



Rules of Play

January 2025

Last Edited 2025-04-08

Darkon Wargaming Club, Inc.

DISCLAIMER

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Acknowledgements

The Darkon Wargaming Club, Inc. wishes to acknowledge the following members who created this game and made it possible for all of us to enjoy:

Dave Donnelly, Martin Donnelly, Frank Henry, Robert Kusik, David Kusik, Rob Ivester, Chris Langmead, Steve Langmead, Paul Kellerman, Jamie Nash, and James Spence

Darkon Wargaming Club, Inc. 'Rules of Play' are based on the original Emarthnguarth Outdoor Wargaming System, developed by Frank J. Roso Jr.

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 Players/members attending any game events.

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

Intent of the Rules

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

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Chapter One: **Introduction**

Welcome to Darkon!

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

Players & Characters

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

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

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

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

New Players

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

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

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

Check-In

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

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

BE FOREWARNED THAT REAL WEAPONS ARE PROHIBITED, BOTH ON THE FIELD AND OFF. IF BRANDISHED AT AN EVENT, REAL WEAPONS WILL BE IMMEDIATELY CONFISCATED AND DISCIPLINARY ACTIONS WILL BE TAKEN.

Chapter Two: **Characters and Countries**

Characters

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

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

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

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

Alignment

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

Character Advancement

Characters in Darkon are granted spells and skills according to rank; each character starts as first rank. As the Player attends battles as that character, that character's rank will increase, and allow the Player to use additional skills and spells.

Individual character progression in Darkon is gained through attaining battle credits. Battle credits are obtained at check-in when a Player records their participation in the event with the Secretary. Every day event in which a Player participates will earn them one credit, which is assigned to the character that the Player registered with the Secretary for that day.

A Player may have multiple characters of various types.

A Player may play as any of their individual characters during the event by removing themselves from action for a full "Hades" period to switch between characters.

You may only craft items (Refer to Chapter 9; Poisons, and Potions and Scrolls) with one character at any event. If you roll for Exploration as a Ranger (Refer to Chapter Twelve; Ranger: Exploration) you must then lead the Land Search as that Ranger.

This rule may be suspended by an event organizer, for the duration of a specific event.

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

Ranks

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

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

If a Player assigns credits to multiple characters, each individual character will only progress in ranks when they have achieved the required credits. For example, if a Player has a Fighter character and a Cleric character, and has attended 20 battles as the Fighter and one as the Cleric, then they have 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.	

Credit Transfers

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

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

- Credits can be transferred **between classes**. \$1 per 1 credit transferred (e.g. 30 credits = \$30).
- **You can only transfer the credits you have earned up to that point (i.e., you are not purchasing additional credits via this method).**
- You can't transfer more into a class than you already have in that class **at the time you make the transfer (e.g., if you have 15 credits in Rogue and are Rank 3, you can move a maximum of 15 credits into Rogue from any other classes you have).**

Countries

A country is the Member group of the club and may send two representatives to the Senate. Individual Player characters may join with others to form countries. A country is a 'team' of at least four Players, with a banner (see Banners), which has been 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 Twelve; Countries).

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

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

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

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

Heraldry and Livery

In the Realm of Darkon, heraldry and livery are the methods of identifying countries, knights, Masters/Mistresses and veterans. Heraldry is a 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, a veteran reaches 15th 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 Land Marshal to check the livery of Players to ensure it is adequate to count as livery. If there is an issue, the Magistrate shall mediate.

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

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

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

Banners

A 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 Player. Banners may be captured during roleplay; however, they are still considered personal property and therefore must be kept in good condition and returned to their proper owner at the end of each event. Banners must remain attached to their poles and must be clearly displayed in plain sight at all times.

Defunct Countries

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

Nomads

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

Chapter Three: **Arms and Armor**

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

Weapons

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

The striking surfaces of all normal weapons must have a cloth cover; all normal weapons may have any solid colors on the cover or head in the event of arrows/bolts.

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

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

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

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

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

Long Sword or Short Sword (White weapon)

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

Hand Axe (White weapon)

Hand axes must have an overall length (from tip to end of pommel) of at least 18" and less than 36". The striking surface of a hand axe must be at least 6" in length. The blade must have easily distinguishable, squared-off "flats" and edges, and its thickness (edge) must not be more than 2/3 of its width (flat). Hand axes may have a blade on each side of the shaft. The handle of an axe may not exceed 1/3 of the overall length of the weapon. The shaft of a hand axe must be well padded. They may have a stab-legal tip that does Red damage in place of the swung second blade and/or a thrusting tip.

Club (Yellow weapon)

Clubs must have an overall length between 18" and 9'. Unlike a sword, which has a flat "blade" or striking surface, a club has a rounded striking surface, which must be at least 2.5" in diameter. The handle of a club cannot exceed the length of the striking surface, or 28", whichever is shorter. If the total length of the club is above 6½', at least 24" or up to 1/3 of the total length must be striking surface, no more than 1/3 of the total length may be handle, and the shaft must be well padded. Clubs may have a stab-legal tip that does yellow damage.

Bar (Yellow weapon)

Bars fall under the same construction rules as glaives, great swords and short swords. Bars may not have quillons. All bars must be marked with yellow tape on a visible area of the weapon. Bars may have a stab-legal tip that does yellow damage.

Mace (Yellow weapon)

Maces must have an overall length between 18" and 6½'. The striking surface of a mace must be at least 6" in length. Maces have a rounded "head" which is affixed to the top of the shaft. The head of a mace must be at least 6" in length (see above), and at least 2.5" in diameter. The handle of a mace may not exceed 1/3 of the overall weapon length. The shaft of a mace must be well padded. Maces may have a stab-legal tip that does yellow damage.

Hammer (Yellow weapon)

Hammers must have an overall length between 18" and 6½'. The striking surface of the hammer must be at least 6" in length. Hammers must have a large foam head, which may be designed in any fashion to resemble a type of hammer. The handle of a hammer may not exceed 1/3 of the overall weapon length. The shaft of a hammer must be well padded. They may have a stab-legal tip that does Red damage in place of the second swung hammer face and/or a stab-legal thrusting tip that does yellow damage.

Flail and Morning Star (Yellow weapon)

Flails and morning stars must have a shaft with a length of 8" to 12" (including the pommel), which has a solid core and is well-padded except on the gripping surface. They must have a cloth and foam "chain" with a length of 8" to 12". The chain is composed of 1" to 2" wide foam links spaced no more than 1/2" apart and the foam links must either be attached to the chain, or be packed tightly enough that they do not expose more than ½" of the chain.

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

Quarterstaff (Yellow weapon)

A quarterstaff must have a length of 4' to 6 ½'. The entire shaft is considered to be a striking surface, with the exception of the gripping surface. Therefore, a quarterstaff must be well padded from end to end. Quarterstaves may have stab-legal tips that do yellow damage.

Dagger (Red weapon)

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

Spear (Red weapon)

Spears must have an overall length between 3½' and 10'. They must have a well-padded head of at least 2.5" in diameter since they are used exclusively for thrusting. This weapon must have ⅓ of its length covered in courtesy padding (this includes the head).

Javelin (Red, missile weapon)

Javelins are between 4' and 5' in length. The core of a javelin must be a non-metallic core with a diameter no less than ½" and no greater than ¾". A protective cap must be securely fastened to both ends of the core. To make the javelin shaft, the entire core must be padded with closed cell foam. This foam may be covered in cloth tape. This foam must be attached to the core. The head of a javelin must be constructed with uncompacted soft cell foam and measure 3" in diameter. There must also be a layer of closed cell foam between the head and the capped javelin core. The head of the javelin must be covered in any solid-colored cloth that is a different color than the pommel. The pommel of a javelin must be at least 2" in diameter. A Weapon Marshal may cut into a javelin to ensure proper, safe construction.

Bow and Arrows (Red, missile weapons)

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

Arrows may be constructed using aluminum, fiberglass, or carbon shafts. Arrow Shafts must only be taped at heads, fletches and nocks (nocks may also be glued). Arrow Shafts may not be taped in any way between the end of the head being secured to the start of the fletches. Arrow tips must be at least 2.5" in diameter and especially well padded with an open cell type of foam. The tips of the shaft must have a penny or other similar object between the core and the foam; arrow fletchings must also have at least two fletches. As arrows are one of the hardest Darkon weapons to make safely, new archers are strongly encouraged to speak to a veteran with arrow construction experience before attempting to construct any arrows on their own.

You may only fire 1 arrow at a time from your bow. You may never use your feet to draw your bow, and you may not intentionally shoot other arrows or spell balls out of the air. Arrows may only be shot with a bow. A Weapon Marshal may cut into an arrow to ensure proper, safe construction. All archers must have their names located on the arrow around the head or fletches to be identified. You may not use a melee weapon in combat while holding a bow; you must drop the bow before using another weapon. You may never block or deflect with a bow, including any missile weapon. Players blocking with bows and not adhering to these safety rules, will lose their arching privileges.

Archers are required to half draw bows when firing at targets less than 20 feet from themselves. Additionally archers may not fire on targets that are closer than the length of the arrow from the archer's bow. Measurements for draw poundage is 40 pounds of draw at 28 inches. all arrow shafts greater than 28 inches are required to have a drawstop between 27" and 28" down from the shaft to the inside of the nock. This is to ensure our participants are not overdrawing, and that participants can use a variety of bows. ***This can be a small ring of tape that is extruded enough from the shaft to ensure the arrow is not drawn further than 28 inches.***

Players bringing a bow onto the field must bring at least 3 arrows.

Crossbow and Bolts (Red, missile weapons)

Crossbows are permitted and are limited to no more than 450 inch-pounds; crossbows do not have to be half-drawn within 20'. A crossbow bolt is identical in all ways to an arrow, except for the firing device and number of fletches required; bolts must have two fletches. All other rules applicable to arrows apply equally to bolts. All archers must have their names located on the arrow around the head or fletches to be identified.

Players bringing a crossbow onto the field must bring at least 2 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 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 may not have courtesy padding. Great swords must be swung with two hands to administer black damage and will administer white damage if swung single-handedly. Swords may have a stab-legal tip that does Red damage.

Battle-Axe (Black weapon)

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

Glaive (Black weapon)

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

Shields

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

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

- **Bucklers:** 12" - 18"
- **Small Shield:** 18" - 24"
- **Medium Shield:** 24" - 36"
- **Large Shield:** 36" or larger

All shields must be rigid, they cannot fold in on themselves or 'taco'. Shields may not flex 45° or more when pressure is applied to the outside edges. If the shield has a core, it must have at least 1 ½" of foam past the core on both the edge and face of the shield. Shields with cores must be constructed with a rigid, non-metal core.

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

Bucklers, as specified in this rulebook, are considered shields but are strapped to the arm and are considered to be made with lighter materials. Players may wear one buckler on each arm, leaving the hands free, but may not use both a buckler and another shield or a shield on the back.

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

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

Hits to a destroyed shield strike the area where the shield is worn.

Armor

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

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

If a Player is wearing multiple types of armor covering the same hit zone, a hit to that zone counts as one hit to all of the armor covering that zone. For example, a Player is wearing AC3 covering their thigh and AC4 covering their shins; any hits to the leg will count as a hit to both ACs. Therefore, the protection on the thigh will be exhausted before the protection on the shin because AC4 can absorb more hits than AC3. If a Player is wearing two or more types of armor that cover or overlap one another, the Player may only count the armor that offers the most protection. For example: A Player is wearing a leather jerkin (AC1) covered by a splint mail vest (AC2) on their torso. A player 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 brass, bronze, steel, aluminum or titanium; and must be at least 18-gauge and no thinner than .045". Aluminum AC 4 armor must be made from .08"/ 14 gauge or thicker sheet metal with finished armor no thinner than .072". Aluminum is currently only allowed for Armor Class 4 and 3 - Plate, Banded and Chainmail - based on review by the Noble Council. Samples for other armor types would need to be submitted for approval. 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 a costume.

Armor Class 1

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

Padded armor (Gambeson, Aketon), must be a piece of armor 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 be at least 3 mm 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 brass, bronze, steel or titanium 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 brass, bronze, steel or titanium plates on heavy material or leather with rounded edges; plates must be evenly spaced at a distance of no more than the size of the plates apart.

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

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

Armor Class 3

Chainmail armor is constructed of interwoven metal rings, and the ratio of the diameter of those rings to the width of the wire used, known as aspect ratio, determines its strength. The maximum ring sizes for standard European 4-in-1 chainmail armor, both butted (including welded) and riveted, are given below. Aluminum chainmail must follow the 16g rings size requirements. 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 brass, bronze, steel or titanium scales, usually leaf-leaf shaped, with rounded bottoms. The scales must be at least 0.024" thick (23 gauge SWG) brass, bronze, steel or titanium 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 brass, bronze, steel or titanium 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 brass, bronze, steel, aluminum or titanium; the metal must be 18-gauge minimum. Aluminum armor must be made from .08" or thicker sheet metal with finished armor no thinner than .072". All edges must be carefully filed down so that no Player may be cut by it. It is recommended that you cover all edges with foam and/or duct tape for additional safety. Greaves may be secured with leather, belts and buckles, thongs, laces, or chains.

Banded mail is made of overlapping layers of brass, bronze, steel, aluminum or titanium; the metal must be 18-gauge minimum. Aluminum armor must be made from .08" or thicker sheet metal with finished armor no thinner than .072". All edges must be carefully filed down so that no Player may be cut by it. The bands must have rounded corners. If properly fitted it should leave no area exposed. Bands can be tied or riveted to heavy material.

Chapter Four: **Combat**

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

Legal Hits

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

- Be under the full control of the wielder at the time of contact (or time of release for missile weapons)
- Make contact with the target player with the designated “striking surface” of the weapon used
- Make contact with a legal target zone on a 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, non chain 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.

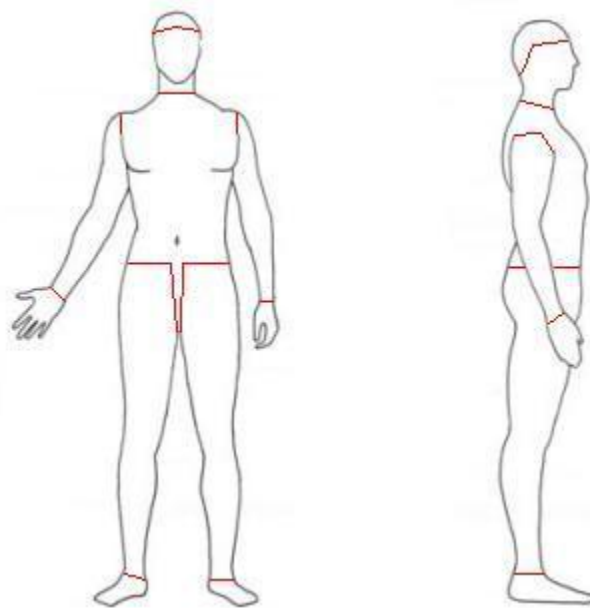
Please note that if you attempt to block a weapon, and the attacking weapon penetrates your block and makes contact with sufficient force it counts as a legal hit. In order to block a blow you must be successful in stopping the force of the blow, not merely attempting to block the blow.

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 zones. Please note that if you do not have a weapon in your hand, a hit to the hand is legal. Likewise, if your foot is off the ground, a hit to that foot is legal.
- **Torso:** The area from below the neck to the top of the waist (including groin), between the armpits, and both the front and back of the body, will count as a single hit zone.
- **Head:** The crown and back of the head will count as a single hit zone; this includes the back of the neck.
- **Illegal:** The side of the head, ears, face, throat, the sides of the neck, hands (below the wrist) and feet (below the ankles) are considered illegal hit zones for all weapons with the exceptions for hands and feet as noted above. The recipient may disregard any hit to an illegal hit zone.
- **Unsafe:** Hitting any zone with the non-striking surface of a weapon, the “flat” is an illegal/unsafe strike and the recipient may disregard the hit.

Hit Location Diagram



Weapon Types

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

Weapon Types	Points of Damage	Examples
White Slashing Weapons	1	Short Swords, Long Swords, Hand Axes

Yellow Crushing Weapons	1	Clubs, Bars, Maces, Hammers, Quarterstaves, Flails, Morning Stars
Red Piercing Weapons	2	Daggers, Spears, stabbing tips on weapons, Arrows, Javelins
Black Cleaving Weapons	2	Great Swords, Halberds, Battle Axes, Glaives

Melee Weapons

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

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

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

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

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

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

Missile Weapons

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

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

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

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

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

Siege Weapons

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

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

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

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

When used on board a ship, the AOE effect on board ship only affects 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 affects those in the water.

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

Weapon Types vs. Armor

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

ACO Hit Chart

Body Location	1	2
Limb	Light	Mortal
Torso	Mortal	Death
Head	Death	Death

Exceptions

The follow exception apply when inflicting damage:

- Yellow weapons cannot advance a limb beyond a light wound.
- The first wound from a Red weapon to a limb is always a light wound.

Wounds

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

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

Light Wounds

A light wound is a wound inflicted to the limbs only. It is not possible for a Player to suffer a light wound to the head or torso. When a Player suffers a light wound to a limb, that limb is no longer usable.

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

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

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

Mortal Wounds

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

- The player is healed by 'Cure Light Wounds' or 'Cure Serious Wounds'
- The player received aid from the skill 'First Aid'.

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

Death

When you die, lie on the ground or get out of the way if you feel in danger 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 your weapon over your head.

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

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

If a Player returns to life through magical means (within 12 minutes of their death), they retain all of their memories, up to the time of death.

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

Hades

When a Player is 'killed' on the battlefield, they must spend some time in Hades, after which they will be allowed back into the battle. Players may voluntarily spend time in Hades as well, if wounded or in need of armor or shield repair.

If a Player suffers a wound, death, or damage to armor, they may have that condition restored either through the use of spells, skills, or by spending time in Hades. Hades is a designated area considered out of play, in which Players may spend an amount of time in order to repair armor damage, heal wounds, or restore life. No combat may take place within a 10' radius of Hades.

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

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

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

Relics (see Relics in Chapter Seven) may be given to the Hades Elder to be recharged. Only living Players may give a Relic to the Hades Elder, and Relics may never be taken into Hades by a dead Player. Once the time has expired for the Relic to be recharged, the Hades Elder may release the Relic to any living Player, outside of Hades, who wishes to claim it.

The standard times that must be spent in Hades to restore armor, wounds, etc. are listed below:

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

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

Common sense and safety should always be a player's first priority when engaging in any non-weapon tactic. Players should avoid being excessively rough with one another, especially when one player is much larger than another. Elders will heavily monitor the use of tactics in this section, and players behaving unsafely will be removed and recommended for disciplinary action.

Using a Shield

Shield bashing is pushing or bashing into an opponent with the flat of your shield. You may only shield bash from the front, and your opponent must be aware of your presence for more than a brief instant before impact. You may not shield bash someone on their knees.

You may also strike opponents below the neck with the edge of your shield. Such strikes do no damage. Any shield with metal handles (or strapped shields with rigid handles) are prohibited from being used for edge strikes. To avoid confusion regarding hits, do not shield edge from the rear.

You may push kick a shield from the front, provided one foot remains planted on the ground. You may not snap kick or use any other form of kick besides a push kick. Also, you may not kick bucklers, or shields used by participants who are on their knees.

Grabbing Weapons/Shields

Participants are allowed to grab shields and the non-striking surfaces of weapons (e.g. the shaft of a spear, the chain of a flail, etc.).

Pinning the striking surface of a weapon against your body is illegal and will result in a Mortal wound (regardless of armor) unless you are already gripping the weapon on a non-striking surface and struggling for control.

You may not grab the striking surface of a weapon at any time—this results in an immediate Light wound to the limb in question, regardless of armor.

Grappling

Participants are allowed to grapple. For the purposes of these rules, grappling includes wrestling with other participants as well as taking them to the ground.

First, participants should not grab sensitive areas of the body such as the groin, breasts, or buttocks. There is every difference between incidental contact and fondling; if you cannot appreciate this, refrain from grappling.

You also may never grab or pull on the costume, head, neck, or hair of another participant. Also, do not wrench/jerk the limbs of smaller players.

Players wearing AR 3 and 4 may only initiate grappling with other players in AC 3 or 4-- players wearing AR 2 or less are unrestricted in initiating grappling. However, if a person shield bashes or grabs the weapons/armor of heavier-armored participants, they may then grapple regardless of armor type.

If you tackle, trip, or otherwise take another player to the ground, it must be in a controlled descent, and you must go with them. All takedowns must be from the front, and the other participant must be standing. You may not slam or throw another player to the ground. You may not take anyone to the ground in an area where the terrain is potentially hazardous (virtually all wooded areas, for instance).

Participants may not strike the body of another participant with anything other than a legal striking surface or a shield (as described above). Absolutely no submissions of any kind are permitted (e.g. chokes, joint locks, compression locks, etc.), even if they are merely used as a hold or to disarm.

All other non-weapon tactics not discussed here are expressly prohibited.

Holds

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

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

Fighting at Night

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

Looting

To perform looting, players get within arm's reach of a character or NPC who is dead and say, "I'm looting you!" If they have lootable items, they then hand them over.

There are four categories of items one can acquire while playing Darkon:

- **Adventure Items:** Things unique to adventure plots. These are explained at the beginning of an adventure when discussing the rules, and may or may not be lootable.
- **Relics:** Items listed in Chapter Nice under the Relics category. See that section for full details.
- **Transferable Items:** Coin, Poisons, Potions, and Scrolls. These may be freely looted from NPCs, but not from player characters. These can be taken from other player characters only via the Cutpurse skill (see the Rogue Class). Players may voluntarily give these items to other players.
- **Rewards:** These are most often prizes for winning some competition or adventure, but could also be such things as boons given by a King. They are generally not transferrable or lootable unless the item's description specifically allows it.

Amateur Cutpurse

Any player of any class may use this ability.

A player informs an Event Elder that they wish to use this skill. The player must then attach a large clothespin (large size clothespins are approx. 12" long, regular clothespins are not workable) unnoticed to a container (e.g. bag, purse, pouch, etc.) worn or carried by the target. If successful, the Elder will collect coin and plot-related items from that container and provide it discreetly to the player. Each player should have a unique number or symbol that will aid Elders in identification. Some NPCs will have additional wealth or adventure items that can only be found with this skill; looting their corpses will not suffice.

Fortifications

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

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

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

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

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

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

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

When a structure is under siege, the attacking team must enter through the gate (with the exception of those with the 'Agile' skill (see Chapter Eight; Agile) or 'Passwall' spell (see Chapter Seven; Passwall). All gates are considered closed by being barred from the inside. For a Player to exit the structure, the gate must be opened from the inside first. A gate may not be 'locked,' except by magic. Therefore, if a Player climbs the walls of a structure, they are 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 Seven: Spells and Magic), or through the use of a battering ram.

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

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

Chapter Five: **Game Structure**

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

The game is the result of following these rules. In the game is a fantasy world with “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 to 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.

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. Players who are persistently dangerous and/or frequently break rules will find themselves suspended or expelled from future participation in the game.

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

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

Marshals

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

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

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

Specific marshal positions and their duties are listed below:

Armor Marshal

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

The duties of the Armor Marshal(s) are:

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

Coin Marshal

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

The duties of the Coin Marshal(s) are:

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

Costume Marshal

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

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

The duties of the Costume Marshal(s) are:

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

Land Marshal

The Land Marshal is responsible for running Darkon land events under 'Chapter Twelve; 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 Chapter Twelve.
- 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 Twelve.

Poison Marshal

The Poison Marshal is responsible for recording the creation of poison.

The duties of the Poison Marshal(s) are:

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

Potions & Scrolls Marshal

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

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

- Maintaining a log of potions and scrolls created

- Collecting the proper amount of coin for the potion and/or scroll created and returning it to the Coin Marshal
- Ensuring that casters creating potions and scrolls deduct the proper amount of coin from their tallies as appropriate
- Signing off on any complete potions and scrolls ready for use

Relics Marshal

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

The duties of the Relics Marshal(s) are:

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

Spell Marshal

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

The duties of the Spell Marshal(s) are:

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

Weapon Marshal

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

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

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

Types of Events

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

Team Battles

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

Adventures

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

Country Battles

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

Alliance Battles

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

Land Events

Usually held before the day's regular events, the Land Marshal will run a series of battles for Countries attempting to acquire new land (see Chapter Twelve; Land Events).

Resurrection Battle

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

Caravan Battle

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

Cardboard Shield Battles

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

Armorless, Classless Shieldless Battles

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

Ice Breaker Battle

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

Chaos Battles

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

Bridge Battles

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

Tournaments

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

Siege Battles

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

Ship Battles

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

Bizarro

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

Only players who have signed in as rangers during that event may use the land search ability.

Chapter Six: **Characters and Classes**

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

Each type of character is unique, and each will give Players different abilities and class traits. Abilities are skills (refer to Chapter Eight) and spells (refer to Chapter Seven) which characters gain through their achievement in ranks. All class traits are obtained at 1st level. Upon obtaining a new rank, Player characters will be permitted to use all of the skills and spells assigned to that rank, in addition to all abilities they have gained from previous ranks.

Some abilities require a favor, headband or armband to be worn. Favors are worn on the waist and are at least 2" wide by at least 12" long. These dimensions must be visibly seen and not wrapped to be shorter or concealed. Headbands are at least 1" wide. Armbands are at least 2" wide and must be visible on either of the wearer's upper arm; if the armband is the same color as the player's costume, it must have contrasting edges to ensure visibility. Skills and spells that require favors, headbands, or armbands describe specific colors and symbols to be used. These are found in each ability's description.

Non-Player Characters (NPCs)

During adventures, and occasionally during regular day events, non-Player characters (NPCs) or monsters may take the field.

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

Artisan (Non-Combatant Class)

The Artisan is a support class designed specifically for those who choose not to engage in combat. The artisan represents the merchants and craftsmen of the land of Darkon. Unlike other classes, they cannot use any armor or weapons, they cannot handle/carry in-game adventure specific items, nor can they attack other players by other means. Despite these drawbacks the Artisan has abilities that make them an asset to building the in-game economy, and they can use abilities that allow them to (away from combat) repair objects and create special one-time use items (such as potions, poisons, and scrolls).

To gain credit at an event requires a commitment to active participation. Otherwise no credit may be earned. The Artisan may fulfill this requirement by performing at least one of the following actions at event sign-in:

- **Craftsmanship and Artistry:** Perform work on a craft such as photography, sewing, painting, wood working, black-smithing, cooking, playing a musical instrument, writing poetry, writing a story about the day's events, etc.
- **Merchant:** You oversee an in-character shop. Produce potions/scrolls/poisons to sell in your in-character shop. Repairing armor and weapons players bring to you out of combat. Selling in-game wares or crafts for coin, selling real snacks for coin, and/or posting bounties.

At 1st rank Artisans gain the following skills:

Torch: An Artisan may use Light, the ability should be activated via the timed method, and for their RP purposes the light is considered to come from a lantern or torch that they lit (a regular flashlight is allowed to be used for this).

Innocent Civilian: When clearly displaying a reflective neon armband, headband or belt flag (that is minimum 2 inches in width) the Artisan has access to an ability meant to discourage them from getting hit in-game by damaging spells or physical attacks. Artisans can still be targeted by non-damaging spells and non-physical applied in-game poisons. It should be clear that we play a full-contact battle game, so no promise can be made that a person may not be hit when on the field - this is a risk all members assume at our events.

The intent of this ability is to protect the Artisan from combat - not to punish players. Both the Artisan and all fielding combatants are expected to take reasonable actions regarding contact with each other so that combat is not provoked, and the Artisan is expected to do their part to avoid entering an active combat zone.

Any misuse of this ability to hinder regular play, or attempting to exploit this ability to run to the civilian as a "safe zone"/human shield, or to trick someone into killing a civilian so they suffer the penalty is not allowed. Persons found to be intentionally exploiting these rules may lose in-game privileges, for the Artisan this includes possibly being restricted from playing the Artisan class.

If a situation arises where a Non-combatant is either provoking combat through actions that are having an active influence on the course of a battle, or if they find themselves in an active combat zone, please tell the player and inform the elders.

If an Artisan moves through a combat zone, a combat player can call them "dead" by being close enough to them to engage in combat. Dead Artisan players have the same restrictions as other dead combat players (length of time in Hades, etc)

Merchant: As anyone else can, Artisans can sell wares at events that relate to our game for coin, such as spells and potions made by themselves or other players, or personal crafts/trinkets of no game value other than aesthetic that would be fitting for

the medieval fantasy environment (and not a danger on the field; i.e. glass objects must be avoided at all times). They may also choose to bring and sell in-game snacks and beverages for coin (so long as it is permitted at our event site location). On some days event organizers may provide special day-related items that merchants can sell in their shops. Artisans can also promote bounties that they would then be responsible for paying with hard coin they already have in their person.

The **ARTISAN** merchant space is identified by the Artisan laying out a wide ribbon with the word **ARTISAN** on it to delineate their space. The ribbon must be 3 inches wide and no longer than 20 feet. The **ARTISAN** merchant space is very secure and no items/coins/records etc. set out for display by the merchant may be looted/stolen/pickpocketed etc.

Civilian Pouch: The Artisan is allowed to have a single pouch which is unlootable and cannot be cutpurse/pickpocketed. This pouch must be clearly displayed on their person but has a limit on how much and what they can carry. The pouch cannot be used to transport any in game or in play items, but can transport messages, a maximum of 5 spell scrolls, poisons, or potions, and can carry a maximum of 100 gold. If achieving aristocrat level renown status the maximum increases to 200 gold. Any excess gold must be given to the coin master of the game to be deposited in your bank. This is necessary to create a healthy in-game economy for people to be able to spend coins in game.

