



Rules of Play

January 2014

Darkon Wargaming Club, Inc.

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A special thanks to all the veterans and new members who continue to make Darkon a more fun and exciting Realm throughout the years.

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

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

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Darkon Rulebook Preface

Intent of the Rules

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

Chapter One

Welcome to Darkon!

Darkon is a live action, role-playing game, also known as a LARP, featuring full-contact, medieval style combat with foam-padded weapons. Darkon hosts regularly scheduled events, including day battles, tournaments, campouts, and feasts. To participate in Darkon, participants create character personas, which they role-play during events. Darkon offers a wide variety of character types, as well as a thorough and well-regulated rule system for live, real-time combat. Through role-playing his character, a participant adopts the role of his character, guiding him through life in the Realm of Darkon. Participant will be guided through various adventure scenarios in which they will make decisions, interact with other characters, participate in battle, and test the skills granted to them by virtue of their profession.

Participants are said to be 'IC,' or in-character, during the time that they are role-playing their characters, for example, actors in a movie. Participant are said to be 'OOC,' or out-of-character, when they are participating in their mundane lives, such as chatting in the parking lot before events. These two states of being must remain separate in the participant's mind, and the participant must refrain from using knowledge that is gained OOC for IC purposes. This is an important distinction to make and is a fundamental concept for the enjoyment of Darkon.

Chapter Agreement

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

The Club

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

The Rules

Core Rules

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

Realm Rules

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

The Game

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

The World

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

The Realm

"The Realm" is the section of the world your character lives and is the in-game identity of the club. For example the Darkon Wargaming Club, Inc. has the in-game identity of the "Realm of Darkon".

Participants

A participant is a person that has joined a club that utilizes this gaming system. This person should not be confused with the character they portray in the game. Players may only belong to and get credit with one club at a time (special arrangements can be

made when visiting other chapters). When the term “member-in-good-standing” is used it means a player that has paid their dues and is not currently suspended from game play.

All participants must sign a waiver; any participant under 18 years of age, if permitted to participate by the clubs bylaws, must have a waiver form signed by a parent or guardian. Membership is granted to new participants for life, but may be revoked or denied at the discretion of the Club. Upon joining, participants may immediately begin attending Darkon events.

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

For the safety of all participants, new members will have several restrictions until they gain sufficient experience. New participants may not wear armor or use any two-handed weapons (or swing any weapon with two hands) until they have attended at least five events. This includes glaives, black swords, polearms, quarterstaves, etc. Additionally, new participants may not use any missile weapons including bows, crossbows, and javelins, until they have attended ten events. New participants must also register as Undeclared until they have attended five events, at which time they may convert any credits gained at that point into the character type of their choice.

Participants may move to another region and join another Darkon chapter. The player may then transfer all characters with full credits and awards to the new club as provided in the chapter agreement.

Organization

Government

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

Elders

Elders are responsible for running all events smoothly and act as the ‘referees’ for combat. Each Elder is required to wear a plain white tabard with the word ‘Elder’ printed on the front. Any decision made by an Elder on the battlefield regarding the day’s event or combat must be listened to and followed; any disputes should be brought to the Magistrate. There are no permanent Elders in Darkon; they will vary at every event.

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

Any participant who has at least 31 battle credits and has been approved by the Magistrate may serve as an Elder. Every country must offer at least one member to act as an Elder at each event. It is the duty of all veteran participants to serve as an Elder periodically. The Magistrate or Event Elder may enforce the one Elder per country rule if he deems it necessary.

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

Marshals

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

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

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

Specific marshal positions and their duties are listed below:

Armor Marshal

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

The duties of the Armor Marshal(s) are:

Inspecting armor intended for use on the field for compliance with the specifications as described in the rulebook.
Inspecting armor intended for use on the field for safety issues.

Coin Marshal

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

The duties of the Coin Marshal(s) are:

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

Costume Marshal

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

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

The duties of the Costume Marshal(s) are:

Ensuring participant costumes adhere to Darkon rules
Ensuring participants have the proper class specification items (i.e. black cloth for Assassins)
Recording surcoats and banners for documentation of valid country Status

Land Marshal

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

The duties of the Land Marshal(s) are:

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

Poison Marshal

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

The duties of the Poison Marshal(s) are:

Maintaining a log of poison created
Collecting the proper amount of coin for the poison created and returning it to the Coin Marshal
Signing off on any complete poisons ready for use

Potions & Scrolls Marshal

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

The duties of the Potions and Scrolls Marshal(s) are:

Maintaining a log of potions and scrolls created

Collecting the proper amount of coin for the potion and/or scroll created and returning it to the Coin Marshal

Ensuring that casters creating potions and scrolls deduct the proper amount of coin and spell points from their tallies as appropriate

Signing off on any complete potions and scrolls ready for use

Relics Marshal

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

The duties of the Relics Marshal(s) are:

Maintaining Darkon Relics, ensuring they are both in working order and up to current Darkon specifications.

Transporting Darkon Relics to events.

Maintaining a log of possession of each Relic at the end of the day's activities.

Spell Marshal

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

The duties of the Spell Marshal(s) are:

Thorough checking of each Darkon spell component intended for use on the field with specific attention to:

Safety and spell component specifications as described in the rulebook

Ensuring that spells of casters (scrolls, books, etc.) are written to the proper syllable length

Weapon Marshal

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

The duties of the Weapon Marshal(s) are as follows:

Thorough checking of each Darkon weapon and shield intended for use on the field with specific attention to safety and weapon specifications as described in the rulebook.

New Participant

A participant must be at least 16 years old to participate in Darkon. All participants must sign a waiver; any participant under 18 years of age must have a waiver form signed by a parent or guardian. No dues are charged for a participant's first event.

Membership is granted to new participants for life, but may be revoked or denied at the discretion of the Club (see Bylaws). Upon becoming a member, participants may immediately begin attending Darkon events.

Rulebooks are available online at darkon.org, and hard copies of rulebooks will be still available as they are printed. They can be purchased at the rate set by the Board of Directors--depending on the printing costs.

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

For the safety of all participants, new members will have several restrictions until they gain sufficient experience. New participants may not wear armor or use any two-handed weapons (or swing any weapon with two hands) until they have attended at least five events. This includes glaives, black swords, polearms, quarterstaves, etc. Additionally, new participants may not use any missile weapons including bows, crossbows, and javelins, until they have attended ten events. New participants must also register as a Fighter (see Chapter Five) until they have attended five events, at which time they may convert any credits gained at that point into the character type of their choice.

Events

There are two basic types of Darkon combat events: Battles and Adventures.

Battle Days

On a normal battle day, the Elders of the event will usually run a series of 'team' or 'unit' style battles. Participant characters are free to use any of the Spells or Skills granted to them that are designated as 'Normal Battle' (see Chapter Five: Types of Characters and Chapter Six: Spells and Magic).

Adventures

Adventures are run, with the approval of the Board, by any group of participants who will serve collectively as Elders for the Event. An adventure is usually a pre-scripted plot or scenario for which the Elders may recruit individual participants to play monsters and 'non-participant' characters (see Non-Participant Characters in Chapter Five), and through which they will guide the participants. Participants may encounter monsters with special abilities, ancient relics, or powerful unseen forces. Any special game effects may be utilized at the Elders' discretion. On adventures, participants will be permitted to use any abilities that have been designated as 'Adventure Only,' in addition to their Normal Battle abilities.

Adventures are run either as a weekend long campout, or as a day long 'Day Adventure.'

Types of Events

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

Team Battles

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

Country Battles

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

Alliance Battles

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

Land Events

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

Resurrection Battle

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

Caravan Battle

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

Cardboard Shield Battles

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

Armorless, Classless, Shieldless Battles

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

Ice Breaker Battle

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

Chaos Battles

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

Bridge Battles

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

Tournaments

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

Siege Battles

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

Ship Battles

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

Check-In

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

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

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

Chapter Two

Characters and Countries

Characters

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

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

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

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

Alignment

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

Character Advancement

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

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

Ranks

As a character increases in rank, that character will gain special skills and spells (see Chapter Five: Types of Characters). For every five credits that a participant assigns to one individual character, that character achieves a rank, with first rank consisting of credits one through five.

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

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

Countries

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

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

Costumes

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

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

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

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

Heraldry and Livery

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

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

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

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

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

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

Banners

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

Elder Tunics

All Countries are responsible for providing at least one Elder tunic for use at each event.

Defunct Countries

Countries that allow six Darkon events to pass without checking-in at least four countrymen in livery, their banner, and Elder tunic before 1:00 PM will lose their status as a country, and all assets, including land, structures, and monies (see Chapter Nine: Land Rules) will be lost. In such cases, hexes of land revert to being empty and coffers cease to exist; remaining country members may continue to fight as nomads (see below).

Nomads

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

Chapter Three

Arms and Armor

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

Weapons

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

All weapons must have a well-padded "pommel," which is the non-striking end of the weapon below the gripping surface or handle. Pommels must be at least two inches in diameter (3" in the case of polearms) and covered with cloth or Plasti Dip®. Any swung weapon up to 3' in length must have a striking surface of at least 6"; any swung weapon over 3' in length must have a striking surface of at least 12" unless otherwise stated. Any non-striking surface of a weapon may be covered in Plasti Dip®. All weapons must follow certain size requirements to be considered a particular type of weapon. The following is a list of the weapons that are legal in Darkon, along with their color classification and size requirements.

Long Sword or Short Sword (White weapon)

Long or short swords must have a blade of at least 16" in length and less than 36" in length. With respect to game mechanics, there is no difference between a long sword and a short sword. Both types are commonly referred to as "white swords". The blade must have easily distinguishable, squared-off "flats" and edges, and its thickness (edge) must not be more than 2/3 of its width (flat). The handle of a long or short sword may not exceed the length of the striking surface, or 28", whichever is shorter. All long and short swords must have quillons, which is a crossbar of foam between the sword's blade and its handle.

Hand Axe (White weapon)

Hand axes must have an overall length (from tip to end of pommel) of at least 18" and less than 36". A hand axe must have a blade that extends at least 6" from the core and a striking surface of at least 6" in length. Hand axes may have a blade on each side of the shaft. The shaft of a hand axe must be well padded.

Club (Yellow weapon)

Clubs must have an overall length between 18" and 6 ½'. Unlike a sword, which has a flat "blade" or striking surface, a club has a rounded striking surface, which must be at least 3" in diameter. Clubs are not required to have quillons.

Bar (Yellow weapon)

Bars must have an overall length between 18" and 6 ½'. Similar to a long or short sword, the blade must have a width of at least 3" and a depth (or thickness) of at least 1 ½". Bars may not have quillons.

Mace (Yellow weapon)

Maces must have an overall length between 18" and 6 ½'. Maces have a rounded "head" which is affixed to the top of the shaft. The head of a mace must be at least 6" in length (see above), and at least 3" in diameter. The shaft of a mace must be well padded.

Hammer (Yellow weapon)

Hammers must have an overall length between 18" and 6 ½'. Hammers must have a large foam head, which may be designed in any fashion to resemble a type of hammer. The shaft of a hammer must be well padded.

Flail and Morning Star (Yellow weapon)

Flails and morning stars must have a shaft with a length of 8" to 12" (including the pommel), which has a solid core and is well padded except on the gripping surface. They must have a cloth and foam "chain" with a length of 8" to 12". The chain is composed

of 1" to 2" wide foam links spaced no more than 1/2" apart and the foam links must either be attached to the chain, or be packed tightly enough that they do not expose more than 1/2" of the chain.

The head of a flail must be made from a core-less piece of foam, which may be no more than 1' long and must be at least 3" wide. The head of a morning star must be a round piece of coreless foam with a diameter between 6" and 8". Flail and morning star heads must be coreless because they are head legal weapons.

Quarterstaff (Yellow weapon)

A quarterstaff must have a length of 4' to 6 1/2'. The entire shaft is considered to be a striking surface, with the exception of the gripping surface, therefore a quarterstaff must be well padded from end to end.

Dagger (Red weapon)

Daggers must have a striking surface between 6" and 8" in length. The total length of a dagger may not exceed 16", the minimum length of a short sword. The tip of the dagger must have additional padding since this weapon is used for thrusting only.

Spear (Red weapon)

Spears must have an overall length between 3 1/2' and 10'. They must have a well-padded head of at least 4" in diameter since they are used exclusively for thrusting. The shaft must be well padded with the exception of the gripping surface.

Javelin (Red, missile weapon)

A javelin must be between 4' and 5' in length. The core of a javelin must be made of 1/2" thick PVC pipe or hollow fiberglass. A PVC cap, no rebar, must be securely fastened to both ends of the shaft. The entire core of a javelin must be padded with clima-tubing, or similar hard cell foam. This padding must be glued to the core. Once padded, the shaft of a javelin must have a diameter of at least 2". The padded shaft must then be covered with duct tape applied lengthwise.

The head of a javelin must be constructed with uncompacted soft cell foam and measure 4" in diameter and 3" in thickness. There must also be a 4" in diameter and 1" thick layer of hard cell foam between the head and the shaft javelin.

The entire head of the javelin must be covered in red cloth. The pommel of a javelin must be constructed with uncompacted soft cell foam and measure 3" in diameter and 2" in thickness. There must also be a 3" in diameter and 1" thick layer of hard cell foam between the pommel and the javelin shaft. The pommel must be covered with black, brown, or gray cloth.

Weapon Marshal may cut into a Javelin to ensure proper, safe construction. Note: A javelin is a throwing only weapon. It cannot be used to thrust or parry.

Bow and Arrows (Red, missile weapons)

Bows may be long or recurve style bows and have a 'traditional' appearance. They must have between 10 and 40 pounds of pull at 28" inches. Modern compound bows are prohibited.

Arrows may be constructed on aluminum, fiberglass, wooden, or graphite shafts. Fiberglass, wooden, and graphite arrow shafts must be covered lengthwise in tape. Arrow tips must be at least 3" in diameter and especially well padded with an open-cell type of foam. The tips of the shaft must have a penny or other similar object between the core and the foam; arrow fletchings must also have at least three fletches. As arrows are one of the hardest Darkon weapons to make safely, new archers are strongly encouraged to speak to a veteran with arrow construction experience before attempting to construct any arrows on their own.

Arrows may only be shot with a bow. A Weapon Marshal may cut into an arrow to ensure proper, safe construction.

You may not engage in melee combat while holding a bow, nor may you block with a bow. Participants blocking with bows will lose their arching privileges.

Crossbow and Bolts (Red, missile weapons)

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

Great Sword (Black weapon)

Great swords must have a handle at least 1' in length and a striking surface at least 36" in length. The blade must have easily distinguishable, squared-off "flats" and edges, and its thickness (edge) must not be more than 2/3 of its width (flat). The handle on a great sword may not exceed 28". A great sword may not have an overall length that exceeds 6 1/2'. Great swords must be swung with two hands to administer black damage and will administer white damage if swung single-handedly. All great swords must have quillons.

Battle-Axe (Black, Shield-destroying Weapon)

Battle-Axes must have an overall length of at least 3'. A battle-axe must have a blade that extends at least 9" from the core and a striking surface of at least 1' in length. Battle-axes may have a blade on each side of the shaft. The shaft of a battle-axe must be well padded. Battle-axes must be swung with two hands to administer black damage and will administer white damage if swung single-handedly.

