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1. Combat Rules

Adjudication

Elder - Person responsible for rules enforcement and battlefield safety. An elder has the authority to remove anyone from the field of battle. An elder is responsible for safe conduct of battles, and therefore has the power to stop battles whenever a safety concern occurs. All Equipment must be inspected and properly marked if appropriate, according to the guidelines outlined below, before it is used in combat. The target of an attack makes combat hit determinations. Creative interpretation of the rules to gain any advantage is discouraged. These rules are intentionally sparse to allow for ease of use. The Elder, according to these rules, and medieval foam combat precedent, settles all disputes.

Equipment Classifications and Definitions

Offensive Equipment is any item that can score one or more combat hits. There are four classifications of Offensive Equipment, hereafter called Weapons.

All Offensive Equipment must meet the requirements outlined below.

Blue Weapons	One-handed swung Weapon.
Red Weapons	Two-handed swung Weapon.
Green Weapons	Thrusting Weapon.
Yellow Weapons	Missile Weapon.

Defensive Equipment is any item that gives combat advantage to its wielder by preventing Injury, and is unable to inflict damage on opponents. There are two types of Defensive Equipment - Shields and Armor.

All Defensive Equipment must meet the requirements outlined below.

Shields and **Bucklers** are rigid objects that are padded on the front and sides, and are equipped with handles or straps. A Shield may not be constructed in a manner that would confer the advantage of unbreakable armor.

Armor is protective body covering, consisting of period materials.

Miscellaneous Equipment may be checked for combat safety and period appearance at the Marshal's discretion. The minimum non-armor clothing requirements are outlined below.

Hit Zone Definitions

Body - Area bounded by the base of neck (inclusive), shoulder-arm joint (inclusive), hip-leg socket (inclusive), groin, and buttocks (inclusive).

Arm(s) - Area bounded by the wrist (inclusive) and the shoulder-arm joint (exclusive).

Leg(s) - Area bounded by the ankle (inclusive) and hip-leg socket (exclusive).

Head - Area above the base of neck (exclusive). Players should avoid striking the Head with hand weapons, but this Hit Zone is still affected by arrows, rocks, and spells.

Hand(s) - Area below the wrist (exclusive). An empty Hand is a legal Hit Zone. Any Injury to the Hand is considered Injury to the Arm. A Hand on a Weapon or Shield is considered part of that Weapon or Shield.

Feet - Area below the ankle (exclusive). A Foot is a legal Hit Zone if it is off the ground. Any Injury to the Foot is considered Injury to the Leg.

Weapons

Weapons which strike with sufficient force can score a point of Injury to the Hit Zone.

Weapons yield various amounts of damage according to the classification of the Weapon and the armor/damage status of the target.

Blue (one-handed) Weapons cause one point of damage to a Hit Zone.

Red (two-handed) Weapons wielded one-handed cause one point of damage, and two points when wielded two-handed against armor or HP monsters.

Green (thrusting) Weapons wielded one-handed cause one point of damage, and two points when wielded two-handed. Green weapons cannot cause a mortal wound.

Yellow (missile) Weapons cause two hits of damage to a Hit Zone. Yellow weapons cannot cause a mortal wound.

White Weapons (rocks) cause one hit of damage when struck against the head.
Black Weapons (special) cause four hits of damage to a Hit Zone, and destroy non-relic shields and weapons struck.

General Weapon Checking Conventions

- All striking surfaces of Weapons must be padded adequately to prevent personal injury when striking an opponent with full force on that surface.
- All non-striking surfaces must be padded adequately to prevent personal injury from incidental contact.
- No surface on a striking edge (sword tip, arrow head, spear head, javelin head, etc.) whether designed for stabbing or not, may readily pass more than 0.5" through a 2.5" hole.
- The Weapon pommel must not readily pass through a 2" diameter hole.
- The maximum allowed flex of any Weapon except Javelins is 45°.
- The amount of tape on a striking surface should be kept to a minimum.
- Other than aluminum arrow/bolt shafts, a Weapon may not have a metal core.
- All areas of wood-cored weapons must be taped, including bamboo and rattan.
- Weapon handles that aren't part of the core and wooden bows are not required to be taped.

Armor

Armor absorbs a number of points of damage equal to its AR. Armor only protects areas covered. Armor must be of a size to cover a significant portion (approximately one-third) of a Hit Zone. Armor extending continuously from another Hit Zone is not required to significantly cover neighboring Hit Zones to count as Armor. Weapons that strike both Armored and unarmored Hit Zones are considered to have hit the unarmored Hit Zone. Metal corners must have the radius of, and less cutting ability than a penny.

For the purposes of armor construction: **Leather** is defined as tanned animal hides or suitable synthetic substitute; Pleather/naugahyde/vinyl to be allowed up to AR2. The exception is that it must be the weight of AR1 or AR2 to match our current armor rules for leather. **Heavy Material** is defined as Canvas, Suede or other heavy material; **Metal** is defined as Steel, Iron, Bronze, Copper or other alloy.

AR1

Leather armor consists of at least 5/64" (approximately 5 ounces) thick leather.

Leather scale armor consists of small leather scraps securely attached to a heavy material or leather in alternating rows.

Cloth or Padded armor consists of a quilted garment with a maximum spacing of 2" between each row or seam, constructed of a sturdy cloth cover and backing filled with cotton batting or other soft padding.

AR2

Hide consists of leather armor which is at least 1/8" (approximately 8 ounces) thick.

Multiple layers of leather can be sewn, riveted, or glued together to attain an equivalent thickness. Any single piece of armor that contains an area under 1/8" in thickness (other than fastening straps) is Leather rather than Hide.

AR3

Chain mail must be made with metal rings no larger than 1/2" at 12-gauge, 3/8" at 14 gauge, or 1/4" at 16-gauge. No dimension shall be less than 19 gauge. Chain mail made of sturdy links that fails to meet the requirement of AR3 (such as Shark Mail) counts as AR2.

Splint mail consists of 18-gauge metal bars on 5/64" (approximately 5 ounce) or thicker leather with rounded edges. Bars must cover at least one third of the surface area.

AR4

Scale mail consists of steel or bronze squares with rounded bottoms. The scales must be at least 18-gauge steel or bronze and no larger than 2"x3", and must be fastened to heavy material or leather in alternating rows.

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

Plate mail must be made of steel or bronze; the metal must be 18-gauge minimum.

Banded mail consists of overlapping layers of metal. When properly fitted it should leave no edges exposed and have an overall average thickness of 1/20th on an inch (18 gauge). Bands can be tied or riveted to heavy material.

Injury

- A point of damage to an unarmored Hit Zone disables that Hit Zone.
- More than one point of damage (from a Blue or Red weapon) to an unarmored Hit Zone causes a **Mortal Wound**.
- A point of damage to a disabled Hit Zone (from a Blue or Red weapon) causes a Mortal Wound.
- Two limbs disabled (from a Blue or Red weapon) causes a mortal wound.
- A hit that strikes both the Body and a limb is assumed to have hit the Body.
- A single strike can only damage one Hit Zone.
- A disabled Head or Body causes Death.
- All Injury effects must be accurately portrayed and reported.

Mortal Wounds

A Mortally Wounded player may not fight.

Striking a Mortally Wounded player causes Death.

Disabled Limbs

A disabled Arm may not hold anything. Leave the Arm dangling limply at side.

A disabled Leg may not bear weight. The player may drag the Leg behind them, or kneel on the ground with the non-injured Leg up.

Shields

- Shields are rigid objects that are padded on the front and sides, and are equipped with handles or straps.
- A shield may not be constructed in a manner that would confer the advantage of unbreakable armor.
- Shields are destroyed by two solid strikes from a Red Weapon.
- Subsequent strikes to a destroyed Shield continue into the Hit Zone on which the Shield is worn.
- Only one Shield may be used by a person at a time.

Shield Bashing, Checking, and Kicking is allowed.

- A Shield Bash is defined as using a shield to strike an opponent from a distance further than two steps away.
- A Shield Check is defined as using a shield to strike an opponent starting from a distance less than two steps away.
- A person may not Bash, Check or shield Kick an opponent's rear quadrant.
- Shield contact to the Head or Neck is not allowed. Shield checking and shield bashing may be done with either the flat or the edge of a shield.

Grappling

- Grappling is allowed. Combatants may initiate Grapples with opponents according to the following rules
- A Combatant may only initiate a grapple with an equally or more heavily armored opponent. (Safety equipment worn by a player is treated as AR1 for this purpose.)
- Throws, unarmed strikes, joint/nerve holds, neck cranks, choking, and strangulation are not allowed under any circumstances.
- Combatants with bows/crossbows may not initiate Grapples or be Grappled.

Melee Conventions

- If during a battle an unsafe situation occurs, it is the responsibility of all Combatants (and Marshals) who see the situation to call "HOLD!" and stop the battle. A HOLD stops the battle while the Marshal assesses the situation. The battle resumes only at the Marshal's discretion.
- Combatants attacking an opponent from behind with a two-handed strike from a Red or

Green Weapon must shout "TWO!". This informs the opponent that the attack was a two-handed strike, and caused two points of Injury. If "TWO!" is not called, the opponent should consider a successful strike to cause a single hit of Injury.