To prevent abuse of the pouch ability at events, if you class switch at an event this ability will not function.

Weapon, Shield, and Armor Repair: If the artisan is in a non-combat area and they are visited by a person/s with broken equipment they may ask the artisan for a repair. If the artisan accepts, a player may spend one minute resting within 10 feet of the artisan to fully repair all broken weapons/armor. Items being repaired do not need to be removed (i.e. no need to take armor off). This does not restore any special enchantments that may have been on the items. Multiple people can be repaired in this manner at the same time.

Expert Craftsmanship: Each event day an Artisan may produce their choice of a one time consumable potion/poison/or scroll at no cost. The artisan must inform the spell Marshall of what item they are crafting. This item has limited shelf life and must be used by the end of the same event (it will last for the full duration of a campout). For every two levels, the Artisan can daily at events craft one additional potion/poison/scroll.

For spell scroll production the artisan must be at an equivalent level of the original casting class to produce it (i.e. to produce a level 10 mage spell scroll, the Artisan must be at minimum level 10). The representation for these one day only items is a popsicle stick or cleanly cut rectangular piece of paper (with writing implement and popsicle stick/paper supplies by the Artisan) with the ability written onto it by the approving Spell Marshall. When activating the one-time ability one must tear the popsicle stick/paper in half. Other items may be acceptable (such as non-glass vials for potions for example), or purple tape for poisons, with approval from the Spell Marshall for their use.

At 10th rank the Artisan learns the skill 'Someone to Fight For'. During an event, the Artisan can award one lesser bard favor token to a person of their choosing that will be fighting. A person may not stack these favors. The Lesser Bardic favor abilities consist of a choice between two abilities (described below, the recipient must loudly declare their choice before wearing the favor:

- One shield becomes unbreakable. If the shield is 18" or under at its widest point, it also gains the additional abilities of the spell 'Magic Shield'.
- [Gain the effects of the 'Big Game Hunter' spell](#), and become immune to [Hold Spells and effects](#).

However, unlike the Bardic favor, this ability is powerful in that it will persist all day and beyond death. The Artisan can award one of these favors for every 10 levels, though this ability caps at level 30 with 3 such favors maximum.

Barbarian

Barbarians are lightly armored warriors who rely on toughness and mobility in combat.

Weapons	Armor Class (Max)	Shield Size (Max)	Symbol
Any	AC2	30"	None

At 1st Rank, a Barbarian learns the skills 'Shield Break' and 'Light'.

At 3rd Rank, a Barbarian learns the skill 'Cure Light Wounds'. This skill is identical to the spell 'Cure Light Wounds', except this can only be used by the Timed Method and is unaffected by Dispel Magic. They can cast this only on themselves but can do so even if both arms are wounded.

At 4th Rank, a Barbarian learns the skill 'Agile'.

At 5th Rank, a Barbarian learns the skill 'Toughness'. This skill is identical to the spell 'Skin Armor', except this can only be used by the Timed Method and is unaffected by Dispel Magic. A brown favor with a black dot must be worn.

At 7th Rank, Barbarians are permanently under the effects of '[Big Game Hunter](#)', per the spell.

At 9th Rank, a Barbarian learns the skill 'Immunity to Poison'.

At 10th Rank, a Barbarian learns the skill 'Stalwart Spirit'. This allows a Barbarian to absorb the damage or effect from any one non-green damage spell. When the player absorbs a magical effect, they must shout "Stalwart Spirit!" to acknowledge the absorbed hit. Note in regard to AOE spells, only the player is immune to the effects. Resting for one minute regains this skill. A brown favor with two black dots must be worn.

[At 20th Rank, Barbarians learn the skill 'Mending'. This skill is identical to the spell 'Mending', except this can only be used by the Timed Method and is unaffected by Dispel Magic. However, they are only permitted to repair the armor they are wearing, or weapons and shields they are wielding and nothing else. This skill cannot be reduced by any means.](#)

Bard

Bards are skalds, [entertainers](#), musicians and storytellers who bolster other players with their songs and oratory.

Class Trait: Bardic Song	Bards augment players with their Bardic Song. Spells may also be casted with the Timed Method by singing, playing music, or oratory. Music and singing may not rely on modern devices or be delivered in a way to agitate players or disrupt gameplay. If oratory is used it must be approved by an elder as being In-Character and consistent with good roleplay.		
Weapons	Armor Class (Max)	Shield Size (Max)	Symbol
Any non-Black under 6'	AC2	24"	Arcane or Skeleton Key

At 1st Rank, a Bard learns the spell 'Light'.

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

At 2nd Rank, a Bard learns the skill 'Lesser Inspiration'. The Bard sings, plays a musical instrument, and/or recites for at least one minute. This allows them to distribute Favors to other players which last for the rest of the day until killed. The favor remains in effect after death for up to 12 minutes; that is to say, if the Player is resurrected or Animated within 12 minutes of death, the favor remains, otherwise, it is dispelled. Bardic favors may be "precast" as per Footnote 2 in Chapter 7. Bardic [favors](#) are considered magical for purposes of being dispelled (as per Footnote 3 in Chapter 7). These Favors are represented by a metallic gold strip at least 2" wide and 12" long that must be worn visibly.

A Bard may give one Favor to one player for every two ranks of Bard they have attained, to a maximum of [5 Favors](#) at Rank [10](#). A Bard may bestow a favor on themselves. Players should call out "Inspiration!" when utilizing these abilities. Choose one effect per favor given out. Different Favor effects can be given to players from one performance.

- **Shield:** One shield becomes unbreakable. If the shield is 18" or under at its widest point, it also gains the additional abilities of the spell 'Magic Shield'. If the player uses no shield for 30 seconds, they gain 'Missile Deflection' as per Monks.
- **Free:** [Gain the effects of the 'Big Game Hunter' spell](#), and become immune to [Hold Spells and effects](#). [When a Bard is 20th Rank, they also gain the skill 'Hedgewalker'](#).

Also, at 2nd Rank, a Bard learns the spell 'Truthspeak'

At 4th Rank, a Bard learns the skill 'Cutpurse'.

Also, at 4th Rank, a Bard learns the spells '[Stunning Word](#)', 'Cure Light Wounds', and 'Mending'.

At 5th Rank, a Bard learns the skill 'Skald's Ward'. While a Bard is singing, playing a musical instrument, and/or reciting, the Bard and [their allies who can hear them](#) are under the effects of the skill 'Immunity to [Charm](#)'. Further, any harmful NPC effect which relies on sound is negated.

At 5th Rank, a Bard learns the spell 'Bardskin'. This spell is identical to the spell, 'Skin Armor'. A brown favor with one white dot must be worn.

At 6th Rank, a Bard learns the spell 'Neutralize Poison'.

Also, at 6th Rank, a Bard learns the skills 'Find/Remove Traps' and 'Open Locks'.

At 7th Rank, a Bard learns the spells 'Lore', 'Sorcery', and 'Cure Disease'.

At 8th Rank, a Bard learns the spell 'Mind Blast'.

Also, at 8th Rank, a Bard learns the skill 'Restorative Song'. The Bard must clearly declare "Restorative Song!" and then engage in singing, playing music, or oratory for two uninterrupted minutes. At the end of this time, the Bard can designate one player per 2 ranks of experience (maximum of 5) who have remained within 5' of the Bard the entire time. The Bard may select themselves as one of the players to benefit from this effect. Those players, including their armor and weapons, receive the effects of 'Cure Serious Wounds', 'Cure Disease', 'Neutralize Poison', and 'Mending'. In addition, any of those players who are mortally wounded are now considered stabilized, per 'First Aid'. The Bard also renews any expended or lost Favors of theirs, and can reassign them at this time.

At 9th Rank, a Bard learns the spells 'Vicious Mockery' and 'Dispel Magic'.

At 10th Rank, a Bard learns the skill 'Greater Inspiration'. Bards now have access to two additional effects. Further, they can place two favors on a player or themselves in order to grant two different effects from the four choices available.

- **Arms:** One weapon strikes as both Magic and Holy. When a Bard is 20th rank, if the weapon is already both Holy and Magic when this Favor is given, the weapon gains 'True Strike' as for Warrior Mages.
- **Charm:** Protected as 'Protection from Magic' (one use).

Also at 10th Rank, a Bard learns the spells 'Pouch' and 'Cure Serious Wounds'.

At 15th Rank, a Bard learns the skill 'Use Magic Items'. The Bard may use any Relics, Scrolls, and adventure day specific items/weapons as if they fully met the conditions of their use (appropriate Class, etc.). However, while the Bard can wield the Relic Maelstrom, the threshold for bypassing class restrictions is not met by player-enchanted weapons (e.g. Create Magic Weapon).

At 20th Rank, a Bard may brew potions or scribe scrolls (see Chapter Nine: Special Items), and they may choose from any class or classes when doing so.

At 30th Rank, the favors a Bard bestows persist all day and beyond death. (Though Charm is still expended if it is used before death.) Additionally, the Bard's favors cannot be dispelled. The Bard may still reclaim a favor and bestow another one after performing for at least one minute.

Cleric

Clerics are characters who are driven by their service to a deity and are the most powerful healers in the Realm.

Class Trait: Devoted	<p>Any Cleric may enter into a 'Devoted' state. A Cleric wearing no armor, carrying no shield over 18", and bearing only weapons under 4' in length (except quarterstaves), is considered to be 'Devoted'. While Devoted, the Cleric gains an additional 50% reduction to any Cure spell. Clerics also either lose or learn new spells as stated in their ranks.</p> <p>Clerics can regain this status after 30 seconds of not using the armor and larger/heavier items. Pouched spells and self-cast protection spells in effect are considered cleared/dispelled whenever the cleric changes status to/from 'Devoted.'</p>		
Weapons	Armor Class (Max)	Shield Size (Max)	Symbol
Any Yellow and daggers	AC4	Any	Holy

At 1st Rank, Cleric learns the spells 'Cure Light Wounds' and 'Light'.

At 2nd Rank, a Cleric learns the spells 'Speak with Dead', 'Truth Speak', and 'Sanctuary'.

At 3rd Rank, a Cleric learns the spell 'Consecrate/Desecrate'.

At 4th Rank, a Cleric learns the spell 'Cure Disease'.

Also, at 4th Rank, while not Devoted, a Cleric learns the spell '[Stunning Word](#)'.

At 5th Rank, a Cleric learns the spells 'Cure Serious Wounds' and 'Neutralize Poison'.

At 6th Rank, a Cleric learns the spell '[Lore](#)'.

At 7th Rank, a Cleric learns the spell 'Cure Mortal Wounds'.

Also, at 7th Rank, while Devoted, a Cleric learns the spell 'Phoenix Fire'.

At 8th Rank, a Cleric learns the spell 'Create/Destroy Holy Weapon'.

Also, at 8th Rank, while not Devoted, a Cleric learns the spell 'Turn Undead'.

At 9th Rank, a Cleric learns the spell 'Last Rites'.

Also, at 9th Rank, while not Devoted, Clerics learns the spell 'Curse'.

At 10th Rank, a Cleric learns the spells 'Pouch', '[Sorcery](#)', and 'Resurrection.'

Also, at 10th Rank, a Cleric may brew potions or scribe scrolls (see Chapter Nine: Potions and Scrolls).

[At 15th Rank, a Cleric learns the spell 'Mending'.](#)

Also at 15th Rank, while not Devoted, a Cleric learns the spell 'Smite'.

Also, at 15th Rank, while Devoted, a Cleric learns the spell 'Protection from Harm.'

Druid

Druids are characters who worship nature above all else.

Class Trait: Wilderness	Druids do not get lost in wilderness environments. However, unlike Rangers, they are unable to guide others; only the Druid themselves are immune to mechanics around this.		
Weapons	Armor Class (Max)	Shield Size (Max)	Symbol
Any White, any Red, bars, clubs, and quarterstaves	AC2 (Non-Metal Only; refer to Chapter Seven; Mending)	36"	Nature

At 1st Rank, a Druid learns the spell 'Light'.

Also, at 1st Rank, a Druid learns the skill 'Feign Death'.

At 2nd Rank, a Druid learns the spell 'Mending'.

At 3rd Rank, a Druid learns the spells 'Cure Light Wounds' and 'Protection from Lightning.'

[Also at 3rd Rank, a Druid learns the 'Herbalism' and 'Hedgewalker' skills.](#)

At 4th Rank, a Druid learns the spell 'Lightning Bolt.'

At 5th Rank, a Druid learns the spell 'Neutralize Poison.'

Also, at 5th Rank, a Druid learns the spell 'Barkskin'. This spell is identical to the spell, 'Skin Armor'. A brown favor with one white dot must be worn.

At 6th Rank, a Druid learns the spells 'Warp Wood' and 'Shocking Grasp'.

At 7th Rank, a Druid learns the spells 'Cure Serious Wounds', 'Cure Disease', and ['Lore'](#).

At 8th Rank, a Druid learns the spells 'Dispel Magic' and 'Entangle'.

At 9th Rank, a Druid learns the spell ['Fey Charm'](#).

Also, at 9th Rank, a Druid learns the skill 'Immunity to Spell: [Fey Charm'](#).

At 10th Rank, a Druid learns the spells 'Creeping Doom', 'Shillelagh', ['Sorcery'](#), and 'Pouch'.

Also, at 10th Rank, a Druid may brew potions or scribe scrolls (see Chapter Nine: Potions and Scrolls).

Also, at 10th Rank, a Druid learns the skill 'Immunity to Spell: Creeping Doom'.

[Also at 10th Rank, a Druid learns the skill 'Make Poison'.](#)

[At 15th rank, a Druid gains the skill 'Poisoned Missiles'. Instead of applying a writ of poison to an arrow, the Druid may apply the writ to their bow instead, with all arrows fired considered to be poisoned.](#)

Fighter

Fighters are the versatile warriors of the Realm who master their combat skills and tactics. Fighters cover a vast majority of roles in the Realm. As the Fighter gains more experience, they start honing their martial skills into specialized areas and become masters of their own art.

Weapons	Armor Class (Max)	Shield Size (Max)	Symbol
Any	AC4	Any	None

At 1st Rank, a Fighter learns the skill of 'Shield Break' and 'Light'.

At 3rd Rank, a Fighter learns the skill 'First Aid'.

At 4th Rank, a Fighter learns the skill 'Mending'. This skill is identical to the spell 'Mending', except this can only be used by the Timed Method and is unaffected by Dispel Magic. However, the Fighter is only permitted to repair the armor they are wearing and nothing else. This skill cannot be reduced by any means.

At 8th Rank, a Fighter learns the skill 'Armorsmith'. In addition to the skill "Mending", a Fighter may now repair any armor.

At 12th Rank, a Fighter learns the skill 'Weaponsmith'. In addition to the skill "Mending", a Fighter may now repair any weapons.

At 15th Rank, a Fighter learns the skill 'Create Named Weapon'. To create the weapon, the Fighter must succeed in three Land Searches against a specific NPC category under the 'Encounter Chart' (Refer to Land Action 'Encounter Chart'). Once the third Land Search is successful, the Fighter must provide the Land Marshal the three successful Land Searches and provide the RP name of the new named weapon. Once approved and recorded by the Land Marshal, the named weapon is created and marked on the tape section with the NPC group (eg. Humanoid, Dragon, etc) and will deal 'True' damage to any NPC in that category. A Fighter may only have one such weapon in existence and can only be used by the Fighter who created it. The Fighter may replace the current weapon by following the same process above, and if so, the previous weapon will be immediately destroyed.

For every 5 levels above 15th, the Fighter may add an additional category to their named weapon by following the same process; for example, a level 20 Fighter with a named weapon that affects Dragons could have three successful Land Searches against Humanoids and add that category to their previously-created weapon.

At 16th Rank, a Fighter learns the skill 'Shieldsmith'. In addition to the skill "Mending", a Fighter may now repair any shields.

At 20th Rank, a Fighter learns the skill 'Warsmith'. **This skill is identical to the spell 'Greater Mending', except this can only be used by the Timed Method and is unaffected by Dispel Magic. This skill cannot be reduced by any means.**

At 30th Rank, a Fighter learns the skill 'Armor Mastery'. A Fighter with this skill must visibly wear a red favor with a white dot. While a Fighter is not wielding a weapon above 36", a Fighter gains +1 AC to all physical armor worn. Any parts of the body not covered in physical armor do not benefit from the +1 AC such as gaps and unprotected sections. If a Fighter is using this skill and chooses to wield a weapon above 36", a Fighter must remove the favor and remove themselves from combat for 1 minute.

Mage

Mages are characters who devote their lives to the study of magic and spells.

Weapons	Armor Class (Max)	Shield Size (Max)	Symbol
Long swords, any Yellow (except flail and morningstar), and daggers.	AC0	No Shields	Arcane

At 1st Rank, a Mage learns the spells 'Frost Spike', 'Mending', and 'Light'

Also, at 1st Rank, a Mage learns the skill 'Feign Death'.

At 2nd Rank, a Mage learns the spells 'Magic Shield', 'Truth Speak ', and 'Magic Missile'.

At 3rd Rank, a Mage learns the spells 'Burning Hands', 'Shocking Grasp', and 'Protection from Lightning'.

At 4th Rank, a Mage learns the spells 'Lightning Bolt' and 'Protection from Ice'.

At 5th Rank, a Mage learns the spells 'Dispel Magic', 'Ice Storm', and '[Greater Mending](#)'.

At 6th Rank, a Mage learns the spell '[Mind Blast](#)'.

Also, at 6th Rank, a Mage learns the spell 'Stoneskin'. This spell is identical to 'Skin Armor'. A gray favor with one black dot must be worn.

At 7th Rank, a Mage learns the spells 'Protection from Fire', '[Big Game Hunter](#)', '[Sorcery](#)', and '[Lore](#)'.

At 8th Rank, a Mage learns the spells 'Fireball', 'Gaseous Form', and 'Banishment'.

At 9th Rank, a Mage learns the spells 'Passwall', 'Animate Dead', and 'Create/Destroy Magic Weapon'.

At 10th Rank, a Mage learns the spells 'Pouch', and 'Protection from Magic'.

Also, at 10th Rank, a Mage may brew potions or scribe scrolls (see Chapter Nine: Special Items).

Also at 10th Rank, a Mage learns the skill 'Steelskin'. Mages may have a max of two charges of Stoneskin. Recasting Stoneskin will replenish one charge. A gray favor with two black dots must be worn.

[At Rank 20, A Mage may create a Magic Shield up to 24" in size. If they opt to exceed the 18" maximum, they may create only one shield at a time.](#)

[At Rank 30, A Mage learns the skill 'Read Magical Languages'. They may use Scrolls of any spell \(see Chapter Nine, Potions and Scrolls\).](#)

Monk

Monk characters strive for rigorous physical and mental discipline.

Weapons	Armor Class (Max)	Shield Size (Max)	Symbol
Any	AC0	No Shields	None

At 1st Rank, a Monk learns the skill 'Missile Deflection'. This skill allows them to use their hands, feet, or weapon to purposefully deflect any incoming missile weapon. The Monk may deflect the Arrow of Piercing, but not the Javelin of Lightning (see Chapter Nine; Relics). 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 their 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 learns the skill 'Light'.

Also at 1st Rank, a Monk learns the skill 'Monk Hands'. As a representation of unarmed fighting skill, the Player uses one or two weapons as described here:

- Built to sword/dagger or club specs
- May be both stabbed and swung
- Striking surface must be at least 9"
- No more than 18" overall length
- Handle cannot exceed striking surface length
- Marked with orange tape or covered in orange fabric

The monk is considered unarmed for roleplaying purposes, and the bars cannot be "dropped" or lost or destroyed. These weapons do Yellow damage by default. When a Monk reaches 15th rank, they may choose to deal White damage with swung and Red with a stab.

At 2nd Rank, a Monk learns the skill 'Feign Death'.

Also at 2nd Rank, a Monk learns the skill 'Immunity to Disease'.

At 3rd Rank, a Monk learns the skill 'Leather Skin'. This skill is identical to the spell 'Skin Armor', but only applies the +1 AC benefit bypassing the armor restrictions. An orange favor with one blue dot must be worn. This ability cannot be dispelled, can only be cast by the Timed Method, and does not require a spell to be written.

At 4th Rank, a Monk learns the skill 'Cure Light Wounds'. This skill is identical to the spell 'Cure Light Wounds', except this can only be used by the Timed Method and is unaffected by Dispel Magic. They can cast this only on themselves but can do so even if both arms are wounded.

At 6th Rank, a Monk learns the skill 'Immunity to [Charm](#)'.

At 7th Rank, a Monk learns the skill 'Cure Serious Wounds'. This skill is identical to the spell 'Cure Serious Wounds', except this can only be used by the Timed Method and is unaffected by Dispel Magic. They can cast this only on themselves but can do so even if both arms are wounded.

At 9th Rank, a Monk learns the skill of 'Immunity to Poison.'

At 9th Rank, a Monk learns the skill 'Agile'.

At 10th Rank, a Monk's skill 'Monk Hands' or any melee weapons they are holding as if they were enchanted by the 'Create Magic Weapon' spell.

At 10th Rank, a Monk learns the skill 'Ironskin'. This skill is identical to the spell 'Skin Armor', but only applies the +1 Hit benefit bypassing the armor restrictions. An orange favor with two blue dots must be worn. This ability cannot be dispelled, can only be cast by the Timed Method, and does not require a spell to be written. This ability can only be recast once all wounds are healed and Leather Skin has been restored. This ability layers with Leather Skin and damage is applied to Ironskin first.

At 20th Rank, a Monk learns the skill of 'Chi Block'. A Monk may use their 'Monk Hands' to block an incoming single target spell ball other than Creeping Doom. They should call out "Monk!" as per 'Missile Deflection'. Unlike 'Missile Deflection', Players may not use their actual hands/feet or any other weapon to block spell balls.

Also at 20th Rank, a Monk learns the skill 'Evasion.'

Necromancer

Necromancers are characters that are devoted to the balance between life and death.

Class Trait: Sensitivity to Holy	Necromancers may wield unholy weapons, but can never hold a holy weapon. While the functionality of both holy and unholy are the same, it is encouraged to RP when encountering or touching a holy weapon when information is provided.		
Weapons	Armor Class (Max)	Shield Size (Max)	Symbol
All White, all Yellow (except flails and morningstars), spears, daggers, and javelins.	AC2	18"	Unholy

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

Also at 1st Rank, a Necromancer learns the spells 'Animate Dead', 'Speak With Dead', and 'Light'.

Also at 1st Rank, a Necromancer learns the skill 'Feign Death'.

At 2nd Rank, a Necromancer learns the spells 'Magic Missile', and 'Turn Undead'.

At 3rd Rank, a Necromancer learns the spells 'Cure Disease', and 'Neutralize Poison'.

At 4th Rank, a Necromancer learns the spell 'Necrotic Touch'.

At 5th Rank, a Necromancer learns the spell 'Boneskin'. This spell is identical to the spell 'Skin Armor.' A white favor (or white bone) with a black dot must be worn.

Also at 5th Rank, a Necromancer learns the skill 'Sacrificial Dagger'. They designate a single dagger as their sacrificial weapon. They should prominently affix a red ribbon to this weapon. If a Necromancer kills a living entity with this dagger, the dagger will gain one sacrificial charge. The Necromancer should call 'Sacrifice' after confirming the kill. The dagger can hold a max of one sacrificial charge at a time. A Necromancer may spend one sacrificial charge to instantly cast Cure Serious Wounds (on self), Cure Light Wounds, or Boneskin. When the Necromancer reaches 10th rank, the Sacrificial Dagger counts as a Magic and Unholy weapon for the Necromancer. The weapon will only function as a normal weapon for anyone other than the Necromancer to whom it belongs.

[At 5th Rank, a Necromancer learns the skill 'Poisoner'.](#)

At 6th Rank, a Necromancer learns the spell 'Curse'.

At 7th Rank, a Necromancer learns the skill 'Interrogate the Dead'. After reading 'Speak with Dead', a Necromancer can choose to ask one question per the Rogue's 'Interrogate' ability, rather than asking the regular three yes/no questions. This ability fails against a corpse which has had 'Last Rights' cast upon it.

[Also at 7th Rank, a Necromancer learns the spell 'Lore'.](#)

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

At 8th Rank, a Necromancer learns the spell 'Last Rites'.

At 8th Rank, a Necromancer learns the skill 'Death Memory'. Necromancers do not lose their memories from suffering a death.

At 9th Rank, a Necromancer learns the skill 'Aware Undead'. The raised undead no longer require exact commands to perform simple tasks. When the raised undead fight, they must fight for the Necromancer and its allies. They must still follow the Necromancer's commands and perform the task at hand in the Necromancer's best interest (e.g. A command to protect an area doesn't mean to kill allies in the process—the undead can determine ally from enemy).

At 9th Rank, a Necromancer learns the spell 'Pouch'.

At 9th Rank, a Necromancer learns the skill 'Tome of Shadow'. The Necromancer may now cast 'Cure Light Wounds', and 'Cure Serious Wounds'. These spells may never be reduced.

Also at 9th Rank, a Necromancer learns the skill 'Banishing Blade'. After casting Turn Undead or Last Rites, the Necromancer may opt to deliver this spell via their dagger rather than using a spell ball. In this case, the dagger needs only touch the target for the spell to take effect. Last Rites delivered in this way does not affect player characters. Turn Undead delivered in this way has no radius. Once cast, this is not disrupted by taking damage, but can be dispelled normally.

At 10th Rank, a Necromancer learns the skill 'Like the Dead'. While using this skill, the Necromancer gains the skills 'Immunity to Charm', 'Immunity to Poison', and 'Immunity to Disease'. Necromancers are also immune to special attacks from undead (e.g. a banshee's wail or a mummy's agony). Further, at an Elder's discretion, mindless undead will usually ignore the Necromancer until they make an offensive action. The Necromancer may only be healed by Tome of Shadow or Sacrificial healing while using 'Like the Dead'. The Necromancer may begin play at 'Lay on' with this status active or inactive and may toggle it on or off at each return to play from Hades, by consuming a sacrificial charge, and role-playing a ritual no shorter than two minutes

Also at 10th Rank, a Necromancer learns the skill 'Sudden Ally'. Using a charge from the skill 'Sacrificial Dagger', it allows the Necromancer to instant cast 'Animate Dead'. This ability can only be used when the Necromancer currently has no raised dead per 'Animate Dead'

Also at 10th Rank, a Necromancer learns the skill 'Necromantic Adept'. Their Curse and Animate Dead spells are further reduced (halved again)

Also at 10th Rank, a Necromancer learns the spell 'Sorcery'.

Also at 10th Rank, a Necromancer learns the skill 'Make Poison'.

At 15th Rank, a Necromancer learns the skill 'Sacrificial Weapon'. This skill replaces the 'Sacrificial Dagger' skill and the Necromancer can now designate any weapon as their sacrificial weapon. This weapon gains all the benefits and conditions that would otherwise benefit from 'Sacrificial Dagger'. The Necromancer may designate another weapon as their sacrificial weapon after a 30 second meditation period.

Paladin

Paladins are zealous martial champions of a particular god or idea.

Class Trait: Prestige	Paladins are a restricted class. Any player may create a Paladin by sacrificing a class of at least 10th rank.		
Class Trait: Lay on Hands	See Spell Characteristics in Chapter 7		
Weapons	Armor Class (Max)	Shield Size (Max)	Symbol
Any	AC4	Any	Holy

At 1st Rank, a Paladin learns the skills 'Shield Break' and 'Immunity to Disease'.

Also, at 1st Rank, a Paladin learns the spells 'Light' and 'Cure Light Wounds'. 'Cure Light Wounds' can only be used by the Timed Method, and does not require a spellbook.

At 2nd Rank, a Paladin learns the spells 'Speak with Dead' and 'Purify Food and Drink'.

At 3rd Rank, a Paladin learns the spells 'Truth Speak,' and 'Sanctuary'.

At 4th Rank, a Paladin gains 'Immunity to [Charm](#)'. As devotees to their deity they are immune to outside influence and remain true to their oath and holy order. (See Chapter Eight: Immunities)

At 5th rank a Paladin learns the skill 'Mending'. This skill is identical to the spell 'Mending', except this can only be used by the Timed Method and is unaffected by Dispel Magic. However, the Paladin is only permitted to repair the armor they are wearing, or weapons and shields they are wielding and nothing else. This skill cannot be reduced by any means.

At 7th Rank, a Paladin learns the spell 'Cure Serious Wounds', which can only be used by the Timed Method, and does not require a spellbook.

At 8th Rank, a Paladin learns the spells 'Turn Undead' and 'Last Rites'. However, the Paladin can only deliver this spell via a single-handed weapon rather than using a spell ball. In this case, the weapon needs only touch the target for the spell to take effect. When delivering an attack, the name of the spell must be announced along with the weapon damage. Last Rites delivered in this way does not affect player characters. Turn Undead delivered in this way has no radius. Once cast, this is not disrupted by taking damage, but can be dispelled normally.

At 9th rank a Paladin learns 'Improved Lay on Hands' granting them the ability to remove harmful effects from their allies. (See the entry for 'Lay on Hands' under Spell Characteristics in Chapter 7).

[Also at 9th Rank, a Paladin learns the spell 'Lore'.](#)

At 10th Rank, a Paladin learns the spell 'Cure Mortal Wounds'.

Also at 10th Rank, a Paladin learns the skill 'Holy Blade' At the beginning of each event, a Paladin may select a single melee weapon to which they will attune. In their hands, it will function as a Holy weapon and must be marked per the spell 'Create/Destroy Holy Weapon'. The weapon will only function as a normal weapon for anyone other than that Paladin. attuned Holy weapons which are desecrated/destroyed may be restored to Holy by a meditation period of 30 seconds.