Halberd (Black, Shield-destroying Weapon)

Halberds must have an overall length between 6' and 10'. The blade of a halberd must be at least 18" long, at least 2" thick, and extend at least 1' from the shaft. The shaft of a halberd must be well padded. Halberds must be swung with two hands. See the section on Shields below for more information.

White Glaive (White weapon)

White glaives must have an overall length of at least 5' and less than 7', with a maximum core diameter of 1". The blade must be between 18" to 24" in length, 4" wide, and 2" thick. At least 1/3 of the weapon's total length must be blade, up to the maximum blade size. The shaft of the glaive must be padded with closed cell foam 18" from the bottom of the blade toward the pommel. The pommel must be at least 3" in diameter. White glaives may only be swung with two hands. White glaives may not have quillons.

Black Glaive (Black weapon)

Black glaives must be between 7' to 10' in length, with a maximum core diameter of 1". The blade must be between 30" to 36" in length, 4" wide, and 2" thick. At least 1/3 of the weapon's total length must be blade, up to the maximum blade size. The shaft of the glaive must be padded with closed cell foam 24" from the bottom of the blade toward the pommel. The pommel must be at least 3" in diameter. Black glaives may only be swung with two hands. Black glaives may not have quillons.

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

Shields

Shields in Darkon are the most effective protection against physical attacks and will block an attack from all non-siege weapons. A participant may only wear one shield at a time (except for bucklers, detailed below), and shields must be worn on the arm in order to provide protection. There may be no shield spikes or other 'hard' decorations on the front or edge of a shield. Shields may not be thrown.

Shields must be constructed with a solid plywood core at least 1/2" thick, and the wood must be well padded on the front, outer edges, and corners, with no less than 1 1/2 inches and no more than 6 inches of foam from the outer edge of the core. The wood may contain holes for handles and fitting, but holes to simply to remove weight are forbidden. Any protrusions should be sufficiently padded. All shields must have a cloth or Plasti Dip®. Shields are held by straps or handles, which are bolted to the wood on the back of the shield. All exposed bolts or sharp edged handles must be filed down or padded. The area immediately around and in between the straps does not require padding, but must still be safe.

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

A shield may be made in any style, shape, or size according to the character type restrictions of the participant. The size of a shield is measured by the shield's largest dimension.

If a shield is larger than 36" it is considered to be a tower shield.

Shields that fasten to the arm, leaving the hand free, are called bucklers. Bucklers must be between 12" and 18" in size and may be made from 1/4" thick wood. A participant may wear one buckler shield on each arm, but may not use both a buckler and a normal shield.

Bucklers, as specified in this rulebook, are considered shields but are strapped to the arm and made with lighter materials. As such, shieldbreaking weapons will destroy them with two hits (this includes mages shields; if they follow the specifications, outlined in the rulebook, for bucklers).

Because it is difficult to remove a buckler during combat, any hits to an already destroyed buckler (still strapped to a participants arm) will count as a normal hit.

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

Armor

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

Armor will only protect the area that it covers. A hit that is struck to an unarmored area, even if it strikes between the joints of a piece of armor, will inflict a wound to the recipient as if it were striking AC0 (no armor).

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

Once a piece of armor has absorbed a hit, that piece is considered to have taken damage. Damaged armor will remain in that condition until it is repaired either through a skill, spell, or in Hades (see Hades, below). The Armor Marshal or Magistrate will rule on any questions or disputes regarding armor.

Armor Requirements

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

Armor Classes

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

Armor Class 0

No armor, just costume.

Armor Class 1

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

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

Armor Class 2

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

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

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

Hide is armor in which a single layer of leather is at least 10 oz. in thickness. Multiple thinner layers that add up to 10 oz. or greater DO NOT count. Any single piece of armor (greave, torso, bracers, etc.) that contains ANY area under 10 oz. in thickness (other than fastening straps) does not count as Hide. Any armor type (scale, lamellar, brigandine, etc.) made wholly with 10-oz. leather (excluding straps and backing material) shall be considered AC 2 Hide armor as long as the scales/plates overlap or butt (i.e., within 1/4") against adjoining scales/plates. A green armband must always be worn with this armor type, so as to readily distinguish it from AC 1.

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

Armor Class 3

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

Butted Mail must have an aspect ratio of 4.8 or less, as follows:

12g rings must be no larger than 1/2" (0.5") or 12.7mm

14g rings must be no larger than 3/8" (0.375") or 9.8mm

16g rings must be no larger than 5/16" (0.312") or 7.8mm

18g rings must be no larger than 3/16" (0.188") or 5.8mm

Riveted mail must have an aspect ratio of 7.5 or less, as follows:

12g rings must be no larger than 3/4" (0.75") or 19.8mm

14g rings must be no larger than 9/16" (0.562") or 15.2mm

16g rings must be no larger than 7/16" (0.438") or 12.2mm

18g rings must be no larger than 5/16" (0.312") or 9.1mm

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

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

Armor Class 4

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

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

Armor Class Armbands

If a player is wearing any hidden armor or armor that is hard to identify then they must wear a colored armband that represents the highest hidden or hard to identify armor type at the head armor marshal's discretion. The armband must be on their weapon arm and made of cloth or tape at least 1 1/2" wide. If the color of the armband is similar to that of the costume worn under it, the colored material must be placed over a white band at least 3" wide. All armbands must be clearly visible.

AC1 Blue Armband

AC2 Green Armband

AC3 Red Armband

AC4 Yellow Armband

Chapter Four

Combat

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

Legal Hits

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

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

* Sufficient force is defined as:

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

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

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

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

Hit Zones

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

Limbs:

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

Torso:

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

Head:

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

Illegal:

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

Unsafe:

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

Weapon Types

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

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

Melee Weapon

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

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

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

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

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

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

Missile Weapons

There are two types of missile weapons in Darkon: javelins and arrows. Missile weapons are legal only to normal legal hit zones and do red damage. Arrows and javelins must impact by their tips in order to inflict damage; glancing hits do not cause damage.

Arrows and javelins may be blocked normally by shields. Javelins may also be blocked, caught, or deflected as long as this is done to the shaft of the javelin. If an arrow is intentionally blocked, caught, or deflected by a participant through means other than a shield, that participant suffers a light wound to the limb that blocked the arrow, regardless of armor. The same penalty applies to a participant who interferes with the flight of a javelin by its tip.

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

If your weapon is struck and you had no idea an arrow was coming at you and you did NOT place your weapons to act as a deflection point then and only then you do not have to take a wound. If an arrow hits your weapon and the weapon is between you and the archer and is acting in any way shape or form as a deflection tool you are to take a wound to the arm holding the weapon with the added result being dropping the weapon to the ground immediately.

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

Siege Weapons

There are two types of siege weapons in the Realm of Darkon: ballistae and catapults.

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

Three participants must man a siege weapon at all times while it is in use; two participants to load the siege weapon and one to fire it. These participants must have both hands free. It requires two participants to lift a siege weapon, even if it is physically light enough to be moved by a single participant. Once a siege weapon has been fired, those manning it must count aloud 10 seconds before firing the siege weapon again; this count must be loud enough that it can be heard within a 10' radius of the siege weapon. Siege weapons may only fire one bolt or ball at a time.

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

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

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

Weapon Types vs. Armor

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

ACO Hit Chart

Points Taken to Body Location			
	1	2	3
Limb	Light	Mortal	Death
Torso	Mortal	Death	Death
Head	Death	Death	Death

Exceptions:

Yellow weapons cannot advance a limb beyond light wound.

Red weapons ignore AC1 and AC2 entirely.

The first wound from a red weapon to a limb is ALWAYS a light wound.

Wounds

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

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

Light Wounds

A light wound is a wound inflicted to the limbs only. It is not possible for a participant to suffer a light wound to the head or torso.

When a participant suffers a light wound to a limb, that limb is no longer useable.

A participant with a light wound to his arm may not hold anything in that arm. Anything that the participant was holding in that arm when the light wound was inflicted must be dropped immediately, and the arm must dangle lifelessly at his side.

If a leg suffers a light wound, the participant must lock the knee of that leg in place or drag the leg when he walks; therefore, a participant may never lead with a lightly wounded leg. Participants with a light wound on a leg may never run. If both legs suffer a light wound, that participant must drop to his knees and may continue to fight and move from that position.

Light wounds will remain in that condition until a participant dies, suffers a mortal wound, or has his wound healed. Light wounds will not heal by themselves, nor will they become worse over time.

Mortal Wounds

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

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

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

Death

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

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

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

If a participant returns to life through magical means (within 12 minutes of his death), he retains all of his memories, up to the time of death.

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

Hades

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

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

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

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

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

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

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

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

Special Combat Rules

Holds

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

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

Fighting at Night

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

Non-Weapon Tactics

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

'Shield bashing' is permitted, but it must be performed by pushing or bashing into an opponent with the flat of the shield. Participants may never strike an opponent with the edge of a shield. You may only shield bash or tackle an opponent from the front. It is also permissible for a participant to push kick the flat of an opponent's shield from the front with one foot, as long as the other foot is planted on the ground. Participants may not perform a shield kick or shield bash to an opponent on his knees.

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

Common sense and safety should always be a participant's first priority when engaging in any non-weapon tactic. Participants should avoid being excessively rough with one another. Heavily armored participants may not initiate grappling with more lightly armored opponents. However, it should be noted that certain non-weapon tactics may instigate a grappling situation, such as shield bashing, shield pressing, the grabbing of weapons and/or armor, etc. In this case, the participant receiving the bashing, pressing, or grabbing may initiate grappling, regardless of armor type.

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

Captives

In certain role-playing instances, participants may want to tie up other participants as captives. Physical bonds are not permitted. One foot of rope at least ¼" thick must be used as a representation of bonds. To apply the bonds, the capturing participant must place both hands on the captive's hands for a count of 30 seconds and must state, "I am nth level, this is my rope. You are being bound. You are now bound and gagged." The captive must then hold the rope, but may not actually be 'bound.'

Another participant may release the captive by holding the arms of the captive and untying the knots; alternately, he can use an edged weapon to cut the bonds. Additionally, if the bound participant has an edged weapon on his person, he may cut himself free. Each of these actions takes 30 seconds.

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

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

Fortifications

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

Fortifications are built by the participants while in the field. Before building, participants should make sure the area is safe by clearing any debris (rocks, branches, etc.). Fortifications should be constructed of branches, logs, dead vines, brush, and rope. Branches should also not be placed vertically in the walls, as they have a tendency to act as spikes.

Alternatively, structures can be represented by a roped off area of an appropriate size for battle. The rope should be affixed to poles or trees whenever possible and be three to four feet off the ground. There must be an open area of no less than 3' at the base of 90% of the fortification to allow for the use of the 'Climb Walls' Thief skill (see Chapter Five: Types of Characters).

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

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

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

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

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

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

Chapter Five

Types of Characters

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

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

Skills and spells are listed as 'adventure-only' if their use is restricted to adventures; otherwise, it can be assumed that they are open to use at all regular events. Skills are described within the description of each character type, while spells will be detailed in Chapter Six: Spells and Magic.

Fighters

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

At 8th rank, a Fighter gains the 'First Aid' skill. First Aid allows a Fighter to bind light wounds on himself or others. To use this skill, the Fighter must tie a white cloth bandage, 4-5" wide, with a red cross on it around the wounded limb. The limb is still considered to have a light wound but can now be used. If the limb is wounded again, regardless of armor, the participant is considered mortally wounded. If the additional wound to the limb was dealt by a yellow weapon, then the limb is unusable, but the participant is not considered to be mortally wounded. First Aid may be used to stabilize a mortally wounded player. To do so, the bandage must be tied around the wounded player's head like a headband. Stabilizing a mortally wounded player only removes the 5-minute death countdown – all other rules involving mortal wounds still apply to the player. A Fighter may not apply First Aid to stabilize himself.

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

At 10th rank, a Fighter gains the adventure-only skill of 'Armor Repair.' This skill is similar to Shield Repair, except that it is used to repair a Fighter's own armor. Each piece of armor is considered separate, and must be removed from the Fighter's body. Only one piece of armor may be repaired at a time. At 12th rank, a Fighter may repair the armor and shields of other participants with his Repair skills.

Rangers

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

All Rangers have the 'Tracking' skill at 1st rank. This skill allows the Ranger to search for scents, footprints, or any other signs of disturbance in an area. The Ranger may gain information on any parties (i.e. party size, type of creatures, direction traveled), which may have passed through an area. An Elder must be present, who will determine what information is gained and inform the Ranger.

Also at 1st rank, a Ranger may cast the adventure-only spell "Light."

At 2nd rank, a Ranger may use the 'Feign Death' spell.

At 3rd rank, a Ranger may perform a 'Land Search.' Through the process of land searching, a country may explore unclaimed land and expand its borders on the Darkon Realm Map (see Chapter Eight: Land Rules).

At 4th rank, the Ranger gains Immunity to the Entangle spell. When hit, the Ranger may call out "nth Rank Ranger," and continue on his way.

At 5th rank, a Ranger may cast the 'Cure Light Wounds' spell.

At 7th rank, a Ranger may cast the adventure-only spell 'Neutralize Poison.'

At 9th rank, a Ranger may cast the adventure-only spell 'Enchant Personal Weapon.'

At 10th rank, a Ranger gains Immunity to the Nature Love spell.

At 15th rank, a Ranger gains the ability of 'Scouting', gathering all information on a searchable hex prior to their country's Land action. This demonstrates the scouting ability of a high level Ranger.

The Ranger will be able to investigate the land and report back to his or her country with all information on the hex prior to their land search action. This includes all monsters, ruins and resources as applicable.

The 15th (or above) level Ranger must attend and roll the land search before the close of check-in. They will then be told the results of their search by the Land Marshall immediately following the roll, and may report back to their country with this information. The country may then choose the number of members to send to their land search action based on the data the Ranger provides. The Ranger who scouted the area must be the Ranger who attends the land search action.

At 25th rank, the Ranger gains 'Exploration'. This rule demonstrates the Rangers skill at navigating new territory and finding the "path of least resistance". The 25th (or above) level Ranger must attend and roll the land search before the close of check-in. They may roll twice on the Monster Encounter Table, and are given the results of both rolls. The Ranger may then choose which encounter they wish to take. Any bonuses associated with the chosen encounter are applied as normal. The Ranger who explored the area must be the Ranger who attends the land search.

Exploration stacks on top of the Rangers "Scouting" ability, so the 25th level ranger gains all the information in Scouting in addition to the ability to roll twice on the Monster Encounter Table

If the search is successful, the roll that is not used in the encounter is dropped and does not remain on that hex for any reason, in game play it is assumed the monster eventually moved on to other ground. If the hex is ever relinquished back into play (i.e. if the country becomes defunct), the hex reverts back to empty as per land rules.

If the search is unsuccessful both monsters remain on the hex for future searches. A Ranger of 25th level may choose the encounter. A lower level Ranger is subject to rolling on a percentile dice with 50% probability of either encounter. The Land Marshall will determine which encounter is high and which is low at the time of the roll. In addition, the lower level ranger is not informed of the number of monsters on the hex. In game play terms, he or she has only searched one path through the hex, and the monster they encounter is the first one they see.

Clerics

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

All Clerics may cast the spell 'Cure Light Wounds' and the adventure-only spell 'Light' at 1st rank.