- Blocking a Weapon strike by laying a Weapon against a Hit Zone and/or Shield is illegal.
- Sheathed or otherwise worn Weapons cannot block attacks.
- Gripping the striking surface of an opponent's Weapon results in the disabling of that limb.
- To allow time for acclimation to the hit system and combat rules, players may not use missile weapons, two-handed weapons, or armor until their 5th event.

Missile Weapon Conventions

- Archers may call out hits as they are made. They must be mindful of glancing, garb, 'foot on ground', and 'hand on weapon' hits.
- If a bow or arrow is struck by a Blue or Red Weapon, it is considered broken and cannot be used.
- Half draw is required for bows at ranges of 15' to 5'. All ranges under 5' are prohibited.
- A missile Weapon must travel its entire length to score a hit.
- A missile Weapon is considered to have hit if there is significant deflection of the missile head. Once the missile head has significantly deflected off a target, the missile is rendered harmless.
- Players holding a bow cannot initiate grappling, nor can they be be grappled.

Blocking Missiles

- An arrow or javelin blocked by a Weapon is considered to have continued to travel in the same direction and strike the Hit Zone behind the Weapon.
- Intentionally blocking an arrow with a weapon renders the blocking player dead.
- A javelin may safely be knocked off course by its shaft, but if the striking surface is touched, the javelin is considered to have hit the limb holding the Weapon.

Weapon Checking

Definitions

Striking Surface - Padded surface of a Weapon designed to make contact with an opponent during combat. Only the Striking Surface of a Weapon may score a hit.

Non-striking Surface - Any padded surface of the Weapon that is not a striking surface.

Handle - Non-padded portion of the Weapon designed as a handhold.

Pommel - Non-striking Surface that covers the end of the Handle.

Flail - Any hinged Weapon.

Javelin - Thrown Yellow Weapon.

Archery - Yellow Weapons including bows, crossbows, arrows, and bolts.

Marking - Weapons must be marked with the appropriate color(s) of tape to denote their classifications. This marking tape should be marked on a pommel or handle so that Combatants and Marshals may easily see it.

Weapon Specifications

Blue Weapons

- A Blue Weapon must be shorter than 48". The handle may not exceed 1/3 of the overall length, the rest consisting of the striking surface and courtesy padding

Red Weapons

- The minimum length for a Red weapon is 48".
- Greatswords are Red Weapons with a striking surface of at least 2/3 of the overall length.
- All other Red Weapons are considered Polearms. The handle of a Polearm may not exceed 1/2 the overall length, with the remainder composed of the striking surface and courtesy padding.

Green Weapons

- For a Green weapon to be capable of delivering a two-handed strike, it must have a length of at least 48".
- Green weapons must be courtesy padded for 1/3 of their length.

Flails

- The striking surface must have an average diameter of 5" or greater.
- The maximum chain/hinge length is 6".
- The maximum overall length is 40".
- The hinged part of the flail must be padded with foam to keep the chain from easily entangling a Weapon or body part. No more than 1.5" of chain may be exposed.
- Only one hinge per flail is allowed.
- Only the head of a flail is a striking surface.

Javelins

- Must also pass as a Green Weapon.
- The minimum length is 4'.
- The maximum length is 7'.
- Padded along the entire length.
- Must flex less than 90°.
- Must have a yellow cover.
- Must have a striking surface constructed of sufficient open-cell foam.
- Must weigh no more than 20 oz.

Archery Restrictions

- No compound bows or compound-crossbows.
- The maximum poundage allowed on a bow is 35 lbs pull at 28" of draw.
- The maximum poundage allowed on a crossbow is 450 inch-pounds. If a crossbow is

capable of varying its draw-distance, a maximum poundage above 450 inch-pounds may be tested and approved on a case by case basis (no greater than 900 inch-pounds), so long as it can be set to 450 inch-pounds or less.

- Inch-pounds are measured by multiplying the distance of the string from rest to its maximum draw (ie powerstroke) times its poundage at full draw.
- A draw stop is required to prevent an arrow from being drawn more than 28".
- Archers with arrows under 28" are not required to have a draw stop.
- Arrow striking surfaces may not easily pass through a 2.5" diameter hole.
- All arrows must contain a perpendicular penny secured at the end of the shaft.
- An arrow's striking surface must be constructed of open-cell foam.
- All arrows must have at least two full fletchings.
- The striking surface of an arrow must be tape free.
- The arrowhead should not have excess axial or lateral movement.
- Players holding bows cannot grapple, nor have a grapple initiated on them.
- The Archery Marshal is responsible for safety-training and approving new archers.
- All arrows, bolts, bows and crossbows must be checked by the Arrow Marshal before taking the field.
- Wooden arrow/bolt shafts must be wrapped completely in tape prior to building the arrowhead.

Rocks

Rocks are coreless foam balls constructed in a safe and soft manner, with a minimum diameter of 4 inches, covered in black or grey cloth.

Prohibited Weapons

- Entangling Weapons (nets, lassos)
- Double-ended Weapons (nunchaku, double ended daggers, quarterstaves)
- Punching Weapons (punching daggers, tonfas)
- Any Weapon that used as intended violates the rules stipulated here.

Shields

- A shield with no dimension longer than 18" is considered to be a buckler.
- Bucklers can be held with the hand or strapped to the forearm.
- A shield with a measurement of 36" or more across any dimension is considered a Tower Shield.
- The core of a buckler must be 1/4" thick wood.
- The core of all other shields must be 3/8" thick wood.
- 'Coreless Shields' lack a core that meets thickness requirements. They represent wicker or leather shields.
- Shields must be padded on the edges and face so as not to cause injury when struck with a forceful blow of an arm/hand.
- The minimum dimension on the face of a shield is 12".

2. Players

- Dargarth is a full contact wargame. All players must be at least 14 years of age to play, and

must sign a waiver before participating in an event. Players younger than 18 years old must also have their waiver signed by a parent or legal guardian.

- All players are responsible for generating an inclusive atmosphere while at Dargarth. Unsporting behavior and hateful or derogatory speech will not be tolerated at Dargarth events.
- Players are 'Newbies' until their 5th event. During this time newbies:
 - Cannot use a Red Weapon, Bow, or Armor unless they have relevant experience from a similar game such as Belegarth or Dagorhir.
 - May sign in as the "undecided" class. At their 5th event, the credits they earned are transferred to the class of their choosing. Players don't have to use the "undecided" class if they prefer not to. Before their 5th event, players may swap all their credits to another class once (not counting a transfer from "undecided".)
 - Should not serve as an NPC or Elder
 - Are encouraged, but not required, to bring proper garb or Weapons. After their newbie stage, players must provide their own equipment and will not be allowed to participate without garb.

3. Characters

Credits

Individual character progression is gained through attaining battle Credits. Credits are obtained at check-in when a player records their participation in the event. Each day a player participates will earn them one Credit, which is assigned to the Class the player used for the day. A player may have multiple characters of various Classes, but may only play the Class they registered as for the entire 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. Players are permitted to play as many characters of different Classes as they wish, but can only have one character of each single class, and can play only one character at an event. All of a player's Credits from an event must be assigned to one single character.

Levels

As a character increases in level, they gain special abilities and spells. A character gains one level for every five event Credits they earn, with the first level consisting of credits one through five. If a player assigns Credits to multiple characters, each character will progress in level individually. E.g. A player has a Fighter character and a Cleric character, and has attended 20 battles as the Fighter and one as the Cleric. The player has a fourth level Fighter and a first level Cleric.

Countries

A Country is a unit of players in a particular chapter who form a team for Adventure events. A Country may have up to two designated leaders, who will speak for the Country to the Marshals. All members of a Country should wear a surcoat with the Country symbol. Each Country must have a Banner that displays its symbol.

Surcoats

The surcoat must be at least 1'x6" and be displayed clearly on the outer layer of clothing.

The country symbol must be at least 5" in diameter on the surcoat.

Country symbols can be a sigil, geometric pattern, symbol, or anything that is unique and period appropriate.

Country Banners

The Country should always bring their Banner to events.

A Banner must be easily and safely portable by a single player.

Banners must be clearly displayed in plain sight at all times.

Banners may be stolen during adventures, but they are still considered personal property therefore must be kept in good condition and returned to their owner at the end of each event.

Garb

All players must wear medieval/fantasy style garb during events. A simple costume could consist of a tunic style shirt with colored pants (jeans are prohibited) and dark colored shoes, or shoes that blend with the majority of one's garb. Modern items such as radios, cell phones, lit cigarettes, and watches are not permitted while the player is in-character. They should be kept hidden away in pouches or otherwise out of sight. While camping, all modern gear should remain within campsites.

4. Class List

Fighter

Fighters may wield any weapon, use any shield, and may wear any armor. Fighters have the following abilities:

2nd level: ['Repair Shield'](#).

4th level: ['Repair Armor'](#).

6th level: ['Repair Weapon'](#).

8th level: ['First Aid'](#).

15th level: ['Mastercraft Weapon'](#).

20th level: ['Mastercraft Armor'](#).

Ranger

Rangers may wield any weapon, may use any shield except a tower shield, and may wear armor of AR3 or lighter. They must wear primarily natural colors. Rangers have the following abilities:

1st level: ['Tracking'](#), ['Improved Land Search'](#).

2nd level: ['Repair Weapon'](#) (Arrows)

4th level: Immunity to the [Entangle](#) spell.

5th level: May cast ['Cure Light Wounds'](#).

7th level: May cast ['Neutralize Poison'](#).

