skeleton Knight, 1 Zombie, 1 Ghoul
77 - 81	2 Giant - Hill, 1 Genie - Shaitan
82 - 86	2 Dragon - Juvenile White
87 - 91	2 Dragon - Juvenile Blue
92 - 96	1 Dragon - Juvenile Blue, 2 Giant - Storm
97 - 100	1 Dragon - Adult White, 2 Giant - Frost

### Tundra Hextare Encounter Chart

Percentage	Enemy Forces
01 - 10	6 Human - Barbarian, 1 Human - Cleric
11 - 20	4 Owlbear



21 - 29	1 Vampire, 3 Ghoul, 3 Zombie
30 - 36	3 Werewolf
37 - 41	2 Werecat, 2 Wereraven
42 - 46	1 Necromancer, 3 Skeleton Knight, 1 Mummy
47 - 51	3 Banshee
52 - 56	4 Giant - Frost; 1 Genie - Marid
57 - 61	6 Gnoll, 4 Gnoll Marauder
62 - 66	2 Mind Flayer, 4 Giant - Frost
67 - 71	1 Black Knight, 5 Skeleton Knight
72 - 76	4 Vampire
77 - 81	1 Werebear, 3 Human - Barbarian, 3 Human - Archer, 1 Owlbear
82 - 86	1 Lich, 3 Necromancer, 6 Skeleton Knight
87 - 91	1 Dragon - Juvenile (White); 4 Giant - Frost
92 - 96	1 Genie - Djinn; 1 Genie - Marid; 4 Human - Mage
97 - 100	3 Dragon - Juvenile (White)

## Frozen Hextare Encounter Chart

Percentage	Enemy Forces
01 - 10	3 Goblin
11 - 20	2 Mummy
21 - 29	2 Owlbear; 1 Giant - Frost
30 - 38	4 Giant - Frost
39 - 47	1 Dragon - Juvenile (White)
48 - 54	1 Lich, 1 Necromancer, 1 Human - Mage, 1 Golem - Flesh
55 - 61	1 Tyrannosaurus Rex, 1 Werecocodile
62 - 68	6 Orc, 4 Orc Elite, 1 Orc Boss, 2 Ogre, 2 Ogre Mage
69 - 74	2 Giant - Frost; 2 Giant - Storm; 1 Genie - Djinn; 1 Genie - Marid
75 - 81	10 Kobold; 1 Dragon - Juvenile (White)
82 - 86	2 Dragon - Juvenile (White)
87 - 91	1 Lich, 2 Banshee, 1 Mummy, 1 Vampire
92 - 96	6 Human - Mage; 1 Devil - Pit Fiend
97 - 100	2 Dragon - Adult (White)

## Desert Hextare Encounter Chart

Percentage	Enemy Forces
01 - 10	6 Goblin
11 - 20	10 Goblin, 2 Goblin King
21 - 29	4 Goblin, 4 Orc, 1 Orc Boss
30 - 36	1 Goblin, 1 Goblin King, 1 Orc Elite, 1 Orc Boss, 1 Troll
37 - 41	4 Spider, Giant
42 - 46	3 Troll
47 - 51	6 Skeleton, 3 Ghoul, 1 Necromancer
52 - 56	6 Zombie, 1 Mummy, 1 Human - Cleric, 1 Human - Mage
57 - 61	1 Vampire, 3 Human
62 - 66	2 Vampire
67 - 71	2 Beholder, 1 Genie, Efreet
72 - 76	2 Giant, Storm
77 - 81	1 Human - Mage, 1 Necromancer, 1 Golem - Shield, 1 Golem - Flesh
82 - 86	1 Lich, 1 Vampire

87 - 91	1 Lich, 2 Ogre Mage
92 - 96	1 Hydra
97 - 100	2 Dragon - Adult Red

### Jungle Hextare Encounter Chart

Percentage	Enemy Forces
01 - 10	6 Orc, 2 Orc Elite
11 - 20	2 Orc, 4 Goblin, 2 Orc Elite, 1 Orc Boss
21 - 29	4 Orc, 2 Ogre, 4 Orc Elite, 1 Orc Boss
30 - 36	4 Goblin, 1 Goblin King, 4 Kobold, 2 Lizardman - Druid
37 - 41	6 Human - Barbarian
42 - 46	4 Gnoll, 2 Gnoll Marauder, 2 Lizardman - Druid
47 - 51	2 Genie - Madrid
52 - 56	1 Ogre, 1 Ogre Mage, 1 Owlbear, 1 Giant - Hill
57 - 61	4 Lizardman - Druid, 4 Spider - Giant
62 - 66	2 Giant - Hill, 6 Gnoll

67 - 71	4 Wyvern
72 - 76	4 Ogre, 4 Owlbear
77 - 81	3 Giant - Fire, 1 Genie - Efreet
82 - 86	1 Hydra
87 - 91	1 Dragon - Juvenile Green, 4 Lizardman - Druid
92 - 96	1 Dragon - Juvenile Red, 6 Kobolds, 1 Genie - Efreet
97 - 100	2 Dragon - Adult Green, 1 Troll

### Swamp Hextare Encounter Chart

Percentage	Enemy Forces
01 - 10	3 Spider - Giant
11 - 20	4 Lizardman - Fighter
21 - 29	3 Lizardman - Fighter; 2 Lizardman - Druid; 2 Kobold
30 - 38	4 Werecat; 2 Wereraven
39 - 47	6 Wyvern
48 - 54	1 Dragon - Juvenile (Green); 2 Lizardman - Fighter; 2 Lizardman - Druid

55 – 61	1 Dragon - Juvenile (Black); 4 Spider - Giant
62 – 68	1 Genie - Shaitan; 1 Genie - Marid; 4 Lizardman - Druid
69 – 74	4 Golem - Shield; 1 Mummy
75 – 81	6 Human (Adventuring Party, NPCs are lvl 20 of Players Classes)
82 – 86	2 Dragon - Juvenile (Black)
87 – 91	1 Hydra; 6 Lizardman - Fighter
92 – 96	3 Wereshark
97- 100	1 Dragon - Adult (Green); 2 Lizardman - Druid; 6 Kobold