At 2nd rank, a Cleric may cast the 'Speak with Dead' and 'Truth Speak' spells, as well as the adventure-only spell 'Sanctuary.'

At 3rd rank, a Cleric may cast the adventure-only spell 'Consecrate/Desecrate'.

At 4th rank, a Cleric may cast the 'Word of Holding' spell and the adventure-only spell 'Cure Disease.'

At 5th rank, a Cleric may cast the 'Cure Serious Wounds' spell, and the adventure-only spell 'Neutralize Poison.'

At 6th rank, a Cleric may cast the adventure-only spell 'Prayer Touch.'

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

At 8th rank, a Cleric may cast the adventure-only spells 'Create/Destroy Holy Weapon' and 'Turn Undead.'

At 9th rank, a Cleric may use the adventure-only spells 'Curse' and 'Last Rites.'

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

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

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

Cure Light Wound: 4 minutes

Cure Mortal Wound: 8 minutes

Neutralize Poison: 2 minutes

Cure Disease: 8 minutes

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

Druids

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

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

All Druids may cast the spell 'Feign Death' at 1st rank and the adventure-only spell 'Light.'

At 2nd rank, a Druid may cast the spell 'Mending,' and the adventure-only spell 'Detect Traps.'

At 3rd rank, a Druid may cast the spells 'Cure Light Wounds' and 'Protection from Lightning.'

At 4th rank, a Druid may cast the spell 'Lightning Bolt.'

At 5th rank, a Druid may cast the 'Barkskin' spell, and the adventure-only spell 'Neutralize Poison.'

At 6th rank, a Druid may cast the 'Warp Wood' spell.

At 7th rank, a Druid may cast the 'Cure Serious Wounds' spell, and the adventure-only spells 'Cure Disease' and 'Commune with Nature.'

At 8th rank, a Druid may cast the 'Dispel Magic' spell, and the adventure-only spell 'Entangle.'

At 10th rank, a Druid may cast the adventure-only spells 'Magical Stone' and 'Nature Love.' They may also brew potions or scribe scrolls (see Chapter Seven: Special Items).

Mages

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

All Mages may cast the 'Feign Death', 'Mending', and 'Detect Magic' spells, as well as the adventure-only spell 'Light' at 1st rank.

At 2nd rank, a Mage may cast the spells 'Magic Shield', 'Truth Speak,' and 'Magic Missile', as well as the adventure-only spell 'Comprehend Languages.'

At 3rd rank, a Mage may cast the spells 'Burning Hands' and 'Protection from Lightning,' and the adventure-only spell 'Detect Traps.'

At 4th rank, a Mage may cast the spells 'Lightning Bolt,' 'Hold Portal,' and 'Protection from Ice.'

At 5th rank, a Mage may cast the spells 'Dispel Magic,' 'Ice Storm,' and 'Release Portal.'

At 6th rank, a Mage may cast the spell 'Stoneskin,' and the adventure-only spell 'Feeble Mind.'

At 7th rank, a Mage may cast the spell 'Protection from Fire,' and the adventure-only spells 'Growth' and 'Legend Lore.'

At 8th rank, a Mage may cast the spells 'Fireball' and 'Charge Item,' as well as the adventure-only spell 'Gaseous Form.'

At 9th rank, a Mage may cast the adventure-only spells 'Passwall,' 'Animate Dead,' and 'Enchant Item.'

At 10th rank, a Mage may cast 'Steelskin' as well as the adventure-only spells 'Pouch' and 'Spell of Shielding.' They may also brew potions or scribe scrolls (see Chapter Seven: Special Items).

Thieves

Thief characters are masters of stealth and disguise. They are limited in their armor, shield, and weapon choices due to their need for stealth and agility. Thieves (and Assassins) may use any weapon except chained yellow weapons, black weapons, and any weapon exceeding 4' in length (Missile weapons are excluded from the 4' restriction). Thieves may garb themselves in any style of costume, from a wizard's robes to silk and lace, but they must wear a skeleton key on their person as a symbol of their character type. Thieves may wear armor of no greater than AC2, and may use a shield of any shape, so long as it does not have any dimension exceeding 24".

All Thieves have the 'Looting' skill at 1st rank. This skill allows the Thief to quickly search the dead bodies of other participants and NPCs for loot and treasure. To perform this skill, the Thief must present his skeleton key to the dead body and 'search' each body part (head, torso, limbs) and any bags, pouches, etc., by naming the area to be searched. For example, the Thief presents his key and says to the dead body, "I am a Thief, here is my key. Do you have any treasure on your left arm?" Bags and pouches attached to the body location are considered part of that location. For example, a belt pouch secured to a person's waist is considered to be part of the torso. However, if a shield or pouch is dropped away from the body, it must be looted separately. Once an area is searched, the dead creature must give the Thief any 'in-play' items he may have such as coin, Relics, maps, treasure, and so on. If a character or creature is mortally wounded, he is not affected by the Looting skill.

At 2nd rank, a Thief gains the 'Pick Pockets' skill. Unlike Looting, this skill allows the Thief to steal objects from the bodies of living creatures. An Elder must be present for the Thief to use this skill. The Thief will inform the Elder which item he is trying to steal (this may include a particular single item or the contents of a bag or pouch held by an individual), and from whom. The Thief must then, in the witness of the Elder, place his hand on the item to be stolen or the specific area where the item(s) are contained (pouch, boot, shield, etc). The victim must not be aware of the attempt, and cannot be completely incapacitated (paralyzed, agony poisoned, Entangled, affected by Hold Person, etc.). The time for which the Thief must remain in contact varies by rank:

2nd – 10th: 15 seconds

11th – 19th: 10 seconds

20th+: 5 seconds

The Elder will give the Thief a pre-determined signal, which will signify that the task is complete. Sometime later, the Elder will inform the victim that he has been stolen from and retrieve from him the item that was stolen. The Elder will then give the item or items to the Thief in private.

At 3rd rank, a Thief's agility allows him to 'Climb Walls.' The Thief can climb any 'wall' of a Darkon structure (see Fortifications in Chapter Three), by lying flat on his stomach and, beginning at a distance of 10' from the wall, crawling to it. The Thief can have nothing in his hands while climbing. When he reaches the wall safely, the Thief may enter the structure by simply passing through the rope, tape or whatever is used to represent the wall itself. If a Thief is caught climbing a wall, he may only be attacked with missile weapons or polearms from inside the structure while on the wall, and, if hit, must take normal damage and drop from the wall landing outside the structure. Any time a Thief jumps or falls from a wall, he suffers a light wound to both legs, regardless of armor and in addition to any other damage caused by a weapon hit.

Also at 3rd rank, a Thief also gains the ability to 'Backstab.' Due to their stealth, Thieves may quietly approach their opponents from behind, allowing them an attack to a vulnerable spot. A Thief may make one Backstab attack to their opponents' back (torso), which is equivalent to two Red attacks. This attack must be made as a surprise to the victim and can only be performed with a dagger. Backstabbing results are as follows:

AC0: Death

AC1: Death

AC2: Death

AC3: Mortally Wounded

AC3: Mortally Wounded

AC4: Armor Destroyed

Stoneskin: Death

Ironskin: Mortally Wounded

Steelskin: Protection Destroyed

At 4th rank, a Thief gains the ability to 'Open Locks.' This is a skill that allows a Thief to open, or pick, locks or barred doors.

The Thief should visibly hold her skeleton key in an outstretched hand when using this ability.

At 4th-10th rank, the Thief may open a non-magical lock in 15 seconds.

At 11th-19th rank, the Thief may open a non-magical lock in 10 seconds. She may also unbar the unmanned gate of a fortification, allowing the gate to be opened from the outside. An unmanned gate is one with no one within 10' of it who wishes it to stay closed.

At 20th rank, Thieves may open a non-magical lock in 5 seconds. They can also bypass magical locks or portals (including items affected by Hold Portal), and can choose to automatically lock or "re-bar" anything that they bypass.

At an Elder's discretion, this skill does not function against locks and portals for which a specific means of entry is part of the Adventure plot.

At 5th rank, a Thief gains the skill 'Find and Remove Traps.' This skill allows a Thief to uncover traps and disarm them.

The Thief should visibly hold her skeleton key in an outstretched hand when using this ability, and should always inform an Elder prior to its use.

Thieves of 5th-10th rank can detect and disable small physical traps such as poison needles, trapdoors, etc. They can also detect larger, full room physical traps, which may include even incidental things such as a tunnel near collapse.

Thieves of 11th-19th rank can also detect (but not disable) magical traps such as glyphs, stone guardians, etc.

Thieves of 20th rank can detect and disable any sort of trap. They may also elect to bypass a trap they could disarm, leaving it active after they pass by.

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

At 6th rank, a Thief gains the adventure-only skill of 'Disguise' with which he may Disguise himself as any race or character type that exists in the game. A Thief may disguise himself as a member of another country (i.e. wearing their surcoat) but may not disguise himself as a specific character. When in disguise, the Thief must wear some physical representation of the disguise, for example armor, dress, robes, surcoat of another country, etc. A Thief will not gain any of the abilities of another character type he may be disguised as. However, the Disguise skill does allow the Thief to exceed the armor and shield restrictions of his character. While in disguise, a Thief may wear armor from up to the AC3 armor class, and use any shield that does not have a dimension greater than 36". When a Thief exceeds his armor/shield restrictions he cannot use any other Thief abilities until 15 minutes after the armor and/or shield are removed.

This skill relies heavily on role-playing, both on the part of the Thief, and the other participants surrounding him. Often, participants will notice a disguise when the characters do not; all involved are encouraged to act as if the Thief fits normally in his surroundings.

At 7th rank, a Thief may 'Read Languages' other than the common Darkonian tongue. This skill allows a Thief to immediately translate any written text that she reads.

This understanding is generally plain language only; it does not automatically solve any puzzles or riddles, decode ciphers, or uncover hidden meanings.

However, a Thief of 20th rank and above is even savvier at deciphering, and may receive additional clues or hints at an Elder's discretion.

At 8th rank, Thieves gain the ability to 'Make Poison' on adventures only. A Thief may make five doses of any type of poison (see Poison in Chapter Seven) per adventure day. To make a dose of poison, the Thief must announce his intention to the Magistrate or Marshal at the beginning of the adventure day.

He then must supply the Magistrate or Marshal with a written Poison Writ stating the type of poison to be made, its effects, and duration. He must also pay the full cost of the poison. The Magistrate or Marshal will sign and date the Writ and give it to the Thief. Poison charts can be found in Chapter Seven: Special Items.

At 9th rank, Thieves gain the ability to 'Read Magical Languages' as an adventure-only skill. In addition to reading normal languages, a Thief may now translate magical texts, and can read and cast any scroll. The Thief reads the scroll just as a caster would, and may then immediately cast the spell written on the scroll, following normal rules for scroll reading and spell casting.

At 10th rank, a Thief becomes a Master Thief, and his 'Looting' skill improves. From now on, when he loots, all locations (and nearby dropped items) are searched at once. The Master Thief must present his skeleton key to the dead body and say, "I am a Master Thief; here is my key. Do you have any treasure?"

At 15th rank, Thieves gain the adventure-only skill 'Detect Disguises.' This skill allows a higher level Thief to see that a person may not be what or whom they claim by noticing flaws in that person's disguise. They are not able to detect the actual identity of the disguised character, just that they are indeed, in disguise.

This skill can be employed after interacting with the suspect, or observing the suspect interact with another character, for 60 seconds. After 60 seconds the Thief states to the suspect, "I am an nth rank Thief. Are you in disguise?" The participant must then answer honestly and continue acting as they were. The act of asking if the participant is in disguise is considered out-of-game, but the "observation" must be in-game.

At 20th rank, a Thief gains the skill of Thief Pouch. In order to use this skill, the Thief must have on his person a rectangular black cloth pouch with a white key painted or embroidered on the outside. This pouch must be no more than 3" x 4", must lay flat when empty (no appreciable thickness/depth), and must be made of a non-stretchy fabric.

The following items may be legally placed in the Pouch: coin, potions, poisons, scrolls, and miscellaneous wealth (gems, nuggets of gold, etc.).

Anything that is legally placed in the Pouch cannot be Looted or found via any sort of search, and only the Thief to whom the Pouch belongs may touch or interact with the Pouch or its contents in any way. The one exception to this is the Pick Pockets ability. A pickpocketing Thief may inform an Elder that they are targeting a specific character's Pouch, and then go through the pickpocketing motions as normal.

You may not use the Pouch to store Relics, Writs of Assassination, or any item unique to a given Adventure (if it's worth points or otherwise advances the plot). Whether any given item fits in this category is entirely at an event Elder's discretion.

Assassins

Assassins are characters who train to be professional killers. An Assassin has the same restrictions on armor, weapons, shields and costumes as the Thief, except the Assassin must carry a piece of 12" by 12" black cloth as a symbol of his character type in lieu of a skeleton key.

At 1st rank, all Assassins may use the adventure-only skill 'Disguise,' exactly as described for Thieves.

At 2nd rank, Assassins gain the ability to 'Climb Walls,' exactly as described for Thieves.

At 3rd rank, Assassins gain the ability to 'Backstab,' exactly as described for Thieves.

Also at 3rd rank, an Assassin may be commissioned to 'Assassinate' another character during adventures. Assassinations are the only means of removing another character from an adventure for longer than the normal 12 minutes allowed for death. To perform an assassination, an Assassin must first obtain a Writ of Assassination. A Writ may only be obtained from one of the three Guildmasters of the Assassin's Guilds. The Assassin must obtain a Writ with the character name of the victim to be assassinated and the mark of the Assassin Guildmaster. A Writ is only valid for the event during which it is written. Once the Writ is obtained, the Assassin is free to assassinate his victim.

An assassination can only be performed with a dagger, an arrow, or by poison. The Assassin must strike his victim with a blow that would cause at least a mortal wound. Once the assassination is performed, the Writ must be left with the victim. If the assassination is performed with an arrow, the Writ must be tied to the shaft of the arrow.

Assassinations may also be performed with death class poison (see Poison in Chapter Seven); however, the Writ must still be left with the victim. An Assassin may never perform an assassination on themselves, furthermore all participants must recognize this ability is not to be used as a way to change characters during an event. Such conduct is considered against the spirit of the game. All rules regarding Resurrection apply to assassination victims. Any assassinated character may not return to play for 24 hours unless resurrected through magical means.

Assassinated participants are permitted to play any other of their characters, or play a 1st rank Fighter, for the next 24 hours.

At 5th rank, an Assassin may attempt to become an Assassin Guildmaster. To become a Guildmaster, an Assassin must assassinate an existing Guildmaster per the normal rules for assassinations in order to inherit his Guild. Alternatively, Guildmasters may freely transfer their Guild to another Assassin participant. An Assassin's Guildmaster is the only character in the game that may issue Writs of Assassination. There are only three Assassin's Guildmasters in Darkon, and the Magistrate must always be informed of the identity of each Guildmaster.

Also at 5th rank, Assassins gain the skill to 'Torture' another character in order to obtain information. To perform this skill, an Assassin must choose the victim from whom he wishes to extract information. This skill may not be applied to a mortally wounded character, but may be applied to a character with one or more light wounds. The Assassin must then role-play the interrogation with the victim for five minutes. If the session is interrupted, all effects of the interrogation are canceled. Once the session is complete, the Assassin may ask his victim one question, which the victim must answer truthfully and literally. Only in character information may be divulged, and then only if the interrogated character knows the information sought. After the question is asked and answered, the victim suffers a mortal wound and will die in five minutes if not healed. If the victim is healed, the Assassin may interrogate the victim further or the victim may be released. Assassins may only torture characters of lower rank than themselves.