9th level: May cast ['Enchant Item'](#) (Missile Weapons Only)

10th level: ['Expert Land Search'](#), ['Brew Potion'](#).

Rogue

Rogues may wield any weapon other than red weapons, may use any shield except a tower shield, and may wear armor of AR2 or lighter. They must wear a skeleton key on their person as a symbol of their character type. Rogues have the following abilities:

1st level: ['Quick Looting'](#).

2nd level: ['Pick Pockets'](#) and ['Disguise'](#).

3rd level: ['Climb Walls'](#), ['Ropeswing'](#), and ['Sneak Attack'](#).

4th level: ['Open Locks'](#).

5th level: ['Find and Remove Traps'](#).

6th level: ['Read Magical Languages'](#).

7th level: ['Torture'](#).

8th level: ['Make Poison'](#).

9th level: ['Detect Disguise'](#).

10th level: ['Master Looting'](#) and ['Pick Pockets: 10 sec'](#)

20th level: ['Open Locks: Magical'](#) and ['Pick Pockets: 5 sec'](#)

Monk

Monks may wield any type of weapon, may not use shields, and may not wear armor. They must wear an orange headband, belt, or sash. Monks have the following abilities:

1st level: ['Immunity to Disease'](#).

2nd level: ['Deflection'](#).

3rd level: ['Leatherskin'](#).

4th level: ['Healing Meditation'](#).

5th level: ['Climb Walls'](#).

6th level: ['Mindful Strike'](#).

7th level: ['Immunity to Mind Control'](#).

8th level: ['Immunity to Poison'](#).

9th level: ['Ropeswing'](#).

10th level: ['Iron Skin'](#).

Cleric

Clerics may wield only blue weapons, may use any shield, and may wear armor of AR3 or lighter. They must carry a Holy Symbol. Clerics have the following abilities:

1st level: May cast ['Cure Light Wounds'](#).

2nd level: May cast ['Truth Speak'](#), ['Pouch'](#), and ['Sanctuary'](#).

3rd level: May cast ['Consecrate'](#) and ['Speak with Dead'](#).

4th level: May cast ['Word of Stasis'](#) and ['Cure Disease'](#).

5th level: May cast ['Cure Mass Wounds'](#) and ['Neutralize Poison'](#).

6th level: May cast ['Silence'](#).

7th level: May cast ['Cure Mortal Wounds'](#).

8th level: May cast ['Turn Undead'](#).

9th level: May cast ['Curse'](#) and ['Last Rites'](#).

10th level: ['Brew potion'](#), ['Scribe Scroll'](#), May cast ['Resurrection'](#).

Druid

Druids may wield any weapon other than red weapons, may use any shield except a tower shield, and may wear armor up to AR2. They should carry a Nature Symbol. Druids have the following abilities:

1st level: Immunity to the [Nature Love](#) spell.

2nd level: May cast ['Detect Traps'](#), ['Pouch'](#), and ['Mending'](#).

3rd level: May cast ['Cure Light Wounds'](#) and ['Protection from Lightning'](#).

4th level: Immunity to the [Entangle](#) spell, may cast ['Lightning Bolt'](#),

5th level: May cast ['Barkskin'](#) and ['Neutralize Poison'](#).

6th level: May cast ['Warp Wood'](#), and ['Commune with Nature'](#).

7th level: May cast ['Cure Disease'](#), and ['Rust'](#).

8th level: May cast ['Dispel Magic'](#) and ['Entangle'](#).

9th level: May cast ['Nature Love'](#).

10th level: ['Brew potion'](#), ['Scribe Scroll'](#), May cast ['Spell of Shielding'](#).

Mage

Mages may only wield blue weapons, green weapons that are also blue, green only weapons under 12", and rocks. Mages may not wear armor. They can use bucklers, but not other shields. They must carry a bag containing the material components of their spells. Mages have the following abilities:

1st level: May cast ['Mending'](#), ['Detect Traps'](#), and ['Mage Bolt'](#).

2nd level: May cast ['Burning Hands'](#), ['Pouch'](#), ['Truth Speak'](#), and ['Comprehend Languages'](#).

3rd level: May cast ['Seal Portal'](#), ['Protection from Lightning'](#), and ['Reduce Person'](#).

4th level: May cast ['Lightning Bolt'](#) and ['Protection from Ice'](#).

5th level: May cast ['Dispel Magic'](#), ['Ice Storm'](#), and ['Release Portal'](#).

6th level: May cast ['Stoneskin'](#), and ['Feeblemind'](#).

7th level: May cast ['Protection from Fire'](#), ['Planar Binding'](#), and ['Make Whole'](#).

8th level: May cast ['Incinerate'](#) and ['Gaseous Form'](#).

9th level: May cast ['Passwall'](#), ['Animate Dead'](#), and ['Enchant Item'](#).

10th level: ['Brew potion'](#), ['Scribe Scroll'](#), May cast ['Steelskin'](#) and ['Spell of Shielding'](#).

Paladin

Paladins may wield any hand weapon, may use any shield, and may wear armor of AR4 or lighter. They may not use ranged weapons of any type. They must wear garb suited to nobility and must wear a shoulder-to-waist sash as a symbol of their character type. Paladins are a special Class permitted only to members of the Knighthood and the Noble Council. Paladins have the following abilities:

1st level: ['Immunity to Disease'](#), may cast ['Cure Light Wounds'](#) and ['Cure Disease'](#).

2nd level: May cast '[Speak with Dead](#)', '[Holy Weapon](#)', and '[Consecrate](#)'.

3rd level: May cast '[Truth Speak](#)' and '[Sanctuary](#)'.

6th level: '[Immunity to Mind Control](#)'

8th level: May cast '[Last Rites](#)' and '[Turn Undead](#)'.

Arcane Archer

Arcane Archers may only wield blue weapons, green weapons that are also blue, green only weapons under 12", and bows. They may wear armor of AR2 or lighter. They must wear garb suited to nobility and must wear a waist sash as a symbol of their character type. Arcane Archers are a special Class permitted only to members of the Knighthood and the Noble Council. Arcane Archers have the following abilities:

1st level: May cast '[Cure Light Wounds](#)'.

2nd level: '[Repair Weapon](#)' (Arrows).

3rd level: '[Spell Arrows](#)', may cast '[Rust](#)'.

5th level: '[Repair Weapon](#)' (Bows / Crossbows), may cast '[Dispel Magic](#)'.

7th level: May cast '[Warp Wood](#)'.

8th level: May cast '[Neutralize Poison](#)'.

9th level: May cast '[Entangle](#)'.

10th level: May cast '[Holy Weapon](#)'.

5. Abilities List

Brew Potion

[Ranger](#), [Cleric](#), [Druid](#), [Mage](#)

This ability allows a player to brew a potion of a spell that the player can cast. The maker must inform the Potions and Scrolls Marshal at check-in and pay a cost of 1 Gold per spell level and 1 Spell Point per spell level. The maker must also declare at that time what type of Potion they are making and present the potion. Potions require a 20 oz. or smaller plastic bottle or vial and the Components of the spell (one dose of potion per bottle). Any physical Components needed for the spell must be inside of, or attached to, the bottle. The Potions and Scrolls Marshal will then sign and date the potion, making it valid for use. Payment is due and Spell Points are expended immediately once the potion has been signed. A player may only make one potion per event. A player may not make potions while acting as an Elder. See also: [Potions](#)

Climb Walls

[Rogue](#), [Monk](#), [Arcane Archer](#)

Using this ability, a player can climb any 'wall' of a structure by lying flat on their stomach and, beginning at a distance of 10' from the wall, crawling to it. The player can have nothing in their hands while climbing. When the climber reaches the wall safely, they may enter the structure by passing across whatever is used to represent the wall itself. If a player is caught climbing a wall, they may be attacked with missile weapons or polearms from inside the structure while on the wall, and, if hit, must take normal damage and drops from the wall landing outside the structure. Any time a player jumps or falls from a wall, they suffer Injuries to both legs, regardless of armor and in

addition to any other damage caused by a weapon hit.

Deflection

[Monk](#)

This ability allows them to use their hands, feet, or weapon to purposefully deflect any incoming non-magical missile weapon. The player may not deflect any spell or spell like effect. If the player is struck unaware, misses the missile, or attempts to use this ability with any body part other than their hands or feet, normal damage is taken. A player using this ability should call out "Deflection" upon making a deflection.

Detect Disguise

[Rogue](#)

This ability allows a character to see that a person may not be what or whom they claim by noticing flaws in that person's disguise. They are not able to detect the actual identity of the disguised character, just that they are indeed, in disguise. This ability can be employed after interacting with the suspect, or observing the suspect interact with another character, for 60 seconds. After 60 seconds the player states to the suspect, "I can detect disguises. Are you in disguise?" The suspect must then answer honestly and continue acting as they were. The act of asking if the suspect is in disguise is considered out-of-game, but the "observation" must be in-game.

Disguise

[Rogue](#), [Knighthood](#)

This ability allows a player to don a convincing disguise that masks their identity. The player may disguise themselves as a member of another Country but may not disguise themselves as a specific character. When in disguise, the player should wear a physical representation of the disguise, for example armor, dress, robes, surcoat of another Country, etc. The player will not gain any of the abilities of another class while they are disguised. However, the Disguise ability does allow the player to exceed the armor and shield restrictions of their class. The disguise may include armor from up to the AR3 armor rating, and any shield other than a tower shield. If a character exceeds their normal armor/shield restrictions in this way, they cannot use any other class abilities until 15 minutes after the armor and/or shield are removed. This ability relies heavily on role-playing, both on the part of the player using this ability, and the players they interact with. Often, players will notice a disguise when the characters do not; all involved are encouraged to act as if the player fits normally in their surroundings.