At 15th Rank, a Paladin learns the spell 'Sorcery'.

Ranger

Rangers are fighter characters who are adept to natural or woodland surroundings.

Class Trait: Wilderness	Rangers do not get lost in wilderness environments.		
Class Trait: Scouting	A Ranger wearing armor AC 2 or less, with any shields max 24" at the widest point, and bearing no weapons over 6' long (except spears) is considered to be 'Scouting', and can use some additional abilities. They regain this status after 30 seconds of not using the larger/heavier items.		
Class Trait: Exploration	A Ranger leading a Land Search will provide additional benefits when rolling for an encounter (Refer to Chapter Twelve; Ranger: Exploration). In addition, certain abilities will only be obtained during an Exploration.		
Class Trait: Natural Bandage	If the Ranger RPs the casting of 'Cure Light Wounds' with actual leaves or herbs (NOT grass), the casting length is reduced by an additional 50%.		
Weapons	Armor Class (Max)	Shield Size (Max)	Symbol
Any	AC3	36"	Nature

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

Also at 1st Rank, a Ranger learns the spell 'Light'.

At 2nd Rank, a Ranger learns the skill 'Feign Death'.

At 3rd Rank, a Ranger learns the skill 'Find/Remove Traps', Additionally, Rangers may detect natural terrain hazards (e.g. potential rockslides, poisonous plants, etc.).

At 4th Rank, a Ranger learns the 'Hedgewalker' skill.

At 5th Rank, a Ranger learns the spell 'Cure Light Wounds'.

Also at 5th Rank, a Ranger learns the 'Herbalism' skill.

Also at 5th Rank, a Ranger learns the skill 'Poisoner'.

At 6th Rank, during Exploration, a Ranger learns the skill 'Companion'. Rangers may be accompanied by their companion. If the Ranger chooses to use this skill, the Ranger must seek a player willing to participate and roleplay as any non-humanoid natural creature appropriate for the Ranger's archetype (eg. fox, bear, giant spider, wyrm, etc). The companion does not count towards the party size or costs for Land Searches. The companion is a 2-Hit NPC, with no additional effects, can use any weapon or shield, and gains one additional hit at levels 12, 18, and 24, maxed at 5-Hits.

At 7th Rank, a Ranger learns the spells 'Neutralize Poison' and 'Cure Disease'.

At 8th Rank, while Scouting, a Ranger learns the skill 'Agile'.

Also at 8th Rank, Rangers are permanently under the effects of 'Big Game Hunter', per the spell.

At 9th Rank, a Ranger learns the spells 'Personal Magic Weapon', and 'Lore'.

At 10th Rank, A Ranger learns the skill 'Immunity to Spell: Fey Charm'.

Also at 10th Rank, a Ranger learns the skill 'Make Poison'.

Also, at 10th Rank, a Rogue learns the skill 'Create Trap'

At 10th Rank, while Scouting, a Ranger learns the spell 'Barkskin'. This spell is identical to the spell, 'Skin Armor'. A brown favor with one white dot must be worn. It is automatically considered dispelled if they are no longer 'Scouting'.

At 12th Rank, during Exploration, a Ranger learns the skill 'Companion's Bond'. The Ranger shares all immunities and 'Big Game Hunter' with their companion. If the Ranger invokes Cure Light Wound, Neutralize Poison, or Cure Disease on themselves, the companion will also benefit from the effect while within 3' of the Ranger. Cure Light Wound will restore one hit to the companion up to their max hits.

Additionally, if the Ranger has a 'Personal Magic Weapon' spell active, the Companion is also considered to have Damage Type: Magic (per the Land Rules).

At 15th Rank, a Ranger learns the skill 'Sniper'. (PLAYTEST - 1 Year from 12/14)

While only holding a Bow or Crossbow (including the projectiles for them), they may choose to make an aimed shot. To do this they call, "Casting Sniper!" and perform a TEN second count before firing. They do not need to keep the bow drawn during this.

Until the arrow is fired, if the caster speaks to communicate in-character (i.e. anything other than an out-of-character necessity), fights, actively blocks something, moves (or is moved) more than 12 inches from their starting position, or is hit by a weapon (including shafts), the ability is disrupted and they must begin again.

There is no 5-step rule, and so the player may not move out of the area they were in at the time the cast began. However, it is still a skill and not a spell, so dispelling has no effect.

The very next arrow fired will ignore both armor and skins. Shields stop arrows as normal, and Missile Deflection works as always.

Also, when firing arrows over a fortification wall, they are not required to arc their shots at a 45° angle. This can be used with or without the sniper ability by calling "Ranger". Using this with the "Sniper" ability will still require the count and must call out "Sniper!"

The Ranger should call out "Sniper!" before firing and as needed for clarity for the player struck.

At 30th Rank, the count is reduced to 7 second count.

Also at 15th Rank, a Ranger learns the spell 'Mending'.

Also, at 15th Rank, a Ranger learns the skill 'Guide'. Rangers can reliably guide a party of adventurers through otherwise unnavigable environments. People leaving the immediate vicinity of the Ranger do not benefit from this ability.

Also at 15th Rank, a Ranger learns the spell 'Sorcery'.

Also at 15th rank, a Ranger gains the skill 'Poisoned Missiles'. Instead of applying a writ of poison to an arrow, the Ranger may apply the writ to their bow instead, with all arrows fired considered to be poisoned.

At 20th Rank, a Ranger learns the skill 'Magic Bow'. Any bow or crossbow wielded by the Ranger deals 'Magic' damage.

At 30th Rank, during Exploration, a Ranger learns the skill 'Monster Hunter'. A Ranger's 'Personal Magic Weapon' and 'Magic Bow' will deal double damage to NPCs. The Ranger must call out 'Hunter' in lieu of 'Magic'. Other players do not benefit from this skill if the magic weapon is dropped. This does not stack with other damage enhancing effects (ex. double damage from 'Holy').

At 30th rank, a Ranger learns the skill 'Eternal Scout'. The Ranger is still considered to be Scouting when using any [weapon](#), armor and/or shield usable by Rangers.

However, if at Rank 30 and beyond a Ranger continues to meet Scouting requirements as listed in the Class Trait (i.e., AR 2, 6' or less except spears, 24" shields), they may use Druid scrolls. If they exceed these limits any spells they cast from scroll are automatically considered dispelled.

Rogue

Rogue characters are masters of stealth and agility, whether a treasure hunting footpad or a master assassin.

Class Trait: Skill vs Combat	A Rogue can use greater armor and shields in exchange for less skills. A Rogue wearing armor greater than AC 2 or using a shield greater than 24" cannot use any Rogue skills, except Disguise and Interrogate. A Rogue can regain their use after 30 seconds of not bearing the heavier armor or larger shield.		
Class Trait: Poison Collector	Rogues with the 'Make Poison' skill may gather components for poisons from certain monsters. For each creature type listed below that is killed on a successful land search, they may make three doses of the poison type listed for no gold cost. If a creature is in more than one category, it is the Rogue's choice. These still count toward the normal number of poisons that a Rogue can make each day. The components are not transferable, but the final poisons can be transferred as normal. Only one Rogue can gain this benefit per creature slain. <ul style="list-style-type: none"> ● Death: Wyvern, Dragon (any) ● Paralysis: Black Dragon, Ghoul, Wererat ● Agony: Green Dragon, Mummy, Giant Spider, Vrock, Wererat, Wyvern ● Hallucination: Wererat 		
Class Trait: Loot Discovery	A Rogue on a Land Search can obtain loot from NPCs by rolling on the 'Loot Discovery' chart (refer to Chapter Twelve; Rogue: Loot Discovery).		
Weapons	Armor Class (Max)	Shield Size (Max)	Symbol

Any non-Black under 6'	AC3	36"	Skeleton Key
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At 1st Rank, a Rogue learns the skill 'Rogue Looting'. This skill allows Rogues to quickly search the bodies of other characters and NPCs. The body being searched must be Dead or otherwise incapable of preventing it (e.g., paralysis poisoned). Rogues must present their skeleton key and say, "Rogue Looting!" Players must surrender any Adventure Items. NPCs must also surrender any Transferable Items that they have for their role. [Some NPCs will have additional wealth or adventure items that other character types will not find when looting, and which only a Rogue would discover.](#)

Also, at 1st Rank, a Rogue learns the skill 'Light'.

At 2nd Rank, a Rogue learns the skills 'Agile' and 'Cutpurse'.

At 3rd Rank, a Rogue learns the skill 'Open Locks' and 'Find & Remove Traps'.

At 4th Rank, a Rogue learns the skill 'Read Languages'. This skill allows Rogues to immediately read any written text.

[At 4th Rank, a Rogue learns the skill 'Poisoner'.](#)

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

At 6th Rank, a Rogue learns the skill 'Interrogate'. They must role-play an interrogation with another character for one continuous minute. Once the session is complete, they may ask the character one question, which they must answer truthfully and literally as per the spell "Truthspeak'.

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

At 8th Rank, a Rogue learns the skill 'Make Poison'.

At 9th Rank, a Rogue learns the skill 'Read Magical Languages'. They may use Scrolls of any spell (see Chapter Nine, Potions and Scrolls).

Also, at 9th Rank, a Rogue learns the skill 'Master Poisoner'. They may select one dagger, and one type of poison; no cost or writ is required for this dagger. When being used by that same Rogue, the dagger will remain poisoned for the entire event, regardless of usage. For balance reasons, it is not considered poisoned when used by anyone else. This dagger must be marked conspicuously with purple tape or ribbon, and that tape/ribbon should also be marked 'MP'. The Rogue may otherwise create doses of poison as normal at an event in which they use Master Poisoner to poison a dagger. Additionally, when the Rogue personally poisons food/drink using poison that they made that event, the poison does not lose potency after a half hour, and the use of one dose is sufficient to poison any number of people who eat or drink of the tainted item. [At 18th rank, instead of a dagger, the Rogue may select any one white weapon in lieu of their dagger; it will otherwise function as above.](#)

At 10th Rank, a Rogue learns the skill 'Assassinate'. Anyone who dies because of the use of the 'Master Poisoner' skill on a melee weapon cannot be resurrected until the end of the scenario (war, wedding, King's Court, etc). This does not apply in scenarios with a 'Res point'. [A Rogue cannot use 'Poisoned Missiles' to Assassinate](#) (A class with the skill 'Immunity to Poison' may still be

assassinated by a Rogue using the 'Master Poisoner' skill applied to a dagger; however, a class with the skill 'Immunity to Poison' would be immune to assassination via poisoned food and drink).

Also, at 10th Rank, a Rogue learns the skill 'Unlootable Pouch'.

Also, at 10th Rank, a Rogue learns the skill 'Create Trap'

Also, at 10th Rank, a Rogue learns the skill of 'Immunity to Poison.'

At 15th Rank, a Rogue learns the skill 'Use Magic Items.' The Rogue may use any Relics and adventure day specific items/weapons as if they fully met the conditions of their use (appropriate Class, etc). However, while the Rogue can wield the Relic Maelstrom, the threshold for bypassing class restrictions is not met by player-enchanted weapons (e.g. Create Magic Weapon).

At 15th rank, a Rogue gains the skill 'Poisoned Missiles.' Instead of applying a writ of poison to an arrow, the Rogue may apply the writ to their bow instead, with all arrows fired considered to be poisoned.

At 20th Rank, a Rogue may scribe a Scroll of any one spell (see Chapter Nine, Potions and Scrolls). If they opt to do so, they can only make 3 doses of poison that event.

Also, at 20th Rank, a Rogue learns the skill 'Evasion.'

At 20th Rank, a Rogue learns the skill 'Shadow Walk.' This skill is identical to the spell 'Gaseous Form', except this can only be used by the Timed Method (60 seconds) and players may not pass through small openings. A black hood with a white 'S' on it must be worn.

At 30th Rank, a Rogue learns the skill 'Improved Skill.' This skill allows Rogues to bypass their 'Skill vs Combat' trait and is now permitted to use any ability with their maximum armor class and shield size.

Warrior Mage

Warrior Mages are characters that have divided their time between martial pursuits and the study of the arcane. Accordingly, while they enjoy a greater proficiency with weapons and some facility with armor, they lack some of the Mage's mastery of magic.

Weapons	Armor Class (Max)	Shield Size (Max)	Symbol
Any	AC2	No Shields	Arcane

At 1st Rank, a Warrior Mage learns the spell 'Frost Spike', 'Mending', and 'Light'.

Also, at 1st Rank, a Warrior Mage learns the skill 'Feign Death'.

At 2nd Rank, a Warrior Mage learns the spell 'Magic Shield'. When 'Magic Shield' is cast by the Warrior Mage, the shield can be up to 24" in size. If they opt to exceed the 18" maximum, they may create only one shield at a time.

At 3rd Rank, a Warrior Mage learns the spells 'Burning Hands', 'Shocking Grasp', and 'Protection from Lightning (Self Only)'.

At 4th Rank, a Warrior Mage learns the spells 'Magic Missile', and 'Protection from Ice (Self Only)'.

At 5th Rank, a Warrior Mage learns the spell 'Dispel Magic'.

At 6th Rank, a Warrior Mage learns the spell 'Lightning Bolt'.

Also, at 6th Rank, a Warrior Mage learns the spell 'Stoneskin'. This spell is identical to 'Skin Armor'. A gray favor with one black dot must be worn.

Also, at 6th Rank, a Warrior Mage learns the skill 'First Aid'.

At 7th Rank, a Warrior Mage learns the spells 'Protection from Fire (Self Only)', 'Big Game Hunter (Self Only)', 'Sorcery', and 'Lore'.

At 8th Rank, a Warrior Mage learns the spells 'Create/Destroy Magic Weapon' and 'Gaseous Form (Self Only)'.

At 9th Rank, a Warrior Mage learns the spell 'Ice Storm'.

At 10th Rank, a Warrior Mage learns the spells 'Pouch', and 'Protection from Magic (Self Only)'.

Also, at 10th Rank, a Warrior Mage may brew potions or scribe scrolls (see Chapter Seven: Special Items).

Also at 10th Rank, a Warrior Mage learns the skill 'Steelskin'. While a Warrior Mage is not wearing armor, they may have a max of two charges of Stoneskin. Recasting Stoneskin will replenish one charge. A gray favor with two black dots must be worn to represent this ability

Also at 10th Rank, a Warrior Mage learns the skill 'True Strike'. A Warrior Mage must place a strip of gold ribbon or tape on a single weapon in a visible manner. This skill is active on the single weapon on which they cast their 'Create Magic Weapon' spell. When wielded by anyone other than the Warrior Mage to whom it belongs, it is a regular magic weapon.

While wielded by the Warrior Mage:

- It is considered a flaming weapon. This flame has no effect on player characters, but can affect the environment and NPCs.
- If an NPC has a Vulnerability, the weapon is considered to do damage of that type.
- It can damage any opponent, even those in Gaseous, Sanctuary, etc. (better than a magic weapon).

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

At 15th Rank, a Warrior Mage may use the skill 'True Strike' on missile weapons. Bows and crossbows so affected transfer the effect to their ammunition when fired.

At 20th Rank, a Warrior Mage learns the spell 'Banishment'. However, the Warrior Mage can only deliver this spell via their weapon enchanted by 'Create Magic Weapon' rather than using a spell ball. In this case, the weapon needs only touch the target

for the spell to take effect. When delivering an attack, the name of the spell must be announced along with the weapon damage. Once cast, this is not disrupted by taking damage, but can be dispelled normally.

At 30th Rank, a Warrior Mage enjoys the 'True Strike' effect with any magic weapon that they are wielding.

Chapter Seven: **Spells and Magic**

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

Spell Books

Players are required to maintain their spells in a book or on scrolls (not to be confused with the Special Item "Scrolls", see Potions and Scrolls in Chapter Nine). All spell books or scrolls must have a medieval/fantasy period appearance and must be written or printed legibly. Spells may be written on other items at the discretion of the Spell Marshal (e.g., tooled into leather armor, engraved on runestones, etc.)

Casters may not cast spells from another Player's spell book. The Spell Marshal will inspect each caster's spell book at least twice a year, at the first event in January and the first event in July. Players may not use modern references in their spells.

Spell books - regardless of the form they take - are considered personal property and may not be taken or stolen from the caster. They must be on the player's person to cast spells. A player may use another's spellbook with permission.

Written-Out Spells

Each spell is assigned a spell length, which is the minimum number of syllables that the spell must have in order to be cast.

Players can write whatever they wish for their spells, and they may consist of a story, poem, or general ramblings. It may be the praise of one's deity or the curse of one's enemy. Players are only limited by their imagination, but each spell must be written out fully and any line or phrase may not be repeated more than five times per spell. Repetition of lines may be denoted through a clear note to that effect (for example, "x5" or "repeat twice").

Some spells-including all of those with spell balls-have an invocation line that is said at the end. If one is required, it must be the last line in the spell text. Invocation lines, if any, are detailed in the spell's description.

Timed Spells

Players can also use a timed method for casting. They still must have a spellbook with the amount of time (in seconds) required to cast recorded for each spell. Spellcasting times are calculated by using 0.15 seconds per syllable of a spell, subtracting the invocation line. All times are rounded up to the nearest second.

Spell Reductions

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

Casting a Spell

In order for a player to cast a spell, they must first announce "Casting [spell name]!" This announcement should be audible within 5 feet. They then have two choices of how to proceed: Written Out Method, or Timed Method. Players may alternate methods throughout the day provided their spellbook meets both requirements, but only one method can be used per casting:

- **Written-Out Method:** They read the full length of the spell from either their spell book or a scroll, up to but not including the invocation line (if required). The spell must be read loudly, so that it is clearly audible to those within 5' of the caster. People should be able to understand what you are reciting.
- **Timed Method:** They roleplay their spellcasting in an improvised fashion and use a set amount of time to cast their spell, rather than a number of syllables. This may be anything that is consistent with good roleplay, whether it be playing an instrument, singing a song, performing interpretive dance (as long as the player moves no more than 12 inches from where they started), or doing anything else that the player wants to incorporate into their roleplay. Each player is responsible for timing their own spells. Players must have some sort of focus in one hand when using this spell, be it a spell book or other object that could be identified as a focus.

The spell is considered "cast" when the full spell has been read or performed, except for the invocation line (if required).

Restrictions

Players may not cast a spell if they are mortally wounded or have a light wound on both arms.

During casting, if the caster speaks to communicate in-character (i.e., anything other than the reading of the spell, the RP of timed casting, or an out-of-character necessity), fights, actively blocks something, moves (or is moved) more than 12 inches from their starting position, or is hit by a weapon (including shafts) the spell is negated. [If a weapon or shield wielded by the caster is hit, that counts as being hit by a weapon.](#) If the caster wishes, they may then begin the spell again from the beginning.

Holding and Invoking

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 in character, and is permitted to move no more than five steps from their original position. You may always speak out-of-character for clarity or safety reasons. Also, the caster may not be moved by another player. If a weapon strikes the spellcaster while they are 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. If the spell has no invocation line, the player simply states the name of the spell for it to take effect (e.g., "Mending!"). For a spell with an invocation line, they say, "I invoke [Spell Name]!" The only exception is Dispel Magic, for which the invocation line is just "Dispel!" An invocation line must be shouted and read continuously. Immediately upon conclusion, the caster must release any material components the spell requires, such as spell balls.

Material Components

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

Favors

Favors used for spell effects are represented by a strip of [fabric or leather](#) at least 2" wide by 12" long. The color and markings are listed in the spell's description. This must be worn visibly. As an alternate form of favor, headbands (at least 1" wide) or armbands (at least 2" wide) can be worn for the following spells: Animate Dead, Big Game Hunter, and all variations of Skin Armor. The favor is put on only after the spell is completed.

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

Spell Balls

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

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

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

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

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

Spell Characteristics and Descriptions

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

- **Available:** The list of classes that can learn the spell.
- **Length:** The base number of syllables, as well as the base amount of time (in seconds), a spell must consist of in order to be cast; this does not include any reductions.
- **Range:** The range of a spell, 'touch' or 'throwing distance' for example.
- **Duration:** The length of time a spell is in effect.
- **Area of Effect:** The number of creatures, or area in which a spell is in effect.
- **Material Component:** The material component, if any, required for casting a spell.

Some spells will have a footnote specifying certain conditions apply. Here is a list of the footnotes:

- **1:** This spell requires the invocation line 'I **invoke** [Spell Name]!' before it is considered cast.
- **2:** During land actions only, players may start with this spell already in effect when "Lay On" is called. This is referred to as being "precast".
- **3:** This spell is vulnerable to a dispel effect such as Dispel Magic or Vicious Mockery. If dispelled, the spell is immediately gone.
- **4:** Players may start with this spell already in effect when "lay on" is called. This is often referred to as being "precast"

Animate Dead³

Available	Length	Range	Duration	Area of Effect	Material Component
Mage - Rank 9 Necromancer - Rank 1	1,000 syllables 150 seconds	Touch	PC: 12 minutes NPC: 30 minutes	1 Corpse	Black favor with white dot

This spell allows the caster to animate any one dead corpse, making it their personal automaton. The caster can animate one player or one NPC as a skeleton, and can only have one animated skeleton at any time. This spell has different effects on Players vs NPCs:

- A Player is animated for a minimum of 12 minutes; this time replaces their time in Hades. A player can choose not to be animated, which results in the spell failing. At the end of the animation, the player must be out of play for one minute before returning as a player. Players animated by this spell have their armor restored and are otherwise exactly like the entry for Skeleton in the Land Search Chart (Immune: Red. If damaged by one hit from a non-red Holy/Blessed or True weapon, they are instantly destroyed).
- An NPC is animated for a minimum of 30 minutes, cannot refuse animation unless special circumstances are in effect and ruled by an elder. NPCs animated by this spell have their abilities. Like with players, NPCs animated in this way are

otherwise exactly like the entry for Skeleton in the Land Search Chart (Immune: Red. If damaged by one hit from a non-red Holy/Blessed or True weapon, they are instantly destroyed).

Either an NPC or a player can elect to continue being animated beyond the minimum time, until destroyed. An animated corpse is only permitted to follow simple commands such as 'attack,' 'guard,' or 'fetch.' The caster must give specific instructions to the animated corpse, or it will perform the task using its instincts Alone.

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

Banishment^{1,3}

Available	Length	Range	Duration	Area of Effect	Material Component
Mage - Rank 8 Warrior Mage - Rank 20	250 syllables 38 seconds	Throwing distance	12 Minutes	1 Creature	Striped Spell Ball

This spell affects creatures only when cast against demons or summoned beings. The affected creatures, when struck, are immediately banished from this plane of existence and are instantly returned to their original plane. The banished creature may not return for a period of 12 minutes.

Big Game Hunter^{2,3}

Available	Length	Range	Duration	Area of Effect	Material Component
Mage - Rank 7 Warrior Mage - Rank 7	400 syllables 60 seconds	Caster	Permanent	1 Creature	White favor with letter 'G' in the center

This spell [bestows the knowledge and wisdom from ancient hunters of giant beasts](#). As such, when fighting against any "Large" creature, [the affected player may ignore the requirement to treat a leg as if it suffered a light wound](#).

At 16th rank, the caster may cast the spell on others. The caster may generate up to three of these protection favors.

Burning Hands^{2,3,4}

Available	Length	Range	Duration	Area of Effect	Material Component
Mage - Rank 3 Warrior Mage - Rank 3	100 syllables 15 seconds	Touch	Special	Special	Red gloves

This spell generates a field of fiery energy about the player'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 player may move and speak normally after casting this spell, and items may be held while the spell is in effect. If the player receives a light wound to an arm, the spell effect is dispelled for that arm.

This spell does not allow the player to catch, block, or knock away weapons or spell balls without consequence, and the player will receive normal damage if this occurs. This spell can be dispelled by Dispel Magic. This spell is not head-legal.

Consecrate/Desecrate ³

Available	Length	Range	Duration	Area of Effect	Material Component
Cleric - Rank 3	100 syllables 15 seconds	Touch	Permanent	Up to 1 Gallon	Clean water

This spell allows the player to call upon the power of their deity to consecrate or desecrate clean water, imbuing it with divine energy. This water may be used as a direct attack by 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 player can nullify the effects of holy water on food, drink, and weapons. Holywater must be contained in a period container which does not include a plastic nozzle. Be considerate of other players when applying holy water. The Elders of the event will determine the exact effectiveness of this spell.

Create/Destroy Holy/Unholy Weapon

Available	Length	Range	Duration	Area of Effect	Material Component
Cleric - Rank 8	400 syllables 60 seconds	Touch	Permanent	1 Weapon	Weapon

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

When the spell is cast, the player must place a strip of blue ribbon or tape on the weapon in a visible manner and the name of the caster's deity must be written clearly on the weapon.

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

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

A weapon may be considered either holy or unholy depending on the nature of the deity involved. Mechanically, they function the same-whether their power comes from radiant light or a greater corruptive darkness. However, powerful beings of either good or evil may sense when a weapon of this kind is in their Presence.

Players may not make Scrolls of this spell.

Create/Destroy Magic Weapon

Available	Length	Range	Duration	Area of Effect	Material Component
Mage - Rank 9 Warrior Mage - Rank 8	300 syllables 45 seconds	Touch	Permanent	1 Weapon	Green ribbon or tape

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

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

Creating a magic weapon does not increase the amount of damage done by the weapon. However, the weapon will be able to strike any creature or item, regardless of any magical effect that would normally prevent that with the exception of Sanctuary. A magic weapon can freely strike creatures frozen in Ice Storm.

This does not affect the protection of headband armor or the Bracers of Defense; they soak damage as always. Also, if an NPC is immune to a certain color of weapon, or requires some specific weapon type (Holy, Enchanted, etc.) to hit it, the magic weapon will still be able to strike it successfully.

Players may not make Scrolls of this spell.

Creeping Doom ^{1,3}

Available	Length	Range	Duration	Area of Effect	Material Component
Druid - Rank 10	500 syllables 75 seconds	Throwing distance	Instant	1 Creature	White spell ball with black dots

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

The spell causes the target to be Mortally wounded, or four hits of damage to an NPC with Hit Points. This spell ignores all shields (except the Shield of Deflection), physical armor, and protections (e.g. Brooch of Shielding, Protection from Magic, etc). Sanctuary and skin spells with hits (e.g. Stoneskin) still protects the target against this spell. The spell counts as a single attack against these protections.

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

Cure Disease (Cure Spell)

Available	Length	Range	Duration	Area of Effect	Material Component
Bard - Rank 7 Paladin - Rank 1 Cleric - Rank 4 Druid - Rank 7 Ranger - Rank 7	150 syllables 23 seconds	Touch	Permanent	1 Creature	Class symbol

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

Cure Light Wounds (Cure Spell)

Available	Length	Range	Duration	Area of Effect	Material Component
Barbarian - Rank 3 Bard - Rank 4 Paladin - Rank 1 Cleric - Rank 1 Druid - Rank 3 Monk - Rank 4 Necromancer - Rank 9 Ranger - Rank 5	200 syllables 30 seconds	Touch	Permanent	1 Creature	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. Paladins meditate; Barbarians and Monks cast through the Timed Method; all others read from spell books.

Cure Mortal Wounds (Cure Spell)

Available	Length	Range	Duration	Area of Effect	Material Component
Cleric - Rank 7 Paladin - Rank 10	500 syllables 75 seconds	Touch	Permanent	1 Creature	Class Symbol

This spell allows the player 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 (Cure Spell)

Available	Length	Range	Duration	Area of Effect	Material Component
Bard - Rank 10 Cleric - Rank 5 Druid - Rank 7 Monk - Rank 7 Necromancer - Rank 9 Paladin - Rank 7	275 syllables 42 seconds	Touch	Permanent	1 Creature	Class Symbol

This spell allows the Caster 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

Available	Length	Range	Duration	Area of Effect	Material Component
Cleric - Rank 9 Necromancer - Rank 6	500 syllables 75 seconds	Throwing distance	Instant	1 Creature	Pink spell ball

This spell allows the Caster to call forth the power of their 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.

Dispel Magic ¹

Available	Length	Range	Duration	Area of Effect	Material Component
Bard - Rank 9 Druid - Rank 8 Mage - Rank 5 Warrior Mage - Rank 5	175 syllables 27 seconds	Caster	Instant	10ft. Radius	Class Symbol

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

A caster is immune to the effects of their own Dispel, unless they specifically declare that they are targeting herself.

Entangle (Hold Spell) ^{1,3}

Available	Length	Range	Duration	Area of Effect	Material Component
Druid - Rank 8	300 syllables 45 seconds	Throwing distance	1 minute	3 ft. radius	Brown spell ball

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

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

Entangle may be dispelled at the caster's discretion. Affected targets can be freed by dispel, Burning Hands (four charges), or Fireball; however, Fireball will still hit the target. This spell will penetrate all armor and shields. This spell will only affect man-sized creatures.

Fey Charm (Charm Spell) ^{1,3}

Available	Length	Range	Duration	Area of Effect	Material Component
Druid - Rank 9	200 syllables 30 seconds	Throwing distance	1 minute	1 Creature	Green spell ball

This spell allows the caster to cause any one creature to become utterly enchanted and enthralled by nature. **They are stunned and unable to take any actions for one minute. They can be physically led by others at a slow walk but will otherwise stand in place.**

This spell will penetrate all armor and shields.