At 8th rank, Assassin Guildmasters may 'Make Poison' during adventures, exactly as described for Thieves. Only a Guildmaster may make poison, and he is restricted to making death class poisons only.

At 10th rank, Assassins gain the adventure-only skill to 'Detect Disguises,' exactly as described for Thieves.

Also at 10th rank, an Assassin may obtain one Writ of Assassination per adventure event without the need to go through an Assassin Guildmaster. Only the Assassin obtaining the Writ may use it, and it may not be transferred to another participant. The Writ will be dated and only useable at the event for which it was written. A Writ of this sort may be obtained from the Magistrate or the Potion and Scroll Marshal as an "out of character" action.

Monks

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

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

Also at 1st rank, a Monk may cast the adventure-only spell 'Light.'

Also at 1st rank, the Monk gains the skill of unarmed fighting. As a representation of unarmed fighting skill, the participant uses two minimum length bars (12" length blade + 6" handle) covered in orange fabric. These do Yellow damage, and may have Yellow stab tips. At no time may a participant use the skill of unarmed fighting without such a bar.

The monk is considered unarmed for roleplaying purposes, and the bars cannot be "dropped" or lost. However, anytime the participant is doing an act that requires the use of both hands (swimming, climbing, swinging on ropes, etc.) the bars cannot be in the participant's hands, and should be sheathed, tucked in a belt, etc. This helps simulate that the Monk's guard is not up at such a time.

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

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

At 3rd rank, Monks obtain Leather Skin. This ability gives them the equivalent of leather armor (AC1) from head to toe at all times. A Monk with this ability must wear an orange headband with a blue circle in the center.

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

At 7th rank, a Monk gains the adventure-only skill 'Immunity to Mind Control,' which makes him totally immune to any kind of mind control including charm, hypnosis, illusions, suggestion, Nature Love, Feeble Mind and the Truth Speak spell. Additionally, a Monk with this skill is immune to Torture, regardless of the rank of the Torturer. This does not give Monks the ability to detect the use of the Disguise skill, nor does it make them immune to the Speak with Dead spell.

At 8th rank, Monks gain the adventure-only skill of 'Immunity to Poison.' They are immune to any type of poison including contact, insinuate, ingestive, gas, or monster venom. An Elder may determine the exact effectiveness of any immunity.

At 9th rank, Monks gain the ability to 'Climb Walls,' exactly as described for Thieves.

At 10th rank, a Monk will attain the ability to affect creatures only affected by magical weapons. During adventures, a Monk may strike with any weapon as if it were enchanted by the Enchant Item spell. A Monk may not loan his weapon away and have it considered to be enchanted; this skill is derived from the Monk himself, not the weapon.

At 15th rank, Monks obtain Ironskin. This allows them to absorb the damage from one attack as per Stoneskin. This ability layers with Leather Skin. A Monk must meditate for an additional minute to regain Ironskin. A Monk with this ability must wear an orange headband with two blue circles in the center.

Cavaliers

Any character that has obtained Order Of The Sword (OSW) may become a Cavalier, by giving up all ranks in the class being given up to become a 1st rank Cavalier. Cavaliers are characters who serve a particular god, or crusade for a cause. They must be of lawful alignment whether it is good, neutral, or evil. Cavaliers may use any weapon (though they disdain the use of missile or

ranged weapons) and any type of shield. They are required to wear armor from the AC3 or AC4 armor classes when fighting, and garb which would suit 'Nobility' when they are not fighting.

Cavaliers must wear a cloth sash as a symbol of their character type; the color of the sash should reflect the Cavalier's alignment; white for good, gray for neutral, and black for evil. This sash represents a Cavalier's 'holy symbol' for any spells requiring one as a material component (see Chapter Six: Spells and Magic).

All Cavaliers must follow the Code of Chivalry:

Death before dishonor.

Death to any who opposes the Code or mocks its virtues.

Combat is glory.

Personal glory above all in combat.

Battle is the eternal test of manhood.

War is the flowering of Chivalry.

Military prowess exercised in service to the Code.

Defense of any charge or ward unto death.

Honor to all above your station.

Respect for all peers and equals.

Obedience and respect from all those beneath your station.

Scorn for those lowly and ignoble in action and word.

Courage and enterprise in obedience to the Code.

Courtesy to all ladies.

At 1st rank, all Cavaliers receive 'Immunity to Disease' on adventures. This gives them immunity to diseases such as leprosy, consumption, rabies, lycanthropy, plagues, etc. An Elder may determine the exact effectiveness of this skill. Also at 1st rank, all Cavaliers may also cast the 'Cure Light Wounds' spell, and the adventure-only spells 'Cure Disease' and 'Light.'

At 2nd rank, a Cavalier gains the spell 'Speak with Dead' and the adventure-only spell 'Purify Food and Drink.'

At 3rd rank, a Cavalier gains the spell 'Truth Speak,' as well as the adventure-only spell 'Sanctuary.'

At 8th rank, a Cavalier gains the adventure-only spells 'Last Rites' and 'Turn Undead.'

At 15th rank, a Cavalier may select a single weapon to be made 'Holy.' This weapon is then considered 'Blessed' in the hands of the Cavalier. This weapon may not be loaned away and still be considered 'Blessed' as this skill comes from the Cavalier and not the weapon itself. All normal rules for 'Blessed' weapon apply (see Chapter Six: Create/Destroy Holy Weapon).

Warrior Mage

Warrior Mages are characters that have divided their time between martial pursuits and the study of the arcane. They are not permitted to use a shield of any kind, but they may use any non-shieldbreaking weapon. They may wear armor of no greater than AC 2. All spells are as the Mage versions, unless specifically stated otherwise.

At 1st rank, they may cast the spells 'Feign Death' and 'Detect Magic', as well as the adventure-only spell 'Light', and may use items usable by Mages (this includes Mage scrolls, with the exception of Magic Shield scrolls).

At 2nd rank, they may cast 'Mending' and the adventure-only spell 'Comprehend Languages'.

At 3rd rank, they may cast the adventure-only spell 'Detect Traps'.

At 4th rank, they may cast 'Hold Portal'.

At 5th rank, they may cast 'Release Portal' and the Warrior Mage spell 'Missile Ward'.

At 6th rank, they may cast 'Dispel Magic'.

At 7th rank, they may cast 'Cure Light Wounds on Self' (Identical to the Ranger spell, except that the spell only functions on the caster), and the adventure-only spell 'Legend Lore.'

At 8th rank, they may cast 'Charge Item'.

At 9th rank, they may cast 'Magic Missile.'

At 10th rank, they may brew potions or scribe scrolls (see Chapter Seven: Special Items).

Also at 10th rank, a Warrior Mage gains the 'True Strike' ability. At the beginning of each event, a Warrior Mage may select a single weapon to which he or she will attune. The weapon will only strike true in the hands of that specific Warrior Mage, as the power derives from the character and not the weapon. The weapon's striking surface should be covered in gold cloth. Alternately, the weapon may be marked with a strip of gold metallic tape (above the handle or on the shaft).

The source of this strike is considered to be packed with the most intense magical energy, and the weapon will be able to strike any creature or item, regardless of any magical effect that would normally prevent that. A weapon enchanted by True Strike can freely strike creatures frozen in Ice Storm, in Gaseous Form, using Sanctuary, etc.

This does not affect the protection of headband armor or the Bracers; they soak damage as always. True Strike just makes you *able* to hit things; the damage is handled normally.

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

In short, this weapon always strikes true.

When using this ability, the Warrior Mage should call "True" and then the weapon color.

Non-Participant Characters

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

Chapter Six

Spells and Magic

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

There are a number of rules that govern the use of all spells. Like character skills, many spells are only usable during events that are considered 'adventures.' All other spells may be used during any Darkon event. Spells that are 'adventure-only' are designated as such in the description of each character type, as well as each spell.

Spell Points

A participant may cast any spells that are permissible for his character type and rank, but all spells require magical energy in order to cast; this magical energy is represented by the concept of 'spell points.' Spell points are granted to all characters that may cast spells, and participants will gain additional spell points as they advance in rank. The requirement of each spell in spell points is listed in the description of the spell as the 'Energy Cost.' Once a participant has begun to cast a spell, he has used the amount of spell points that it costs to cast that spell. When a participant has exhausted his spell points, he may not cast any more spells during that event day. At the next event, or next day in a multi-day adventure (after midnight), a spell caster begins the day with his full complement of spell points. Spell points are replenished at midnight of each multi-day adventure or at the discretion of an Elder.

The chart below references the amount of spell points spell casters have at each rank and governs all spell casting character types equally. Spell casters earn one additional spell point for every even rank above 20th.

Rank	Spell Points	Rank	Spell Points	Rank	Spell Points
1	3	9	21	17	33
2	6	10	23	18	34
3	9	11	25	19	35
4	11	12	27	20	36
5	13	13	29	21	36
6	15	14	30	22	37
7	17	15	31	23	37
8	19	16	32	24	38

Spell Books

Participants are required to maintain their spells in a book or on scrolls. All spell books or scrolls must have a medieval/fantasy period appearance and must be written or printed legibly. A spell must be written in a caster's spell book in order for that participant to cast the spell; casters may not cast spells from another participant's spell book. The Spell Marshal will inspect each caster's spell book during check-in. Spell books are considered personal property and may not be taken or stolen from the caster.

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

Spell Reductions

As participants progress through character ranks, they will be permitted to reduce the lengths of their spells. Spells will reduce in length beginning at 6th rank with the reduction of all first rank spells by ten percent, and concluding at 20th rank when all first through tenth rank spells will be only half their original length; spells may not be reduced beyond 50% of their original length.

Rank & Reduction

- 1 - None
- 2 - None
- 3 - None
- 4 - None
- 5 - None
- 6 - Reduce 1st Rank 10%
- 7 - Reduce 1st-2nd Rank 10%
- 8 - Reduce 1st-3rd Rank 10%
- 9 - Reduce 1st-4th Rank 10%
- 10 - Reduce 1st-5th Rank 10%
- 11 - Reduce 2nd-5th Rank 10%
- 12 - Reduce 3rd-6th Rank 10%
- 13 - Reduce 4th-7th Rank 10%
- 14 - Reduce 5th-8th Rank 10%
- 15 - Reduce 6th-9th Rank 10%
- 16 - Reduce 6th-10th Rank 10%
- 17 - Reduce 7th-10th Rank 10 %
- 18 - Reduce 8th-10th Rank 10%
- 19 - Reduce 9th-10th Rank 10%
- 20 - Reduce 10th Rank 10%

Casting a Spell

In order for a participant to cast a spell, he must read the full length of the spell from either his spell book or a scroll, up to, but not including, the invocation line if required. The spell must be read loudly and clearly, so that it is audible to those around the caster. A caster may not speak (other than reading the spell), fight, move his feet, or be moved from his position while casting a spell. If the caster speaks, fights, moves, or is hit by a weapon (including shafts) during spell casting, the spell is negated and the spell points are forfeited. If the caster wishes, he may then begin the spell again from the beginning.

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

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

Material Components

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

Headbands

Headbands used for spell effects must be visible at all times; headbands must be at least 1" wide. The headband is put on only after the spell is completed. When a headband calls for a circle, it can be a circle or a dot. No customization.

Cloaks

Cloaks used as spell components must hang correctly on the target, and be at least 2' by 3' in size.

Spell Balls

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

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

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

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

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

Spell Characteristics

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

Length: The base number of syllables a spell must consist of in order to be cast; this does not include any reductions.

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

Energy Cost: The number of spell points a caster must expend in order for the spell to be cast.

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

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

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

Spell Descriptions

Animate Dead³

Mage – Rank 9 Adventure Only			
Length	1,000 syllables	Duration	30 minutes
Range	Touch	Area of Effect	1 corpse
Energy Cost	1 spell point	Material Component	Black headband with white circle in center

This spell allows a Mage to animate any one dead corpse, making it his personal automaton. The animated corpse will obey the Mage until it is destroyed or the enchantment is dispelled. When animated, the creature is returned to its full hits and full armor. An animated corpse is only permitted to follow simple commands such as 'attack,' 'guard,' or 'fetch.' A Mage must give specific instructions to the animated corpse, or it will perform the task using its instincts alone.

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

Barkskin^{2,3}

Druid – Rank 5			
Length	250 syllables	Duration	Special
Range	Caster	Area of Effect	Self
Energy Cost	1 spell point	Material Component	Brown headband with white circle in the center

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

Except during Adventures, this spell may be cast once per day and will recharge automatically (just as normal armor does) in Hades, or upon the call of "Lay On" at the start of a battle. Recasting this spell at any other time will cost additional spell points.

Burning Hands³

Mage – Rank 3			
Length	100 syllables	Duration	Special
Range	Touch	Area of Effect	Special
Energy Cost	1 spell point	Material Component	Red gloves

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

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

Charge Item

Mage – Rank 8 Warrior Mage – Rank 8			
Length	500 syllables	Duration	Permanent

Range	Touch	Area of Effect	1 item
Energy Cost	1 spell point	Material Component	Arcane symbol

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

Commune with Nature

Druid – Rank 7 Adventure Only			
Length	300 syllables	Duration	3 questions
Range	Special	Area of Effect	Caster’s surroundings
Energy Cost	1 spell point	Material Component	Nature symbol

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

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

Comprehend Languages³

Mage – Rank 2 Adventure Only Warrior Mage – Rank 2 Adventure Only			
Length	75 syllables	Duration	1 hour
Range	Caster	Area of Effect	Caster
Energy Cost	1 spell point	Material Component	Arcane symbol

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

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

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

Consecrate/Desecrate³

Cleric Rank 3 Adventure Only			
Length	100 syllables	Duration	Permanent
Range	Touch	Area of Effect	1 gallon
Energy Cost	1 spell point	Material Component	Clean water

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

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

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

Create/Destroy Holy Weapon

Cleric – Rank 8 Adventure Only			
Length	400 syllables	Duration	Permanent
Range	Touch	Area of Effect	1 weapon
Energy Cost	1 spell point	Material Component	Silver weapon

This spell allows the Cleric to permanently Bless a single weapon. The weapon must be made of silver, but once the spell has been completed, that weapon will deliver ‘Blessed’ hits. The silver weapon must be specially made and purchased with Darkon currency, see Chapter Seven: Special Items. The weapon’s striking surface must then be covered with blue cloth and the name of the Cleric’s Deity must be written clearly on the weapon. Alternately, the weapon may be marked with a strip of blue tape (above the handle or on the shaft). A Cleric may only have one Holy Weapon spell in effect at any time; a Cleric may make a Holy weapon for another character, provided they are of the same alignment.

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

Creating a Holy weapon does not increase the amount of damage done by the weapon; it only allows the weapon to strike creatures not affected by normal weapons. The Elders of the event will determine the exact effectiveness of the Blessed Hits done by a Holy weapon. Clerics may not make Scrolls of this spell.