Expert Land Search

[Ranger](#)

When a character with this ability leads a land search, they are able to make the spoils roll after the monster encounter roll and before fighting the combat. Without Expert Land Search, characters can only know the spoils after they have defeated the defending creatures.

Find and Remove Traps

[Rogue](#)

An elder must be present for the player to use this ability. This ability allows a player to uncover potential traps on doors, locks, chests, etc., and disarm them. The elder will determine exactly what procedure a player must follow in order to use this ability.

First Aid

[Fighter](#), [Knighthood](#)

First Aid allows a player to bind limb Injuries on themselves or others. To use this ability, the player must tie a white cloth bandage, 4-5" wide, with a red cross on it around the Injured limb. The limb is considered to be healed. If the limb is Injured again, regardless of armor, the player is considered mortally wounded. The First Aid ability has no effect on mortally wounded players.

Healing Meditation

[Monk](#)

To perform this ability, the character must meditate for 60 seconds without interruption. During meditation, the player is not permitted to move or speak. Once completed, the player has fully healed one Injury. This ability also restores any damage taken to a player's Leatherskin or Ironskin protection.

Improved Land Search

[Ranger](#)

A character with improved land search no longer counts towards the land search player limit. Any land search they lead has the player limit raised by 1 for each even level the leader has at a max of 10 additional players at level 20. For example: a Ranger of level 5 can lead a land search of 7 people.

Immunity to Disease

[Monk](#), [Paladin](#)

This player is immune to Diseases, including Plague, Lycanthropy, Rabies, Consumption, and Mummy Rot. This does not grant any immunity to Poisons.

Immunity to Mind Control

[Monk](#), [Paladin](#)

A player with this ability is totally immune to any kind of mind control including charm, hypnosis, illusions, suggestion, torture, Nature Love, Feeblemind and the Truth Speak spell. This does not grant a player the ability to detect the use of the Disguise ability, nor does it make them immune to the Speak with Dead spell, or to Poisons.

Immunity to Poison

[Monk](#)

This player is immune to all types of Poison. This does not grant any immunity to Diseases.

Ironskin

[Monk](#)

This ability gives a player the equivalent of AR 1 and [Stoneskin](#) from head to toe. A player with this ability must wear a red headband. The armor takes hits as normal, and can only be repaired through the Healing Meditation ability. This ability replaces Leatherskin. This ability is a magical effect, and can be removed by dispel magic.

Leatherskin

[Monk](#)

This ability gives a player the equivalent of AR1 from head to toe. A player with this ability must wear a blue headband. The armor takes hits as normal, and can only be repaired through the Healing Meditation ability. This ability is a magical effect, and can be removed by dispel magic.

Make Poison

[Rogue](#)

A player with this ability may make one dose of [Poison](#) per day. To make a dose of Poison, the player must announce their intention to a [Poison Marshal](#) at the beginning of the event. They then must supply the Poison Marshal with a written Poison Writ stating the type of Poison to be made, its effects, and duration. They must also pay the full cost of the Poison. The Poison Marshal will sign and date the Writ and give it to the player. The following types of Poisons can be made:

Death Poison

Plant: 10 minutes, 3 GP to create
Animal: 5 minutes, 6 GP to create
Supernatural: Immediate, 24 GP to create

Paralysis Poison

Plant: 5 minutes, 1 GP to create
Animal: 10 minutes, 2 GP to create
Supernatural: 20 minutes, 4 GP to create

Agony Poison

Plant: 5 minutes, 2 GP to create
Animal: 10 minutes, 4 GP to create
Supernatural: 20 minutes, 8 GP to create

Hallucination Poison

Plant: 5 minutes, 1 GP to create
Animal: 10 minutes, 2 GP to create
Supernatural: 20 minutes, 5 GP to create

Sleep Poison

Plant: 5 minutes, 1 GP to create
Animal: 10 minutes, 2 GP to create
Supernatural: 20 minutes, 4 GP to create

Master Looting

[Rogue](#)

This ability allows a player to loot all locations (and items dropped within reach) at once. The looter must present a skeleton key to the dead body and say, "I am a masterful corpse looter; here is my key. Do you have any Treasure on your person or nearby?" The corpse must hand over all such Treasure.

Mastercraft Armor

[Fighter](#)

This ability allows a player to designate their armor of AR3 or AR4 as mastercraft by putting a gold band anywhere on the armor. The band does not need to be visible, but needs to be readily shown upon request from an opponent. When hit by the Rust effect it will reduce all armored zones by 2 points.

Mastercraft Weapon

[Fighter](#)

This ability allows a player to designate, by putting a gold band, on one weapon of their choice that it is a Mastercraft weapon. This weapon is of higher quality than a normal weapon and is not destroyed by the first destroying effect per life. This ability cannot be used on shields.

Mindful Strike

[Monk](#)

A player with this ability may strike with any weapon as if it were enchanted by the Enchant Item spell.

Open Locks

[Rogue](#)

An elder must be present for the player to use this ability. This is a ability that allows a player to open, or pick, non magical objects such as locks, chests, gates, or barred doors. At 20th level, the Open Locks ability applies to magical locks.

Pick Pockets

[Rogue](#)

An elder must be present for a player to use this ability. This ability allows the player to steal in-game objects from the bodies of living creatures. The pickpocket will inform the elder which item they are trying to steal (this may include a particular single item or the contents of a bag or pouch held by an individual), and from whom. The pickpocket must then, in the witness of the elder, place their hand on the item to be stolen or the specific area where the item(s) are contained (pouch, boot, shield, etc). The victim must not be aware of the attempt. The elder will give the player a predetermined signal, which will signify that the task is complete. Sometime later, the elder will inform the victim that they have been stolen from and retrieve the item that was stolen. The elder will then give the item or items to the pickpocket in private. The usual time for which the pickpocket must remain in contact varies by level:

Player level < 10th: 15 seconds

Player level < 20th: 10 seconds

Player level 20+: 5 seconds

Quick Looting

[Rogue](#)

This ability allows the player to quickly search any corpse for in-game items. To perform this ability, the looter presents a skeleton key and says to the corpse, "You are being looted quickly, here is my key. Do you have any Treasure on your [hit zone]?". When a hit zone is searched, the corpse must

give the looter any items carried on that hit zone. Bags and pouches attached to the location are considered part of that location.

Read Magical Languages

[Rogue](#), [Knighthood](#)

A player with this ability may translate magical texts, and can read magic scrolls. The player reads the scroll just as another caster would, and may then immediately cast the spell written on the scroll, following normal rules for scroll reading and spell casting.

Repair Armor

[Fighter](#)

This ability allows players to repair damaged or destroyed armor. After bending metal, fixing straps, and grumbling over damaged or destroyed armor for two minutes, one hit zone of armor is fully restored. 10 levels after this ability is first gained, the time to repair the armor is reduced to one minute.

Repair Shield

[Fighter](#)

This ability allows players to repair any damaged or destroyed shield. After bending metal, fixing straps, and grumbling over a damaged or destroyed shield for two minutes, one shield is fully restored. 10 levels after this ability is first gained, the time to repair the shield is reduced to one minute.

Repair Weapon

[Fighter](#), [Ranger](#), [Arcane Archer](#)

This ability allows players to repair any damaged or destroyed weapon. After bending metal, flexing wood, and grumbling over a damaged or destroyed weapon for two minutes, one weapon is fully restored. 10 levels after this ability is first gained, the time to repair the weapon is reduced to one minute.

Ropeswing

[Rogue](#), [Monk](#)

A player with this ability may 'swing on ropes' from one Ship to another ship within 15'. To do so, both hands must be free and the player must role-play the act of swinging on ropes from one Ship to the other.

Scribe Scroll

[Cleric](#), [Druid](#), [Mage](#)

This ability allows a player to brew a scroll of any spell that the player can cast. The maker must inform the Potions and Scrolls Marshal at check-in and pay a cost of 1 Gold Piece per spell level and 1 Spell Point per spell level. The maker must also declare at that time what type of Scroll they are making and present the scroll. Scrolls require the spell to be written on a piece of parchment paper and the Component of the spell must be attached to the scroll. When writing the spell on the scroll, the maker's spell reduction is used as normal. The Potions and Scrolls Marshal will then sign and date the scroll, making it valid for use. Payment is due and Spell Points are expended

immediately once the scroll has been signed. A player may only make one scroll per event. A player may not make scrolls while acting as an Elder. See also: [Scrolls](#)

Sneak Attack

[Rogue](#)

This ability allows a player to stealthily strike their opponents allowing them an attack to a vulnerable spot. A player may make one sneak attack to their victim. This counts as only one attack, but does 4 hits of damage. This attack must be made as a surprise to the victim. The attacker should call 'Backstab!' clearly.

Spell Arrows

[Arcane Archer](#)

This ability modifies the player's spellcasting rules. Spells cast by the player that require a spellball as a component instead utilize a specially marked and covered arrow. Like spellballs, these arrows have no effect until the specific spell is finished. Strikes from a spell arrow visit their respective spell effects on impact, but deal no other damage. Spell Arrows must sufficiently deflect in order to be considered a valid impact. Characters with the Spell Arrows ability can not cast spells using spellballs. All spells utilizing Spell Arrows are single target, even if the spell is normally AOE.