Fireball ^{1,3}

Available	Length	Range	Duration	Area of Effect	Material Component
Mage - Rank 8	325 syllables 49 seconds	Throwing distance	Instant	3ft. Radius	Red spell ball

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

Frost Spike ^{2,3}

Available	Length	Range	Duration	Area of Effect	Material Component
Mage - Rank 1 Warrior Mage - Rank 1	150 syllables 23 seconds	Throwing distance	24 Hours	Single Target	Javelin with blue head and white shaft

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

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

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

Gaseous Form ³

Available	Length	Range	Duration	Area of Effect	Material Component
Mage - Rank 8 Warrior Mage - Rank 8	400 syllables 60 seconds	Caster or Touch	15 Minutes	1 Creature	Gray hood with black 'G' on both sides

This spell allows the target, and all items on their person, to become a translucent gaseous version of themselves and cannot be harmed through physical attacks; only the spells Fireball, Ice Storm, and Lightning Bolt may cause damage to them; 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 [gray](#) hood to complete the spell—[this hood should have a highly-visible black 'G' of at least 3" in size on both sides](#). While in Gaseous Form, the target may not speak, touch anything, or affect the physical world in any way or else the spell is broken. The target's identity and all items on their persons or spells in effect on them that would normally be visible to other Players may be Discerned.

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

Greater Mending

Available	Length	Range	Duration	Area of Effect	Material Component
Mage - Rank 5	125 syllables 19 seconds	Touch	Permanent	1 Item	Class Symbol

This spell allows the caster to bind, restore, and repair large physical objects. Casters of this spell may mend any object not easily carried by one person, such as the gate of a structure, a siege weapon or a single hit to a ship. Dispel Magic does not negate the effect of the Mending spell.

Ice Storm (Hold Spell) ^{1,3}

Available	Length	Range	Duration	Area of Effect	Material Component
Mage - Rank 5 Warrior Mage - Rank 9	200 syllables 30 seconds	Throwing distance	1 minute	1 Creature	White spell ball

This spell allows the caster 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 one minute. 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; however, Fireball will cause a mortal wound to the creature. Man-sized creatures affected by Ice Storm can be physically moved by a minimum of two people. Creatures affected by Ice Storm will float in the water for as long as the spell is in effect.

Last Rites ^{1,3}

Available	Length	Range	Duration	Area of Effect	Material Component
Paladin - Rank 8 Cleric - Rank 9 Necromancer - Rank 8	250 syllables 38 seconds	Throwing distance	Permanent	1 Creature	Metallic silver spell ball

This spell allows the Caster 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.

Lay On Hands ^{2,3,4}

Available	Length	Range	Duration	Area of Effect	Material Component
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Paladin Rank 1	N/A	Self/Touch	Special	A player other than themselves	Holy Symbol
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Any **Cure** Spell cast by the Paladin may be stored for use at a later time. The Paladin must first cast the **Cure** spell but not including the invocation line should one be required. When the Paladin is ready to use the held spell, they simply state "Lay On Hands!" and pick up from that point, following all rules for a held spell. (see Chapter Seven; Casting a Spell).

The Paladin cannot use the stored spell if they are mortally wounded or have a light wound to both arms. A caster may only have one spell held in this way at a time and this spell is canceled upon the caster's death. **The Paladin may only use this spell on another player and not on themselves.** They may still cast all spells as normal.

Improved Lay On Hands: The Paladin may sacrifice their held spell in an attempt to dispel one harmful or negative effect on another player (other than death). This works on all player induced effects such as being held, frozen, charmed, entangling etc. but may have reduced effect for adventures. The Paladin must state " Lay On Hands!, Cleanse " and the general desired effect to remove.

Dispelf Magic will nullify any stored spells.

Light ³

Available	Length	Range	Duration	Area of Effect	Material Component
All classes - Rank 1	30 syllables 5 seconds	Caster	30 Minutes	10 ft. Radius	Flashlight or light emitting object

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 canceled 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.

If the spell is labeled as a skill for the class, this will instead function as a skill and should be activated via the Timed Method only. For RP purposes, the light is considered to come from a lantern or torch that they have lit (a regular flashlight is allowed to be used for this).

Lightning Bolt ^{1,3}

Available	Length	Range	Duration	Area of Effect	Material Component
Druid - Rank 4 Mage - Rank 4 Warrior Mage - Rank 6	150 syllables 23 seconds	Throwing distance	Instant	1 Creature	Blue spell ball

This spell allows the Caster to call forth a bolt of Lightning, which causes black damage upon impact. If a shield is struck by Lightning, it is automatically destroyed. If a Lightning bolt lands in a body of water, before striking anything else, it gains a

radius effect of 3' that affects any Player with a body part in the water. This radius effect does black damage to every spell ball legal hit zone of the affected Player, but counts only as a single attack to that Player.

Lore

Available	Length	Range	Duration	Area of Effect	Material Component
Bard - Rank 7 Cleric - Rank 6 Druid - Rank 7 Mage - Rank 7 Necromancer - Rank 7 Paladin - Rank 9 Ranger - Rank 9 Warrior Mage - Rank 7	300 syllables 45 seconds	Special	Instant	Caster's Surroundings	Class Symbol

The caster will have access to different information depending on whether they use an Arcane, Nature, or Holy symbol for their class. A caster may:

- Get a sense of whether any significant events have taken place in the immediate vicinity, and a general understanding of what they were (e.g., "A legion of soldiers died fighting on this spot many years ago"). All casters may do this.
- Detect the presence of magical auras, and their general nature and strength (e.g., "There is a strong aura of necromantic magic on the sarcophagus ahead"). All casters may do this.
- Know the powers of a specific item or magical location, as well as the knowledge of how to activate any powers. Only Arcane casters may do this.
- Detect any corruption nearby, such as cursed soil spawning undead, or extraplanar gates open to fiendish realms. Nature and Holy casters may do this.
- Know the plants, animals, and natural features of the terrain, and will know their location precisely. If cast on a specific animal, they will be able to converse with that animal and ask up to 3 yes/no questions per casting. Only Nature casters may do this.
- Have insight into literature, artifacts and lore related to deities and their worship. The caster need not be familiar with the deity/religion, but materials relevant to it need to be present at the time of casting. Only Holy casters may do this.

Event Elders should use the casting of this spell as an opportunity to pass along information that advances the plot.

Magic Missile ^{1,3}

Available	Length	Range	Duration	Area of Effect	Material Component
Mage - Rank 2	100 syllables 15 seconds	Throwing distance	Instant	1 Creature	Black spell ball

Necromancer - Rank 2					
Warrior Mage - Rank 4					

This spell allows the Caster to call forth a bolt of Magic Missile, which inflicts black damage. The caster may move freely without restriction while casting and holding the spell. However, the caster is still not allowed to move while invoking the spell, The caster is required to visibly display the spell ball in their hand while casting and holding the spell.

Magic Shield ^{2,3,4}

Available	Length	Range	Duration	Area of Effect	Material Component
Mage - Rank 2 Warrior Mage - Rank 2	250 syllables 38 seconds	Caster	24 hours	1 Creature	Mage: Buckler up to 18" w/ yellow or gold edges.

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

The shield representing the Magic Shield must have distinguishable and visible yellow or gold edges. This shield may be activated and deactivated at the caster's discretion. The shield can be dispelled with Dispel Magic and Vicious Mockery and cannot be repaired with Mending. This spell lasts for 24 hours, regardless of the caster's death.

Mending

Available	Length	Range	Duration	Area of Effect	Material Component
Bard - Rank 4 Cleric - Rank 15 Druid - Rank 2 Mage - Rank 1 Ranger - Rank 15 Warrior Mage - Rank 1	125 syllables 19 seconds	Touch	Permanent	1 Item	Class Symbol

This spell allows the caster to bind, restore, and repair physical objects. Casters of this spell may mend any object [easily carried by one person, such as weapons/shield/armor](#). A suit of armor is considered to be a single item. Dispel Magic does not negate the effect of the Mending spell. A caster mending their donned physical armor will also restore their 'Skin Armor' spell.

Mind Blast (Charm Spell)^{1,3}

Available	Length	Range	Duration	Area of Effect	Material Component
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Bard - Rank 8 Mage - Rank 6	200 syllables 30 seconds	Throwing distance	Instant	1 Creature	Plaid spell ball
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This spell damages the mind directly, causing a wound to the head (death), or four hits of damage to a creature with a set number of hit points. While the player character ability 'Immunity to Charm' protects against this spell, NPCs immune to Charm still take damage unless they are immune to spells entirely.

Mind Blast penetrates all armor and shields.

Necrotic Touch ^{2,3,4}

Available	Length	Range	Duration	Area of Effect	Material Component
Necromancer - Rank 4	100 syllables 15 seconds	Touch	Special	Special	Skeleton gloves

This spell generates a field of corrupt energy about the caster'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 caster may move and speak normally after casting this spell, and items may be held while the spell is in effect. If the caster receives a light wound to an arm, the spell effect is dispelled for that arm.

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

Neutralize Poison (Cure Spell) ^{2,3,4}

Available	Length	Range	Duration	Area of Effect	Material Component
Bard - Rank 6 Cleric - Rank 5 Druid - Rank 5 Necromancer - Rank 3 Ranger - Rank 7	150 syllables 23 seconds	Touch	Permanent	1 Creature	Class symbol or Purple favor

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

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

The caster may cast this spell on others at rank 9. When the spell is complete, the caster must place a purple strip of cloth with a black 'P' on the target; this strip must be at least 2" wide by 12" long. This must be worn visibly.

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

Passwall ³

Available	Length	Range	Duration	Area of Effect	Material Component
Mage - Rank 9	500 syllables 75 seconds	Touch	1 minute	Man-sized opening	Class 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 and ogres, may not pass through an opening created by Passwall.

Personal Magic Weapon ^{2,3,4}

Available	Length	Range	Duration	Area of Effect	Material Component
Ranger - Rank 9	200 syllables 30 seconds	Touch	Permanent	Special	Green ribbon or tape

This spell allows the caster to imbue any one of their weapons with magical energy.

When the spell is cast, the caster 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 caster should call, "Magic!" before the color. This weapon then functions as a magic weapon as described in the spell Create/Destroy Magic Weapon, except that it functions only for the player who cast it, and that the enchantment does not carry over between events.

Scrolls may not be made of this spell.

Phoenix Fire ^{2,3,4}

Available	Length	Range	Duration	Area of Effect	Material Component
Cleric - Rank 7	500 syllables 75 seconds	Caster	Permanent	Special	Silver favor with the letter P in the center

This spell allows the cleric to protect themselves from one heat-based, one ice-based attack or one lightning-based attack. This spell may only be cast on the cleric, but encompasses all of that player's gear. When complete, the cleric must place a silver favor with the letter P on their person, which must be worn visibly. This spell does not hinder the caster's use of any other magic.

This spell does not negate the area effect of any spell/weapon dealing green damage; in other words, only the cleric is protected.

Phoenix Fire remains in effect after death for up to 12 minutes; that is to say, if the player is resurrected or animated within 12 minutes of death, the protection remains, otherwise, it is dispelled. No other protection spell may be cast on the cleric while Phoenix Fire is in effect.

Players may not make Scrolls of this spell. This spell may not be Pouched.

Pouch^{2,3}

Available	Length	Range	Duration	Area of Effect	Material Component
Bard - Rank 10 Cleric - Rank 10 Druid - Rank 10 Mage - Rank 10, Necromancer - Rank 9 Warrior Mage- Rank 10	500 syllables 75 seconds	Caster	Special	N/A	Pouch

This spell allows the caster to store one spell for later use. The caster must first cast Pouch, and then read the spell to be held up to, but not including the invocation line should one be required. When the caster is ready to use the held spell, they simply open the pouch, stating "Pouch!" and pick up from that point, following all rules for using a held spell (see Chapter Seven; Casting a Spell).

The caster cannot use the stored spell if they are mortally wounded or have a light wound to both arms.

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

Dispel Magic will nullify Pouch and any stored spells.

Protection from Fire^{2,3,4}

Available	Length	Range	Duration	Area of Effect	Material Component
Mage - Rank 7, Warrior Mage - Rank 7	375 syllables 57 seconds	Caster	Special	Special	Red favor

This spell allows the caster to protect any creature or item from one heat-based or fire-based attack. A caster may protect themselves at 7th rank, other creatures at 9th rank, and items at 11th rank. Protected items may include gates, siege weapons, and melee weapons, but not entire ships. When a protection spell is cast, it encompasses all of that player's gear. When the

spell is complete, the caster must place a red strip of cloth at least 2" wide by 12" long on the target. This must be worn visibly. This spell does not hinder the caster's use of any other magic.

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

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

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

Protection from Harm ^{2,3,4}

Available	Length	Range	Duration	Area of Effect	Material Component
Cleric - Rank 15	1,000 syllables 150 seconds	Caster	Special	Special	Silver favor with the letter H in the center

This spell allows the caster to protect themselves from one harmful effect (except siege weapons). This spell may only be cast on the cleric, but encompasses all of that player's gear. When complete, the cleric must place a silver favor with the letter H on their person, which must be worn visibly. This spell does not hinder the caster's use of any other magic.

This spell acts similarly to the other protection spells [and skins](#), except it has a wider range of protection. This spell can stop one of the first effects on the caster:

- Any thrown or touch-based magical attack (a magical attack is an offensive spell that injures or hinders another player);
- Any Disease, Poison, Mind Control, or Hinder effect (refer to Land Rules, Ch. 9);
- Any thrown or touch-based NPC skill (an Elder can determine the extent of this limitation).
- [Absorbs one non-Green weapon damage attack. When a damaging hit is recognized, the caster is encouraged to shout out the spell name listed under the class or 'One Hit' for Hit armor.](#)

[Protection from Harm does not stack with Skin Armor.](#)

Protection from Harm remains in effect after death for up to 12 minutes; that is to say, that is to say, if the player is resurrected or animated within 12 minutes of death, the protection remains, otherwise, it is dispelled. No other protection spell or poison-neutralizing spell [or Skin Armor](#) may be cast on the cleric while Protection from Harm is in effect [and any existing such effect is dispelled when this is cast. Protection from Harm is incompatible with the Bracers of Defense.](#)

Players may not make Scrolls of this spell. This spell may not be Pouched. Instead of the normal rate of reduction, Protection from Harm is reduced to 500 syllables at level 20.

Protection from Ice^{2,3,4}

Available	Length	Range	Duration	Area of Effect	Material Component
Mage - Rank 4 Warrior Mage - Rank 4	300 syllables 45 seconds	Caster	Special	Special	White favor

This spell allows the caster to protect any creature or item from one cold-based or ice-based attack. A caster may protect themselves at 4th rank, other creatures at 6th rank, and items at 8th rank. Protected items may include gates, siege weapons, and melee weapons, but not entire ships. When a protection spell is cast, it encompasses all of that player's gear. When the spell is complete, the caster must place a red strip of cloth at least 2" wide by 12" long on the target. This must be worn visibly. This spell does not hinder the caster's use of any other magic.

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

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

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

Protection from Lightning^{2,3,4}

Available	Length	Range	Duration	Area of Effect	Material Component
Druid - Rank 3 Mage - Rank 3 Warrior Mage - Rank 3	200 syllables 30 seconds	Caster	Special	Special	Blue favor

This spell allows the caster to protect any creature or item from one lightning-based or electrical-based attack. The caster may protect themselves at 3rd Rank, other creatures at 5th Rank, and items at 7th Rank. Protected items may include gates, siege weapons, and melee weapons, but not entire ships; when a protection spell is cast, it encompasses all of that Player's gear. When the spell is complete, the Mage must place a blue strip of cloth at least 2" wide by 12" long on the target. This must be worn visibly. This spell does not hinder the Mage's use of any other magic.

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

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

Protection from Magic ^{2,3,4}

Available	Length	Range	Duration	Area of Effect	Material Component
Mage - Rank 10 Warrior Mage - Rank 10	800 syllables 120 seconds	Caster	Special	Special	Silver favor

This spell allows the caster to protect any creature or item from one magical attack. A caster may protect themselves at 10th rank, other creatures at 12th rank, and items at 14th rank. Protected items may include gates, siege weapons, and melee weapons, but not entire ships. When this shielding spell is cast, it encompasses all of that player's gear. When the spell is complete, the caster must place a silver strip of cloth at least 2" wide by 12" long on the target. This must be worn visibly.

Protection from Magic 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 protected player. A magical attack is an offensive spell that injures or hinders another player. The Protection from Magic does not obstruct the caster's use of any magic or relics much like a Protection from Fire does not hinder a player protected from casting fire-based spells.

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

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

Purify Food and Drink

Available	Length	Range	Duration	Area of Effect	Material Component
Paladin - Rank 2	60 seconds	Touch	Permanent	1 cu. ft.	Class Symbol

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

Resurrection (Cure Spell)

Available	Length	Range	Duration	Area of Effect	Material Component
Cleric - Rank 10	750 syllables 113 seconds	Touch	Permanent	1 Creature	Class Symbol

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

Sanctuary³

Available	Length	Range	Duration	Area of Effect	Material Component
Paladin - Rank 3 Cleric - Rank 2	200 syllables 30 seconds	Caster	Special	N/A	Class Symbol

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

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

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

Shillelagh

Available	Length	Range	Duration	Area of Effect	Material Component
Druid - Rank 10	300 Syllables 45 seconds	Touch	Permanent	1 Weapon	Small branch and leaf

This spell allows the Druid to permanently empower a weapon with nature’s power. This spell functions exactly like ‘Create/Destroy Magic Weapon’, except the spell can only be applied to a single yellow weapon and someone other than the caster does not benefit when wielding this enchanted weapon. To represent the ‘Magic’ damage, green tape must still be placed on the weapon, The material component must be visible and placed on the caster, not the weapon.

Also, if a 15th rank Druid is using this spell, the enchanted weapon will now deal white damage when striking and red damage when stabbing. To represent this weapon type, the yellow weapon will require red and white tape instead of the yellow tape (Refer to Ch. 4, Weapon Types).

Scrolls may not be made of this spell.

Shocking Grasp^{2,3,4}

Available	Length	Range	Duration	Area of Effect	Material Component
Druid - Rank 6 Mage - Rank 3 Warrior Mage - Rank 3	100 syllables 15 seconds	Touch	Special	Special	Blue gloves

This spell generates a field of lightning energy about the player'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 player may move and speak normally after casting this spell, and items may be held while the spell is in effect. If the player receives a light wound to an arm, the spell effect is dispelled for that arm.

This spell does not allow the player to catch, block, or knock away weapons or spell balls without consequence, and the player will receive normal damage if this occurs. This spell can be dispelled by Dispel Magic. This spell is not head legal.

Skin Armor ^{2,3,4}

Available	Length	Range	Duration	Area of Effect	Material Component
Bard - Rank 5 Druid - Rank 5 Mage - Rank 6 Necromancer - Rank 5 Ranger - Rank 10 Warrior Mage - Rank 6	200 syllables 30 seconds	Caster	Special	Special	Color favor based on Class

This spell provides a layer of protection to the caster. Depending if the caster is donning armor or not, the magical benefits will either distribute protection enhancing the player's armor or isolate protection from one powerful attack.

If the caster is wearing physical armor, it allows the caster to increase their AC (Armor Class) by one level, to a max result of AC2. When a damaging hit is recognized, the caster is encouraged to shout out the spell name listed under the class or 'Armor' for AC armor.

If the caster is not wearing physical armor, this spell absorbs one non-Green damage attack. When a damaging hit is recognized, the caster is encouraged to shout out the spell name listed under the class or 'One Hit' for Hit armor.

A caster may only have one charge of Skin Armor active, unless stated otherwise in the class. Recasting this spell restores the +1 AC or +1 hit provided by this spell.

Skin Armor cast from Scrolls refreshes at res/respawn just as the spell cast normally, as Scroll use follows the same rules as normal casting.

Skin Armor from Potions is not being cast (doesn't follow casting rules), and so it does not refresh at res/respawn.

Smite ³

Available	Length	Range	Duration	Area of Effect	Material Component
Cleric - Rank 15	100 syllables 15 seconds	Touch	Permanent	Special	Personal weapon

This spell allows the player to call upon the power of their deity to imbue extra divine power into their weapon. The first hit of the weapon on which *Smite* is cast will deal black damage to NPCs/monsters, regardless of weapon; after the first hit, the weapon reverts to normal. This spell is only valid on a weapon used by the cleric, and a cleric may only have one weapon affected by *Smite* at any time.

Players may not make Scrolls of this spell. This spell may not be Pouched.

Sorcery

Available	Length	Range	Duration	Area of Effect	Material Component
Bard - Rank 7 Cleric - Rank 10 Druid - Rank 10 Mage - Rank 7 Necromancer - Rank 10 Paladin - Rank 15 Ranger - Rank 15 Warrior Mage - Rank 7	100 syllables 15 seconds	Special	Instant	Caster's Surroundings	Class Symbol

This spell represents a general facility with arcane magic, and allows the caster to accomplish a range of effects. The caster may:

- Open anything closed, locked, latched, or sealed (e.g., chests, doors, urns, sarcophagi, etc.) that is relatively human-sized or smaller. This has no effect on the gates of Fortifications.
- Magically seal any of the above. Nothing can then open the sealed item except the caster, this spell, or *Open Locks* (when that ability can open magical locks). The item can of course still be destroyed.
- Channel arcane energy by touch into a magical device. If a item with charges, one charge per casting. This does not affect 'Sacrificial Weapon'.
- Duplicate the effect of the 'Find/Remove Traps' skill as used by a Bard of equivalent rank. A separate casting is required to remove.
- Duplicate the effect of the Rogue skill 'Read Languages'.
- Open or close an extradimensional portal at the discretion of event Elders—additional components may be required for that adventure.
- Accomplish other effects as deemed fitting by Event Elders for specific adventures. This is deliberately left open-ended for RP and flavor purposes.

Speak with Dead ³

Available	Length	Range	Duration	Area of Effect	Material Component
Paladin - Rank 2 Cleric - Rank 2 Necromancer - Rank 1	200 syllables 30 seconds	Touch	3 Questions	1 Corpse	Class Symbol

This spell allows the Caster 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 their understanding.

The Caster 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 spirit.

Stunning Word (Charm Spell) ^{1,3}

Available	Length	Range	Duration	Area of Effect	Material Component
Bard - Rank 4 Cleric - Rank 4	150 syllables 23 seconds	Throwing distance	1 minute	1 Creature	Orange spell ball

The caster utters words of power that stagger their opponent. If struck by the spell ball, the target is stunned and unable to take any actions for one minute. They can be physically led by others at a slow walk but will otherwise stand in place.

This spell does not penetrate shields.

Truth Speak (Charm Spell) ³

Available	Length	Range	Duration	Area of Effect	Material Component
Bard - Rank 2 Paladin - Rank 3 Cleric - Rank 2 Mage - Rank 2	75 syllables 12 seconds	Touch	1 Question	1 Creature	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 their ability.

Turn Undead ^{1,3}

Available	Length	Range	Duration	Area of Effect	Material Component
Paladin - Rank 8 Cleric - Rank 8	300 syllables 45 seconds	Throwing distance	Instant	3ft. Radius	Yellow spell ball

Necromancer - Rank 2					
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This spell allows the caster to call upon the power of their 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.

Vicious Mockery ^{1,3}

Available	Length	Range	Duration	Area of Effect	Material Component
Bard - Rank 9	100 syllables 15 seconds	Throwing distance	Special	Special	Golden metallic spell ball

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

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

Unlike Dispel Magic, the caster may not target themselves with this spell; Bards are immune to their own Vicious Mockery.

Warp Wood ^{1,3}

Available	Length	Range	Duration	Area of Effect	Material Component
Druid - Rank 6	300 syllables 45 seconds	Throwing distance	Permanent	3ft. Radius	Grey spell ball

This spell allows the caster to warp all man-sized wooden objects within a 3' radius of impact, rendering them unusable. Warp Wood will affect any wooden weapon or small wooden item (planks, chests, etc); 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

Wooden weapons are hand axes, any yellow weapons (except bars), any red weapons (except daggers), battle axes, glaives, and shields.

Metal weapons are any weapons (except clubs and quarterstaves) and any shields.

Chapter Eight: Skills

While spells support the magic of Darkon, skills are the non-magic abilities through training and experience.

Skills

Most skills require an action to perform; some actions are instant while others take some time to perform. Some skills require some communication when being used; each skill will specify how to communicate if needed. When a skill needs to be announced, the player should be audible within 5 feet.

Any skills with a 'Length' will require the Timed Method to use. During the Timed Method, if the player speaks to communicate in-character (i.e., anything other than the reading of the spell, the RP of timed casting, or an out-of-character necessity), fights, actively blocks something, moves (or is moved) more than 12 inches from their starting position, or is hit by a weapon (including shafts) the skill is interrupted. If the player wishes, they may then begin the skill again from the beginning:

- **Timed Method:** They roleplay their skill in an improvised fashion and use a set amount of time to use their skill. This may be anything that is consistent with good roleplay, whether it be playing an instrument, singing a song, performing interpretive dance (as long as the player moves no more than 12 inches from where they started), or doing anything else that the player wants to incorporate into their roleplay. Each player is responsible for timing their own skill.

Any material components or favors required for skills will follow the same requirements as spells (refer to Chapter Seven; Material Components; Favors). Skills are not affected by anti-magical effects such as Dispel Magic. Any footnotes on a skill will match the footnotes for spells (refer to Chapter Seven; Spell Characteristics and Descriptions).

Skill Characteristics and Descriptions

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

- **Length:** The base number of time (in seconds) a skill must consist of in order to be used; this does not include any reductions.
- **Duration:** The length of time a spell is in effect.
- **Material Component:** The material component, if any, required for using a skill.

Agile

Available	Length	Range	Duration	Area of Effect	Material Component
Barbarian - Rank 4 Monk - Rank 9 Ranger - Rank 8 Rogue - Rank 2	N/A	Self	Concentration	N/A	None

When climbing a wall, players start 10' away from the wall and maintain at least three points of contact with the ground while moving toward the wall. Alternately, players can kneel or squat next to and facing the wall with both hands free of any equipment and mime the motions of climbing for 5 seconds.

While swinging on a rope, both hands must be free of any equipment and held together above the player's head as they run from one ship to another. The ship they are swinging to must be at least 10' of the player and the player must take the most direct path available to the ship they are headed towards. The player is considered to have landed once they step on the inside of the borders used for the ship. While swinging on a rope, the player only takes damage from missile weapons and spell balls.

Those not using this skill should not perform any of the above actions.

Cutpurse

Available	Length	Range	Duration	Area of Effect	Material Component
Bard - Rank 4 Rogue - Rank 2	N/A	Self	Instant	1 Creature	Clothespin with a unique number or symbol

A player informs an Event Elder that they wish to use this skill. The player must then attach a small clothespin (Small/standard size clothespins are approx. 2.75" Micro clothespins are not workable) unnoticed to a container (e.g. bag, purse, pouch, etc.) worn or carried by the target. If successful, the Elder [can](#) collect coin and plot-related items from that container and provide it discreetly to the player, [or the Elder can put coin and plot-related items into the container](#). Each player should have a unique number or symbol that will aid Elders in identification. Some NPCs will have additional wealth or adventure items that can only be found with this skill; looting their corpses will not suffice.

Create Trap

Available	Length	Range	Duration	Area of Effect	Material Component
Ranger - Rank 10 Rogue - Rank 10	N/A	Touch	Instant	1 Creature	12" Bright color ribbon

This skill allows a player to create a trap on a physical game item (examples, Door, chest)(cannot be used on pouches). That item will be marked with a ribbon at least 12 inches long that is a bright color (example fluorescent orange) and will deal one point of white damage to two separate limbs. Each player should have a unique number or symbol that will aid Elders in identification.

Evasion

Available	Length	Range	Duration	Area of Effect	Material Component
Monk - Rank 20 Rogue - Rank 20	N/A	Self	Permanent	N/A	None

This allows the player to ignore the AOE effects they are aware of; the player must be struck directly to suffer an effect. The player should call out “Evasion!” when they would otherwise have been affected by something.

Feign Death

Available	Length	Range	Duration	Area of Effect	Material Component
Druid - Rank 1 Mage - Rank 1 Monk - Rank 2 Necromancer - Rank 1 Ranger - Rank 2 Warrior Mage - Rank 1	N/A	Self	Instant	N/A	None

This allows a character to seem both dead and irrelevant to an NPC, who will then ignore the character. The player should fall down and attempt to RP being dead if possible—if the terrain is unsafe or muddy, wet, etc. the player can place their weapon or hand above their head. The player should loudly announce “Feign Death” when doing this, as well as when anyone approaches. Some extremely powerful NPCs may be immune to this effect. This skill does not fool other player characters.

First Aid

Available	Length	Range	Duration	Area of Effect	Material Component
Fighter - Rank 3 Warrior Mage - Rank 6	N/A	Touch	5 minutes	1 Creature	White cloth bandage at least 3” wide with a red cross

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

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

Find/Remove Traps

Available	Length	Range	Duration	Area of Effect	Material Component
Bard - Rank 6 Ranger - Rank 3 Rogue - Rank 3	N/A	Self	Concentration	Caster’s Surroundings	Class Symbol

A player can uncover **small** non-magical traps (e.g., **poisoned needles on locks**) and disarm them.

A player must be touching or holding their class symbol with an empty hand when using this skill, and should always inform an Elder prior to its use.

At 10th Rank, Rogues may discover and disarm **small** magical traps **such as glyphs**.

At 20th Rank, Bards **and Rangers** may discover and disarm **small** magical traps **such as glyphs**.

Herbalism

Available	Length	Range	Duration	Area of Effect	Material Component
Druid - Rank 3 Ranger - Rank 5	N/A	Self	Instant	1 Creature	Leaves or herbs

If the player roleplays the casting of any Cure spell with leaves or herbs (NOT grass) the casting length is reduced by an additional 50%.