Cure Disease

Cavalier – Rank 1 Adventure Only Cleric - Rank 4 Adventure Only Druid – Rank 7 Adventure Only			
Length	150 syllables	Duration	Permanent
Range	Touch	Area of Effect	1 creature
Energy Cost	1 spell point	Material Component	Class symbol

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

A Cleric may cast this spell on others at rank 7. When the spell is complete, the Cleric must place a green cape on the target; this cape must be at least 2’ by 3’ and hang properly on the target.

Cure Light Wounds

Cavalier – Rank 1 Cleric – Rank 1 Druid – Rank 3 Ranger – Rank 5 Warrior Mage – Rank 7			
Length	Ca - 1 min. meditation C,D,R, WM - 300 syllables	Duration	Permanent
Range	Touch	Area of Effect	1 creature
Energy Cost	1 spell point	Material Component	Class symbol

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

Cure Mortal Wounds

Cleric – Rank 7			
Length	600 syllables	Duration	Permanent

Range	Touch	Area of Effect	1 creature
Energy Cost	1 spell point	Material Component	Holy symbol

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

Cure Serious Wounds

Cleric – Rank 5 Druid – Rank 7			
Length	350 syllables	Duration	Permanent
Range	Touch	Area of Effect	1 creature
Energy Cost	1 spell point	Material Component	Class symbol

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

Curse ¹

Cleric – Rank 9 Adventure Only			
Length	500 syllables	Duration	Instant
Range	Throwing distance	Area of Effect	1 creature
Energy Cost	1 spell point	Material Component	Pink spell ball

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

Detect Magic

Mage – Rank 1 Warrior Mage – Rank 1			
Length	30 syllables	Duration	Instant
Range	Caster	Area of Effect	3' ft. radius
Energy Cost	0 spell points	Material Component	Arcane Symbol

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

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

Detect Traps

Druid – Rank 2 Adventure Only Mage – Rank 3 Adventure Only Warrior Mage – Rank 3 Adventure Only			
Length	100 syllables	Duration	Concentration
Range	Caster	Area of Effect	10 ft. radius
Energy Cost	1 spell point	Material Component	Class symbol

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

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

Druids are limited to using this spell in natural surroundings.

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

Dispel Magic¹

Druid – Rank 8 Mage – Rank 5 Warrior Mage – Rank 6			
Length	175 syllables	Duration	Instant
Range	Caster	Area of Effect	10 ft. radius
Energy Cost	1 spell point	Material Component	Nature symbol

This spell allows the caster to nullify most non-permanent magical effects (see footnote³) within a 10' radius. If Dispel Magic is invoked at the same time as another spell within the 10' radius, that spell is negated. For example, if a Mage invokes Fireball within 10' of the caster invoking Dispel Magic, the Fireball is nullified.

Enchant Item^{2,3}

Mage – Rank 9 Adventure Only			
Length	300 syllables	Duration	Permanent
Range	Touch	Area of Effect	1 item or weapon
Energy Cost	1 spell point	Material Component	Green ribbon or tape

For every three ranks the caster has achieved as a Mage, this spell allows him to imbue one weapon or item with magical energy (i.e. a 9th rank Mage may have up to three enchanted weapons or items at any given time). Once imbued, these items can be used against creatures that can only be affected by magical items. When an item is enchanted, the Mage must place a green ribbon, or green tape, visibly on the item. When the item is used, the wielder should call, "Magic!" Enchantment does not increase the damage done by a weapon.

The entire spell must be read and a spell point must be expended for each time a weapon or item is enchanted. If the enchantment on a weapon or item is dispelled, the Mage may enchant a new weapon or item until his limit is reached. A Mage may never have more enchanted weapons in existence than his level allows. This enchantment does not carry over between events and is dispelled naturally at the end of the event. Please note that enchanted weapons won as prizes approved by the Board may or may not be able to be dispelled by the "Dispel Magic" spell per the discretion of the Board.

Enchant Personal Weapon^{2,3}

Ranger - Rank 9 Adventure Only			
Length	200 syllables	Duration	Permanent
Range	Touch	Area of Effect	Special
Energy Cost	1 spell point	Material Component	Green ribbon or tape

This spell allows the Ranger to imbue a bow or any one of his other weapons with magical energy; this weapon may then be used against creatures that can only be affected by magical weapons. When the spell is cast, the Ranger must place green ribbon or green tape, on the weapon in a visible manner (above the handle or on the shaft). When the weapon is in use, the Ranger should call, "Magic!" before the color.

This enchantment functions only for the Ranger who cast it. The enchantment does not carry over between events and is dispelled naturally at the end of the event.

Entangle^{1,3}

Druid – Rank 8			
Length	300 syllables	Duration	15 minutes
Range	Throwing distance	Area of Effect	3 ft. radius
Energy Cost	1 spell point	Material Component	Brown spell ball

This spell causes thick brambles and vines to grow, entangling anything within the 3' radius. If the spell is cast in an area with no vegetation, such as indoors, the area of effect is reduced to one creature or object. The target(s) affected may not move or be moved for the duration of the spell and may be attacked freely.

Burning Hands, Fireball, and Dispel Magic will free the target(s), as will any cutting weapon by touching a hit zone and saying, "I am freeing your (say hit zone)!" A person may only be freed once the five major hit zones are freed (torso, legs, and arms). Any limb not yet freed remains locked in place.

An object may be freed by any cutting weapon by touching the object and saying, "I am freeing this!" An object held by a participant is considered a part of the participant and does not require separate freeing, nor shall it count as a means of blocking the spell ball.

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

Feeble Mind^{1,3}

Mage – Rank 6 Adventure Only			
Length	300 syllables	Duration	5 minutes
Range	Throwing distance	Area of Effect	1 creature
Energy Cost	1 spell point	Material Component	Plaid spell ball

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

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

Feign Death

Druid – Rank 1 Mage – Rank 1 Ranger – Rank 2 Warrior Mage – Rank 1			
Length	30 syllables	Duration	Special
Range	Caster	Area of Effect	Self
Energy Cost	1 spell point	Material Component	Nature symbol

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

Fireball^{1,3}

Mage – Rank 8			
Length	325 syllables	Duration	Instant
Range	Throwing distance	Area of Effect	3 ft. radius
Energy Cost	1 spell point	Material Component	Red spell ball

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

Gaseous Form³

Mage – Rank 8 Adventure Only			
Length	400 syllables	Duration	15 minutes
Range	Caster or touch	Area of Effect	None
Energy Cost	1 spell point	Material Component	White hood

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

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

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

Growth³

Mage – Rank 7 Adventure Only			
Length	500 syllables	Duration	15 minutes
Range	Touch	Area of Effect	1 creature
Energy Cost	1 spell point	Material Component	White headband with letter 'G' in the center

This spell causes any one man-sized creature to grow in size and mass to that of a giant. Any participant within 30' of an enlarged creature must get on their knees to show the growth.

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

Hold Portal³

Mage – Rank 4 Warrior Mage – Rank 4			
Length	100 syllables	Duration	Permanent
Range	Touch	Area of Effect	1 portal, chest, or other closeable item
Energy Cost	1 spell point	Material Component	Bright green ribbon at least 1" wide

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

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

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

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

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

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

Ice Storm^{1,3}

Mage – Rank 5			
Length	200 syllables	Duration	5 minutes
Range	Throwing distance	Area of Effect	1 creature
Energy Cost	1 spell point	Material Component	White spell ball

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

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

Last Rites

Cavalier – Rank 8 Adventure Only Cleric – Rank 9 Adventure Only			
Length	500 syllables	Duration	Permanent
Range	Touch	Area of Effect	1 creature
Energy Cost	1 spell point	Material Component	Holy symbol

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

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

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

Last Rites is final.

Legend Lore

Mage – Rank 7 Adventure Only Warrior Mage – Rank 7 Adventure Only			
Length	300 syllables	Duration	Instant
Range	Special	Area of Effect	Caster's surroundings
Energy Cost	1 spell point	Material Component	Arcane Symbol

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

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

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

Light³

Cavalier – Rank 1 Adventure Only Cleric – Rank 1 Adventure Only Druid – Rank 1 Adventure Only Mage – Rank 1 Adventure Only Ranger – Rank 1 Adventure Only			
Length	30 syllables	Duration	30 minutes
Range	Caster	Area of Effect	10 ft. radius
Energy Cost	0 spell points	Material Component	Flashlight

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

Lightning Bolt^{1,3}

Druid – Rank 4 Mage – Rank 4			
Length	D - 175 syllables M – 150 syllables	Duration	Instant
Range	Throwing distance	Area of Effect	1 creature
Energy Cost	1 spell point	Material Component	Blue spell ball

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

Magical Stone^{2,3}

Druid – Rank 10 Adventure Only			
Length	1,000 syllables	Duration	Special
Range	Caster	Area of Effect	1 stone
Energy Cost	2 spell points	Material Component	Gray pouch

This spell allows the Druid to hold one spell for later use. To hold a spell, the Druid must first cast Magical Stone, and subsequently cast the spell to be held, utilizing the Energy Costs and material components for each. When the Druid is ready to cast the held spell, he simply opens the pouch and chants the invocation line for the held spell; the Druid cannot invoke the spell if he is mortally wounded or has a light wound to both arms.

A Druid may only have one spell held at a time; this spell is cancelled upon the Druid's death. Only the casting Druid may invoke the held spell. This spell does not hinder the Druid's use of any other magic.

Magic Missile¹

Mage – Rank 2 Warrior Mage – Rank 9			
Length	150 syllables	Duration	Instant
Range	Throwing distance	Area of Effect	1 creature
Energy Cost	0 spell points	Material Component	Black spell ball

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

Magic Shield^{2,3}

Mage – Rank 2			
Length	250 syllables	Duration	24 hours
Range	Caster	Area of Effect	1 creature
Energy Cost	1 spell point	Material Component	Round shield or buckler up to 18" w/ yellow cover

This spell allows a Mage to equip and use a small shield. The shield's largest dimension may not exceed 18". The shield can be destroyed by a shield-destroying weapon, but it is not affected by Warp Wood. This shield may be activated and deactivated at the Mage's discretion. This shield can be dispelled with Dispel Magic and cannot be repaired via Mending. This spell lasts for 24 hours, regardless of the Mage's death.

Mending

Druid – Rank 2 Mage – Rank 1 Warrior Mage – Rank 2			
Length	D -100 syllables M, WM – 125 syllables	Duration	Permanent
Range	Touch	Area of Effect	1 wooden or leather item
Energy Cost	1 spell point	Material Component	Class symbol

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

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

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

Missile Ward^{2,3}

Warrior Mage – Rank 5			
Length	100 syllables	Duration	Special
Range	Touch	Area of Effect	Self
Energy Cost	1 spell point	Material Component	Grey headband with red circle in the center

The casting of this spell allows the Warrior Mage to be protected from a single missile weapon hit. In effect, the missile is magically deflected and never strikes the caster. Once struck by a missile weapon, the headband must be removed. This spell protects against the Arrow of Piercing, but not the Javelin of Lightning or any spellball.

Missile Ward may be used in conjunction with the Bracers of Defense; in this situation, any hits taken are first deducted from the Bracers of Defense.

Except during Adventures, this spell may be cast once per day and will recharge automatically (just as normal armor does) in Hades, or upon the call of "Lay On" at the start of a battle. Recasting this spell at any other time will cost additional spell points.

Nature Love^{1,3}

Druid – Rank 10 Adventure Only			
Length	500 syllables	Duration	5 minutes
Range	Throwing distance	Area of Effect	1 creature
Energy Cost	1 spell point	Material Component	Green spell ball

This spell allows the Druid to cause any one creature to become utterly enchanted and enthralled by Nature. Creatures affected by Nature Love may not fight, bear arms, or cast spells.

Druids are immune to this spell. Nature Love can be dispelled via Dispel Magic, or the death of the creature affected.

Neutralize Poison^{2,3}

Cleric – Rank 5 Adventure Only Druid – Rank 5 Adventure Only Ranger – Rank 7 Adventure Only			
Length	C, D - 175 syllables R – 200 syllables	Duration	Permanent
Range	Touch	Area of Effect	1 creature
Energy Cost	1 spell point	Material Component	Holy symbol or Purple cape

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

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

The caster may cast this spell on others at rank 9. When the spell is complete, the caster must place a purple cape with a black 'P' on the target; this cape must be at least 2' by 3' and hang properly on the target.

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

Passwall³

Mage – Rank 9 Adventure Only			
Length	500 syllables	Duration	1 minute
Range	Touch	Area of Effect	Man-sized opening
Energy Cost	1 spell point	Material Component	Arcane symbol

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

Pouch^{2,3}

Mage – Rank 10 Adventure Only			
Length	1,000 syllables	Duration	Special
Range	Caster	Area of Effect	None
Energy Cost	2 spell points	Material Component	Pouch

This spell allows the Mage to hold one spell for later use. To hold a spell, the Mage must first cast Pouch, and subsequently cast the spell to be held, utilizing the Energy Costs and material components for each. When the Mage is ready to cast the held spell, he simply opens the pouch and chants the invocation line for the held spell; the Mage cannot invoke the spell if he is mortally wounded or has a light wound to both arms.

A Mage may only have one spell Pouched at a time; this spell is cancelled upon the Mage's death. Only the casting Mage may invoke the Pouched spell. This spell does not hinder the Mage's use of any other magic.

Prayer Touch^{2,3}

Cleric - Rank 6 Adventure Only			
Length	300 syllables	Duration	Special
Range	Caster	Area of Effect	None
Energy Cost	1 spell point	Material Component	Colored gloves

This spell allows the Cleric to hold one spell for later use. To hold a spell, the Cleric must first cast Prayer Touch, and subsequently cast the spell to be held, utilizing the Energy Costs and Material Components for each. To use the stored spell, the Cleric simply needs to don the appropriate color gloves; gloves must be worn on both hands. The stored spell will be released upon the first thing the Cleric touches.

Held spells will penetrate all armor, but will not penetrate shields. Once the gloves are worn, the Cleric may not cast any other spells, use any weapons, or hold any object; they may touch themselves and move about normally without releasing the spell. If a Cleric is hit while Prayer Touch is active, the spell is not broken unless they are hit in the arms, mortally wounded, or killed. A Cleric may have only one spell stored at any given time, but he may continue to cast other spells and fight normally until the gloves are worn. Only the casting Cleric can don the gloves and invoke the stored spell. Dispel Magic will nullify Prayer Touch and any stored spells.

Clerics may Prayer Touch spells according to the following chart.

Rank of Cleric	Rank of Spell Held
6	1st Rank
7	1st-2 nd Rank
8	1st-3 rd Rank
9	1st-4 th Rank
10	1st-5 th Rank
11	1st-6 th Rank
12	1st-7 th Rank
13	1st-8 th Rank
14	1st-9 th Rank
15	1st-10 th Rank

Stored spells are identified by the following glove colors:

Spell Stored	Color
Turn Undead	Yellow
Word of Holding	Orange
Curse	Pink
All other Cleric spells	White

Protection from Fire^{2,3}

Mage – Rank 7			
Length	375 syllables	Duration	Special
Range	Special	Area of Effect	Special
Energy Cost	1 spell point	Material Component	Red cape

This spell allows the Mage to protect any creature or item from one heat or fire-based attack. A Mage may protect himself at 7th Rank, other creatures at 9th Rank, and items at 11th Rank. Protected items may include gates, siege weapons, and melee weapons, but not entire ships; when a protection spell is cast, it encompasses all of that participant's gear. When the spell is complete, the Mage must place a red cape on the target; this cape must be at least 2' by 3' and hang properly on the target.