Torture

[Rogue](#), [Knighthood](#)

To perform this ability, a player must choose a victim from whom they wish to extract information. The victim must be alive, disarmed, and not mortally wounded or mind-affected. The torturing player must then role-play the interrogation with the victim for five minutes. If the session is interrupted, all effects of the interrogation are canceled. Once the session is complete, the torturer should say, "Now answer this question truthfully and literally..." and ask the victim one question. The victim must answer this question truthfully and literally to the best of their ability. Only in character information may be divulged, and then only if the interrogated character knows the information sought. After the question is asked and answered, the victim suffers a mortal wound and will die in five minutes if not healed. If the victim is healed, the torturer may interrogate the victim further or the victim may be released.

Tracking

[Ranger](#)

This ability allows the player to search for scents, footprints, or any other signs of disturbance in an area. The player may gain information on any parties (i.e. party size, type of creatures, direction traveled), which may have passed through an area. An Elder must be present to determine what information is gained and inform the tracker.

6. Magic Rules

1. Spells

Spells are magical abilities that cause a specific effect to happen during game play. Spells require

magical energy in order to cast; this magical energy is represented by the concept of 'Spell Points'. A player begins every adventure day with a number of Spell Points equal to double the character's level. Casting a spell exhausts one Spell Point. When a player has exhausted all their Spell Points, they may not cast any more spells that day. At the next event, or next day in a multi-day adventure (after midnight), a character begins the day with their full complement of Spell Points.

2. Spell Books

Players are required to maintain their spells on paper or other period materials in a Spell Book. A spell must be written in a caster's Spell Book in order for that character to cast the spell; spells may not be cast from another character's Spell Book. All spells must be written or printed legibly. Spell Books, Holy Symbols, and Components are considered personal property, not Treasure, and may not be taken or stolen from the caster by other players. Spells are composed and written by players themselves. Players have the liberty to write whatever they wish for their spells and they may consist of a story, poem, or general ramblings. Each spell is assigned a spell length, which is the minimum number of syllables that the spell must contain in order to be cast. Players are only limited by their imagination, but each spell must be written out fully and any line or phrase may not be repeated more than five times per spell. However, players may not use modern references in their spells. All spells have an invocation line, which must be the last line in the spell text. Invocation lines are structured thusly: "I [Caster Name] Invoke [Spell Name]!"

3. Spell Reduction

As players progress through character levels, they will be permitted to reduce the lengths of their spells. 10 or more levels after a spell has X been learned by a character, it has been mastered, and can be rewritten at exactly half of its original syllable length. For example, a 15th level character can rewrite a spell they learned at 5th level in half as many syllables.

4. Casting Spells

In order for a player to cast a spell, the spell must be recited loudly and clearly so that it is audible to those around the caster. The player must recite the full length of the spell from either their memory, Spell Book, or scroll up to but not including the invocation line. The spell must be spoken loudly and clearly, so that it is audible to those around the caster. While casting a spell, a caster may not speak (other than reading the spell), **attack**, move their feet, or be moved from their position. If the caster speaks, attacks, moves, or is hit by a weapon during spell casting, the spell is negated and the Spell Point is forfeited. The caster may choose to begin the spell again from the beginning. The spell is considered "cast" when the full spell has been read, up to but not including the invocation line. Once the spell is cast, the caster may then "hold" the spell indefinitely before invoking it. While holding a spell, the caster may not speak, and is permitted to move no more than ten steps from their original position. If a caster who is holding a spell is struck or moved by another player, the spell effects are visited fully upon the caster. For example, if a Mage is struck by an arrow while holding a cast Incinerate spell, the spell detonates in the Mage's hands. When the caster is ready to invoke a spell, they shout the spell's invocation line and the spell effects take place. While invoking a spell, the caster must make use of any Components the spell requires, such as Spellballs.

5. Components

Many spells require the caster to possess a Component in order to complete casting. The appropriate Components needed are listed under the description of each spell. The caster must have the Component of a spell on their person, or the spell cannot be cast.

1. Wearable Components

Wearable Components such as headbands and armbands must be worn immediately by the subject of the spell. The Component is worn only after the spell is completed. Headbands used for spell effects must be visible all times; headbands must be at least 1" wide. Armbands used as spell Components must be the top layer of clothing, fully visible, armband, measure 5" wide, with a contrasting border of $\frac{5}{8}$ ".

2. Spellballs

A Spellball is a stuffed ball with a minimum diameter of 4". Spellballs must be packed with foam or cloth, and sealed by fabric on all sides. Spellballs may never have a stiff or solid core. All Spellballs must be submitted to Marshals during check-in to be inspected for size and safety requirements. Some spells have a ranged effect and the target of a spell may be at a distance from the caster. In order to represent this attack, ranged spells require a Spellball as their Component. Each spell that requires a Spellball 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 Spellball any target. Spellballs are considered to be legal to all parts of the body, including the head, face, hands, and feet. If an active Spellball touches 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 Spellball hits the ground, a tree, or any other physical object before it hits a player, it is considered to have cast on the point of impact. 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 the Spellball's point of detonation will suffer the effects of the spell. Spellballs, like any other missile weapon, may not be intentionally blocked or deflected from their course. If a player deflects a Spellball with their weapon the player will suffer the effects of the spell and become the point of impact for any radius of effect spell. Spellballs should be returned to the proper owner the end of a battle.

7. Spell List

Animate Dead

[Mage](#)

Length: 1,000 Syllables

Duration: 15 minutes

Area of Effect: 1 corpse

Component: Black headband with white circle in center

This spell allows a caster to animate the corpse of a creature, making it into a mindless construct. When animated, the construct is returned to its full hits and full armor. The construct obeys the command of the caster. A caster must give specific instructions to the construct, or it will perform the

task using its instincts alone. If the caster is struck by Feeblemind or is killed, the construct becomes a frenzied killer attacking anything in its path until destroyed. A caster may only have one construct at any one time. Spells or abilities that affect intelligence (such as Speak with Dead, Truth Speak, Feeblemind, and Torture) do not affect constructs. When the construct is destroyed or the spell ends, the body turns to dust and cannot be animated or raised.

Barkskin

[Druid](#)

Length: 250 Syllables

Duration: Special

Area of Effect: Self

Component: Brown headband with green circle in center

This spell allows a caster to increase their armor rating by one level, to a maximum of AR2. For example unarmored areas would act as AR1, leather armor would act as AR2. Barkskin can be fully restored by Mending. During battle days, this spell can be cast once, and will recharge at the beginning of each battle. **Barkskin's effect ends if all hit zones take a point of damage and will have to be recast instead of using mending.**

Burning Hands

[Mage](#)

Length: 100 Syllables

Duration: Special

Area of Effect: Special

Component: Red gloves

This spell generates a field of fiery energy about the caster's hands, which, when released, inflicts class 2 damage. When expelling this damage, the caster should yell 'Burning Hands!'. Each hand may expend one charge. The caster may move and speak normally after casting this spell, but no items may be held while the spell is in effect. If the caster receives an Injury to an arm, the spell effect is dispelled for that arm. The caster may expend one charge to touch and destroy any wooden weapon or shield. This spell does not allow the caster to catch, block, or knock away weapons or Spellballs without consequence, and the caster will receive normal damage if this occurs. This spell is not head legal.

Commune with Nature

[Druid](#), [Knighthood](#)

Length: 300 Syllables

Duration: 3 questions

Area of Effect: Self

This spell requires an Elder to be present. The spell allows the caster to speak with plants and animals within the immediate surroundings in order to determine events that have taken place there. The caster may ask up to three questions, which the Elder will answer with either, "Yes" or "No". Only information concerning the current adventure may be given and the Elder may not divulge information regarding other players.

Comprehend Languages

[Mage](#), [Knighthood](#)

Length: 75 Syllables

Duration: 1 question

Area of Effect: Caster

Component: Small square of parchment paper

This spell requires an Elder to be present.

An Elder will determine the exact effectiveness of the spell. This spell allows a caster to magically understand any spoken or written language. This spell does not give the caster the ability to speak or write any language. Only the caster becomes aware of what is heard or read.

Consecrate/Desecrate

[Cleric](#), [Paladin](#), [Knighthood](#)

Length: 100 Syllables

Duration: Permanent

Area of Effect: 1 gallon/1 creature

Component: Clean water / Silver Spellball

This spell allows a caster to call upon the power of their deity to consecrate or desecrate clean water, turning it into holy water, which can be used to bless weapons, totalling up to $\frac{1}{3}$ of the caster's level, for one holy strike. Likewise, 'Desecrate' causes the targeted water to become normal water again. Alternatively it can be cast as a spellball causing one holy strike to any creature affected by holy damage.

Cure Disease

[Cleric](#), [Paladin](#)

Length: 150 Syllables

Duration: Instant

Area of Effect: Special

This spell cleanses a single touched creature of all diseases.

Cure Light Wounds

[Ranger](#), [Cleric](#), [Druid](#), [Paladin](#), [Arcane Archer](#)

Length: 150 Syllables

Duration: Instant

Area of Effect: 1 creature

This spell allows a caster to cure one limb injury for anyone. This spell has no effect on weapons, shields, or armor

Cure Mortal Wounds

[Cleric](#)

Length: 600 Syllables

Duration: Instant

Area of Effect: 1 creature

This spell allows a caster to cure anyone who is mortally wounded. This spell has no effect on weapons, shields, or armor. This spell also heals any limb injuries.