Hedgewalker

Available	Length	Range	Duration	Area of Effect	Material Component
Druid - Rank 3 Ranger - Rank 4	N/A	Self	Instant	N/A	N/A

The player may move through overgrown or otherwise impassible natural areas without penalty, to include such things as briars, hedges, and walls of corn. This does not leave a trail for others to detect or follow.

They are also immune to the spell 'Entangle', as well as similar effects such as a giant spider's webs.

Make Poison

Available	Length	Range	Duration	Area of Effect	Material Component
Artisan- Rank 1 Rogue- Rank 8 Necromancer - Rank 10 Druid - Rank 10 Ranger - Rank 10	N/A	Self	Instant	One Poison Writ	5 GP

The player can make five doses of any type of poison (see Chapter Nine; Poisons) per day. To make a dose of poison, they must announce their intention to the Magistrate or Marshal at the beginning of the day. For each dose, they must supply the

Magistrate or Marshal with a written Poison Writ stating the type of poison to be made. Each dose costs 5 GP, which must be paid at that time. The Magistrate or Marshal will sign and date the Writ and give it to them.

Open Locks

Available	Length	Range	Duration	Area of Effect	Material Component
Bard - Rank 6 Rogue - Rank 3	10 seconds	Touch	N/A	1 Object	Class Symbol

This allows a player to pick any locks. The player must be touching or holding their class symbol with an empty hand when using this skill. The player may also unbar the unmanned gate of a fortification, allowing the gate to be opened from the outside. An unmanned gate is one with no one within 10' of it who wishes it to stay closed.

At 10th Rank, Rogues may open magical locks and portals. This skill's length is also reduced by 50%.

At 20th Rank, Bards may open magical locks and portals. This skill's length is also reduced by 50%.

Poisoner

Available	Length	Range	Duration	Area of Effect	Material Component
Rogue- Rank 4 Ranger- Rank 5 Necromancer - Rank 5	N/A	Self	Instant	One Weapon	One Poison Writ

The player may apply Poison to a weapon they are using. See Chapter 9 for 'Poisoning Weapons' rules.

Shield Break

Available	Length	Range	Duration	Area of Effect	Material Component
Barbarian - Rank 1 Paladin - Rank 1 Fighter - Rank 1	N/A	Special	Instant	1 Shield	None

Battle Axes, Glaives of 7' or longer, Hammers and Maces of 5' or longer, and Clubs of 7' or longer) are capable of destroying shields if swung with 2 hands. Clubs and Maces require a striking surface at least 2.5" in diameter. In addition, the player may call 'Black' when swinging (if swung with 2 hands) and 'Red' when stabbing with any of the above weapons.

A Shield that receives three solid hits (glancing blows do not count) from one of listed weapons above is considered destroyed and must be dropped. The exception is a buckler (refer to Chapter Three; Shields) which is destroyed with two solid hits. The spell 'Magic Shield' can also be destroyed by this skill.

Unlootable Pouch

Available	Length	Range	Duration	Area of Effect	Material Component
Rogue - Rank 10	N/A	Self	Permanent	1 Pouch	A 4'x6' or smaller rectangular black cloth or leather pouch with a white key symbol

Only Transferable Items (Gold, Poisons, Potions, Scrolls, etc.) may be placed inside the pouch.

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

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

Immunities

An immunity is a passive skill that permanently affects the player. A player with this skill will always benefit from its effect without interruption. While a player is dead, they will still retain their immunities. When a player is inflicted with the type they are immune to, the player must shout 'Immune!' to acknowledge their immunity.

Immunity to Disease

The player is permanently under the effects of 'Cure Disease', per the spell, and cannot be dispelled. This gives them immunity to diseases such as leprosy, consumption, rabies, lycanthropy, plagues, etc.

Immunity to Poison

The player is immune to any type of poison including contact, insinuating, ingestive, gas, or monster venom.

Immunity to Charm

A player is immune to [mind-affecting things: Charm Spells and similar effects, as well as illusions.](#)

Immunity to Spell: (Spell Name)

The player is permanently immune to the spell listed in their class skill (Ex. Entangle, Nature's Guardian, etc).

Chapter Nine: **Special Items**

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

Coins

Treasure plays only a small role in actual battle, but can be crucial during adventures. The monetary standard in Darkon is the gold 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, Players should turn their coins into the Coin Marshal at the end of each event. The Coin Marshal will then place them into the Player's account. Alternatively Players may take their coins with them, but they are encouraged to have at least 50% of their wealth with them at all times.

Darkon money comes in various colors: blue coins, black coins, red coins, silver coins and gold coins. Countries may wish to purchase their own currency. To do so, they must choose the specifications, including design, color, and monetary value, and propose it to the 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 25 gold pieces each. If they created 1,000 of these coins, 25,00 gold pieces would be deducted from that country's coffers.

Approved Coins:

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

Sovereign Pieces - these are minted by Darkon Wargaming Club, Inc. and heaver and are dark gold in color.

Platinum Pieces- these are minted by Darkon Wargaming Club, Inc. and are silver in color

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

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

Kings Mark - These were minted by a country and are blue in color

Monetary conversions are as follows:

1 Gold Piece = 1 Gold Piece

5 Gold Piece = 1 Sovereign Piece

10 Gold Pieces = 1 Platinum Piece

25 Gold Pieces = 1 Merc Mark

50 Gold Pieces = 1 Province Piece

100 Gold Pieces = Kings Mark

Poison

Any character may use poisons, and they can be used at any time (including Land Wars). Poisons are represented by a paper 'Writ', which is considered expended when the poison is applied.

Poison Writs are only valid [for 1 year from the date of creation](#).

Poisoning Weapons

[Only players with the 'Poisoner' Skill may apply poison to a weapon. Only "Death Poison" may be applied to weapons except for when a Rogue uses the 'Master Poisoner' skill.](#) When the player applies the poison, they should conspicuously mark the weapon with purple tape or ribbon and then tear the Writ.

While using this weapon, they must call out 'Poison!' after the weapon color or other effect.

The poison remains on the weapon until the first hit that inflicts a wound, when it immediately takes effect. After that, the poison is gone from the weapon, whether or not it was resisted due to a spell or immunity. [This does not apply to bows poisoned with the skill 'Poisoned Missiles.'](#)

Note that Rogues with the 'Master Poisoner' skill can have a [weapon](#) that stays continually poisoned.

A player affected by a poison should announce "Poisoned!", at which point the player using the poison has the responsibility to tell them the type of poison.

Poisoning Food or Drink

This requires one dose of poison per food or drink item, and can also be used on eating utensils and drinking vessels.

The player must either place purple tape or ribbon on the affected item, or touch the item with an Elder watching. The Writ should then be torn.

The poison attack is considered successful if a player eats or drinks from the poisoned item within one half hour of the poisoning. Only the first person is affected. Note that a Rogue using the 'Master Poisoner' skill has no limit on duration or number of victims.

The poisoner may pre-arrange for an Elder to discreetly inform the victim(s).

Types of Poison

All poisons last for [1 minute](#), except for Death which takes effect immediately.

- **Death:** character dies
- **Paralysis:** conscious, but cannot move or speak
- **Agony:** incapacitated by pain
- **Hallucination:** incoherent and cannot fight, will have no memory of it after

Potions and Scrolls

Potions and Scrolls may be created by [certain character classes at higher ranks](#). To create a potion or scroll, the maker must inform the Potions and Scrolls Marshal, or the Vice President, at check-in and pay a cost of 1 Gold Piece per spell rank. The maker must also declare at that time what type of Potion or Scroll they are making. The Potions and Scrolls Marshal will then sign and date the potion or scroll, making it valid for use.

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

A caster may make up to three potions or scrolls or any combination thereof each day of any that they can (e.g. three Protection from Fire, or two [Big Game Hunter](#) and one Gaseous Form).

The creation process requires the maker to have the potion or scroll components. Potions require a 20 oz. or smaller plastic bottle or vial and the components of the spell (one dose of potion per bottle); scrolls require the spell to be written on a piece of parchment paper and the components of the spell. The amount of time (in seconds) required to cast clearly may be written instead of scrolls where timed casting will be used.

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 [character with the 'Read Magical Languages' and/or 'Use Magic Items' skills](#) (see Chapter Five: Characters and Classes). When writing the spell on the scroll, the creator should determine the number of syllables according to their rank; therefore, the spell length may be reduced up to 50% if the creator's rank warrants that reduction.

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

Spell	Rank Spell is Acquired
Cure Light Wound	1 st Rank Cleric 3 rd Rank Druid
Cure Disease	4 th Rank Cleric 7 th Rank Druid
Cure Serious Wounds	5 th Rank Cleric 7 th Rank Druid
Cure Mortal Wounds	7 th Rank Cleric
Neutralize Poison	5 th Rank Cleric 5 th Rank Druid
Resurrection	10 th Rank Cleric
Protection from Lightning	3 rd Rank Druid 3 rd Rank Mage 3 rd Rank Warrior Mage
Protection from Ice	4 th Rank Mage

	4 th Rank Warrior Mage
Protection from Fire	7 th Rank Mage 7 th Rank Warrior Mage
Skin Armor	6 th Rank Mage 5 th Rank Druid 6 th Rank Warrior Mage
Big Game Hunter	7 th Rank Mage 7 th Rank Warrior Mage
Gaseous Form	8 th Rank Mage 8 th Rank Warrior Mage

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. If a Player dies in possession of a Relic, they may not keep it with them in Hades; the Relic must be left where the Player fell unless the Player dies in some remote location, like the middle of the woods. In this case, the Relic may be given to an Elder to distribute, but may not be kept by the dead Player.

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

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

Relics are noticeable by their bright green color and are visibly marked with the word 'Relic'. Relics must be visible at all times (i.e., Players may not hide them in their clothing, pouches, etc.).

The Sword of Slaying

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

Dogtooth

Legend has it that this dagger was crafted from the canine tooth of a massive blink dog. Some remnant of its former owner's extraplanar nature allows this dagger to easily "blink" through armors and magics as if they were never there. Dogtooth pierces all armor and skins and does magic red damage. Players should say "piercing" when attacking with Dogtooth to indicate its effect.

Javelin of Lightning

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

The Arrow of Piercing

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

Staff of Healing

SAFETY NOTE: THIS RELIC IS NOT A WEAPON THAT CAN HIT OTHERS. IT IS, HOWEVER SAFE TO CARRY ON THE FIELD.

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 Paladins may use this artifact. This artifact does not work in conjunction with the Fighter skill First Aid or the Monk skill Cure Light Wounds.

Wand of Gartan

SAFETY NOTE: THIS RELIC IS NOT A WEAPON THAT CAN HIT OTHERS. IT IS, HOWEVER SAFE TO CARRY ON THE FIELD.

The evil Arch-Mage Gartan crafted this Wand to assist them in leading their 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 has 3 charges of 'Magic Missile', which can be cast simply by using the invocation line for that spell. However, you must be holding the wand in a free hand to use it, and you must be playing a character class that has 'Magic Missile' on your spell list. It can be recharged by [Sorcery](#), 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 themselves from magic-using contenders of their 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 their 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 a magic greatsword, but deals double black damage when swung. It always deals normal red when stabbing, and if swung with one hand, deals normal black damage. In addition to having the ability to deal increased damage, the Player in possession of The Maelstrom is immune to all cold and fire-based attacks and effects. When striking a Player with The Maelstrom, the wielder is to announce "Maelstrom! Immune!"

The Mace of Disruption

This Mace is a powerful, one-handed weapon forged by the High Priests of Minathian. Its enchantment can wreak havoc upon Undead enemies. In the hands of any Player permitted to use a mace, it functions as an enchanted mace. However, in the hands of a Cleric, it grants the wielder special powers. When swung with one hand, the Mace enables the Cleric to destroy shields with three solid blows. When struck against the Undead, it is considered a Turn Undead spell (see Chapter Seven: Spells and Magic). 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 visibly worn. The bracers will not work in conjunction with any physical armor nor the spell 'Skin Armor'.

The bracers cannot be separated for any reason at any time. The Bracers can be recharged by the spell '[Sorcery](#)', in Hades, or at the discretion of an Elder.

The Shield of Deflection

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

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

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

Ravenswrath

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

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

Lute of Harmony

SAFETY NOTE: THIS RELIC IS NOT A WEAPON THAT CAN HIT OTHERS. IT IS, HOWEVER SAFE TO CARRY ON THE FIELD.

Long ago, Harmony the Bard of Ages befriended Death and bestowed to him a magical lute as a token of their friendship. That friendship came to an end when Harmony snuck a fallen hero out of Hades. Angered, Death ended his friendship with Harmony and cast out the Lute that was gifted to them. Because of the relationship the relic holds between death and Harmony, the relic may only be wielded by Necromancers and Bards.

The relic has 4 abilities:

- **Remember Life:** A holder of this item (while still living) can freely walk into Hades and can invoke a special power by stating "Remember Life" that will allow a single body in Hades of the user's choosing to remember the last five minutes of their life with clarity when they resurrect from Hades. There is no limit to how many times this may occur.
- **Speak with Dead:** They are also skilled at speaking with dead beings they may encounter in the world, to also include dead players and also creatures like ghosts and mummies. This ability works similar to the ability "Speak with dead" and is instacast by stating "Speak with dead special". This ability can only be used 3 times a day by the same caster.
- **Ultimate Sacrifice:** The holder of this item may choose, of their own volition (and while still living) to carry the item into Hades or on a battlefield (only if the player has not moved to Hades or respawn) and swap with them to take their place- when using this ability the user declares "Ultimate Sacrifice". If the individual being swapped with was already in Hades the user assumes whatever time left they had in Hades. When this act is performed the user loses possession of the relic as if they had died. The relic would be set outside of Hades if a swap occurred there. If switching places with a body on the battlefield the relic is left where the body was found. The individual resurrected by this means regains full memory of the last 5 minutes of their life.
- **Death's Grasp:** The lute cannot be freely traded once in a Bard or Necromancer's possession, and can only be relinquished by the death or sacrifice of its owner.

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 Ten: **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 they see 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 their throne for a period of twelve months after coronation. At the end of the twelve-month period they become susceptible to a Crown War, the war may be declared at any time after the first twelve-month period. If a High King survives a Crown War another cannot be called for six months.

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

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

Knights

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

Knights and Squires

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

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

Those petitioners for direct Knighthood of the Realm and Squires being considered for promotion to Knight of the Realm shall submit themselves for review of the senate by way of the magistrate.

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

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

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

Please see Article XI for additional information and guidelines for Squires and Knights.

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

Noble Titles

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

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

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

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

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

Other Titles

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

Knights Retinue

A knight's retinue is comprised of those who have sworn fealty to a given knight and have become their 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 they have a banner and livery for the retainer.

Crown War

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

When a Crown War is declared any knight may bring their 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 they wish their 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 their 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, then they 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 their choosing to the next higher title.

Chapter Eleven: Ceremonies and Traditions of the Crownlands

Armigerous Order Awards

In the interest of better recognizing the members of our player base that go above and beyond, and restoring ceremony to individual accomplishments that have raised the state of our game, this has come into being. We hope in this way to thank the pillars of our community and inspire/incentivize others to also take up the mantles of serving our community in greater ways.

The awards section of the bylaws is still observed at Darkon Crownlands. In addition, the scope of these awards has been further interpreted to apply additional ceremonial customs at Crownlands. Specifically, these customs pertaining to the physical representation of the awards, additional ranks for Armigerous orders, and it is specified that the ceremonial recognition ceremony for Darkon Crownlands will take place at feast.

Physical Representation for Awards: Within our community, it is well established that the wearing of belt flags conveys accomplishments and prestige. The current order awards system will embrace this tradition through the creation of patches to represent the existing Armigerous orders.

Armigerous Order Award Ceremonies and Traditions are as follows:

1. Members getting armigerous order awards will get a physical token (a patch that can be put onto a belt flag).
2. Members cannot receive the same armigerous award more than once (which has capped the clubs ability to recognize outstanding individuals), in response to this for folks continually demonstrating and redefining what mastery means of a said order they are eligible through nomination via Senate and review of the BOD to advance their rank in said order and receive a star that can accompany the existing order patch. A star represents an increase in rank, I.E. Order of the Raven accompanied by a star is Order of the Raven rank 2.
3. All award recipients will be ceremonially recognized at the annual feast.
4. Addressing the matter of cost versus benefit: Creating a visual distinction of recognizing outstanding community members is important. We have seen this with the pageantry of belt flags from combat events and their corresponding award ceremonies. We see the value of these recognitions to our club and want to embrace this tradition further by upgrading our existing awards to encompass this. The cost of introducing these new forms of recognition to the club, to new award members is less than \$50.00 annually.
5. Pre-existing armigerous award holders will have opportunities to purchase existing order patches if they wish.
6. Identifying the masters of different craft and skills in our realm also serves to direct newer players to those that represent some of the best qualities our community has to offer- further a visual distinction of these awards gives them greater weight and can also be inspiring.

Additional Ranks for Armigerous Orders:

Members already holding the armigerous orders of Dragon, Raven, Gryphon, Stag, and/or Sword are eligible to receive a star (as eagle is the great accomplishment of obtaining all five armigerous orders it is excluded).

A star is not a stand-alone order or award; it can however, accompany any existing armigerous order to increase its rank. I.E. it would be possible for someone of tremendous craftsmanship in the arts and sciences to eventually be recognized as being Order of the Raven, rank two after receiving their first star. The receiving of any star is a tremendous honor conveying that the recipient has contributed master level skills or service to the community and our craft. [Each armigerous award can receive up to two additional stars/ranks \(to a maximum of three\)](#). The BOD will review nominations submitted through the senate to determine if the nominee is to be awarded a star. The nomination should address in detail the reasons why the nominee is worthy of this advanced recognition rank.

Ceremonial Receiving of Awards:

The annual feast is when all award ceremonies will be conducted. The president or his/her designee will announce the recipients for all annual awards. Armigerous award recipients will receive a patch that they are invited to affix to a belt favor if they so wish. The President/designee will also use this time to recognize those with existing orders who have proven themselves in the eyes of the club and BOD to receive a star, thus advancing the rank of their order in that armigerous category.

Other:

For those pre-existing armigerous award holders, they will have opportunities to purchase existing order patches if they wish to have them.

Production Cost and Notes

The cost of the patches is limited by their simple one thread color design and are capable of being mass produced. The club will maintain the templates for the design in a file possessed by the BOD for the future. Creation cost for these awards that will be awarded to new recipients annually falls under \$50.00. Credit is due to Susan Day of Ched Nasad for her creation of the templates and prototypes which will be ready to be awarded at Feast to the first recipients this year.

Six armigerous patches:

- **Stag** (Silver thread on black)
- **Dragon** (Silver thread on black)
- **Gryphon** (Silver thread on black)
- **Raven** (Silver thread on black)
- **Sword** (Silver thread on black)
- **Eagle** (Gold thread on black, not eligible for stars)

On Award Prestige:

In looking to increase the prestige of awards, all armigerous awards (with the exception of eagle for obvious reasons, and the Order of the Sword which is earned through combat skill demonstration and NC recognition) will be limited to one recipient per year

In the case that a voting body displays a very strong interest in more than one candidate for an armigerous Order award (excepting Order of the Sword and Eagle, which have their own special requirements), the chair presiding over that body can choose to award the award to more than one recipient.

Knighthood

Knighting ceremonies and traditions is as follows:

In the interest of restoring ceremony and tradition to how we recognize the accomplishments of our members who are elevated to knighthood, this section outlines how, when, and through what manner the official swearing in ceremony of all knights takes place.

The swearing in of squires to become knights (after they have been approved for knighthood by the Noble Council as outlined in the bylaws) is a ceremony to be conducted annually at Bellum, unless otherwise decided by the Noble Council in accordance with the wishes of the knight to be.

Trials of Knighthood Ceremony:

At Bellum, at a time prior to being knighted at court, the knight-to-be may participate in an optional event known as the trials of knighthood. If a squire wishes to participate, they will have a time scheduled at Bellum where others can approach to offer them trials. Traditionally this refers to trials of combat, but other tests of skill may be permitted. The squire retains the right to refuse any challenge. The intent of this event is to give the community the opportunity to share in the culmination and recognition of a knight's journey.

Knighting Ceremony:

The ceremony at court involves the knight-to-be being sworn in by the King/Queen or a Knight of their choosing. The knighting ceremony consists of the knight kneeling and a sword (the special one custom made for the club and knighting ceremonies) being tapped to their shoulders. When the person rises they are no longer a squire, but a knight of the realm.

Knight Scroll:

Upon rising for the first time as a knight, the new knight is to be proclaimed to the realm through the unveiling and reading of their scroll at court. The scroll is to appear ornate and may come in many forms. There is no set method for the crafting of a scroll, and the maker is only bound by their creativity. The creation of this scroll is to be a task undertaken by the Knight who helped to raise their squire (though they have the ability to outsource the creation of the scroll if they wish, it is an expectation they ensure this task is seen through). The scroll is to be a testament to the deeds, character, and accomplishments of the knight on their path to knighthood, and should bear the knight's chosen personal heraldry.

This being said, the Knight-to-be has the responsibility of creating their personal heraldry and sharing that with the Knight who is raising them.

Though the knight receives the original copy of the scroll as a gift, a scan or well taken photo of the scroll is to be saved for the club. The knights scroll will be forever enshrined in the archives of Darkon and made available for viewing online as part of an online archive maintained on knights of the realm.

Established Knights of the Realm:

Established Knights are welcome and encouraged to outsource the creation of scrolls that describe their trials on the path to knighthood. An image of your scroll will be added to the Knight's Archive that is to be maintained on the Darkon website.

Chapter Twelve: **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. It is composed of hexes that represent a large section of land with a particular geographic feature and potential resources.

The map is divided into a grid of hexes with two sets of coordinates; a letter value from West to East and a numerical value from North to South. There are nine types of hexes each with their own movement rules and optional battlefield types.

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 storage and resources. Countries may expend resources 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 resources. The interpretation of the Land Rules is at the discretion of the Land Marshal.

Golden Land Rules

We have worked to design these rules to support competition, roleplay, and overall fun. Not all rules are set in stone and future expansions and additions are always a possibility. While it takes to test all avenues of this book, activities will always be monitored to make sure all intentions are met.

This book follows five Golden Rules:

- **RULE 1:** The Land Marshal's discretion is above anything else regarding what is covered, or not covered, for land rules.
- **RULE 2:** Always venture into new ways to have fun since everyone's definition of fun can vary.
- **RULE 3:** Roleplay should always be encouraged, not stifled.
- **RULE 4:** Conflict should not be penalized or hated, instead, it should be encouraged to allow engagement and growth.
- **RULE 5:** Never conflict In-Character with Out-of Character, especially during times of conflict.

The Map

The main component of the Land Rules is the map itself. It is composed of hexes known as 'hextares' that represent a large section of land with particular geographic features. Those features define what that hex could potentially produce: for example, a forest hex being able to have a lumber yard built onto it, or a mountain hex being able to have a mine placed upon it.

The map is divided into Hextares on a hex grid that is numbered numerically north/south and lettered east/west creating a map coordinate for every Hextare. There are 9 types of hextares each with their own rules for movement over them and the option for thematic battle settings when they are fought on.

There are four hextare states:

- **Unclaimed:** A hex not within a Country's border
- **Settled:** A hex within a Country's border
- **Fortified:** A settled hex with a Tower/Keep/Castle (see Chapter Twelve; Development Assets)
- **Reserved:** A hex that cannot be acted upon

Hexare Type	Movement Rules	Battlefield Recommendation
Forest	-1 Movement	Woods
Plains	Normal	Open field
Hills	-1 Movement	Narrow field or hillside
Mountains	-2 Movement	Narrow field or hillside
Tundra	Normal	Open field
Frozen	-1 Movement	Open field
Desert	-1 Movement	Open field
Jungle	-2 Movement	Woods
Swamp	-2 Movement	Woods

Sea Zones

In addition to hexes sea zones are marked for movement. These are numbered in order of importance to travel. The deep seas stretch across multiple shallow seas and shallow seas are closer to land and islands. Any hexes that borders a sea zone is considered coastal. [Sea zones that touch the eastern border of the land map are considered adjacent to the equivalent spot on the western border of the land map \(and vice versa\).](#)

Resources

Wars are fought often over resources and in order to keep building and maintaining one's holdings, a country must collect resources. There are two resources:

- **Resource Units (RU):** Any good or service of labor is a resource that can be transported or utilized. These resources can be whatever the players wish to depict for roleplay purposes.
- **Gold Pieces (GP):** Currency used in the Realm of Darkon (Refer to 'Rules of Play', Ch. 8).

Storing Resources

Resources are all finite and can spoil or become lost if not stored and cared for properly. As such any resources gained at an event and not stored or spent during the same event will be lost. GP may be stored in player accounts in the royal city or in banks owned by nations. Player accounts in the royal city are capped at 3,000 GP for nobles, 1,500 GP for squires, and 1,000 GP for commoners; these accounts are unaffected by in-game actions against Tarimstadt. Banks owned by nations hold 50 accounts at $\frac{1}{4}$ the hosting nation's GP cap. The bank owner may freeze, unfreeze, or seize these accounts at any time.

Moving Resources

RU may only be moved via caravans and ships, unless within a country's borders being moved between assets connected via roads. For the purposes of movement, 1 RU = 1 Cargo unit, representing the resource and its guards. RU generated at upkeep are placed into the nearest static asset that can hold it, such as a bank or warehouse.

Hex Transfers

Countries can transfer ownership of a hex to another country. Both countries must approve the transfer; the country receiving the hex may not take possession of another hex that same event (though its members are free to otherwise participate in land actions as normal).

The Land Marshal has authority to veto any land hex transfers to avoid potential abuse (for example, a large country intentionally breaking into smaller countries for the purpose of gaining more land actions).

Seasons

Resources are calculated based on the buildings that produce them generated at the end of every 6 actionable events. This is known as a 'season' in game terms; they do not need to coincide with real-world seasons. When a season ends, all hex upkeep costs, asset upkeep costs, and generated resources from assets are applied.

Seasonal Hex Upkeep

It is not enough to claim ownership over a hex. In order to maintain the hex, they must pay a seasonal upkeep. For each settled hex in a country's border, the country must pay a GP upkeep. Each season, a country must pay a total of 10 GP per settled hex or 20 GP per settled hex not in contact with a minimum of three other settled hexes. Not paying this upkeep may result in losing the hex. Island hexes count as in contact if they're in the same Sea Zone. Zones with roads connecting to the Capitol count as in contact. Ports with roads leading to a settlement count as in contact if a minimum of three Sea Zones away.

For each successful Delve per season, a country shall have a number of their hexes have an upkeep cost of 0 GP:

Successful Delves Per Season	Hexes With 0 GP Upkeep
1	1
2-3	3
4	5
5-6	10

Each season, if a country fails to pay the upkeep for a hex, a representative of the country must roll a D100 for each unpaid hex. The representative must declare which hex is being rolled. To fail a roll, the person must roll lower than $(50 + 5X)$; where X is

the number of unpaid hexes). Passing or failing the unpaid hex roll can alter the chances for the next unpaid hex roll. In a scenario where a country rolls for two unpaid hexes:

- The first declared unpaid hex will fail on a 60 ($50 + (5*2)$).
 - If the first roll passes, the second roll doesn't change since there are still two unpaid hexes.
 - If the first roll fails, the settled hex becomes an unclaimed hex. Then, the second roll will now fail on a 55 ($50 + 5*1$).

[A country may elect to lose any unpaid hex without making the unpaid hex roll.](#)

Countries

An important component of each map are the borders of the countries. Border wars, skirmishes and resource rushes all played a part historically in the rise and fall of various nations. Once a country is formed (Refer to 'Rules of Play', Ch. 2), they can choose where on the map to place their starting borders and assets.

New countries start with 13 settled hexes, 1 Capitol, 1 Castle, 1 RU generator (farm, smithy, or lumber mill), 1 army, 6 RU, and 1,000 GP. For initial placement of these resources, all settled hexes must be in contact with 3 other settled hexes; no hex may be selected within 5 hexes of another nation; and all assets must be placed.

If the Capitol hex loses a Defensive Action or is destroyed, that country may immediately declare another castle they control to be their new Capitol. If they are unable to transfer to a Castle, they may transfer it to a Keep, but may not purchase any other buildings until they upgrade it to a Castle. If they have no Castles or Keeps to transfer their Capitol to, then their Nation is destroyed and their people driven into the hills. Said country will be able to redeclare in a new map location as a 'new country' if they wish the next event. If they do, they will retain 25% of your lost Treasury. All assets remain for one season and are destroyed thereafter if left unclaimed.

A country's treasury has a base cap of 3,000 GP.

Guilds

While players only belong to a single Country at a time, players can join multiple guilds. They can only bear 1 guild's surcoat per event. These are to provide tangible services and Roleplay to the game. This also allows for smaller groups to have some influence on the map. Guilds can even represent things like cleric orders, gangs, etc.

New guilds start with 1 guild hall and 1 caravan at no cost. Guild halls must be placed within a consenting country's borders and take up 1 Building Slot of the hosting nation's available slots.

To create a guild, four members with the guild icon must present a charter to the BOD. This must include a mission statement, their requirements for joining and services offered. 4 members must make every 6 events or the Guild goes defunct (see Rulebook page 10 'Defunct Countries').

NOTE: Multiple halls in one nation are allowed, but only after 3 separate countries host one of the guilds' halls. This is to ensure the guilds cannot be destroyed by simple eviction. Up to 3 halls may be built in a single country.