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

This spell does not hinder the Mage's use of any other magic.

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

Protection from Ice^{2,3}

Mage – Rank 4			
Length	300 syllables	Duration	Special
Range	Special	Area of Effect	Special
Energy Cost	1 spell point	Material Component	White cape

This spell allows the Mage to protect any creature or item from one frost or ice-based attack. A Mage may protect himself at 4th Rank, other creatures at 6th Rank, and items at 8th Rank. Protected items may include gates, siege weapons, and melee weapons, but not entire ships; when a protection spell is cast, it encompasses all of that participant’s gear. When the spell is complete, the Mage must place a white cape on the target; this cape must be at least 2’ by 3’ and hang properly on the target. This spell does not hinder the Mage’s use of any other magic.

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

Protection from Lightning^{2,3}

Druid – Rank 3 Mage – Rank 3			
Length	D -225 syllables M – 200 syllables	Duration	Special
Range	Caster	Area of Effect	Special
Energy Cost	1 spell point	Material Component	Blue cape

This spell allows the caster to protect any creature or item from one lightning or electrical-based attack. The caster may protect himself at 3rd Rank, other creatures at 5th Rank, and items at 7th Rank. Protected items may include gates, siege weapons, and melee weapons, but not entire ships; when a protection spell is cast, it encompasses all of that participant’s gear. When the spell is complete, the caster must place a blue cape on the target; this cape must be at least 2’ by 3’ and hang properly on the target. This spell does not hinder the casters use of any other magic.

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

Purify Food and Drink

Cavalier – Rank 2 Adventure Only			
Length	1 min. meditation	Duration	Permanent
Range	Touch	Area of Effect	1 cu. ft.
Energy Cost	1 spell point	Material Component	Holy symbol

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

Release Portal

Mage – Rank 5 Warrior Mage – Rank 5			
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Length	100 syllables	Duration	Permanent
Range	Touch	Area of Effect	1 portal, chest, or other closeable item
Energy Cost	1 spell point	Material Component	Arcane symbol

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

Resurrection

Cleric – Rank 10			
Length	1,000 syllables	Duration	Permanent
Range	Touch	Area of Effect	1 creature
Energy Cost	2 spell points	Material Component	Holy symbol

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

Sanctuary³

Cavalier – Rank 3 Adventure Only Cleric - Rank 2 Adventure Only			
Length	Ca -700 syllables C – 650 syllables	Duration	Special
Range	Caster	Area of Effect	None
Energy Cost	1 spell point	Material Component	Prism or crystal

This spell allows the Cleric to summon the protective power of their Deity, creating an impenetrable field around him. When the spell is complete, the Cleric must hold a prism or crystal above his head to maintain the spell's effect; if at any time the crystal falls onto or below the Cleric's head, the spell is broken. The crystal must be held with both hands above the head; the arms and hands may not rest upon the Cleric's head or the spell is broken. The Cleric may have nothing other than the crystal or prism in his hands.

While under the protection of Sanctuary, the Cleric is impervious to all attacks, including magic. The Cleric is still a physical entity and may still communicate, block, and move normally provided that the crystal remains above his head. No one may come within 1' of the Cleric, nor may anyone attempt to grab the Cleric. Likewise, the Cleric may not move within 1' of any creature.

Dispel Magic will nullify the effects of Sanctuary.

Speak with Dead³

Cavalier – Rank 2 Cleric – Rank 2			
Length	Ca - 250 syllables C – 200 syllables	Duration	3 questions
Range	Touch	Area of Effect	1 creature
Energy Cost	1 spell point	Material Component	Holy symbol

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

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

Spell of Shielding^{2,3}

Mage – Rank 10 Adventure Only			
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Length	1,000 syllables	Duration	Special
Range	Touch	Area of Effect	Special
Energy Cost	1 spell point	Material Component	Silver cape

This spell allows the Mage to protect any creature or item from one magical attack. A Mage may protect himself at 10th Rank, other creatures at 12th Rank, and items at 14th Rank. Protected items may include gates, siege weapons, and melee weapons, but not entire ships; when this shielding spell is cast, it encompasses all of that participant's gear. When the spell is complete, the Mage must place a silver cape on the target; this cape must be at least 2' by 3' and hang properly on the target.

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

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

Steelskin^{2,3}

Mage – Rank 10			
Length	500 syllables	Duration	Special
Range	Caster	Area of Effect	Self
Energy Cost	2 spell points	Material Component	Grey headband w/ 2 black circles in center

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

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

Except during Adventures, this spell may be cast once per day and will recharge automatically (just as normal armor does) in Hades, or upon the call of "Lay On" at the start of a battle. Recasting this spell at any other time will cost additional spell points.

Stoneskin^{2,3}

Mage – Rank 6			
Length	200 syllables	Duration	Special
Range	Caster	Area of Effect	Self
Energy Cost	1 spell point	Material Component	Grey headband with black circle in center

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

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

Except during Adventures, this spell may be cast once per day and will recharge automatically (just as normal armor does) in Hades, or upon the call of "Lay On" at the start of a battle. Recasting this spell at any other time will cost additional spell points.

Truth Speak³

Cavalier – Rank 3 Cleric – Rank 2 Mage – Rank 2			
Length	75 syllables	Duration	1 question
Range	Touch	Area of Effect	1 creature
Energy Cost	1 spell point	Material Component	Class symbol

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

Turn Undead^{1,3}

Cavalier – Rank 8 Adventure Only Cleric - Rank 8 Adventure Only			
Length	300 syllables	Duration	Instant
Range	Throwing distance	Area of Effect	3 ft. radius
Energy Cost	1 spell point	Material Component	Yellow spell ball

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

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

Warp Wood^{1,3}

Druid – Rank 6			
Length	300 syllables	Duration	Permanent
Range	Throwing distance	Area of Effect	3 ft. radius
Energy Cost	1 spell point	Material Component	Grey spell ball

This spell allows the Druid to warp all man-sized wooden objects within a 3' radius of impact, rendering them unusable. Warp Wood will affect items including shields, bows, arrows, planks, spears, and ordinary chests; it will not affect large items such as siege weapons, gates, or ships.

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

Word of Holding^{1,3}

Cleric – Rank 4			
Length	150 syllables	Duration	Count of 25
Range	Throwing distance	Area of Effect	1 creature
Energy Cost	1 spell point	Material Component	Orange spell ball

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

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

Explanation of Footnotes

- 1- Spells marked in this fashion require an invocation line before they are considered cast.
- 2- This spell may be cast without reading the spell during land events (land searches and invasions) immediately before an Elder calls 'Lay On!' the caster must still expend the spell point(s).
- 3- This spell may be dispelled with the 'Dispel Magic' spell.

Chapter Seven

Special Items

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

Coins

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

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

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

Approved Coins:

Copper Pieces – these are minted by Darkon Wargaming Club, Inc. and are copper in color.

Silver Pieces – these are minted by Darkon Wargaming Club, Inc. and are silver in color.

Gold Pieces– these are minted by Darkon Wargaming Club, Inc. and are gold in color.

Merc Marks – these were minted by a country and are red in color.

Province Pieces – these were minted by a country and are black in color.

Monetary conversions are as follows:

10 Copper Pieces (CP) = 1 Silver Pieces (SP)

10 Silver Pieces = 1 Gold Piece (GP)

23 Silver Pieces = 1 Merc Mark

500 Silver Pieces = 1 Province Piece

Poison

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

A participant must possess a Poison Writ on his person in order to use a poison. Poison Writs are not lootable if carried by the participant who made them, on the same day listed on the Writ. Other than that, Poison Writs are considered treasure, and may be stolen or looted. When poison is applied to a weapon, food, drink, or other object, the writ is then destroyed, regardless of whether the attack was successful. Alternatively, if the poison is applied to food or drink, the attacker may pre-arrange for an Elder to present the writ to the victim. The writ must then be destroyed in the presence of the victim.

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

Class I Death Poison: The victim is mortally wounded and will die in little or no pain

Plant: (foxglove, hemlock, monkshood) 5 minutes, 3 SP to create

Animal: (cone shell, arrow frog, Asp) 10 minutes, 6 SP to create

Supernatural: (wyvern tail, Dragon claw) Immediate, 24 SP to create

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

Plant: (birdsfoot, woodbine) 5 minutes of paralysis, 1 SP to create

Animal: (spider venom) 10 minutes of paralysis, 2 SP to create

Supernatural: (ghoul's tongue, pseudodragon tail) 20 minutes of paralysis, 4 SP to create

Class III Agony Poison: The victim is racked by unspeakable pain and is completely incapacitated

Plant: (avenging angel mushroom) 5 minutes of agony, 2 SP to create

Animal: (lionfish, scorpion) 10 minutes of agony, 4 SP to create

Supernatural: (harpy claw, manticore spine) 20 minutes of agony, 8 SP to create

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

Plant: (ergot, nightshade) 5 minutes of hallucinations, 1 SP to create

Animal: (Any venom causing fear) 10 minutes of hallucinations, 2 SP to create

Supernatural: (banshee shroud) 20 minutes of hallucinations, 5 SP to create

Supernatural: (banshee shroud) 20 minutes of hallucinations, 5 SP to create

Potions and Scrolls

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

Payment is due and Spell Points are expended immediately once the potion or scroll has been signed. A participant may only make potions or scrolls during an adventure event, and can only be make them during a full day of adventuring (i.e. a participant may not make a potion or scroll on the Friday night of a campout). Also note that the participant may not make potions or scrolls while Eldering or acting as an NPC. Potions and Scrolls are not lootable if carried by the participant who made them, on the same day on which they are created. Other than that, they are considered treasure, and may be stolen or looted.

Each adventure the spellcaster receives 3 potion/scroll points. The points are expended on created a potion or scroll depending on the level of the spell used (see table below).

1 st level	1 point
2 nd level	1 point
3 rd level	1 point
4 th level	2 points
5 th level	2 points
6 th level	2 points
7 th level	3 points
8 th level	3 points
9 th level	3 points
10 th level	3 points

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

Only character types that would normally be able to cast the spell may use a scroll. For example, a Mage and a Druid could both use a Lightning Bolt scroll, but a Mage could not use a Cure Light Wounds scroll. The exception to this is a Thief of 9 Rank or higher; he may use the Read Magical Languages ability, see Chapter Five: Types of Characters, to read and cast any scroll. When writing the spell on the scroll, the creator should determine the number of syllables according to his rank; therefore, the spell length may be reduced up to 50% if the creator's rank warrants that reduction.

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

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

Silver Weapons

Participants may create silver weapons for role-playing purposes, or the purpose of creating a Holy Weapon, see Chapter Six: Spells and Magic. To create a silver weapon, the participant must pay the appropriate cost to the Treasurer or Coin Marshal and cover the weapon in silver cloth. Silver weapons may not be stripped for their components. The costs for making a silver weapon are as follows:

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

Relics

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

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

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

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

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

The Sword of Slaying

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

Dagger of Venom

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

Javelin of Lightning

The Javelin of Lightning is a javelin that dates back to the early years of the Skydwellers when the Realm of Darkon was still in its infancy. The Javelin is a throwing weapon only, and cannot be used for stabbing in melee combat. When thrown, the Javelin counts as a lightning bolt (as per the spell) and cannot be caught or deflected. If the Javelin is thrown and misses its target, or strikes in any manner other than a legal javelin hit, it is still charged. If the Javelin is thrown and connects with its target, it expels its charge and is considered consumed by the reaction and may not be used as a normal Javelin. The Javelin can be recharged by a Mage, in Hades, or at the discretion of an Elder.

The Arrow of Piercing

This magical Arrow was fashioned by the Wood Elves of Tangle Forest. The Arrow is capable of causing a mortal wound if it hits any part of the target's body. The Arrow will also pierce any armor, shield (except the Shield of Deflection, see below) or weapon, causing a mortal wound to the target without destroying the shield or weapon. The archer must shout, "Arrow of Piercing!" when the Arrow connects with its target to avoid confusion. At this point, the Arrow expels its charge, is consumed by the reaction, and may no longer be used as a normal arrow. If the Arrow should miss its target, it is still charged and may be used again. If the Arrow is not charged, it may be recharged by a Mage, in Hades, or at the discretion of an Elder.

Staff of Healing

The Goddess Clarrisal imbued this Ceremonial Staff with magical healing. Any healing character type holding this Staff must only read half of their spell length to cast any healing spell. The Staff's power may be used as often as desired and does not need to be

recharged. Clerics, Druids, Rangers, and Cavaliers may use this artifact. This artifact does not work in conjunction with the Fighter ability First Aid or the Monk ability Cure Light Wounds.

Wand of Gartan

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

The Brooch of Shielding

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

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

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

Maelstrom

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

The Mace of Disruption

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

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

Bracers of Defense

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

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

The Shield of Deflection

The Shield of Deflection was forged a thousand years ago from the scales of the Dragyn of Sarum. The Shield of Deflection is a 24" round shield that is indestructible. Any character that can use a shield of that type and size may use the Shield of Deflection. The Shield cannot be destroyed by any means including shield-breaking weapons, other Relics, such as the Mace of Disruption, spells, or siege weapons, including catapult balls and ballista bolts.

It should be noted that while the Shield is indestructible, it does not prevent area of effect damage to the user. For example, if a Mage's Fireball hits the Shield, the Shield is not destroyed, but user of the Shield is still mortally wounded as per the radius effect of the Spell. The Shield's properties may be used as often as necessary and it does not need to be recharged.

Ravenswrath

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

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

Adventure Specific Items

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

Chapter Eight

Knights, Nobles and Titles in the Realm of Darkon

The High King

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

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

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

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

Knights

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

Becoming a Knight of the Realm

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

To become a squire the participant must have a character of 10th rank or higher, have a qualified knight as a sponsor and submit an Out-Of-Character petition to the Council. The petition should list all the reasons and qualifications the participant has as to why they should have a character knighted. If approved by the Council the new Squire will begin their year of service.

During the year the squire must attend 75% of the scheduled events, act as elder for five of those events, hold a marshal position, and attend as a non-voting member of the Council. The sponsoring knight will maintain the record of the squire to present for review at the end of the year.

At the end of the year the Council and Board will review the record and petition of the participant to insure that they met the requirements. If approved for knighthood, the squire will go before a knight of the squires choosing, or club President, and knighthood will be bestowed upon the participant/character in the name of the Darkon Wargaming Club, Inc. and the Realm of Darkon. The Council is not obligated to award a Squire with the title of knight.

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

Noble Titles

A noble title is an elevated title that knights may earn. Advancement in titles is done via tournaments, petitioning the Council, bestowal by the High King, being High King for a requisite amount of time or in other means as defined by the Council. The titles used and in order of precedence are: Sir (Knight of the Realm,) Baron, Earl, Marquise, Count, Duke, Prince, Archduke, and High King.

Advancement as a noble can be done in four methods as defined by the Council and these rules:

- 1) Sit as High King for 12 months. Earning the next higher title for each 12 months.
- 2) Elevated in rank by the High King, limited to every 24 months.
- 3) Fight in a Council approved tournament. This can be done as often as every 12 months.
- 4) Approval by the Council to take the next title. Approval for higher title in this method can only be done every 24 months. So long as they do not earn more than one title in a 12 month period a knight may use any method to advance. For example, one year he may be elevated by the High King and the next petition for title or fight in a tournament.