Cure Mass Wounds

[Cleric](#), [Knighthood](#)

Length: 350 Syllables

Duration: Instant

Area of Effect: Special

This spell allows a caster to cure up to all four limbs on the recipient. This spell grants a caster four "charges," able to cure one limb wound each. Once invoked, these charges may be held until used, but the normal rules for an invoked spell must be followed. This spell has no effect on weapons, shields, or armor.

Curse

[Cleric](#)

Length: 500 Syllables

Duration: Instant

Area of Effect: 1 creature

Component: Pink Spellball

This spell allows a caster to call forth the power of their deity in anger and fury, causing Divine pain. This spell inflicts a piercing injury to every uninjured limb of the target, or four hits of damage to a creature with a set number of hit points. This spell penetrates all armor and shields.

Detect Traps

[Druid](#), [Mage](#)

Length: 100 Syllables

Duration: Instant

Area of Effect: 10 ft. radius

Component: Lens

This spell allows a caster to detect any sort of trap within a 10' radius. This spell does not reveal the nature of the trap, only the trap's location. This spell requires an Elder to be present.

Dispel Magic

[Druid](#), [Mage](#), Arcane Archer (redirect needed)

Length: 175 Syllables

Duration: Instant

Area of Effect: 10 ft. radius

This spell allows a caster to nullify magical effects within a 10' radius. When Dispel magic is invoked it cancels persistent magical effects within a 10' radius. If Dispel magic is invoked as another spell within 10' is being cast (read, cast, invoked, or thrown) that spell is negated. Dispel magic has no effect on spells with a duration of 'instant' that have already taken effect. Sanctuary and Spell of Shielding do not offer protection against Dispel Magic, and it will end their effects. It will not affect the properties of potions or scrolls.

Enchant Item

[Ranger](#), [Mage](#)

Length: 300 Syllables

Duration: Permanent

Area of Effect: 1 object

Component: White ribbon or tape

This spell enchants the touched weapon or item with magical energy. At a given time, a caster may have a number of enchanted weapons equal to their level divided by three. (e.g. a 9th rank caster may have up to three enchanted items at any given time). When an item is enchanted, the caster must place a white ribbon or white tape visibly on the item. If the enchantment on a weapon or item is dispelled, the caster may enchant a new weapon or item until their limit is reached. A caster may never have more enchanted weapons in existence than their level allows. This enchantment does not carry over between events and is dispelled naturally at the end of the event.

Entangle

[Druid](#), [Arcane Archer](#)

Length: 300 Syllables

Duration: 5 minutes

**Area of Effect: Up to 3 Creatures
or Structures struck.**

Component: 3 Brown Spellballs

This spell creates three large seeds. The caster throws a brown spellball at the target and upon impact, thick brambles and vines to grow, entangling anything struck. The targets affected may not move or be moved for the Duration of the spell. Flame based attacks will free the targets, as will making a sawing motion for 3 seconds with any blue or red weapon to a hit zone and saying, "I am freeing your [hit zone]!" A person may only walk- once all limbs are freed. Any limb not yet freed remains locked in place. An object may be freed by any cutting weapon by making a sawing motion on the object for three seconds and saying, "I am freeing this!" This spell penetrates all armor and shields. For the purposes of "holding a spell," each sphere is considered a separate spell, and thus only one may be placed in a pouch at a time.

Feeblemind

[Mage](#)

Length: 300 Syllables

Duration: 5 minutes

Area of Effect: 1 creature

Component: Black Spellball

Creatures struck by Feeble Mind become confused and moronic and those affected by it cannot think coherently, cast spells, use items, or fight. When under the influence of Feeble Mind, the victim is unaffected by mind affecting spells such as Truth Speak. This spell penetrates all armor and shields.

Gaseous Form

[Mage](#), [Knighthood](#)

Length: 400 Syllables

Duration: 15 minutes

Area of Effect: None

Component: White Headband

This spell allows the creature touched, and all items on their person, to become a translucent gaseous form. While in this form, the target may pass through small openings such as under doors, cracks in walls, and keyholes. The creature cannot be touched or harmed through most physical attacks, but is still be harmed by Magic Weapons, Fireball, Lightning Bolt, and Ice Storm. The Gaseous Form spell would still remain in effect as long as the caster is not dead, or the spell dispelled. While in Gaseous Form, the target may not speak, cast spells, touch anything, or affect the physical world in any way until the hood is fully removed and 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.

Holy Weapon

[Paladin](#), [Arcane Archer](#), [Knighthood](#)

Length: 400 Syllables

Duration: Permanent

Area of Effect: 1 Silver weapon

This spell allows a caster to permanently bless a single weapon. The weapon must already be Silver, but once the spell has been completed, that weapon will deliver 'Holy' hits. The name of the caster's deity must then be written clearly on the weapon. A caster may only have one Holy Weapon spell in effect at any time and must be present at the event for this spell to function. Creating a Holy weapon does not increase the amount of damage done by the weapon; it only allows the weapon to strike creatures not affected by normal weapons. Any weapon with this spell cast on it is indestructible for the duration of the spell.

Ice Storm

[Mage](#)

Length: 200 Syllables

Duration: 5 minutes

Area of Effect: 1 creature

Component: White Spellball

This spell allows a 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 five minutes. Physical weapons cannot harm creatures affected by Ice Storm, nor do most spells. This spell penetrates all armor and shields. Creatures can be freed by using Burning Hands (four charges) or Fireball, but Fireball will mortally wound the creature. Human-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.

Incinerate

[Mage](#)

Length: 325 Syllables

Duration: Instant

**Area of Effect: Up to 2 Creatures
or Structures struck.**

Component: Red Spellball

This spell allows a caster to summon two spheres of burning flame. The caster throws a red Spellball at the target and, upon impact, inflicts Siege damage to the first person or thing struck. (Siege damage causes instant death, penetrating all armor and destroying all equipment.) If a Fireball lands in a body of water, its effectiveness is reduced, causing an Injury to the nearest limb struck. For the purposes of "holding a spell," each sphere is considered a separate spell, and thus only one may be placed in a pouch at a time.

Last Rites

[Cleric, Paladin](#)

Length: 250 Syllables

Duration: Instant

Area of Effect: 1 creature

This spell allows a caster to put to rest the soul or spirit of any one touched corpse. The target of this spell may not be Resurrected, Animated, Regenerated, or otherwise revived in any way. Speak with Dead may not be cast on any creature affected by Last Rites. Last Rites may be applied to demons, undead, or summoned beings before being slain. Any creatures from those three categories are immediately banished from the caster's plane of existence and are instantly returned to their original plane. The banished creature may not return for a period of 12 minutes.

Lightning Bolt

[Druid, Mage](#)

Length: 150 Syllables

Duration: Instant

Area of Effect: 1 creature

Component: Blue Spellball

This spell allows a caster to call forth a bolt of Lightning, which causes two hits of damage upon impact. If a shield is struck by Lightning, it is 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.

Mage Bolt

[Mage](#)

Length: 80 Syllables

Duration: instant

Area of Effect: one creature

Component: black spellball

This spell allows a caster to throw a magical bolt, which causes one point of damage upon impact. It may be blocked by any equipment (weapon or shield).

Make Whole

[Mage](#)

Length: 300 Syllables

Duration: Instant

Area of Effect: 1 item

This spell allows a caster to fully restore, and repair the damaged, burned, or warped object touched. Casters may mend any object, including weapons, armor, gates, or all hull points to a ship. When cast on armor, this spell restores damage to all hit zones of a single individual's armor.

Mending

[Druid](#), [Mage](#), [Knighthood](#)

Length: 125 Syllables

Duration: Instant

Area of Effect: 1 item

This spell allows a caster to bind, restore, and repair the damaged, burned, or warped object touched. Casters may mend any object, including weapons, armor, gates, or a single Hull Point to a ship. This spell will reverse the effects of fire damage or Warp Wood. When cast on armor, this spell restores damage to only one touched hit zone.

Nature Love

[Druid](#)

Length: 300 Syllables

Duration: 5 minutes

Area of Effect: 1 creature

Component: Green Spellball

This spell allows a caster to cause any one creature to become utterly enchanted and enthralled by Nature. Creatures affected by Nature Love may not fight, hold weapons, or cast spells. This spell penetrates all armor and shields.

Neutralize Poison

[Ranger](#), [Cleric](#), [Druid](#), [Arcane Archer](#)

Length: 200 Syllables

Duration: Instant

Area of Effect: Special

This spell allows the caster to neutralize the effects of poisons and toxins on the touched creature or object.

Passwall

[Mage](#), [Knighthood](#)

Length: 500 Syllables

Duration: 1 minute

Area of Effect: 1 Object

Component: Ring

The spell creates a temporary passage through a wall or barrier, held open by the caster. The caster 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. Giant-sized creatures may not pass through an opening created by Passwall.