A guild's treasury has a base cap of 1,000 GP.

Non-recognized Guilds: In order to not stifle roleplay, players may form any guild they like in character. The rules above only apply to guilds wishing to own assets on the Land Map and have senate representation.

Players representing Countries or Guilds in the senate cannot belong to another Guild or Country.

Assets

These facilitate generating resources, forces, developments or defenses. Assets come in five categories: production, settlement, slot, development, and mobile. Any number of assets may be built each event and will become functional the next event. Hexes may either contain production assets or settlement assets, but not both. Development assets exist in concert with a hex's production assets or settlement assets. All assets are permanently placed on the hex they are built on, except mobile assets.

Cargo Units may represent the following assets:

Asset	Cargo Unit(s)
1 RU	1
Up to 1,000 GP	1
Siege Weapon	1
Caravan	2

Certain assets can only be owned by certain groups, and are represented with the following symbols on the charts:

☆ = *Country* / ⊕ = *Guild* / ◇ = *Individual*

Production Assets

Production assets represent the use of the hex in order to generate resources.

Asset	RU/GP Cost	Upkeep	Placement	Grants	Generates
Mine ☆⊕	2/100	1 RU	Hills or Mountains	-	(Hills) 100 GP or 2 RU (Mountains) 150 GP or 3 RU
Farm ☆⊕	1/20	20 GP	Tundra or Plains	-	(Tundra) 1 RU (Plains) 2 RU
Smithy ☆⊕	1/50	50 GP	Any Settled Hex	-	2 RU
Lumber Mill ☆⊕	1/30	20 GP	Forest or Jungle	-	2 RU
Gold Mine *	-	-	-	-	3 RU

*: Can only be obtained through the "Gold Mine Discovery" Land Search encounter (see Chapter Twelve; Gold Mine Discovery).

Settlement Assets

Settlement assets represent population centers that, in turn, allow for the placement of slot assets, depending on the number of slots generated by the settlement assets. For example, a town allows for 2 slot assets, which the controlling country can use to place a bank and a trading post.

Settlement assets can be upgraded by paying the difference in RU/GP cost and will be upgraded next event. Settlement assets can be downgraded, but do not receive the difference in cost.

Asset	RU/GP Cost	Upkeep	Placement	Grants	Generates
Capitol ☆	-	-	Castle	6 Cargo Units 4 Slot Assets	-
Village ☆	1/50	1 RU	Any Settled Hex	1 Slot Asset	-
Town ☆	2/100	1 RU	Any Settled Hex	2 Slot Assets	-
City ☆	4/200	2 RU	Any Settled Hex	3 Slot Assets	-

Slot Assets

Slot assets represent buildings in settlements that allow for various benefits, depending on the specifics of the buildings. Only one of each slot asset may be built on any one hex.

Asset	RU/GP Cost	Upkeep	Grants	Generates
Bank ☆	2/150	100 GP	+500 GP Cap Holds up to 50 player accounts at ¼ country's GP cap	-
Warehouse ☆	2/50	50 GP	4 Cargo Units	-
Academy/Temple ☆⊕	3/100	2 RU	5 Potions/Scrolls as per a 20th Cleric/Druid/Mage	-
Trading Post ☆⊕	1/30	1 RU	+100 GP Cap (or +200 GP Cap if connected to another country's Trading Post)	50 GP
Port ☆⊕	2/100	1 RU	Allows building/launching of Ships (Coast hexes only)	(Coast) 50 GP (Lake/River) 25 GP
Guild Hall ⊕	3/200	100 GP	4 RU Storage	100 GP or 2 RU

Development Assets

Development assets represent construction that benefits the hex (and country) as a whole, but does not change the nature of the production/settlement of the hex, whether it be a road for movement or a tower for protection. No more than 25% of a country's hexes may be Fortified hexes.

Development assets can be upgraded by paying the difference in RU/GP cost and will be upgraded next event. Development assets can be downgraded, but do not receive the difference in cost.

Asset	RU/GP Cost	Upkeep	Grants	Generates
Tower ☆⊕◇	2/100	1 RU	Fortified 20x20 structure or smaller during Defensive Land Actions +1 player respawn during Defensive Land Actions	-
Keep ☆⊕◇	4/200	2 RU	Fortified 25x25 structure or smaller during Defensive Land Actions +3 player respawns during Defensive Land Actions	-
Castle ☆⊕◇	6/300	3 RU	Fortified 30x30 structure or smaller during Defensive Land Actions +5 player respawns during Defensive Land Actions	-

Road (3 hexes) ☆⊕	1/20	6 GP	Doubles movement along connecting roads Ignores 'Movement Rules' on hextares	-
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Mobile Assets

In any land the ability to project forces and move goods is paramount. Ships may join a fleet and then may take actions as a unit for ease of tracking. The following are assets that allow for movement across the land map.

Asset	RU/GP Cost	Upkeep	Placement	Grants	Movement
Army ☆	1/50	20 GP	Fortified Hex	'Invasion' Action	12 hexes per event
Caravan ☆⊕◇	1/100	50 GP	Settlement or Guild Hall	4 Cargo Units	12 hexes per event
Small Ship ☆⊕◇	1/50	25 GP	Port	1 Cargo Unit	2 sea zones per event
Medium Ship ☆⊕◇	2/100	50 GP	Port	2 Cargo Units	2 sea zones per event
Large Ship ☆⊕◇	3/200	100 GP	Port	4 Cargo Units	2 sea zones per event

Wonder Assets

Prizes from campouts or events fall into this category. They are bestowed at the Land Marshal discretion. They may have their own unique rules and will come with a card describing these. Wonders are limited to 3 per country/guild; if a country/guild already possesses 3 of these, they must replace one of the existing wonders. This causes the wonder's magic to fade and it is now an inert artifact.

Salvage

Any owned assets can be salvaged for half of the initial 'RU/GP Cost'. Any fractional RUs will be recorded and combined if multiple assets are salvaged, but any fractional GP will be lost at the end of the salvage. This action can be performed multiple times. Any 'roads' salvaged must select the three hexed roads to salvage.

Moving and Special Actions

During each event, mobile assets may take one action or movement. Each asset can perform one the following each event:

Armies or Caravans

- May move along the land up to their maximum movement. They may move through another country's borders with a writ of safe passage from the country's leadership indicating such. If they stop next to a ship, they may be converted to cargo in that event.
- May move into or through another country's borders with a writ of safe passage from the country's leadership indicating such.
- Armies moving into another's borders without a writ begin an invasion action: they invade whichever hex they end their movement on. They would then declare the intent to invade to the Marshal.
- Armies are considered to be destroyed when they lose an invasion action.
- Caravans may offload or load RU as an action from assets touching its hex.
- Caravans may attempt a land search on its hex. It is destroyed when this is done, either killed or removed to settle the hex.

Ships

- May move into any sea zone touching the one it currently occupies.
- May dock at a port it is next to as an action. While docked any loading/unloading actions are free.
- May offload or load cargo on any hex touching the ship's current hex as an action.
- When a ship occupies a sea zone with another vessel or fleet it may choose to engage in a sea battle.
- **Fishing:** If a ship has an open cargo slot, a ship may attempt to fish as its action. The owner shall roll a d10, with results as follows:
 - Zones adjacent to land ("shallow" sea zones) may be fished once per season before being exhausted; a ship is successful in these zones with a roll of 7+ and fills a cargo slot with 1 RU;
 - Zones not adjacent to land ("deep" sea zones) may be fished repeatedly; a roll of 6+ is successful and fills a cargo slot with 1 RU; this difficulty increases +1 each time any vessel succeeds fishing in that sea zone during the same season. After 4 successes, the zone has become overfished and can no longer be fished in. This resets each season.

River Travel

- Any river deemed large enough for river travel, by the Land Marshal, can be traversed by Small and Medium ships.
- Medium ships may move up to the speed of a caravan.
- Small ships may move up to the speed of a caravan on a road.
- Large ships can not traverse rivers.
- Multiple ships can occupy the same hex of a river
- River travel ignores 'Movement Rules' on hextares.
- Rivers can not be altered. For example, rivers can not be widened (making a river that is too small, large enough), dammed/diverted (making a river that is large enough, too small or non-existent), nor constructed (man-made rivers/canals).
- If 2 or more countries have Trading Posts on the same river, they are considered connected (see Slot Assets)
- Fortifications (Towers, Keeps, and Castles) may deny passage of adjacent hexes with rivers and/or roads, at the discretion of the country who owns the fortification asset.

The Market

Wherever people gather, commerce has always not been far behind, even in times of war: armies would have caravans follow them selling goods, mending things, etc. During Day events stalls can be opened, and goods and services offered and exchanged. These are optional; any volunteers running them keep 25% of any GP earned. Players are considered NPCs while running these booths. Only physical coins are accepted by NPCs at market.

Bank

Check in and coin marshal shall be located here so that all transactions required to partake in the game can be accessed near each other.

Tavern

Located here are the Land and Garb marshal. Along with a simple job board players will be encouraged to post jobs on. NPCs running the board may opt to charge for posts. Maps may be purchased for 50 GP. Maps offer one additional roll on any Land Search and stacks with Ranger's 'Exploration.'

Smithy

Weapons and armor marshals shall be located here. Weapons rental would be located here: players may hand over weapons to be rented or may rent weapons here. They must leave their ID with the smith running it in order to rent weapons. Upon return of the weapons the ID shall be returned. NPCs running the smithy may ask for GP in exchange for certain weapons.

Arcane Shop

Here the Potion/Spell marshal resides. Items available for sale here are potions and scrolls. Potions = 5 GP per spell level; scrolls = 2 GP per spell level; no reductions.

Back Alley

Located away from the other shops, a shady figure may sit or stand. The Poison Marshal will be here. Poisons are sold here at 3x their cost listed in the main rulebook on page 68.

Trading Post

At the end of the market, this is an area for trading goods or buying them for GP.

The Royal City of Tarimstadt

Located on its own island, this nation state is the Monarch's court. It is owned not by any man, but the gods of the crownlands. Through strength of arms and character, a noble may come to sit upon its throne, gods willing.

The assets of Tarimstadt do not require upkeep nor can they be expanded. They are as follows:

- Capitol on hex AP11
- Mine on hex AN11
- Smithy on hex AN12
- Lumber Mill on hex AO11
- Town on hex AO12
- Port in Town on hex AO12
- Mine on hex AO13
- Academy and Bank in Capitol on hex AP11
- Farm on hex AP12
- Mine on hex AP13
- Lumber Mill on hex AQ13

- Town on hex A012
- 2 Small ships and 1 Medium ship

The RU produced by these assets can only be stored in the Capitol of Tarimstadt. The GP is added to royal coffers. The Bank on hex AP11 is representative of the royal bank's personal coffers for players, countries and guilds, but player/country accounts in said Bank are not affected by actions against Tarimstadt.

Siege on Tarimstadt

The Royal city cannot be destroyed, as it is protected by the gods. However, its lands can be decimated and the Monarch and their retinue locked into a defensive posture within the Castle's walls. In order to begin this, an army must make it to the island's shores and declare an invasion per the normal rules on page 6.

If the war pushes the border of Tarimstadt back to the Capitol then the Monarch cannot hold court, issue decrees nor levy taxes or fines. The monarch and their retinue must fight siege after siege battle until they win and can reclaim the Capitol before they can once more function in this capacity.

War on Tarimstadt

Should a siege of the royal city occur, only then does the Monarch may declare war upon those who invaded or attacked a royal vessel. The Monarch may then form armies using the royal resources. They may supplement these with other countries, including their home countries, armies and resources if they see fit to do so.

Royal Coffers and Resources

These may never be used to bolster the Monarch's or a country's personal coffers. The GP and RU in the royal coffers can only be used for the following situations. All payments to individuals are to be paid in physical coin.

- Repair Tarimstadt's assets
- Defense of Tarimstadt
- Paying for services rendered to the crown

Taxation

The Monarch may levy taxes up to a max of 50 GP and 2 RU per season from countries. They may also collect a max of 50 GP in fines from individuals. All taxes MUST be put into the royal coffers.

Land Actions

During day events, Land Actions can be declared between 12pm - 1 pm with the Land Marshal. Each country is allotted one Offensive Action per event once 4 members of that country have checked in. Players may only partake in one Offensive Action per event. There are five Offensive Actions to choose from:

- New Country or Guild Placement (refer to Chapter Twelve; Countries, Guilds)
- Raid
- Invasion
- Sea Battle
- Land Search

During some Offensive Actions, a Defensive Action is required. A country or guild may have as many Defensive Actions as they are Offensive Actions in their borders. Defenders may match surcoat members or hired mercenaries up to the number of attackers. If multiple Defensive Actions occur for the same defenders, all defenders are immediately returned as if the players started during 'Lay On' for each Defensive Action. If a Defensive Action takes place on a Fortified Hex, additional benefits are granted to the defenders. When a defending player uses a resurrection from a Fortified Hex, the player is immediately returned as if the player started during 'Lay On' and the player resurrects inside the fortification.

Raids

A single player can create a job with a bounty and place it with the Land Marshal along with the contractor's name (both character and disguised name), target, and objective. Using Disguise is allowed; however, the real character's name may be discovered upon investigation. Only after accepting the job will the contractor's name (or disguised name) be given to a raid party. Defenders of raids may use class skills and bribery to discover the contract issuer from captives. Up to 10 players may participate in a raid party. Only one raid may be performed against each country per season.

If a raid is successful, any assets on that hex will not generate resources for this season. In addition, the following results will occur:

- Farm: All RU are destroyed
- Bank: Loses up to 500 GP split among all accounts and is given to the contractor
- Academic/Temple: Contractor receives 3 potions or scrolls
- Port: Port is unusable for two events
- Smithy or Mill: All RU are destroyed
- Guild Hall: ½ RU stored lost; and loses 25% of treasury to the contractor
- Caravan: Caravan is destroyed and all RU is given to the contractor
- Army: Army may not move next event

During raids, some battle types will be played out to represent the raid's goal. Any not listed are 'hold the field' battles.

- Guild Hall: Siege battle, defenders get 1 keep
- Port: Bridge battle, raiders must hold field
- Caravan: Caravan battle, raiders must stop escorts moving chest from start to other side of field

Invasions

A country may initiate an invasion if they have an 'Army' (see Chapter Twelve; Mobile Assets) that could move into another country's borders. This requires a writ to the Land Marshal with the Hex to be invaded one event prior. The invaders may declare as many surcoated members as they have checked in for the event. They may also hire mercenaries up to equal the number of surcoat members fielded for this action. Defenders cannot build on a hex under invasion. If the invaders are successful, the invaders can 'salvage' the hex and ownership is transferred to the invader.

If multiple countries invade the same hex on the same event, they may choose to negotiate to fight separately or invade together. The combined force will become the total invading force. The invaders may choose to declare who keeps the hex and its assets prior to invasion or may choose to declare the last country on the field that keeps it.

If the attackers are successful in an invasion, they can 'salvage' (refer to 'Salvage') the assets on the hex to obtain RUs and GP. If the hex is 'fortified,' only the Development Assets are salvaged and all other assets remain.

Sea Battles

When two or more opposing ships occupy the same sea zone, a sea battle action may be declared against any ship. Sea battles can either be 'Stationary' or 'Mobile'. The attacking ship can choose which sea battle to perform:

- Mobile sea battles follow all sea battle rules except the 'Stationary' rules.
- Stationary sea battles follow all sea battle rules except the 'Mobile' rules.

Ship Type	Size	Minimum Crew	Maximum Crew	Hits
Small	16 x 16 ft	4	8	4
Medium	24 x 24 ft	4	12	6
Large	32 x 32 ft	4	16	8

Sea Battle: 'General' Rules

These rules enforce the general function of any sea battle. The following rules apply:

- Any physical items representing cargo (siege weapons, chests, crates representing cargo, caravans, etc) can be placed anywhere on the ship.
- Chests and crates must be picked up by at least two players on a ship.
- At the end of a sea battle, the winning team can choose the following:
 - Each remaining ship (ally or enemy) can be claimed with the required minimum crew.
 - Any cargo can be re-distributed amongst the ships.
 - Any unclaimed ships or cargo will be lost at sea and unrecoverable.
 - Alternatively, the Land Marshal can choose to allow any unclaimed ships (along with the cargo it carries) to wander at sea. If the Land Marshal chooses to record the unclaimed ship(s), they can relocate the ship(s) in any random sea zone. If another ship passes through the sea zone with an unclaimed ship, the Land Marshal can secretly roll a D10. If a 7+ is rolled, the unclaimed ship is found and can be claimed.

Sea Battle: 'Water' Rules

These rules enforce how certain things interact with the water. The following rules apply:

Players

- Players wearing AC 3 or higher are considered too heavy and will immediately drown and die. These players are considered unreachable and cannot be interacted with.
- Players wearing AC 2 and lower may choose to swim by crawling on their knees (per 'Large' rules). While swimming, players can only hold weapons 18" and under in their hands, wear bucklers, and carry a chest. Players may still fight while swimming but are never permitted to stand.
- Players may board any ship from the water by touching any side of any ship (ally or enemy).

Objects

- Chests and crates will float and can be pulled by at least one player.
- All other objects, by default, will sink to the bottom and are removed from play. Elders will determine different effects of certain objects related to the scenario, if needed.

Siege

- Any siege damage loses all AOE effects.
- **Siege weapons in the water will sink to the bottom and are removed from play.**

Spells

- Any 'Fire' effect loses all AOE (ex. Fireball).
- Any 'Ice' effect with a spellball creates a 3ft floating ice pillar (ex. Ice Storm). The location of the ice pillar is based on where the spellball stops in the water. Players may choose to stand on an ice pillar as if it were normal terrain. Ice pillars cannot be dispelled, but can be destroyed with Fireball or Burning Hands.
- Any 'Lighting' effect becomes a 3ft AOE (ex. Lightning Bolt). If the effect causes single target damage (ex. Black damage), the damage is applied to each section of the player.

Sea Battle: 'Ship Damage' Rules

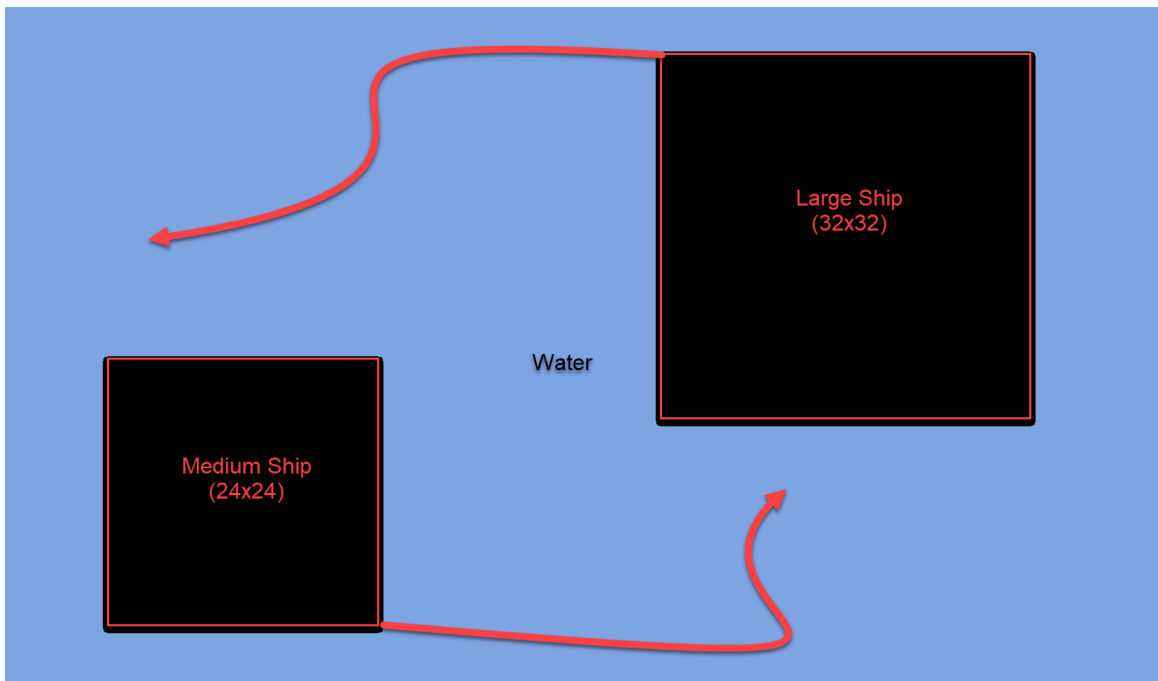
These rules enforce how a ship can be damaged. The following rules apply:

- Ships have a set number of hits to determine how much damage a ship can take until it starts sinking. Only green damage can damage ships (Fireball, siege weapons). These attacks must land on the surface of the ship to damage the ship (objects or people apply). Any attacks hitting the water first does not count.
- A ship with 0-Hits is considered 'sinking'. A ship can be mended which restores 1 hit up to a max of its starting hits. A ship above 0-Hits is no longer considered 'sinking'.
- After one minute of a ship 'sinking' without being mended, the ship is considered 'sunken'. A sunken ship is considered unmendable. The ship is permanently destroyed and is removed from play. All players and objects are no longer considered on the ship and must follow the 'Water' rules.

Sea Battle: 'Mobile' Rules

These rules enforce how the battle is played during a mobile ship battle. The following conditions are applied:

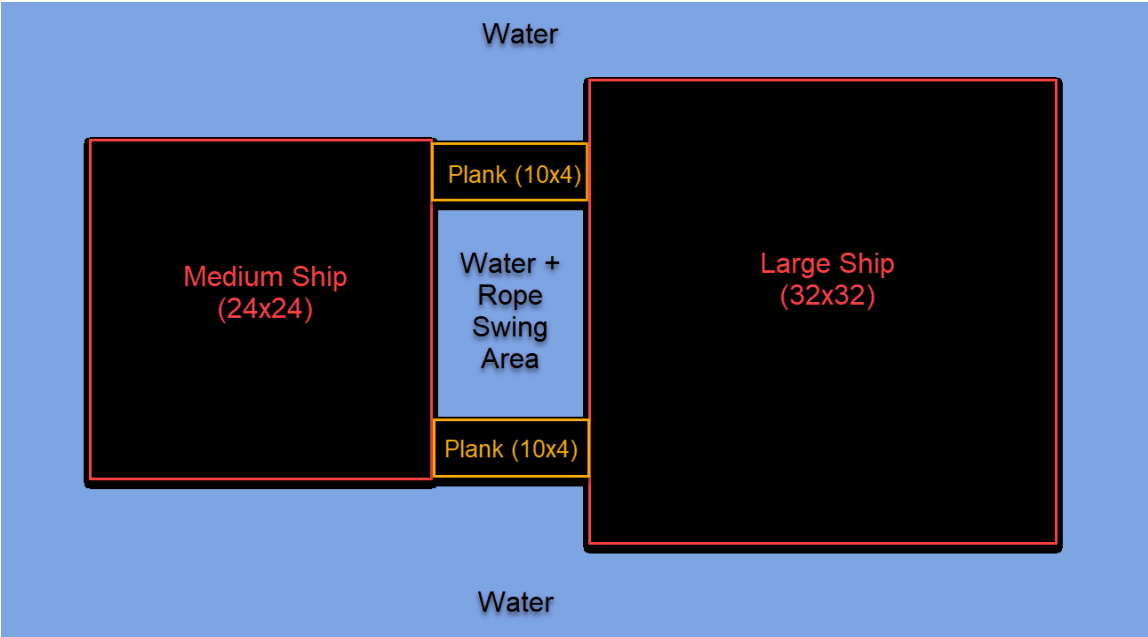
- A minimum crew is required to move the ship.
- The prop used for the ship must be marked with red tape or red ribbons marking the four corners of the ship matching its size. To move the ship, at least one player must hold the prop with one hand at each red marker at all times. If no players are holding the prop at one of the four red markers, the ship must immediately stop all movement until all four markers are manned; Elders will enforce this by watching all four red markers. Ships can only be moved at a walking pace.
- All objects on the ship (siege weapons, chests, crates, etc) must move with the ship and can be carried by any means since all objects are considered stationary while the ship is moving.
- All players on the ship are considered stationary when the ship is moving for the purposes of casting spells and other actions that require standing still.



Sea Battle: 'Stationary' Rules

These rules enforce how the battle is played during a stationary ship battle. The following rules apply:

- One plank (10x4) is placed on each far side of the ship, totaling two planks, connecting the two ships together.
- Planks can be destroyed by siege weapons, 'Fireball' spell, and 'Warp Wood' spell if hitting the surface of a plank or any player on the plank. All players on the plank fall into the water and follow the 'Water' rules.
- Planks can be mended. Planks that are mended are immediately in play and return to their original position.
- Players with the 'Agile' skill may swing on a rope from one ship to another.



Land Searches

A country can send four or more players to scout any hex bordering the country of origin. They may hire non-country members as well. The country pays 1 GP per person, representing supplies required to travel, to the Land Marshal.

After selecting the hex, the Land Marshal will perform the following:

- Roll a D20 on the 'Category Chart'.
- Roll a D100 on the 'Encounter Chart' matching the rolled category.
- Record the encounter results. These results will not be shared with the adventuring party.

A battle is held between the adventuring party and the monster encounter. If the adventuring party survives and all monsters are slain or negotiated, the land search is successful and the unclaimed hex becomes a settled hex. If the entire adventuring party dies, the land search is unsuccessful and the hex remains unclaimed; the Land Marshal will record the monster encounter and the adventuring party can choose to battle the same monsters during their next land search.

Ranger: Exploration

Alternatively, if a Ranger is leading the land search, the Ranger may instead roll and will be provided the encounter results by the Land Marshal. The Ranger may report back to their country with this information. The Ranger who rolled must be the Ranger who leads the Land Search. The Ranger gains the following number of rolls based on their rank:

- **1st-9th Rank:** A Ranger rolls one time on the Category Chart and Encounter Chart.
- **10th-19th Rank:** A Ranger rolls two times on the Category Chart and Encounter Chart and chooses one encounter.
- **20th+ Rank:** A Ranger rolls three times on the Category Chart and Encounter Chart and chooses one encounter.

Scaling Difficulty

Adventuring party sizes will encounter tougher monsters with more AC and Hits. For every 5 party members above 10, the monsters will gain additional AC or Hits. Monster with AC only gain AC and monsters with Hits only gain Hits:

- **4 - 10 Players:** No additional effect.
- **11 - 15 Players:** All monsters gain +1-Hit.
- **16 - 20 Players:** All monsters gain +1AC or +2-Hits.
- **21 - 25 Players:** All monsters gain +2AC or +3-Hits
- **26 - 30 Players:** All monsters gain +3AC or +4-Hits (Increases every additional 5 players)

Category Chart

Category Chart	
Roll (D20)	Type
01 - 04	Human
05 - 08	Humanoid
09 - 12	Undead
13 - 15	Monstrous
16 - 17	Fiend
18 - 19	Large

Encounter Chart

Human	
Roll (D100)	Encounter
01 - 15	10 Peasants
16 - 27	10 Brigands
28 - 37	10 Assassins
38 - 47	10 Druids
48 - 57	10 Mages
58 - 67	10 Peasants, 1 Peasant Hero
68 - 77	10 Clerics
78 - 85	10 Fighters
86 - 92	10 Black Knights
92-98	15 Assorted (ASN/CLR/DRD/FTR/MGE)
99	Legendary: 15 Fighters, 1 Emperor
100	Gold Mine Discovery

Humanoid	
Roll (D100)	Encounter
01 - 09	10 Goblins
10 - 17	10 Kobolds
18 - 25	10 Gnolls
26 - 33	10 Hobgoblins
34 - 40	10 Goblin Shamans
41 - 47	10 Lizardfolk Fighters
48 - 54	10 Lizardfolk Druids
55 - 61	10 Goblins, 1 Goblin King
62 - 68	10 Orc Fighters
69 - 75	10 Drow Assassins
76 - 82	10 Drow Mages
83 - 86	10 Hobgoblins, 1 Goblin King
87 - 90	5 Drow Priestess, 5 Giant Spiders
95 - 98	10 Orc Fighters, 1 Orc Boss
99	Legendary: 10 Drow, 1 Drow Matron Mother
100	Gold Mine Discovery

Undead	
Roll (D100)	Encounter
01 - 12	10 Skeletons
13 - 24	10 Zombies
25 - 36	10 Skeletal Knights
37 - 44	10 Mummies
45 - 52	10 Deathlocks
53 - 60	8 Young Dracoliches
61 - 65	10 Ghouls
66 - 70	10 Vampires
71 - 76	10 Banshees
77 - 82	10 Skeletons, 1 Lich
83 - 87	10 Zombies, 1 Lich
88 - 91	6 Adult Dracoliches
92 - 95	10 Skeletal Knights, 1 Lich
96-98	4 Ancient Dracoliches
99	Legendary: 20 Zombies, 1 Nightbringer
100	Gold Mine Discovery

Monstrous	
Roll (D100)	Encounter
01 - 10	10 Wererats
11 - 20	10 Wereravens

21 - 30	10 Werewolves
31 - 40	10 Werecats
41 - 50	10 Werespiders
51 - 55	10 Blink Dogs
56 - 63	10 Rust Monsters
64 - 71	10 Mind Flayers
72 - 79	10 Gazers
80 - 84	8 Werebears
85 - 89	8 Werecoodiles
90 - 94	8 Weresharks
95 - 98	10 Gazers, 1 Beholder
99	Legendary: 1 Hydra
100	Gold Mine Discovery

Fiend	
Roll (D100)	Encounter
01 - 12	10 Manes
13 - 24	10 Lesser Demons
25 - 36	10 Imps
37 - 48	10 Tanarukk
49 - 60	8 Succubus
61 - 70	8 Bulezau
71 - 78	8 Vrocks
79 - 86	8 Nabassu
87 - 92	8 Pit Fiends
93 - 98	4 Balors
99	Legendary: 15 Lesser Demons, 1 Demon Lord
100	Gold Mine Discovery

Large	
Roll (D100)	Encounter
01 - 11	10 Ogres
12 - 22	10 Ogre Magis
23 - 33	10 Trolls
34 - 44	10 Hill Giants
45 - 53	8 Frost Giants
54 - 62	8 Fire Giants
63 - 71	8 Storm Giants
72 - 80	6 Tyrannosaurus Rexes
81 - 89	8 Stone Golems
90 - 98	8 Iron Golems
99	Legendary: 1 Hundred-Handed One
100	Gold Mine Discovery

Dragon	
Roll (D100)	Encounter
01 - 07	8 Young Wyverns
08 - 16	8 Young White Dragons
17 - 25	8 Young Black Dragons
26 - 34	8 Young Green Dragons
35 - 43	8 Young Blue Dragons
44 - 52	8 Young Red Dragons
53 - 58	6 Adult Wyverns
59 - 64	6 Adult White Dragons
65 - 70	6 Adult Black Dragons
71 - 76	6 Adult Green Dragons

77 - 82	6 Adult Blue Dragons
83 - 88	6 Adult Red Dragons
89 - 90	4 Ancient White Dragons
91 - 92	4 Ancient Black Dragons
93 - 94	4 Ancient Green Dragons
95 - 96	4 Ancient Blue Dragons

97 - 98	4 Ancient Red Dragons
99	Legendary: 4 Chromatic Greatwyrms
100	Gold Mine Discovery

'Gold Mine Discovery' Encounter

In the event a 'Gold Mine Discovery' encounter is rolled, reroll on the Encounter Chart to determine the encounter. All monsters will rez one additional time during this encounter (this stacks with any 'Reinforcement' effects).