Archduke is unique in that to earn the title the knight has to have worked his way through the ranks of nobility to become Prince, then as a Prince captures and sits as High King. A noble cannot be elevated to Archduke by any other means.

Other Titles

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

Knights Retinue

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

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

Crown War

A Crown War is declared by a knight wishing to be the High King. There is no limitation to the size of the armies and participation does not negate the participants' ability to participate in other land events. As the two possible fights in the Crown War are held in succession for convenience, spell points are reset from one fight to the next as if they occurred at separate events.

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

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

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

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

High King's Choice

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

Chapter Nine

Land Rules

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

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

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

New Countries

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

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

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

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

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

Country Leaders

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

Senators

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

Land Marshal Liaisons

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

Revenue and Funds

As stated above, a country's funds are known as its 'Coffers.' In general, hexes of land and mines produce income on a seasonal basis; acquiring land, construction of assets, and upkeep of assets expend income. It is the duty of the Land Marshal to record and

maintain the balance sheets of each country; upon request, a country Liaison may receive a current copy of his country's balance sheet at any time from the Land Marshal. Revenue is generated twice a year, it is credited or debited from the country coffers on the Vernal (March 21) and Autumnal (September 21) seasonal equinoxes.

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

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

Structures, Resources, and Income

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Gaining Assets

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

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

Caravel

silver pieces to build: 3000
events to complete: 3

Frigate

silver pieces to build: 1500
events to complete: 3

Man O' War

silver pieces to build: 5000
events to complete: 8

Tower

silver pieces to build: 1250
events to complete: 2

Keep

silver pieces to build: 5000
events to complete: 5

Castle

silver pieces to build: 10000
events to complete: 10

Village

silver pieces to build: 625
events to complete: 2

Town

silver pieces to build: 2500
events to complete: 5

City

silver pieces to build: 5000
events to complete: 10

A country may only build or upgrade one asset at a time. Structures and settlements must be constructed on land hexes owned by the country; ships may only be constructed on vacant sea hexes adjacent to a land hex owned by that country. There is no limit to the number of assets a country may possess as long as the country has the hexes available to house the assets and is able to pay the seasonal upkeep.

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

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

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

Land Actions

Land Actions can be both Offensive and Defensive.

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

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

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

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

Transfers and Relocations of Assets

Transfer of Assets

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

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

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

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

Prizes: Any Assets awarded as prizes, regardless of type, may not be transferred to another country until they have first been placed on the Realm Map under the ownership of the winning country or recipient. Once placed, they may be transferred according to the rules for Structures, Settlements, and Resources above.

Relocation of Assets

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

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

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

Land & Sea Movement

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

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

Movement Chart

Terrain Type	Movement Cost	Druids & Rangers Only
Plains	2 Movement Point	2 Movement Points
Forest	4 Movement Points	2 Movement Points
Marsh/Swamp	4 Movement Points	2 Movement Points
Mountains	6 Movement Points	4 Movement Points
Jungle	6 Movement Points	4 Movement Points
Desert	6 Movement Points	4 Movement Points
Water (aboard a ship)	1 Movement Point	1 Movement Point

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

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

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

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

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

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

Acquiring Land

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

Land Searches

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

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

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

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

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

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

Invasions

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

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

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

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

Multi-country Invasions

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

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

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

Invading After a Failed Land Search

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

Invading the Hexes of Another country

A country may invade the Hexes of another country as described above. The victor of this type of Invasion is determined by a single encounter between the Invading and the Defending armies. Battle Rules apply to this type of Invasion.

Sieges

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

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

Like the invasion, siege battles are decided by a single battle between the Invading and Defending armies.

If the Invader successfully sieges the Structure, both the Structure and the hex are then considered to be the property of the Invader. If the Invader does not win the siege fight, a new field battle must be fought. If the Defenders win the field battle, the hex is considered to be successfully defended; if the Defenders lose the field battle, the Invaders may lay siege to the Structure once again. This will continue until the Invaders successfully conquer both the hex and Structure, the Defenders successfully defend the hex (and Structure, if applicable), or until the Invaders ceases the attack. Battle Rules apply to Sieges; Sieges are considered to be Offensive Land Actions.

During the actual Siege, the Defender is offered the protection of the Structure which fortifies the hex. A roped off area will represent the Structure for purposes of the Siege Battle. The Structure is considered a Fortification and must adhere to the rules set forth for Fortifications in Chapter Four: Combat, including the creation and destruction of gates. A destroyed gate may be fully mended with the Mage Spell 'Mending.' Additionally, for the purposes of Sieges, Structures may not be set under cover, there must be at least 10' between all walls and any physical obstructions such as fences, and each Structure may only have one gate. Gates should be distinguishable from the rest of the structure.

Structures may allow for the Defending party to field participants in addition to the rules explained above for determining the size of Invading and Defending armies; Structures also offer shelter as per the Fortification rules set in Chapter Four. Occupancy of the various structures, as well as additional participants allowed and dimensions, are described according to the chart below:

Tower

Defender gains no additional warriors

10 defenders may be inside
15 feet x 15 feet

Keep

Defender may field 3 additional warriors
The entire force may be inside
30 feet x 30 feet*

Castle

Defender may field 7 additional warriors
The entire force may be inside
40 feet x 40 feet*

*Keeps and Castles may be expanded at the Land Marshal's discretion if the size of the Army permits

If a country's Treasury Castle is successfully besieged, the Invading country may seize all of the Defending country's Coffers. Should an Invading army successfully siege a country's Capital Castle, the castle is not considered to be truly conquered; however, the Defenders are trapped in the Castle. While trapped in the Capital Castle, the Defending country may not earn Income but is still responsible for Upkeep on all assets requiring it. The Defending country is then required to fight siege after siege until they are successful and reclaim the Castle or the Invader ceases to siege the Castle.

Ships and Sea Battles

Ships not only produce income, they are also of great value strategically. Ships may travel at a rate of 12 movement points per turn as described above. Ships transporting troops have a movement cost of 500 silver pieces per turn and must leave from a sea hex adjacent to a land hex owned by its home country. Stationary ships with troops aboard cost 250 silver pieces per turn to maintain.

Only one ship may occupy a hex at the end of a turn; they may, however, intersect while in motion. Should this occur, both Countries will be required to indicate whether they will pass peacefully or seek to intercept the other ship. Intercepting a ship is considered to be an Offensive Land Action.

Ship Battles

If a country intercepts a ship, a Ship Battle will occur. Ships may contain participants, siege equipment, take damage, and have dimensions according to the charts below:

Caravel

Holds 10 warriors
Holds 1 siege weapon
Sunk by 3 Fireballs in 5 minutes
15 feet x 10 feet

Frigate

Holds 20 warriors
Holds 2 siege weapons
Sunk by 4 Fireballs in 5 minutes
15 feet x 25 feet

Man O' War

Holds 30 warriors
Holds 4 siege weapons
Sunk by 4 Fireballs in 5 minutes
15 feet x 40 feet

The same rules governing the size of the Invading and Defending armies for Invasions apply to Ship Battles unless both ships declare their intent to intercept the other ship, utilizing their Offensive Land Action. In this case, the country with the greater number of surcoated members at that event would be considered the Invader for purposes of determining numbers, while the other country would be considered the Defender.

For the purpose of ship battles, ships are represented by roped off areas according to the size of the ships involved. These roped off areas are set parallel to one another at a distance of 10'. Ships may be equipped with up to 3 'planks,' made from cardboard and no wider than 3', to assist troops in crossing from one ship to the other; planks must reach the full distance from one ship to the other to be crossed safely. Planks may be destroyed by Mage spell 'Fireball' and the Druid spell 'Warp Wood' in a single hit.

Assassins, Monks, and, Thieves may 'swing on ropes' from one ship to the other. To do so, both hands must be free and the participant must role-play the act of swinging on ropes from one ship to the other. Other classes may jump from one ship to another, but they must land fully on the other ship or they will be considered to be in the water.

Any participants, equipment, or planks that fall or are knocked into the water are considered sunk with few exceptions. Participants in AC0, AC1, or AC2 may swim to their own ship or the enemy ship by crawling on their hands and knees; both hands must be free. Also, any participant struck by the Mage spell 'Ice Storm' will float for the duration of the spell and may be dragged aboard a ship by two other participants.

Ships are not damaged by normal weapons, but they can be damaged by 'green damage' such as the Mage spell 'Fireball' or successful hits from siege weapons. Ships may take 'green damage' hits according to the chart above at which time they will sink if not repaired within 5 minutes. If a ship takes damage, it may be restored by the Mage spell 'Mending' at a rate of one mend per hit taken. Ships in danger of sinking must be fully mended before the 5 min. time period is up or the ship is destroyed.

The victor of a Ship Battle is determined by a single encounter of the troops aboard each ship. In order to win, one party must not only vanquish the other party, but must also have a ship to carry them that has not in danger of sinking. If the successful party can man and mend (if applicable) the enemy ship, they may claim that ship as well and it will be placed on a hex adjacent to where the battle took place.

Example: A Coastal hex belonging to country A is exactly 10 sea hexes away from a Coastal hex belonging to country B. Both of these Countries sail ships to the other Countries' coastline. The two ships intersect while en route; country A uses their Offensive Land Action to intercept the ship of country B. A ship battle is fought according to the rules above. Alternatively, both country A and B may have chosen to allow the ships to pass peacefully, in which case no ship battle would have occurred and the ships would have continued on to their respective destinations.

Blockades

Countries may create a 'blockade' with a proper, written declaration to the Land Marshal one turn in advance. To create a blockade, a County must sail a Frigate or a Man O' War to the desired sea hex, no further than 6 hexes from one of the country's own coastal hexes. While the blockade is in place, the blockading ship must remain stationary, any movement of the blockading ship will render the blockade null and the country must re-declare its desire to blockade the hex in question.

A blockade costs 100 silver pieces per turn. While a ship is blockading a hex, any attempts to pass through the blockade are considered an Offense Land Action and the blockading country may engage in a Defensive Land Action in defense of the blockade. Additionally, the blockading ship may choose to intercept any ship seeking passage as a Defensive Land Action. All other rules for normal ship battles apply.

Amphibious Invasions

Amphibious Invasions occur when a country sails a ship with troops aboard and attacks the coastal hex of another country. Countries may invade other Countries by means of an Amphibious Invasion with proper, written declaration to the Land Marshal one turn in advance. An Amphibious Invasion is considered an Offensive Land Action and the same rules for Invasions as written above apply to Invasions of this type, including the rules for determining the sizes of the Invading and Defensive Armies with the additional stipulation that a country may attack a Coastal hex with one ship for each side of the hex that is adjacent to water.

Example: country A has a coastal hex surrounded on three sides by water, or three sea hexes. country B may attack with up to three ships with troops aboard (and thus three ships worth of warriors and siege weapons) provided they each attack from a different adjacent, sea hex.

For purposes of the actual battle, amphibious invasions are similar to ship-to-ship battles, except that the defending ship is land. A 50-foot or longer rope is used to demarcate the water from the land. The boundaries of the land are subject to the discretion of the Land Marshal. The attacker must represent their ship with rope per the ship battle rules, may only have an army the maximum size able to be contained on their boat, and must use planks to make landfall. The closest side of the ship must be set 10 feet away from the land demarcation. Players wearing studded leather armor or lighter may "swim" to the "beach" and may stand up upon crossing the land demarcation. Additionally, Monks, Thieves, and Assassins may "swing" from the ship to the land as per ship-to-ship battle rules.

Should the defending army win the battle, they may immediately take possession of the attacker's ship, destroy it, or otherwise do with it as they wish, assuming the ship remains intact. Ownership of the ship is immediately transferred over to the defending Country without requiring a Land Action.

Equipment, Spell Casting, & Land Events

Relics (see Chapter Seven: Special Items) may only be used in one Land Event per day; during Invasions, the country in possession of the Relic when the battle commences retains possession of it at the beginning of any subsequent battles. The victors of an Invasion may claim Relics used in the Invasion for use in the normally scheduled event. All other equipment, including siege equipment, weapons, and armor are reusable during an event's Land Events.

For the purposes of recording spell points, any spell-casting characters participating in any Land Actions must consider each entire Land Action to be a single event, regardless of how many individual battles are fought; i.e. spell points do not replenish between individual battles of a single Land Action.

However, once Land Events are complete, the spell caster may enjoy a full complement of spell points to begin the remainder of the day's scheduled events. Spells denoted with a 2 footnote in Chapter Six: Spells and Magic, may be pre-cast for the purposes of Land Events; all spell point costs still apply.

Other allowable spells may be cast normally once battle commences. Restrictions on the casting of Battle and Adventure spells according to the type of Land Action apply.

Administration

The Realm Map

The Realm Map is a graphical depiction of all Countries' Assets, including hexes, ships, structures, and resources. The Realm Map is maintained by the Land Marshal in addition to the balance of each country's Coffers. Coffer balances are available only to their respective Countries; however, the Realm Map is public knowledge and may be seen by any country Liaison upon request.

The Realm Map may be expanded at the discretion of the Senate and the Board.

Declarations

All declarations for Land Actions at the next event must be received by the Land Marshal prior to the end of Land Events at the current event. This includes Ship Battles, Land Searches, Land Invasions, etc. Once all declarations are received and the end of Land Events is announced, the Land Marshal will determine all encounters to occur at the next event and publicly announce all Land Actions that will take place. This announcement will take place before the end of the day's regular events.

Royal City of Tarimstadt

The Royal City of Tarimstadt is the seat of the neutral city for use by the High King. The city is unaffiliated with any country and its coffers and lands belong to the office of the High King. The High King cannot expand these holdings, build structures or ships above and beyond what these rules provide.

The assets of the Royal City of Tarimstadt are limited to those detailed in these rules and cannot be altered without a change to these rules. The Royal City of Tarimstadt consists of 7 hexes forming an island in the central sea. The only structure on the hexes is the city and castle in the central hex to denote the capital hex. The Royal City also owns a total of 3 frigates. Should any of these assets be lost the king may recapture the lost hexes or rebuild the lost ships, paying for them out of the Royal Coffers.

Royal Coffers

The Royal Coffers is the total amount of money at the king's disposal for performing his role as High King of Darkon. The source of this money is revenue from the hexes and frigates, taxes from countries and individuals and fines from individuals.

The High King may collect as much as 250sp per season from the individuals in taxes.

The High King may collect as much as 250sp per season in fines from the individuals.

The Royal Coffers can only be used to pay for defending the Royal City, rebuilding ships, recapturing lost hexes, and paying Nobles and other individuals for services rendered. The Royal Coffers may not be used to supplement his country coffer.

When the High King pays anything out of the Royal Coffers he is required to do so in actual coin. Checks and credit may not be given out of the Royal Coffers.

If there is no High King of Darkon then the Royal Coffers cannot be accessed by any person until a new High King takes the throne.

Attacking the Royal City

Not all countries or individuals support the High King, and many may see to bring him low by taking his lands from him while not incurring the wrath of the nation to which the High King may belong. To do this an individual or group may choose to attack the Royal City as hexes and assets of the Royal City are open to attack and or capture. For purposes of Defending and Attacking actions both sides in the conflict of the Royal City are considered to be taking an Attack Action for the individuals involved.