Planar Binding

[Mage](#)

Length: 500 Syllables

Duration: 10 minutes

Area of Effect: 1 willing or helpless player touched

Component: Black headband with red circle in center

This spell allows a caster to infuse a willing player with extra-planar might. The target must be either willing, paralyzed or bound or else this spell immediately fails. The touched player becomes a monster with 6 hitpoints and gains 1 hitpoint whenever they inflict a damaging strike up to 9 hitpoints. Monsters may use any weapon except holy weapons, but may not wear any armor. Armor worn by the imbued player is subsumed in the transformation and instantly broken. The Monster generally follows the guidance of the caster, but can not be commanded. The monster takes 1 additional hitpoint from any source of holy damage. If the caster is struck by Feeblemind or is killed, the Monster is freed and becomes a frenzied killer attacking anything in its path until destroyed. A caster may only have one Monster or construct at any one time. When the Monster is destroyed, the body turns to dust and cannot be animated or raised. If the spell is ended either by completing the duration, Dispel Magic or by casting Last Rites on the Monster, the imbued player is immediately stricken in all limbs as Curse.

Pouch

[Cleric](#), [Druid](#), [Mage](#)

Length: 500 Syllables

Duration: Special

Area of Effect: None

Component: Pouch

This spell allows a caster to hold one spell for later use. To hold a spell, the caster must first cast Pouch, and subsequently cast the spell to be held, utilizing the spell points and Components for each. When the caster is ready to cast the held spell, they simply open the pouch and chant the invocation line for the held spell; the caster cannot invoke the spell if they are mortally wounded or if both of the caster's arms are Injured. 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. The caster may use other magic while having a spell pouched.

Protection from Fire

[Mage](#)

Length: 400 Syllables

Duration: Special

Area of Effect: Special

Component: Red armband

This spell allows a caster to protect any creature or item from one heat or fire-based attack. Protected items may include gates and siege weapons, but not entire ships; when a protection spell is cast, it encompasses all of that player's gear. This spell does not hinder the caster's use of any other magic. This spell cannot be cast on a creature or object that already has a protection spell cast on it.

Protection from Ice

[Mage](#)

Length: 300 Syllables

Duration: Special

Area of Effect: Special

Component: White armband

This spell allows a caster to protect any creature or item from one frost or ice-based attack. Protected items may include gates and siege weapons, but not entire ships; when a protection spell is cast, it encompasses all of that player's gear. This spell cannot be cast on a creature or object that already has a protection spell cast on it.

Protection from Lightning

[Druid](#), [Mage](#)

Length: 200 Syllables

Duration: Special

Area of Effect: Special

Component: Blue armband

This spell allows a caster to protect any creature or item from one lightning or electrical-based attack. Protected items may include gates and siege weapons, but not entire ships; when a protection spell is cast, it encompasses all of that player's gear. This spell cannot be cast on a creature or object that already has a protection spell cast on it.

Reduce Person

[Mage](#)

Length: 200 Syllables

Duration: Instant

Area of Effect: 1 Creature

Component: Purple Spellball

This spell allows the caster to reduce the size of a target creature. If the target is "giant" (either because of the Giant Growth spell or as a npc feature) then the target becomes "normal" size. If the target creature is "normal" sized then the target becomes "small" forcing them to fight from their knees (effectively making everyone else giant to them.)

Release Portal

[Mage](#)

Length: 100 Syllables

Duration: Instant

Area of Effect: 1 object

Component: Key

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

Resurrection

[Cleric](#)

Length: 1,000 Syllables

Duration: Instant

Area of Effect: 1 creature

This spell allows a caster to resurrect the touched slain creature, and heals any Injuries. If the creature is unwilling to be resurrected, it remains dead. Any negative effects such as poison, disease, or mind control are cured. Beneficial enchantments that were affecting the creature, such as protection spells, are restored. This spell does not affect the creature's equipment in any way.

Targets of resurrect retain their knowledge surrounding their death.

Rust

[Druid](#)

Length: 200 Syllables

Duration: Instant

Area of Effect: 1 Creature

Component: Orange Spellball

This spell allows a caster to rust all metal objects worn or held, rendering them unusable. Rusting Grasp affects all metal armor, regardless of alloy, and all non-wooden weapons, including silvered weapons. This spell penetrates armor and shields (though shields are undamaged by this spell directly).

Sanctuary

[Cleric, Paladin](#)

Length: 650 Syllables

Duration: Special

Area of Effect: None

Component: Crystal

This spell allows a caster to summon the protective power of their deity, creating a magical field around him. When the spell is complete, the caster must hold a crystal above their head. If at any time the crystal falls onto or below the caster's head, the spell is broken. The crystal must be held with both hands above the head; the arms and hands may not rest upon the caster's head or the spell is broken. The caster may have nothing other than the crystal in their hands. While under the protection of Sanctuary, the caster is impervious to all attacks, including magical effects. The caster is still a physical entity and may still communicate and move normally provided that the crystal remains above the caster's head. No one may come within 1' of the caster, nor may anyone attack the caster. Likewise, the caster may not move within 1' of any creature.

Seal Portal

[Mage](#)

Length: 100 Syllables

Duration: Permanent

Area of Effect: 1 object

Component: Green ribbon

This spell allows a caster to magically seal a door, chest, or any other item that can be closed. Nothing can open the sealed item except the caster's command, or the Release Portal spell; but the item can be physically destroyed. The caster may open and close the item freely without recasting the Hold Portal spell. A caster may have only one Hold Portal in effect at any time.

Silence

[Cleric](#)

Length: 200 Syllables

Duration: 5 minutes

Area of Effect: 3' radius

Component: Purple Spellball

This spell causes an aura of silence to fall upon those in the initial spell radius. Those affected will be unable to speak, including casting spells, or make other in-game vocal noises. (Game mechanics, such as calling dead, armor, red, and similar, may still be called.)

Speak with Dead

[Cleric, Paladin](#)

Length: 200 Syllables

Duration: 3 questions

Area of Effect: 1 creature

This spell allows a caster to contact and communicate with the soul of a touched corpse. The body 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 spirits.

Spell of Shielding

[Druid, Mage](#)

Length: 1,000 Syllables

Duration: Special

Area of Effect: Special

Component: Silver armband

This spell allows a caster to protect any creature or item from one magical attack. Protected items may include gates and siege weapons, but not entire ships; when a protection spell is cast, it encompasses all of that player's gear. This spell cannot be cast on a creature or object that already has a protection spell cast on it. This spell absorbs any offensive spells that injure or hinders another player. The Spell of Shielding does not obstruct the affected creature's use of any magic.

Steelskin

[Mage](#)

Length: 500 Syllables

Duration: Special

Area of Effect: Self

Component: Grey headband with 2 black circles in center

This spell allows a caster to absorb all physical and magical damage, except siege damage, from two attacks. A caster may only have one Steelskin spell in effect at any given time and Steelskin may not be used in conjunction with Stoneskin. When two attacks are absorbed, the headband must be removed; alternately, if only one hit is absorbed, the caster may use the Stoneskin spell to replenish their Steelskin. This spell may not be pouched. During battle days, this spell can be cast once, and will recharge at the beginning of each battle.

Stoneskin

[Mage](#)

Length: 200 Syllables

Duration: Special

Area of Effect: Self

Component: Grey headband with black circle in center

This spell allows a caster to absorb all physical and magical damage, except siege damage, from one attack. A caster may only have one Stoneskin in effect at any given time. When the attack is absorbed, the headband must be removed. During battle days, this spell can be cast once, and will recharge at the beginning of each battle.

Truth Speak

[Cleric](#), [Mage](#), [Paladin](#)

Length: 75 Syllables

Duration: 1 question

Area of Effect: 1 creature

This spell allows a caster to ask the touched creature any one question. The creature must answer the question completely and truthfully to the best of their ability.

Turn Undead

[Cleric](#), [Paladin](#), [Knighthood](#)

Length: 300 Syllables

Duration: Instant

Area of Effect: 3 ft. radius

Component: Yellow Spellball

This spell allows a caster to call upon the power of their deity to summon a sphere of Divine energy into existence. Lesser undead are destroyed instantly, while Greater undead are compelled to flee the spell radius. At adventures, Elders may define different effects. This spell penetrates armor and shields.

Warp Wood

[Druid](#), [Arcane Archer](#)

Length: 300 Syllables

Duration: Instant

Area of Effect: 3 ft. radius

Component: Grey Spellball

This spell allows a caster to warp all wooden objects within a 3' radius of impact, rendering them unusable. Warp Wood will affect items including shields, bows, arrows, gates, planks, spears, ordinary chests, siege engines, and ships; dealing one point of damage. To invoke this spell, the caster must state, "I, [Name], call Nature's Warp!"

Word of Stasis

[Cleric](#)

Length: 150 Syllables

Duration: Count of 25

Area of Effect: 1 creature

Component: Orange Spellball

This spell allows a caster to hold one creature immobile through the power of their deity. If struck by the Spellball, the target must remain motionless for a clear, audible count to 25. This spell penetrates all armor, but does not penetrate shields.

8. Adventure Rules

1. Hades

Outside of a battle event, Elders will construct an area to use as 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 injuries, 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 an 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 the reason for being in Hades. No player may leave Hades until instructed to do so by the Hades Elder. When the appropriate time has elapsed for each player, the condition for which the player came to Hades will be restored. Players with Injured limbs, 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. Dead players must spend 12 minutes in Hades, Mortally Wounded players 8 minutes, and living players 4 minutes.

2. Death

When killed in combat outside of a battle event, players should die a dramatic death and crawl out of combat. Dead players should rest as corpses until the combat has finished and all living players have left the area or finished searching them. Dead players may then place a weapon over their head and walk to Hades. Characters never remember the circumstances surrounding their death or who killed them.