If the Land Search is successful, the country will receive a "Gold Mine" Production Asset on that hex. If the Land Search was unsuccessful, the Gold Mine and monster encounter will be recorded on this hex for future attempts.

'Legendary' Encounter

In the event a 'Legendary' encounter is rolled, additional rewards are available! If the Land Search is successful, the country will obtain a 'Castle' on the hex at no RU/GP cost. However, the upkeep still needs to be paid each harvest. If the Land Search was unsuccessful, the monster encounter will be recorded on this hex for future attempts.

Rogue: Loot Discovery

If a Rogue participates in a Land Search, the Rogue may search the dead bodies of the monsters and the surrounding area for loot. Before Land Searches starts, the Rogue will roll on the Loot Discovery Table. If their Land Search is successful, the Rogue will receive loot according to their roll. Only one Rogue can benefit from 'Loot Discovery' per country Land Search.

If a potion or scroll is rewarded, a writ will be provided and can be traded with the Potions & Scroll Marshal for the loot at no cost. If GP is rewarded, a writ will be provided and can be traded given to the Coin Marshall to add to any coffer. These writs are not lootable and expire in 3 months.

Roll (D20)	Rewards (1st- 9th Rank)	Rewards (10th - 19th Rank)	Rewards (20th+ Rank)
01	Nothing	Nothing	Nothing
02 - 03	Minor Scroll (Spell lvl 1-3)	Minor Scroll (Spell lvl 1-3)	Minor Scroll (Spell lvl 1-3)
04 - 05	Minor Potion (Spell lvl 1-3)	Minor Potion (Spell lvl 1-3)	Minor Potion (Spell lvl 1-3)
06 - 07	Small Bag of Coin (1d20 GP)	Small Bag of Coin (1d20 GP)	Small Bag of Coin (1d20 GP)
08 - 09	Minor Scroll (Spell lvl 1-3)	Moderate Scroll (Spell lvl 1-7)	Moderate Scroll (Spell lvl 1-7)
10 - 11	Minor Potion (Spell lvl 1-3)	Moderate Potion (Spell lvl 1-7)	Moderate Potion (Spell lvl 1-7)
12 - 13	Small Bag of Coin (1d20 GP)	Medium Bag of Coin (2d20 GP)	Medium Bag of Coin (2d20 GP)
14 - 15	Minor Scroll (Spell lvl 1-3)	Moderate Scroll (Spell lvl 1-7)	Major Scroll (Spell lvl 1-10)
16 - 17	Minor Potion (Spell lvl 1-3)	Moderate Potion (Spell lvl 1-7)	Major Potion (Spell lvl 1-10)
18 - 19	Small Bag of Coin (1d20 GP)	Medium Bag of Coin (2d20 GP)	Large Bag of Coin (3d20 GP)
20	Small Treasure Chest (2d20 GP + Minor Scroll (Spell lvl 1-3) + Minor Potion (Spell lvl 1-3)	Medium Treasure Chest (4d20 GP + Moderate Scroll (Spell lvl 1-7) + Moderate Potion (Spell lvl 1-7)	Large Treasure Chest (6d20 GP + Major Scroll (Spell lvl 1-10) + Major Potion (Spell lvl 1-10)

Delve

While a Land Search is to explore unclaimed hexes, Delving allows a country to further explore settled hexes. A country can send four or more players to Delve any settled hex within their country's control. There is no cost per country member as the hex is already owned and does not require travel. However, hired non-members cost 5 GP per person.

A Ranger leading the Delve gains all of its 'Exploration' benefits listed under its class description, except the 'Ranger's Exploration' rolls, listed under 'Land Searches.'

A Rogue participating in the Delve can benefit from 'Loot Discovery' (refer to 'Rogue: Loot Discovery' under Land Searches).

After selecting the hex, the Land Marshal will secretly roll one time on the Category Chart and Encounter Chart (refer to 'Land Searches') and record the results. The results are not shared with the country.

Then, the Land Marshal will secretly roll one time on the Delving Chart below and record the results. The results are not shared with the country.

Delving Chart		
Roll (D100)	Discovery	Reward
01 - 88	Nothing	-
89	Group of Refugees	Earn 1 'Army' & Pay 25 GP
90	Abandoned Caravan	Earn 1 'Caravan' & Pay 50 GP
91	Abandoned Small Ship	Earn 1 'Small Ship' & Pay 25 GP
92	Abandoned Medium Ship	Earn 1 'Medium Ship' & Pay 50 GP
93	Abandoned Large Ship	Earn 1 'Large Ship' & Pay 100 GP
94	Lost Village	Earn 1 'Village' & Pay 25 GP
95	Lost Town	Earn 1 'Town' & Pay 50 GP
96	Lost City	Earn 1 'City' & Pay 100 GP
97	Ruined Tower	Earn 1 'Tower' & Pay 50 GP
98	Ruined Keep	Earn 1 'Keep' & Pay 100 GP
99	Ruined Castle	Earn 1 'Castle' & Pay 150 GP
100	Hidden Gold Mine	Earn 1 'Gold Mine'

A battle is held between the adventuring party and the monster encounter. If the adventuring party survives and all monsters are slain, the Delve is successful, the adventuring party is rewarded with the reward listed next to the discovery. The adventuring party may choose to 'salvage' (refer to 'Salvage' under Assets) the discovery in lieu of the reward. If the entire adventuring party dies, the Delve is unsuccessful; the Land Marshal will record both the monster encounter and the reward, and the adventuring party can choose to battle the same monsters during their next Delve.

Monsters

Player Effects vs. Monsters

Magic: This is needed to hit certain creatures at all, but doesn't do additional damage.

Holy: This does double damage to monsters with a Holy vulnerability.

True: If there's anything listed for Vulnerable, this does double damage.

Poison: Affects monsters not immune to Poison as normal, provided the weapon can strike the monster (e.g., magic weapons may be needed).

Death Strike: A torso strike kills anything with the Human or Humanoid type, and does double damage against other types, provided the weapon can strike the monster (e.g., magic weapons may be needed).

Turn Undead: Destroys Undead monsters with AC values; deals 4 hits of damage to Undead monsters with hits. Some special undead may be immune to this spell.

Note: Damage can only be doubled ONCE, regardless of stacking effects.

Some monsters also have notations in their stat block:

¹: Negated by the Bard skill "Skald's Ward."

²: Immune to the spell "Turn Undead."

³: Dismissed by one successful use of the spell "Banishment."

⁴: Dismissed by two successful uses of the spell "Banishment."

⁵: Immune to the skill "Feign Death."

⁶: Cannot be encountered on hex identified with their elemental weakness (no Ice weakness in Tundra hexes, no Fire weakness in Desert Hexes, etc); encounter to be re-rolled as needed.

Monster Spells

Charm	(Charm) (Single-Target Spellball) The target must fight against all allies for 60 secs. Ignores all shields and armor.
Death Ray	(Single-Target Spellball) Causes instant death when hit. Ignores all shields and armor. Cannot be deflected.
Poison Breath	(Poison) (Single-Target Spellball) Causes 'Agony Poison' for 60 secs when hit. Ignores all shields and armor.

Monster Passive Skill

Ambush	Monsters may start in any position in a 360-degree circle around the country land-searching.
Antimagic Field	All players (excluding monsters) within 100' are under the effects of 'Dispel Magic'.
Desecrating Aura	All other creatures within 100' are unaffected by cure spells or curing effects (including potions and scrolls).
Hundred Hands	Each section will rez 4 times. Each section can ignore the 'Large' rule requiring it to be within 5ft of another section.
Life Steal	After killing a target, the monster instantly heals +1-Hit (if Hit-Based) or +1AC (f AC-Based). AC-Based monsters cannot heal their AC on wounded limbs. Any hits gained cannot go beyond their starting amount.
Multiple Heads	When one section dies, it will return to a designated spawn point representing the body of the monster. Any section can return to the spawn point and sacrifice 1-Hit to resurrect any dead section with 3-Hits. Each section can ignore the 'Large' rule requiring it to be within 5ft of another section.
Reinforcements	All monsters without this trait can rez one additional time. A monster with this trait is the rez point.
Shieldless	Cannot don shields.

Monster Active Skills

Dragon Breath	(3' Radius Spellball) Causes instant death if hit or within the radius.
Evasion	Monsters ignore the AOE effects they are aware of (they are only affected when directly struck).

Fear	(Charm) (Single-Target Spellball) The target covers or runs in fear and cannot fight for 60 seconds. Ignores all shields and armor.
Plague	(Disease) Any wounds dealt will cause a disease effect to make the player scream in pain. If the target is not cured of the disease within 60 seconds, the target dies. The monster must shout "Disease (Weapon Color)" when attacking.
Poisonous	(Poison) Any weapon damage causes 'Agony Poison'. If the target is not cured of the poison within 60 seconds, the target dies. The monster must shout "Poison (Weapon Color)" when attacking.
Rampage	Can continue to use any limb that is light wounded.
Reanimate	Can instantly reanimate any creature without this trait as a 1-Hit Undead. Reanimation cannot be refused. The reanimated target must immediately fight with the monster without command.
Rock	(Yellow Damage) (Single-Target Spellball) Can only cause damage to the head.
Rust Antenna	Any weapon damage dealt to 'Metal Armor' instantly destroys the armor in that section. The monster must shout "Rust".
Rustic Spit	(Single-Target Spellball) Instantly destroys any 'Metal Armor' and 'Metal Weapons' wielded by the target.
Shield Destroy	Any weapon can instantly destroy a shield with one hit, per 'Shield Break' rules, or destroy unbreakable shields with three solid hits.

Monster Bestiary

Damage Type

- **Normal:** No special properties (Ex. Yellow, White, Red, and Black weapons with no additional effects)
- **Magic:** Magical properties, not including spells. (Ex. Magic Weapon)
- **Holy/Unholy:** Radiant or necrotic properties. (Ex. Blessed, Consecrate, Holy/Unholy Weapon)
- **True:** Ignores all immunities and applies any vulnerabilities. (Ex. True Strike)
- **Fire:** Elemental properties involving fire. (Ex: Fireball, Burning Hands)
- **Ice:** Elemental properties involving ice. (Ex: Ice Storm, Frost Spike)
- **Lightning:** Elemental properties involving lightning. (Ex: Lightning Bolt)

Status Effect

- **Disease:** Causes disease. (Ex. Plague)
- **Poison:** Causes poison. (Ex: Poisonous, Hallucination, Paralysis, Agony, Instant Death)
- **Charm:** Mind-affecting things: Charm Spells and similar effects, as well as illusions,
- **Hold:** Things that physically affect movement: Hold spells and similar effects (e.g., Ice Storm, Entangle).

Chart Details

- **Name:** The name of the monster.
- **Type:** The monster type. Certain skills and spells affect certain monster types.
- **Size:** The size of the monster. Monsters with a number listed in the size represents how many players are required to represent a single monster. There are three sizes:
 - **Small:** A smaller sized monster. NPCs portraying these monsters may not use weapons over 6' in length, nor shields over 36".
 - **Medium:** A standard sized monster; this is also the size of all players. These monsters have no additional effects.
 - **Large:** A large monster can range from a large Ogre to a gargantuan Ancient Dragon. During an encounter, while at least one Large monster is still alive, the following rules apply:

- Any Medium player or monster must treat a leg as if it suffered a light wound. (Refer to 'Light Wound' rules under Ch.4 "Combat": The Player must lock the knee of that leg in place or drag the leg when they walk; therefore, a Player may never lead with a lightly wounded leg. Players with a light wound on a leg may never run.). Players and monsters under the effect of 'Big Game Hunter' ignore this rule.
- Large monsters cannot be shield bashed or grappled.
- Large monsters are immune to 'Hold' spells.
- Monsters consisting of multiple sections are required to stay within 5' of each other at all times.
- **AC:** The Armor Class of a monster (Refer to 'Rules of Play', Ch. 3). The monster has hit zones and armor similar to players.
- **Hits:** The number of hits a monster receives until death. A monster does not have hit zones and can use all limbs until death, regardless of the number of hits remaining.
- **Immune:** The immunities of a monster. A monster is unaffected by anything under this category.
- **Vulnerable:** The weakness of a monster. A monster receives double the amount of damage when hit by the damage type (Ex, A monster vulnerable to Holy. If hit by a 'Holy' black weapon, an AC monster will treat the hit as double-black while a Hit monster will treat it as two hits).
- **Weapon/Shield Modifier:** The type of damage the monster deals with all weapons, regardless of the weapon used. Also identifies if a weapon/shield is unbreakable being the weapon is a part of the monster or of a much stronger material.
- **Passive Skill:** These are unaffected by 'Dispel Magic'. These skills are constantly active.
- **Active Skill:** Monsters share the same skills as players (Refer to Ch6 'Rules of Play'). These skills cannot be dispelled.
- **Spell:** Monsters share the same spells used by players (Refer to 'Rules of Play', Ch. 7). However, monsters have some unique spells not available to players. All spells are affected by 'Dispel Magic' and ignore armor and shields, unless stated otherwise. Monsters are not required to 'Cast' spells and the 'Invocation Line' only requires the spell name.

Name	Type	Size	AC	Hit	Immune	Vulnerable	Weapon/Shield Modifier	Passive Skill	Active Skill	Spell
Adult Black Dragon	Dragon	Large (2)	-	6	Disease Poison Charm	-	Magic Black Unbreakable	-	Shield Break	2x Entangle
Adult Blue Dragon	Dragon	Large (2)	-	6	Lightning Disease Poison Charm	-	Magic Black Unbreakable	-	Shield Break	2x Lightning Bolt
Adult Dracolich	Undead	Large (2)	-	6	Normal Disease Poison Charm	Holy	Magic Black Unbreakable	Desecrating Aura	Shield Break	2x Curse
Adult Green Dragon	Dragon	Large (2)	-	6	Disease Poison Charm	-	Magic Black Unbreakable	-	Shield Break	2x Poison Breath
Adult Red Dragon ⁶	Dragon	Large (2)	-	6	Fire Disease Poison Charm	-	Magic Black Unbreakable	-	Shield Break	2x Fireball

Adult White Dragon ⁶	Dragon	Large (2)	-	6	Ice Disease Poison Charm	-	Magic Black Unbreakable	-	Shield Break	2x Ice Storm
Adult Wyvern	Dragon	Large (2)	-	6	Disease Poison Charm	-	Magic Black Unbreakable	-	Poisonous Shield Break	-
Ancient Black Dragon ⁵	Dragon	Large (3)	-	7	Normal Disease Poison Charm	-	True Black Unbreakable	-	Shield Destroy	3x Entangle
Ancient Blue Dragon ⁵	Dragon	Large (3)	-	7	Normal Lightning Disease Poison Charm	-	True Black Unbreakable	-	Shield Destroy	3x Lightning Breath
Ancient Dracolich ⁵	Undead	Large (3)	-	7	Normal Disease Poison Charm	Holy	True Black Unbreakable	Desecrating Aura	Shield Destroy	3x Curse
Ancient Green Dragon ⁵	Dragon	Large (3)	-	7	Normal Disease Poison Charm	-	True Black Unbreakable	-	Shield Destroy	3x Poison Breath
Ancient Red Dragon ^{5,6}	Dragon	Large (3)	-	7	Normal Fire Disease Poison Charm	-	True Black Unbreakable	-	Shield Destroy	3x Fireball
Ancient White Dragon ^{5,6}	Dragon	Large (3)	-	7	Normal Ice Disease Poison Charm	-	True Black Unbreakable	-	Shield Destroy	3x Ice Storm
Assassin	Human	Medium	2	-	-	-	-	-	Death Strike Evasion	-

Balor ⁴	Fiend (Demon)	Large (2)		12	Normal Fire Disease Poison Charm	-	Magic Black Unbreakable	Shieldless	Shield Destroy	2x Fireball
Banshee	Undead	Medium	-	6	Normal Disease Poison Charm	Holy	Magic Unbreakable	-	-	1x Curse ¹
Barbarian	Human	Medium	2	-	-	-	-	-	Shield Break Stalwart Spirit	-

Beholder	Aberration	Medium	-	8	Disease Poison Charm	-	Magic Unbreakable	Antimagic Field Shieldless	-	2x Death Ray
Black Knight	Human	Medium	4	-	-	-	True Unbreakable	-	-	Protection from Magic
Blink Dog	Monstrous	Small	-	5	-	-	Magic Unbreakable	Ambush	Evasion	-
Brigand	Human	Medium	1	-	-	-	-	-	-	-
Bulezau ³	Fiend (Demon)	Medium	-	6	Normal Fire Disease Poison Charm Hold	-	Magic	Shieldless	Plague	-
Cleric	Human	Medium	3	-	-	-	Holy	-	-	1x Cure Mortal Wounds
Chromatic Greatwyrms ⁵	Dragon	Large (5)	-	10	Normal Fire Ice Lightning Disease Poison Charm	-	True Black Unbreakable	-	5x Dragon Breath Shield Destroy	-
Demon Lord ⁵	Fiend (Demon)	Large	-	15	Normal All Spells Disease Poison Charm	-	True Black	Reinforcements	Shield Destroy	-
Deathlock	Undead	Medium	2	-	All Spells Disease Poison Charm	Holy	-	Shieldless	-	1x Hold Person
Drider	Monstrosity	Large	-	6	Disease Poison Charm	-	Magic Black Unbreakable	-	Shield Break	-
Drow Assassin	Humanoid (Drow)	Medium	2	-	Poison	-	-	-	Death Strike Poisonous Evasion	-
Drow Mage	Humanoid (Drow)	Medium	0	-	Poison	-	Magic	Shieldless	-	1x Ice Storm Stoneskin
Drow Matron Mother	Humanoid (Drow)	Large	5	-	All Spells Disease Poison Charm	-	True Black Unbreakable	-	Shield Destroy	3x Entangle
Drow Priestess	Humanoid (Drow)	Medium	4	-	Poison	-	Holy	-	-	3x Resurrection

Drow Warrior	Humanoid (Drow)	Medium	3	-	Poison	-	-	-	-	-
Druid	Human	Medium	2	-	-	-	-	-	-	1x Cure Light Wounds
Emperor	Human	Medium	5	-	All Spells	-	Magic Black Unbreakable	Reinforcements	-	-
Fighter	Human	Medium	4	-	-	-	-	-	-	-
Fire Giant ⁶	Giant	Large	-	7	Fire	-	Black	-	Shield Break	1x Fireball
Frost Giant ⁶	Giant	Large	-	7	Ice	-	Black	-	Shield Break	1x Ice Storm
Gazer	Aberration	Medium	-	4	Charm	-	Magic Unbreakable	Shieldless	-	1x Death Ray
Ghoul	Undead	Medium	4	-	Disease Poison Charm	Holy	Unbreakable	-	Life Steal	-
Giant Spider	Beast	Medium	-	5	Entangle Poison	Fire	Unbreakable	-	Poisonous	1x Entangle
Gnoll	Humanoid (Gnoll)	Medium	1	-	-	-	-	-	Rampage	-
Goblin	Humanoid (Goblin)	Small	-	1	-	-	-	-	-	-
Goblin King	Humanoid (Goblin)	Medium	-	5	-	-	-	Reinforcements	-	-
Goblin Shaman	Humanoid (Goblin)	Small	-	1	-	-	-	-	-	1x Lightning Bolt
Hill Giant	Giant	Large	-	6	-	-	-	-	Shield Break	-
Hobgoblin	Humanoid (Goblin)	Medium	-	3	-	-	-	-	-	-
Hundred-Handed One	Giant	Large (20)		1	Disease Poison Charm	-	True Black Unbreakable	Hundred Hands	Shield Break	-

Hydra ⁵	Monstrosity	Large (10)	-	15	Disease Poison Charm	-	True Black Unbreakable	Multiple Heads	Shield Break	-
Imp ³	Fiend (Devil)	Small	-	3	Fire Disease Poison Charm Hold	-	-	Death Strike	Evasion	-
Iron Golem	Construct	Large	-	10	Normal Disease Poison Charm	-	Magic Black Unbreakable	-	Shield Destroy	1x Poison Breath Protection from Magic
Kobold	Humanoid (Kobold)	Small	1	-	-	-	-	-	1x Rock	-
Kraken	Monstrosity	Large (5)	-	8	Disease Poison Charm	-	True Black Unbreakable	-	-	-
Lesser Demon ³	Fiend (Demon)	Medium	-	3	Fire Disease Poison Charm Hold	-	-	-	-	-
Lich ^{2,5}	Undead	Medium	-	8	All Spells Disease Poison Charm	Holy	Magic	Reinforcements Desecrating Aura	-	3x Fireball
Lizardman Druid	Humanoid (Lizardman)	Medium	2	-	-	-	-	-	-	1x Mending
Lizardman Fighter	Humanoid (Lizardman)	Medium	3	-	-	-	-	-	-	-
Mage	Human	Medium	0	-	-	-	Magic	Shieldless	-	1x Lightning Bolt Stoneskin
Mane ³	Fiend (Demon)	Medium	-	2	Fire Disease Poison Charm Hold	-	-	-	-	-
Mind Flayer ⁵	Aberration	Medium	-	5	Charm	-	Magic Unbreakable	-	-	1x Mind Blast
Mummy	Undead	Medium	3	-	Disease Poison Charm	Holy Fire	Unbreakable	-	Plague	-
Nabassu ³	Fiend (Demon)	Large	-	8	Fire Disease Poison Charm	-	Magic Black Unbreakable	Shieldless	Life Steal	1x Fear

Nightwalker ²	Undead	Large	-	10	Normal All Spells Disease Poison Charm	Holy	True Black Unbreakable	Desecrating Aura Reinforcements	Life Steal Shield Destroy	-
Ogre	Giant	Large	-	4	-	-	-	-	-	-
Ogre Magi	Giant	Large	-	4	-	-	Magic	-	-	1x Lightning Bolt
Orc	Humanoid (Orc)	Medium	3	-	-	-	-	-	Rampage Shield Break	-
Orc Boss	Humanoid (Orc)	Medium	4	-	-	-	-	Reinforcements	Rampage Shield Break	-
Peasant	Human	Medium	0	-	-	-	-	Shieldless	1x Rock	-
Peasant Hero	Human	Medium	2	-	-	-	-	Reinforcements	1x Rock	-
Pit Fiend ⁴	Fiend (Devil)	Large	-	10	Normal Fire Disease Poison Charm	-	Magic Black	Shieldless	Shield Break 1x Fear	-
Rakdos ⁵	Fiend (Demon)	Large (3)	-	10	Normal Fire Disease Poison Charm	Holy	True Black	Shieldless	Shield Destroy	6x Charm
Rust Monster	Monstrosity	Medium	-	4	-	-	Unbreakable	-	Rust Antenna 1x Rustic Spit	-
Skeletal Knight	Undead	Medium	3	-	Normal Red Disease Poison Charm	Holy	-	-	-	-
Skeleton	Undead	Medium	1	-	Normal Red Disease Poison Charm	Holy	-	-	-	-
Skeleton King	Undead	Medium	5	-	Normal Red Disease Poison Charm	Holy	Unholy	Reinforcements	-	-
Stone Golem	Construct	Large	-	8	Normal Disease Poison Charm	-	Black Unbreakable	-	Shield Destroy	Protection from Magic

Storm Giant	Giant	Large	-	7	Lightning	-	Magic Black	-	Shield Break	1x Lightning Bolt
Succubus ³	Fiend (Demon)	Medium	-	6	Normal Fire Disease Poison Charm Hold	-	Magic Unbreakable	Shieldless	Life Steal	1x Charm
Tanarukk ³	Fiend (Demon)	Medium	-	6	Fire Disease Poison Charm Hold	-	-	Shieldless	Shield Break	Protection from Magic
Troll	Giant	Large	-	5	-	Fire	-	-	Shield Break	-
Tyrannosaurus Rex	Beast	Large (2)	-	8	-	-	Black Unbreakable	Shieldless	Shield Destroy	-
Vampire ⁵	Undead	Medium	-	8	Normal Disease Poison Charm	Holy	-	Reanimate	Life Steal	-
Vrock ³	Fiend (Demon)	Large	-	6	Normal Fire Disease Poison Charm	-	Magic Unbreakable	-	-	1x Poison Breath
Werebear	Humanoid (Lycanthrope)	Large	-	6	Disease	-	Magic Unbreakable	-	Stalwart Spirit Life Steal	1x Nature's Love
Werecat	Humanoid (Lycanthrope)	Medium	-	3	Disease	-	Magic Unbreakable	-	Stalwart Spirit Life Steal	-
Wererocodile	Humanoid (Lycanthrope)	Large	-	7	Disease	-	Magic Black Unbreakable	-	Stalwart Spirit Life Steal Shield Break	-
Wererat	Humanoid (Lycanthrope)	Medium	-	2	Disease	-	Magic Unbreakable	-	Life Steal	-
Wereraven	Humanoid (Lycanthrope)	Medium	-	2	Disease	-	Magic Unbreakable	-	Life Steal	1x Lightning Bolt
Wereshark	Humanoid (Lycanthrope)	Large	-	8	Disease	-	Magic Black Unbreakable	-	Stalwart Spirit Life Steal Shield Break	-
Werespider	Humanoid (Lycanthrope)	Medium	-	4	Disease Poison	Fire	Magic Unbreakable	-	Life Steal Poisonous	-

Werewolf	Humanoid (Lycanthrope)	Medium	-	5	Disease	-	Magic Unbreakable	-	Stalwart Spirit Life Steal	-
Young Black Dragon	Dragon	Medium	-	5	Disease	-	Magic Unbreakable	-	-	1x Entangle
Young Blue Dragon	Dragon	Medium	-	5	Lightning	-	Magic Unbreakable	-	-	1x Lightning Bolt
Young Dracolich	Undead	Medium	-	5	Normal Disease Poison Charm	Holy	Magic Unbreakable	Desecrating Aura	-	1x Curse
Young Green Dragon	Dragon	Medium	-	5	Poison	-	Magic Unbreakable	-	-	1x Warp Wood
Young Red Dragon ⁶	Dragon	Medium	-	5	Fire	-	Magic Unbreakable	-	-	1x Fireball
Young White Dragon ⁶	Dragon	Medium	-	5	Ice	-	Magic Unbreakable	-	-	1x Ice Storm
Young Wyvern	Dragon	Medium	-	5	Poison	-	Magic Unbreakable	-	Poisonous	-
Zombie	Undead	Medium	2	-	Disease Poison Charm	Holy	Unbreakable	Shieldless	-	-
Zombie Lord	Undead	Medium	5	-	Disease Poison Charm	Holy	Unholy Unbreakable	Reinforcements	-	-

Appendix A: **Bylaws of the Darkon Wargaming Club, Inc.**

Article I: Name, Purpose

1. The name of the organization shall be Darkon Wargaming Club, Inc., herein referred to as the Club.
2. The Club provides its Players with a game in which fantasy-based live action role-playing and medieval-style battles using specially constructed props are conducted.
3. The Club operates exclusively as a non-stock, not-for-profit corporation, specifically as a 501(c)7.

Article II: Members and Players

1. Player

- A. Players are any person age 16 years or older that has paid the Club dues and signed the waiver; parents must sign waivers for any under the age of 18 years. Upon turning 18, Players will sign a new waiver.
- B. Participation may be suspended by the Board of Directors. Any suspension must have a set expiration date.
- C. Anyone having joined as a Player shall remain on the roster for life but can be banned from the club by the Board of Directors.
- D. Senate may reduce the length of a Player's sanction with a four-fifths supermajority vote. They may not change the type of sanction.
- E. Senate may reinstate a suspended or banned Player with a four-fifths supermajority vote. Suspended or banned persons have no right to petition for reinstatement, nor may they appear before the Senate except via a Senate request approved by a majority vote. Suspension and ban records shall not be publicized but may be presented to the Senate or any member by request.
- F. If a member seeks to petition senate to vote upon anything related to a banned or suspended member, the Magistrate will need to be informed no less than one week in advance.
- G. The Board should act with the intention of completing a review of a concern brought to their attention within 60 days. The only exception to this being if the Board had knowledge that an outside law enforcement or legal involvement may exist.