To bring war to the High King:

Attack as per the normal Land Rules. The High King and his retinue, supporting Knights and their retinues, and supporting Masters/Mistresses count as the High King's surcoated members.

Should the invading army successfully siege the Royal City's Capital Castle, the castle is not considered to be truly conquered; however, the Defenders are trapped in the Castle. While trapped in the Capital Castle, the Royal City may not earn income, other than taxes outlines above, and is still responsible for upkeep on all assets requiring it. The Army of the Royal City is then required to fight siege after siege until they are successful and reclaim the castle, the invader ceases to siege the Castle or the High King runs out of money.

If the High King is unable to break the siege before running out of money he loses his ability to issue orders, collect taxes or hold a court. He is rendered ineffective until his own nation and the knights that support him are eventually able to free the Capital Hex from the invaders' control or until the invaders leave.

Once the Royal City Capital Castle is freed, the High King and invaders have several options open to them.

- 1) The High King may counter-attack in an effort to drive the invaders from the lands.
- 2) If the High King ran out of money he may sit and attempt to collect money in taxes in order to pay an army to force out the invaders.
- 3) The Invaders may withdraw from the lands leaving it to the High King.

The Invaders may stay on the land and collect the seasonal revenue from it while waiting for the High King to declare war and begin attempting to take the land back.

Should the attackers maintain control of the land around the Royal City they may do with it what they like EXCEPT transfer it to another country or transfer their own capital to the hex; and no country may take it from the invaders in war. Should the invading country go defunct or the capital of the invading country come under siege, that country would lose control of the hexes around the Royal City and the King may again reclaim them as his holdings.

Random Roll Charts

Encounter Chance Chart

Dice are rolled according to the procedures stated under Land Searches to determine what monsters, if any, are discovered on new land. Some powerful encounters may modify a party's percent chance of discovering Mines or Ruins.

01-10 No Encounter

11-40 Humans

41-60 Humanoids

61-80 Undead*

81-94 Giants

95-97 Dragons

- 98 Fortifications*
- 99 Land Marshal's Choice
- 00 Roll again, doubling number of Monsters, ignoring any further roll of 00

Human Encounter Chart

- 01-20 10 Peasants in AC0 and pole arms or hand weapons (no shields)
- 21-36 2 Brigands in AC2, 2 Archers** in AC0
- 37-46 3 Brigands in AC2, 2 Archers** in AC1
- 47-54 3 Knights in AC3, 1 Mage (10th Rank)
- 55-61 3 Knights in AC3, 1 Cleric (10th Rank)
- 62-68 4 Barbarians in AC2, all take an extra hit
- 69-74 20 Peasants (1 hit, no shields), 1 Peasant Hero in AC2 with Shield
- 75-80 5 Brigands in AC2
- 81-85 6 Barbarians in AC2 (2 Handed Weapons Only), all take an extra hit
- 86-89 5 Brigands in AC2, 4 Brigands in AC3, 1 Mage (20th Rank)
- 90-93 4 Knights in AC3, 1 Champion in AC4
- 94-96 2 Brigands in AC2, 2 Brigands in AC3, 1 Brigand in AC4 with shield.
+5% Mines & Ruins Chart.
- 97-98 4 Knights in AC3, 1 Cavalier (20th Rank) in AC4.
+5% Mines & Ruins Chart
- 99 4 Brigands in AC1, 2 Brigands in AC2, 2 Brigands in AC3, and Druid (20th Rank)
+10% Mines & Ruins Chart
- 00 Adventuring Party (5 people, any class, 20th Rank).
+15% Mines & Ruins Chart

Humanoid Encounter Chart

- 01-10 10 Goblins (1 hit)
- 11-15 20 Goblins (1 hit) and 1 Goblin King (2 hits)
- 16-20 3 Orcs in AC0 and 1 Ogre (6 hits and giant)
- 21-24 6 Orcs in AC0 and 1 Ork Boss in AC3
- 25-35 2 Hobgoblins in AC2
- 36-44 5 Hobgoblins in AC1
- 45-52 8 Hobgoblins in AC1
- 53-60 6 Gnolls in AC2, 3 have shields
- 61-62 10 Gnolls in AC2
- 63-69 3 Bugbears in AC3
- 70-78 3 Bugbears in AC3, 1 Bugbear Shaman in AC3 (1 Entangle, 1 Lightning Bolt, 1 Cure Light Wounds)
- 79-87 10 Goblins (1hit), 5 Orcs in AC1, 5 Hobgoblins in AC2.
+10% Mines & Ruins Chart
- 88-94 2 Hobgoblins in AC1, 2 Gnolls in AC2, 2 Bugbears in AC3.
+15% Mines & Ruins Chart
- 95-98 10 Goblins (1hit), 2 Orcs in AC0, 2 Hobgoblins in AC1, 2 Gnolls in AC2, 2 Bugbears in AC3.
+20% Mines & Ruins Chart
- 99-00 20 Goblins (1hit), 10 Orcs in AC0, 5 Hobgoblins in AC1, plus 1 Ogre Magi (6 hits, giant, 2 Lightning Bolts, Damaged only by Magic Weapon).
+25% Mines & Ruins Chart

Undead Encounter Chart

- A Silver weapon does double damage to any Undead Creature

- 01-25 5 Skeletons (AC1, red damage has no effect, destroyed by one hit from a non-red Holy or Blessed weapon)
- 26-50 5 Zombies (AC2, destroyed by one hit from a Holy or

- Blessed weapon)
- 51-75 5 Mummies** (AC3, destroyed by one hit from a Holy or Blessed weapon. 1 minute Agony poison with each damage causing hit)
- 76-85 5 Skeletal Knights** (AC3,(Red damage has no effect, destroyed by two hits from a non-red Holy or Blessed weapon)
+5 Mines & Ruins Chart
- 86-90 3 Ghouls** (AC4, destroyed by two hits from a Holy or Blessed weapon, 1 minute Paralyzation poison with each damage causing hit)
+10 Mines & Ruins Chart
- 91-95 1 Banshee** (7 hits, Damaged only by Magic, Holy or Blessed Weapon. May "Scream" once per encounter causing a Curse effect in A 3ft radius from spell ball impact. Banshee calls out "Curse, 3ft Radius" When throwing spellball.
+15 Mines & Ruins Chart
- 96-98 1 Lich** (8 hits, damaged only by Magic, Holy or Blessed weapons. Takes 2x damage from Holy Weapons (since they are silvered), Immune to Turn Undead unless Cleric is lvl 30+, 3 Fireballs)
+20 Mines & Ruins Chart
- 99 1 Flesh Golem** (9 hits, does not have to fight on knees vs Giant Sized opponents, damaged only by Magic, Holy or Blessed weapons, does black damage with weapons)
+25 Mines & Ruins Chart
- 00 1 Vampire** (10 hits, damaged only by Holy, Blessed, Magic weapon). Immune to Turn Undead, does black damage with weapons) and **3 Thralls** (0 level Humans, no shields, no armor)
+30 Mines & Ruins Chart

Giant Encounter Chart

- 01-25 2 Owlbears** (AC4, giant)
- 26-50 4 Owlbears** (AC4, giant)
- 51-60 1 Troll** (6 hits, giant, heals self at rate of 1 hit per minute, Fireball kills instantly)
- 61-70 5 Ogres** (6 hits and giant).
+10% Mines & Ruins Chart
- 71-80 3 Trolls** (6 hits, giant, heals self at rate of 1 hit per minute, Fireball kills instantly).
+15% Mines & Ruins Chart
- 81-90 5 Ogres** (6 hits and giant) and 1 Ogre Magi (6 hits, giant, 2 Lighting Bolts, Damaged only by Magic Weapons).
+15% Mines & Ruins Chart
- 91-93 2 Hill Giants** (8 hits and giant).
+10% Mines & Ruins Chart
- 94-96 2 Frost Giants** (9 hits, giant, does black damage, immune to ice spells).
+15% Mines & Ruins Chart
- 97-99 2 Fire Giants** (10 hits, giant, does black damage, immune to fire spells).
+20% Mines & Ruins Chart
- 001 Storm Giant** (10 hits, giant, does black damage & shield break, 3 lightning bolts, immune to lightning spells, Damaged only by Magic Weapon)
+25% Mines & Ruins Chart

Dragon Encounter Chart

- 01-15 2 Juvenile Blue Dragons** (5 hits, use white or red weapon, 1 Lighting Bolt each).
+5% Mines & Ruins Chart
- 16-30 2 Juvenile White Dragons** (5 hits, use white or red weapon, 1 Ice Storm each).
+5% Mines & Ruins Chart
- 31-45 2 Juvenile Red Dragons** (5 hits, use white or red weapon, 1 Fireball each).
+10% Mines & Ruins Chart
- 46-55 1 Adult Blue Dragon** (10 hits, giant, does black damage, 3 Lighting Bolts, Immune to Lightning Bolt, Damaged only by Magic Weapon).

- +15% Mines & Ruins Chart
- 56-65 1 Adult White Dragon** (10 hits, giant, does black damage, 3 Ice Storms, Immune to Ice Storm, Damaged only by Magic Weapon).
- +15% Mines & Ruins Chart
- 66-75 1 Adult Red Dragon** (10 hits, giant, does black damage, 3 Fireballs, Immune to Fireball/Burning Hands, Damaged only by Magic Weapon).
- +20% Mines & Ruins Chart
- 76-99 1 Hydra** (15 hits, giant, 2 Fireballs, Regenerates 1 hit every 30 seconds to represent head regrowth. Does not regenerate after body is killed. Played by 3 people; 1 body and 2 "heads". Heads are Immune to all damage/spells, Damaged only by Magic Weapon)
- +30% Mines & Ruins Chart
- 00 1 Chromatic Dragon** (15 hits, giant, does black damage, 3 Fireballs, 3 Ice Storms, 3 Lighting Bolts, played by 3 people, Damaged only by Magic Weapon).
- +30% Mines & Ruins Chart

Fortification Encounter Chart

These encounters are fought with a structure/fortification on the field of play. The structure has 1 accessible gate to it which will be indicated by the Land Marshal. Once destroyed, these gates are not able to be mended by any means.

- 01-20 Wizard's Tower- 1 Mage** (Rank 20), **1 Apprentice** (Rank 8), **3 Novices** (Rank 4)
Successful defeat of encounter has 10% chance of salvaging a Tower on this hex. country may pay 50% of Tower price to place a Tower here.
- 21-40 Lord's Tower- 1 Knight** in AC4, **4 Man at Arms** in AR 2, **2 Archers**** in AR 4
Successful defeat of encounter has 10% chance of salvaging a Tower on this hex. country may pay 50% of Tower price to place a Tower here.
- 41-55 Haunted Tower- 5 Skeletal Knights** (AC3, Red damage has no effect, destroyed by two hits from a Holy or Blessed weapon), **1 Ghost** (4 hits, destroyed by 1 hit from a Holy or Blessed weapon, may Passwall at will.)
Successful defeat of encounter has 25% chance of salvaging a Tower on this hex. country may pay 50% of Tower price to place a Tower here.
- 55-70 Goblin Keep (30'x30')- 20 Goblins (no weapons over 4ft in length, 1 hit), 5 Hobgoblins (AR 3) 1 Goblin King (2 hits)**
Successful defeat of encounter has 10% chance of salvaging a Keep on this hex. country may pay 50% of normal Keep price to place a Keep here
- 71-85 Fortified Keep (30'x30')- 10 Soldiers** in AR 3, **5 Knights** in AR 2, **2 Archers**** in AR 4, **1 Mage** (Rank 10), **1 Cleric** in AR 2 (Rank 10), **1 Lord** in AR 0
Successful defeat of encounter has 10% chance of salvaging a Keep on this hex. country may pay 50% of normal Keep price to place a Keep here
- 86-95 Giant's Lair (40'x40')- 6 Hill Giants** (8 hits, giant) and **1 Hill Giant Chieftan** (10 hits, giant, does black damage)
Successful defeat of the encounter has a 10% chance of salvaging broken Caravel parts. country may pay 50% of normal Caravel price to build a Caravel.
- 96-99 Desecrated Temple (40'x40')- 20 Zombies** (AC2, destroyed by one hit from a Holy or Blessed weapon), **5 Ghouls** (AC4, destroyed by two hits from a Holy or Blessed weapon, 1 minute Paralyzation poison with each damage causing hit) **5 Banshees** (7 hits, destroyed by two hits from a Holy or Blessed Weapon. May "Scream" once per encounter causing a Curse effect in a 3ft radius from spell ball impact. Banshee calls out "Curse, 3ft Radius" When throwing spell ball.
Successful defeat of encounter has 25% chance of salvaging a Keep on this hex. country may pay 50% of normal Keep price to place a Keep here
- 00 Dragon's Lair (40'x40')- Ancient Red Dragon** (20 hits, Immune to Fire Based Spells, giant.

Played by 4 participants (Head, 2 Claws, Tail) Head has 2 single blades, Claws have black sword, tail has spear. Claws do Black Damage & have shield break, Tail does double red damage and has shield break, head does black damage and the participant may throw 5 fireballs (Must wait 5 seconds between each throw), Damaged only by Magic Weapon.

Successful defeat of encounter has 25% chance of salvaging a Castle on this hex. country may pay 50% of normal Castle price to place a Castle here

** In the event that the land search takes place in a bow prohibiting the use of Bows, replace “Archer” with “Spearman”

Land Fertility Chart

When a new Hex is explored, dice are rolled according to the procedures stated under Land Searches to determine the condition of the Hex based on the chart below:

	Mountains	Forest	Coastal	Plains	Desert
Swamp		01-05	01-05	01-05	
Jungle	01	06-25	06-25	06-07	
Rocky	02-46	26-35	26-35	08-23	01-25
Barren	47-71	36-45	36-45	24-34	26-75
Fertile	72-00	46-00	46-00	35-00	76-00

Swampy land costs 2,000 silver pieces to drain.

Jungle costs 1,000 silver pieces to thin.

Rocks cost 1,000 silver pieces to clear.

Barren land costs 1,500 silver pieces to fertilize.

Mines and Ruins Chart

When a new Hex is explored, dice are rolled according to the procedures stated under Land Searches to determine if anything of value is discovered on the Hex, according to the chart below:

01-85	Nothing
86-88	Iron Mine
89-91	Copper Mine
92-94	Silver Mine
95	Gold Mine
96-97	Ruined Tower
98-99	Ruined Keep
00	Ruined Castle

Mines are resources that will begin producing income at the end of the season in which it is discovered; they are considered to be a natural feature of the Hex upon which they are found. Mines produce income according to the following chart:

Iron Mine: 100 silver pieces/season

Copper Mine: 250 silver pieces/season

Silver Mine: 500 silver pieces/season

Gold Mine: 750 silver pieces/season

Ruins are ancient Structures that have begun to deteriorate but can be restored with funds and construction. Ruins that have not been restored do not provide any protection during invasions, but they also do not cost any upkeep. Restoration of ruins is treated identically to upgrading a Structure and you may not build or upgrade any other Structure at the time you are restoring a ruin. Once a ruin has been fully restored, it functions as a normal structure of the type indicated with all benefits and costs as described above.

Ruins may be restored according to the chart below:

Ruined Towers

625 silver pieces to restore
1 Event to complete

Ruined Keeps
1,250 silver pieces to restore
3 Events to complete

Ruined Castles
5,000 silver pieces to restore
5 Events to complete

Appendix A