This 60 day expectation for bodies to complete reviews will also be a standard by which we reciprocate interim conduct review status decisions of other clubs. If another club has an open review existing for more than 60 day, and is not able to render a decision within 60 days, the Darkon BOD can make a decision to extend the interim suspension (and review every 60 days) or remove the player from having the interim suspension status within our club. However,

lifting an interim suspension does not reflect any determination of responsibility. The board would maintain the ability to later render a decision if the investigating body of another club has completed an investigation.

- H. A Player has the right to terminate their involvement at any time.
- I. The Board of Directors maintains the right to refuse participation to any individual for any reason, with or without cause.
- J. It is noted that anyone joined as a player will remain on the roster for life, but in order to remain a member of the club with rights afforded, one must be active. Active is defined as having attended at least one officially scheduled club event or officially scheduled meeting of the club within the past 5 years. After 5 years have passed a returning player would have to complete a new club waiver to reinstate their membership and must attend one new player speech. A loss of membership status due to inactivity has no bearing on earned awards or titles within the club, those remain on record along with the roster.

2. Countries

- A. Countries are defined as groups organized by Players in accordance with the Rules of Play of the Club.
- B. Countries may send representatives to the Senate.
- C. Countries may terminate their involvement at any time, ending the existence of the group (i.e. "go defunct").

Article III: Board of Directors

- 1. The Board is responsible for the overall policy and direction of the Club as well as management of day-to-day operations of the Club. To include but not limited to:
 - a. Shall vote on all new game rules and rule changes passed by the Senate.
 - b. Shall have all the rights and responsibilities mandated and authorized by the statutes of the State of Maryland provided for a Board of Directors.
 - c. Responsible for maintaining all rule books, writing and maintaining all policy and procedure documents, and ensuring these are made available to Players.
 - d. Members of the Board cannot vote on the Noble Council or Senate except as described elsewhere in the bylaws.
 - e. Members of the Board receive no compensation.
 - f. The Board is responsible for running or delegating the running of all Club events.
 - g. The Board is responsible at all times for enforcement of Club Rules, Bylaws and Policies.
- 2. There shall be 5 voting members of the Board consisting of President, Vice President, Magistrate, Secretary, and Treasurer. There shall be 2 non-voting members of the board consisting of the Land Marshal and President Emeritus.

A) President

- I) Shall convene regularly scheduled Board meetings at least 4 times per year and shall preside or arrange for the Vice President of the Board to preside at each meeting.
- II) Is authorized to delegate authority, appoint assistants to the President for any purpose and create committees for any purpose.
- III) Is the default chairperson of all committees or may appoint a chairperson for said committees.
- IV) Is the liaison with the public-at-large.
- V) Is authorized to represent the interests of the Club as an entity in all exchanges with federal, state and local authorities.
- VI) Is required to act as Compliance Officer and maintain the club's compliance with legal and insurance requirements, including actions necessary to maintain the club's tax status and classification as a non-profit organization.
- VII) Is responsible for maintaining necessary documentation and obtaining or appointing representatives to obtain required permits and permissions for event sites.
- VIII) Shall make on-the-spot interpretations of the bylaws which will be reviewed and confirmed or corrected by the full Board.
- IX) Shall appoint a Quartermaster to document and store all Club property and bring it to events as needed.
- X) May appoint an Education Marshall to organize learning events including but not limited to game basics, crafts, combat, stewardship and leadership.
- XI) Shall appoint a Technology Administrator to maintain the Club website, including publication of rule changes and the event schedule. The Technology Administrator is also responsible for domain and hosting maintenance, and for the maintenance of the Credits Database in cooperation with the Secretary. Due to the requirements of the role, the individual appointed should have knowledge of Linux and Python sufficient to obtain employment for those skill sets.
- XII) May appoint a Marketing Manager to spearhead online marketing and event promotion including social media.
- XIII) Shall appoint a "Bellum Coordinator" for the next year's Bellum Aeternus by September 1st of each year. The Bellum Coordinator shall create a Committee with any number of positions needed to administer the event. The Coordinator shall submit a proposal to the Board for approval before November 1st to include date, location, event schedule, expenses and dues collection.
- XIV) Shall appoint a "Feast Coordinator" for the annual Feast event before February 1st of each year. The Feast Coordinator shall create a Committee with any number of positions needed to administer the event. The Coordinator shall submit a proposal to the Board for approval to include date, location, event schedule, expenses and dues collection.

XV) Shall appoint a First Aid Marshal to procure and maintain 2 first aid kits and ensure they are brought to every event.

XVI) Shall solicit nominations for Awards bestowed by the Board (in Article VI. Awards of these bylaws) and ensure the Board votes on and announces these awards on or before the last event in October.

B) Vice President

I) Chairs the Noble Council (the "Council", see Article V) and sets its meetings and agenda.

II) May appoint assistants to aid in the performance of the Vice President's duties.

III) Appoints a Relics Marshal, Coin Marshal, Potions and Scrolls Marshal, and other Marshals as needed for duties specific to the Vice President and Council.

IV) Collects and maintains the list of Marshals for the Council.

V) Records the minutes of all Council Meetings and ensures decisions are implemented; is the Council liaison to both the Board and Senate.

VI) Shall solicit nominations for Awards bestowed by the Council (in Article VI. Awards of these bylaws) and ensure the Council votes on and announces these awards on or before the last event in October.

C) Secretary

I) Responsible for the collection and maintenance of player records including waivers and character credits.

II) Responsible for the recording of minutes at Board meetings.

III) Responsible for ensuring that the secretary duties are fulfilled at events in the secretary's absence.

IV) Responsible for the Credit Tracker. Shall ensure that the events' database entries are kept current with the schedule and the appropriate credit allocations.

V) Shall track player credits at check-in via the Credit Tracker spreadsheet and the Darkon laptop. Written check-in is only acceptable on an emergency basis if the laptop fails or is unavailable.

VI) In the event of device failure, shall enter all updates from that event to the Credit Tracker prior to the next event.

VII) Shall promptly respond to player email inquiries regarding credits, and shall provide logins for players to view their own records.

VIII) Shall make manual modifications to the credit record for transfers, late Elder lists, or other adjustments as needed.

IX) Shall promptly communicate in writing to the Board and Technology Administrator about any technical difficulties, and shall work diligently to resolve any issues.

X) Responsible for training the Secretary-Elect in the performance of the above duties. Must report to the Senate and the Board (incoming & outgoing) if the Secretary-Elect has not received training by the beginning of their term, along with the cause.

D) Treasurer

I) Responsible for all fiscal activities of the club, including but not limited to maintenance of insurance documents, collection of dues, monies for the sale of rulebooks, and the payment of debts incurred by the club.

II) Shall provide quarterly and annual financial reports to the Board, the Senate and Players in accordance with state statutes.

III) Shall interface with the state and federal tax bureaus.

IV) May appoint assistants to aid in their duties to include but not limited to an aide to collect dues at event check-in.

V) Responsible for ensuring that the treasurer duties are fulfilled at events in their absence.

VI) Shall deposit all monies collected at an event into the Darkon bank account prior to the next event.

VII) Shall at all times avoid the commingling of Darkon funds with other accounts.

VIII) Shall maintain all items and monies related to the Treasurer position in a secure fashion, and shall minimize the amount of time that those are in a vehicle (time spent at events excepted).

IX) Shall use cash payments only in the event of a bona fide emergency. When this occurs, the treasurer shall inform the board in writing prior to the next event.

X) Shall use a lockable cash box and locked late check-in box for the collection of dues and other monies at events. Cash box shall be locked when not in use.

XI) Upon receiving documentation of receipts, shall promptly reimburse individuals whose expenditures have been authorized by the Board.

XII) Shall keep Treasury records in an organized and detailed fashion so that each subsequent Treasurer can easily verify and audit the previous year's event revenue and expenditures.

XIII) Is responsible for the filing of all required Federal and State tax paperwork.

E) Magistrate

I) Shall Chair the Senate, set the Senate agenda and ensure event check-in is run smoothly.

II) Has sole power to interpret the game rules in the event a clarification is requested. Such interpretations shall remain in effect until July 1st of the next year or until the Senate votes to include or deny the interpretation in the Rules of Play, whichever is sooner. Should a conflict arise between Senate rulings and the Magistrate's rules interpretations, the Senate ruling shall supersede.

- III) Clarifications made by the Magistrate must be published and made public. Clarifications approved by the Senate shall be added to the Rules of Play immediately upon passage and openly published.
- IV) Magistrate shall present the names of candidates and petitioners for Knight of the Realm to the Senate and document all comments. Comments will be presented to the Noble Council by the Vice President.
- V) Shall review the legitimacy of Country or Player status. The Magistrate is authorized to deny voting rights for one Senate meeting, pending full Board review.
- VI) Shall solicit nominations for Awards bestowed by the Senate (in Article VI. Awards of these bylaws) and ensure the Senate votes on and announces these awards on or before the last event in October.
- VII) Shall update the rulebook Dec 31st and June 30th.

Non-Voting Members

A) Land Marshal

- I) Responsible for the management of the Land Rules portion of the Rules of Play.
- II) Is the on-the-field interpreter of the Land Rules portion of the Rules of Play.
- III) Has no vote on the Board of Directors but may attend meetings at the discretion of the Board.
- IV) Must have a written copy of the land rules and monster charts on their person at all events (electronic copy is acceptable).

B) President Emeritus

- I) The elected President of the previous year; this position is vacant if the President of the previous year is the current President.
- II) Responsible for providing insight and information for the activities of the Board of the previous year to maintain continuity of management of the Club.
- III) Has no vote on the Board of Directors but may attend meetings at the discretion of the Board.

3. Elections shall be annually.

- a) Board members shall be elected by a simple majority vote of the member representative body known as the Senate (see Article IV).
- b) Elections and reelections to the following term will occur within one event of the first club gathering of May of each year. Board members shall be elected by a simple majority vote of the Senate.
- c) Prior to the vote for each position, the section of the bylaws documenting the duties of that position shall be read aloud in full. Candidates must answer affirmatively to the following two questions:

- Do you understand the responsibilities of this position?
 - If elected, will you faithfully perform all of these duties?
4. When a vacancy on the Board exists, the Senate will elect a new member. The newly elected Board member shall serve until the end of the current term and is eligible for re-election.
 5. All Board members shall serve 1-year terms starting on July 1 following the election.
 6. The Board shall meet at least quarterly, in an agreed upon manner, time, and place. Unless otherwise specified in this Article all votes are a majority of those present.
 7. Self-nominations begin two months prior to the date of elections. All nominations are submitted to the Secretary to be posted by the Secretary on the official forums or other social media. Nominations may also be made during the Election itself.
 8. A quorum is set at four-fifths of the voting Board members before business can be transacted or motions made or passed. Without a prior vote, any voting Board member is empowered to take stopgap measures to protect the club, to include such things as ejecting a Player from an event for unsafe behavior or for other egregious violations of club rules and/or policies. Whenever possible, however, this should be done via an emergency meeting.
 9. An official Board meeting requires that each Board member have written or verbal notice one weeks in advance. This does not apply to emergency meetings, which should only be called for pressing legal, financial, and/or safety concerns, and which must be called by a voting member of the Board.
 10. Resignation from the Board must be in writing and received by the Secretary or President.
 11. A Board member may be removed at any time with or without cause by a simple majority vote of the Senate or a 4/5 majority vote of the Board.
 12. The Board is responsible for the enforcement of the Articles of Incorporation, the bylaws of the corporation, rules of the game, and has authority over all things not specifically authorized to another body and in accordance with state statute.
 13. The club reserves the right to investigate and take legal action against Board members suspected of prosecutable crimes including but not limited to fraud, embezzlement and theft.

Article IV: The Senate

1. The Senate is composed of two voting representative(s) of each Country. Said representative(s) must have each attended at least 20 events.
2. A quorum is met when two-thirds of the Countries eligible to vote send at least one Senator to the Senate meeting.
3. The Senate shall be responsible for the creation and review of all game rules. All rule proposals shall be voted upon by the Senate and require a simple majority to pass. Voting sessions are broken up into two parts

- Core Rules presented and voted on during the July – Dec Senate session and final Chapter vote held at Bellum.
- Realm Rules presented and voted on during the Jan – June Senate session.

Rules passed by both Senate and Board shall go into effect Dec 31st and June 30th; unless the rule governs safety at which point the rule will go into effect immediately.

The Senate may vote; by simple majority, to initiate a play-test of any proposed game rule. Such a play-test would be used to give the game an opportunity to gain experience regarding a rule in question prior to a vote to implement. An approved play-test must include an end date; to be no longer than 12 months, but may be extended by another simple majority Senate vote. At the play-test's conclusion; the new rule will be brought before the Senate as a rule proposal. A play-test should not be implemented as a method to circumvent the dates listed for the rules to go into effect.

4. The Senate may override a Board veto on rule proposals with a three-fourths majority.
5. The Senate may review petitioners for Knight of the Realm and provide comments to the Council.
6. The Senate is chaired by the Magistrate, if the Magistrate is unavailable they may appoint another as Chair. The Chair may only vote in instances of a tie.
7. Any Senator may call an emergency meeting of the Senate in cases where the Magistrate cannot or should not Chair.
8. No rules proposal may be voted on the same day as it is presented to Senate.

Article V: Noble Council

1. The Council is composed of any Club Players who have been given the award of "Knight of the Realm." See Article VI.
2. The Council is responsible for the planning of all tournaments and any other types of events they wish to promote and may appoint assistants to fulfill these responsibilities.
3. The Council, on behalf of the Board, is responsible for the evaluation of all rules in regards to safety within the Club to include; new and existing rules.
4. The Council is responsible for the evaluation and implementation of new construction methods for weapons, shields and armor as well as evaluating new weapon types not yet introduced. Any additions to weapon types shall be presented to the Senate as a rule proposal.
5. The Council is responsible for the checking of all costuming and equipment for compliance with rules and safety standards.
6. Any rules considered unsafe by the Council shall be revoked and removed from the rulebook. Any new safety requirements set by the Council shall go into effect immediately and placed in the next edition of the rulebook. The Board may veto any Council safety decision with a four-fifths majority vote. The Council can overturn a Board veto of a safety ruling with a three-fourths majority of those present.

7. The Council shall appoint individuals to positions of Armor Marshals, Weapons Marshals, Costume Marshals, and Spell Marshals and assign the position of head Marshal for each; to ensure all Players are in compliance with the game rules and have equipment constructed according to the published safety standards.
8. The Council, on behalf of the Board, shall track Players' rule infractions and report to the Board subsequent to the Council meeting. The Council may also submit recommendations for disciplinary actions to the Board.
9. The Council shall review petitions for and select those to be given the award of Knight of the Realm per the rules and bylaws.
10. The Council shall review comments submitted by the Senate regarding petitioners for Knight of the Realm and Squires being considered for promotion to Knight of the Realm.
11. Candidates approved by the Council for Knight of the Realm shall be submitted to the Board and must be approved by a majority vote. The Council can override a Board veto of candidates for Knight of the Realm with a three-fourths majority vote of those present.
12. A Player may be stripped of the award of Knight of the Realm with a majority vote of those present of the Council or a supermajority of the Senate or in accordance with Article VI.
13. The Council shall meet quarterly: meetings are held during the first non-Darkon weekend (either Saturday or Sunday) in March, June, September, and December, and begin promptly at 12 noon. The VP shall decide the location. The VP may reschedule a meeting in the case of a major holiday or other conflict to another in the month. Notice of this must be given to the Council at least 2 weeks prior to the original date. All votes are by a majority of those present.
14. The Council may create committees to deal with issues under the Council's purview.
15. The Council is chaired by the Vice President; if the Vice President is unavailable the Vice President shall select one of their number to Chair. The chairperson of the Noble Council may only vote in the instance of a tie.
16. Knights of The Realm are responsible to ensure smooth gameplay and enforce the rules and bylaws of the Club when needed. Knights of The Realm are expected to act as field elders when needed in matters that do not pertain to their own gameplay. Knights of The Realm may be called to act as Marshals at any time by official Marshals or members of the Board.

Article VI: Awards

1. Knight of the Realm (KR)
 - a. Awarded by the Council or per Section 2.e of this Article.
 - b. Eligibility, procedures and privileges are defined by the Council, Rules of Play and bylaws.
2. Armigerous Awards - Awards that when given bestow the right to wear personal livery and heraldry and be known as "Master" or "Mistress." These awards may be given once a year, nominations are to be given to the chairperson of the awarding body responsible by the second event of October.

- a. Order of the Stag (OS) - Granted by the Board for major contributions of service to the Club not necessarily related to an elected office. A Master of The Stag is one who has repeatedly served with distinction as marshal, organizer, elder, etc.
- b. Order of the Dragon (OD) – Granted by the Senate for continuous demonstration of positive attitude. Master of the Dragon is one who has continually demonstrated a positive attitude, good sportsmanship and high level of support for the other Players and has the general respect of the realm.
- c. Order of the Gryphon (OG) - Granted by the Council for demonstrating great leadership. A Master of The Griffin is one who has led the Club forward as a club elected official or furthered the development of the game in some outstanding way.
- d. Order of the Raven (OR)- Granted by the Senate for exemplary performance in the arts. A Master of The Raven may be a superb roleplayer, has outstanding garb, or someone who makes great weapons, armor or accessories, or contributes in some extraordinary way to the atmosphere of the game. A Master of the Raven is one who enriches the game through their actions and appearance, and espouses their excellence to others.
- e. Order of the Sword (OSW) - Granted for skill at arms and fighting prowess. Sword Masters differ from other Orders in that they must prove themselves in battle to attain the title.
- I. A Sword Master candidate petitions and is voted on by the Council, if approved, the combatant must prove themselves in a Noble Tournament as run by the Noble Council to earn entry into the Order and become a Sword Master.
 - II. Sword Masters, after possessing their title for one season, may defend in Noble Council Tournaments against both Council members and approved Sword Master Candidates.
 - III. Grandfathering Clause - All Knights of the Realm who have won a bout in a Noble Council Tournament before passage of these bylaws are members of the Order of the Sword.
- f. Order of the Eagle (OE) - Any Player who has achieved membership in all five Master Orders, the ultimate achievement in the club, is eligible to be made a Master of the Eagle with Board approval.
3. Non-Armigerous Awards - Given for recognition by the Club but do not bestow any special privileges or costuming. These awards will be given once a year, nominations are to be given to the chairperson of the awarding body by the second event of October.
- a. Order of the Mask (CM)- Given to those individuals to one individual annually, chosen as the best representation of their class. Companions of the Mask are awarded by the Senate. Players must have checked in as a class at least once during the prior year to be eligible for this award.
- b. Paragon of the Mask (AM) - Automatically awarded to those individuals who have been awarded Order of the Mask in a single class 5 times and thus constitute an exemplar for this class; these individuals are no longer eligible for Order of the Mask consideration, but may identify themselves as “Paragon (Class).”
- c. Order of the Crown (CC) - Awarded to those that have served on the Board for a full term.
- i. Companions of the Crown are automatically awarded at the end of the term.

- ii. Grandfathering Clause – Any who have served a full term on what was called the Executive Board of the Club are given this award for each full term.
 - c. Order of the Boar (CB)- Awarded for outstanding contributions to the club by a group (country, retinue, guild, etc.) Companions of the Boar are awarded by the Board.
 - d. Order of the Swan (CS) - Awarded for minor contributions of service to the Club. Companions of the Swan are awarded by the Board.
 - e. Darkon Award of Excellence - Awarded for excellence to one person annually by the President.
 - f. Golden Spud- Awarded to one or more individual annually for having a great attitude and showing eagerness and loyalty to the club. Awarded by the Senate to a player that has joined the Club within the past 24 months.
- 4. Players may receive an award from Sections 2 and 3 multiple times.
 - 5. Retired Awards - Titles and awards that the club has given out but are no longer awarded.
 - a. Knight Errant - Retired in 2008 and replaced with Lord of the Realm. All those with Knight Errant were converted to Lord of the Realm.
 - b. Lord of the Realm - Retired in 2012 and replaced with various awards. All those with Lord of the Realm were converted to an order in Section 2 and given the title “Master:”
 - 6. If a Player is suspended, the awarding bodies shall review applicable awards of that Player and vote to determine continued merit.
 - 7. All awards are revoked if the Player is banned from the Club. A unanimous vote of the Board can reinstate any award to a reinstated Player.
 - 8. All awards are given out at the discretion of the awarding body and each awarding body reserves the right to not give out awards in any given year.

Article VII: Meetings

- 1. Once a year at the first event of June the Senate, Board, and Council shall meet to discuss any issues of the previous year. This shall be known as the Triumvirate meeting and is chaired by the President.
- 2. At this meeting the Board shall present a status on the club and take questions from the Players. Newly elected members of the Board about to assume office shall also announce plans and take questions.
- 3. Unless otherwise indicated in these bylaws, the time and place of all meetings must be announced two weeks prior to the meeting date.
- 4. Emergency meetings may be called by the Senate, Board or the Council as needed.

Article VIII: Use of Technology

1. Board meetings may be conducted via in-person meetings, conference calls, video conferencing or other meeting collaboration tools that involve audio and/or visual components.

2. The Board may vote between meetings via instant messaging or other technology if all 5 Board members are present in the communication and unanimously agree to do so.

Article IX: Harassment Policy

1. Purpose: Darkon Wargaming Club Inc. (hereinafter referred to as Club) is committed to providing an environment for our members that is free from discrimination, harassment, retaliation and/or sexual assault/harassment. Discrimination or harassment based on (but not limited to) race, gender and/or gender identity or expression, color, creed, religion, national origin, ethnicity, disability, veteran or military status, sex, sexual orientation, pregnancy, genetic information, marital status, citizenship status, or on any other legally prohibited basis is unlawful and undermines the character and community of the Club. Members violating these rules may be expelled from the event at the discretion of the organizers and may incur additional sanctions from the Board of Directors.

2. Definition: Harassment can take many forms. It may be, but is not limited to, the following: words, signs, jokes, pranks, intimidation, physical contact, or violence. Harassment does not have to be sexual in nature.

Sexual assault/harassment may include (but is not limited to) unwelcome/non-consensual (consent may be withdrawn by a person at any time) acts, sexual advances; requests for sexual favors; or other verbal or physical contact of a sexual nature when such conduct creates an intimidating environment, or when such conduct is made a condition of participation, membership, or compensation, either implicitly or explicitly.

It is not the intent of the behavior by the offender that determines if harassment has occurred but whether the behavior is welcome by the receiver.

3. Responsibility: All members have a responsibility for helping to keep our environment free of harassment.

If you become aware of an incident of harassment, whether by witnessing the incident or being told of it, you must report it to a member acting as a club official (meaning a member of the board of directors, member of the noble council, or an events Elder).

A club official on receiving such information has a duty to act promptly (as soon as reasonably possible) to report that information to the board of directors, even if the reporter does not wish that information to be shared with the Board of Directors.

To ensure the safety of the community, the Board of Directors is obligated to take prompt and appropriate action, regardless of whether the reporter wants the club to do so.

4. Complaint Procedure: Any member, who believes that they have suffered harassment in violation of the Harassment Policy, should take the following action:

a. If you are able to do so without conflict or danger, tell the harasser as clearly as possible that the behavior is unwelcome; if unable, proceed to take action b.

b. If the behavior continues, or unable to take action a.: report the problem immediately (with as much detail as possible) to a club official (BOD member, Noble Council member, or Elder).

Note: A victim, if they believe a violation of law has occurred, is welcome to and always has the right to contact the police. Our policies, while in place to promote a safe environment, are not meant to be taken as a substitute for the law where potential criminal activity may be involved.

5. Confidentiality: The Club, including all persons to whom a violation of this Harassment Policy has been reported and persons who have become aware of a complaint, must maintain confidentiality, to the extent possible given the need to investigate. All complaints shall be considered confidential to the maximum extent possible.

6. Retaliation: No member of the club may retaliate against any victim, witness, or reporter of an alleged violation of the Harassment Policy.

7. Any attempt to misuse or “weaponize” a club policy intended for keeping players safe to cause harm to another member will not be tolerated as this is a grave undermining of the spirit and intent of the rules, and jeopardizes the integrity of systems intended for maintaining a safe environment for our players. Any person found to have acted in such a manner will be held highly accountable for their actions, up to removal from the club

Article X: Amendments

1. These bylaws may be amended when necessary at a senate meeting by a four-fifths majority of the Board and four-fifths majority of the Senate.

2. These bylaws shall be reviewed and amended as necessary, no less than every 5 years.

3. In the event that a bylaw mandated senate or Triumvirate lands on a camp out event it may move it one event prior or after. (N/A to BA senate)

These bylaws were approved at a meeting of the Board of Directors of the Darkon Wargaming Club, Inc. on November 13, 2012 and the Senate of the Darkon Wargaming Club, Inc. on November 4, 2012. Amended: October 16, 2018.

Article XI: Goals of Knight

It is a knight’s responsibility to cultivate a relationship and prepare a squire for knighthood using resources necessary, including other knights, squires, players, people etc.

It is a squire’s responsibility to cultivate a relationship with their knight, learn from their guidance and keep their knight on this path.

As such:

- A knight should prepare a member of Darkon to be a participating member in the Noble council.
- A knight should have an active role in the squireship of the member of Darkon
- A knight should provide assistance and guidance to their squire on a regular basis both on and off the field.
- A knight should Strive to attend Darkon events with their squire, assisting them in learning and understanding all of the roles and responsibilities of a member of the Noble Council.
- A knight should request the assistance of other knights as needed to provide expert guidance in these roles and responsibilities.

When voting on a Squire to become a knight, voting members of the Noble Council should look to suggested capabilities and responsibilities of a knight and should base their vote on an individual's ability to fulfill those responsibilities faithfully.

Responsibilities include but are not limited to:

- Ability to present a new player speech to new members of Darkon
- Weapons/Armor/Spell/Costume Marshalling.
- Combative arms
- General safety
- Weapon and combat safety
- Ability to provide corrective feedback (talking to players about safety/hit/costume issues)
- Setting a good example of what a new player or current member of Darkon should aspire to.
- Leadership capability
- Eldering
- Volunteering to help the game
- Seeing a task through to completion

Article XII: Reciprocation Policy:

Keeping members of our community safe is a priority, and history has shown where a person removed from one LARP group for committing an offense may attempt to move to another club where they may endanger members of that community.

To address this concern and be proactive in providing our members with a safe environment be advised that Darkon participates in a best practice observed in LARP organizations known as "ban/suspension reciprocation". With this practice members should be aware that for any person banned or suspended from our club, this information (only if the BOD deems it appropriate to share with a reciprocating partner of the club) will be relayed to safety officials in other clubs that we partner with to share this information. Likewise our partnering clubs are encouraged to share similar information with us.

What information is provided via the reciprocation process?:

1. Legal Name:
2. Game name or other known alias:
3. Sanction given:
4. The specific rule/s from our Code of Conduct that was broken resulting in the sanction:
5. Is it okay for this person to be contacted (yes/no)

For Partnering Organizations on Information Usage (to be relayed by the BOD to reciprocation partners with every act of reciprocation)

This information is provided only for the express usage of safety officials within your club acting in accordance with their duties. For bans/suspensions that originate in Darkon, this information should be used to help keep your organization safer and should not be passed on to any third parties. Furthermore you agree to not publicly post any names or share information beyond safety officers of your club as is needed for them to carry out their duties.

Article XIII: Code of Conduct

It should be understood that a determination of whether or not a code of conduct violation has occurred will only happen after the Board of Directors has reviewed a matter. For the board reviewing an incident, it is not the letter of the code but the details of the incident being reviewed that are important. While the final wording is not something that is as strong as absolute language (note the use of alleged), this does make it easier for the club to make determinations and remove problematic players from our environment. This wording also helps to insulate the club from repercussions of our determinations, as it recognizes we are not professional investigators or a court capable of determining violations of law, but that the Board of Directors consists of volunteers acting within their best capability to make reasonable decisions in the interest of the club and it's members. All the same it should be observed that despite the inclusion of alleged in the wording of the code, this determination was made by the board who feel strongly enough to make a majority decision that the said code was more likely than not violated.

It is to the discretion of the elected board to determine if the severity of an incident rises to the level of being a code of conduct violation. I.E. if a person at an event accidentally breaks a club owned prop in a very unassuming and unintentional way, have they violated C9? A reasonable person and board reviewing the matter (if it even came to the board reviewing something so unintentional and insignificant [I.E. it is highly unlikely a board would have to address this]) would say no.

The Code:

- C1. Alleged to have acted in a manner that was a violation of a state or federal law.
- C2. Alleged to have acted in a manner that harmed (or could harm) our reputation with an event site or the community at large.
- C3. Alleged to have violated the club harassment policy
- C4. Alleged failure to comply with the requests of club officials acting in the scope of their duties.
- C5. Alleged repeated or severe violation of rules to the point where it becomes a greater safety concern.
- C6. Alleged use of intimidation, or threat of violence in a manner that causes safety concern.
- C7. Alleged Assault of another person.
- C8. Alleged misuse or abuse of authority, resources, or powers by a club official.
- C9. Alleged to have acted in a manner that has, threatens, or may cause financial harm to the club.

Appendix B: **Current Playtests**

None active.