3. Mortal Wounds

Players slain by a hit to a limb are Mortally Wounded and do not die immediately. Players who are Mortally Wounded will die five minutes after they suffer the wound if they are not healed. Mortally Wounded players cannot stand, fight, use abilities, 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.

4. Searching the Dead

A player attempting to search a dead player must say, "Corpse, I am searching the [object] on your [location]" where the object is a particular container or piece of gear such as a specific pouch, pocket, or article of visible clothing, and the [location] is one of the basic hit locations. E.g. "I am searching the bracer on your right arm," or "I am searching the tunic sleeve on your right arm." The dead player is required to give up any in-game items in that location.

5. Silver Weapons

Silver weapons confer a number of advantages to players. To create a silver weapon, the player must pay 5 gold for each arrow, 10 gold for weapons under 2', 20 gold for weapons 2-4', 40 gold for weapons over 4'. The cost is paid to the Coin Marshal. This cost pays for the weapon to be silver for the current calendar year and expires Dec. 31st. Costs will not be pro-rated or reduced for a partial year. The Coin Marshal will maintain a list of silvered weapons for the current calendar year. Silver weapons must be covered in silver-colored cloth. Silver weapons may not be stolen or stripped for their components. Some creatures are vulnerable to hits from Silver weapons. Bows and siege weapons cannot not be Silvered, but arrows can.

6. Wooden Weapons

Shields, bows, arrows, javelins, spears, glaives, polearms, two-handed axes, and siege weapons are considered to be wooden. Silvered wooden weapons are still affected by Warp Wood and Burning Hands

7. Enchanted Weapons

Enchanted weapons have been charged with magic and deal special damage to certain creatures. A player swinging an Enchanted weapon should call 'Magic' and the damage of the weapon as they attack.

8. Blessed Weapons

Holy weapons have been blessed by a deity and deal special damage to certain creatures. A player swinging a Holy weapon should call 'Holy' and the damage of the weapon as they attack. A player swinging a weapon doused with Holy water should call 'Holy' once, on their next hit.

9. Holy Water

Holy Water is water infused with divine energy, and has several possible uses. When Holy Water is added to food or drink, it is instantly purified and all Poisons and Diseases are removed from it. Holy Water may be used as a direct attack, throwing/sprinkling it on a creature. One dose of Holy Water will cause one hit of damage to Undead creatures. It may be used to imbue a weapon or projectile with a single 'Holy' hit. After the first such hit, not including those blocked by shields, the weapon reverts to normal. Holy Water must be contained in a period container which does not include a plastic nozzle. Players should be considerate of one another when applying Holy Water.

10. Captives

One foot or less of rope must be used as a representation of bonds. To apply the bonds, the capturing player must place both hands on the captive's hands for a count of 30 seconds and then state, "You have been captured, this rope is tying you fast. You are now bound." The captive must then hold on to the rope with both hands and may not move from the spot. Another player may release the captive by holding the arms of the captive and untying the knots or using an edged weapon to cut the bonds. If the bound player has an edged weapon on their person, they may cut the bonds. Each of these actions takes 30 seconds.

11. Giant Creatures

Creatures who are Giant Size gain no damage bonuses for their size. However, all non-Giant creatures within 30' of them must kneel. If the Giant creature stoops or kneels, those around him may remain standing. Giant creatures must call out "I am a Giant, get on your knees" as they approach. Non-Giant creatures cannot outrun Giant creatures - if pursued, the quarry must remain on their knees to flee.

12. Light

Any player who can cast a spell may summon a small glowing light represented by a glowstick. This can be used to read spells or find paths at night. Light can be given to other players willfully, but cannot be looted.

13. Treasure

Treasure includes Coins, Poisons, Potions, Scrolls, and many other items related to specific adventures or quests. These items can be stolen or looted by other players.

14. 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, etc. Unless an Elder states otherwise, these items may be looted and stolen like normal Treasure.

15. Coins

The Gold Piece (GP) is the monetary standard. Treasure plays no role in actual battle, but can be crucial during adventures. For large amounts of money a Country Leader or the Land Marshal may issue a Currency Writ, which can be taken to the Coin Marshal for disbursement. Players are encouraged to have at least 50% of their wealth with them at all times.

16. Poisons

A player must possess a Poison Writ on their person in order to use a Poison. A player may only use one dose or type of Poison for each item Poisoned. When the Poison is applied, the writ is then destroyed. The player must then come in contact with the food, drinking vessel, or eating utensil they wish to Poison. The player should affix a piece of purple ribbon or tape to the item to prove that they possessed the item. Alternatively, the player may simply touch or possess the item to be Poisoned in the witness of a Marshal. Half an hour after it has been applied, the Poison is then neutralized and will not affect anyone else. The writ should be left in a visible spot nearby, or a Marshal should be pre arranged to inform the victim of the Poison's effects. Poison may be added to a bulk quantity of food or drink. This poison affects anyone who consumes the food/drink as if it were one potency level lower (ex: Supernatural Poison acts as Animal Poison). Plant Poison cannot be used in this manner. Any weapon may be used to administer a Poison attack. Poison may be applied to a weapon by destroying the writ and affixing purple ribbon or tape to the weapon. Poisoning a weapon does not increase the normal damage of a weapon. Poisons take effect on the first hit that inflicts an Injury. When a player strikes an Injury with a Poisoned weapon, they must announce the type of Poison being used as well as its duration. The Poison is considered expended on any additional attacks. In order for a victim to suffer the effects of the Poison, the player must be Injured by a weapon attack. All Poison victims are required to role-play the appropriate effects of the Poison. All Poisons have an effect and a duration as follows:

Death Poison: The victim is mortally wounded and will die in little or no pain when the duration expires.

Paralysis Poison: The victim is conscious, but cannot move or speak for the entire duration.

Agony Poison: The victim is racked by unspeakable pain and is completely incapacitated for the duration.

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

Sleep Poison: The victim is unconscious, cannot move or speak, and will have no memory of their time while asleep. If the victim takes a wounding hit, they will awake.

17. Potions

Potions are vials of magical liquid that can be drunk in order to reproduce a spell's effect. Only the following spells can be distilled into potions: **Barkskin, Cure Light Wounds, Cure Disease, Cure Mass Wounds, Cure Mortal Wounds, Gaseous Form, Neutralize Poison, Protection from Lightning, Protection from Ice, Protection from Fire, Resurrection, Spell of Shielding.** In game terms, a Potion consists of a vial with the signature of the Potion and Scroll Marshal and any Component attached. No fluid need be inside the potion bottle, nor must the player actually consume any liquid to use the potion. To consume a potion, a player rips the Marshal's signature in half, then the role-played motions of drinking the liquid (or pouring the liquid down the subject's throat) and donning the spell Component, if any, are required.

18. Scrolls

A Scroll is a series of incantations written by a spell caster that are read to cast a spell. In game terms, a Scroll consists of a loose page of parchment with a clearly labeled and legibly written spell on it, with the signature of the Potion and Scroll Marshal and any Component attached. Any spell

may be made into a Scroll, but only characters whose classes that have access to the spell can read it. To use the Scroll, a player destroys the Scroll writ, consuming the Scroll. The player must then follow the normal rules for casting a spell, substituting the Scroll for the Spell Book.

19. Fortifications

Before building Fortifications, players should make sure the area is safe by clearing any debris (rocks, branches, etc) from the area. Fortifications should be made out of wood, hay bales, rope, or other Marshal-approved materials. If the Fortifications's Walls are not easily climbable, they must have a 3' gap at the bottom to allow players to crawl under. A Fortification must not have a roof. Regardless of the method of construction, the outside boundaries of a Fortification represent 20' high Walls. Players outside of the Fortification must fire missile weapons, siege weapons, and Spellballs over Walls at a 45° angle if being fired into the Fortification but may be fired straight through an open gate. Players within the Fortification may use weapons 7' or longer to attack players climbing the Fortification's Walls.

20. Gates

Every Fortification must have at least one gate, represented by an easily removable barrier or a detachable length of rope. Gates must be at least 5' wide. Players may normally only enter or exit a Fortification through its gate. All gates are considered closed by being barred from the inside. For a player to exit the Fortification, the gate must be opened from the inside first. Any player inside the Fortification may throw the gate open from the inside. Gates may be destroyed by siege damage (incinerate included) 3 lightning bolts, one warp wood, or three hits from a battering ram. A gate may also be opened with a passwall spell or lockpick.

21. Battering Rams

A battering ram is represented by a spear or wooden log at least 8' long. The ram must be held by at least five players who must have both hands free and may not be Injured. The players must hold the battering ram firmly and make at least a ten-step charge into the gate and deliver a solid hit. Each time the ram hits the gate, the ramming players should yell 'Ram!' to alert all nearby players that the gate was struck. Three solid hits from a ram will destroy a gate.

22. Siege Weapons

Siege weapons must be safety approved by a Marshal. A siege weapon fires siege bolts, which take the form of either javelins or rocks. Three players, each with both hands free, are required to move or operate a siege weapon. Siege weapons may only fire one bolt or rock at a time. Once a siege weapon has been fired, those manning it must loudly count 10 seconds before firing the siege weapon again. Siege weapon projectiles inflict Siege damage to everything within 3' of the point of impact, even in the case of misfire. Siege damage causes death, penetrating all armor and destroying all equipment within 3' of the point of impact.

23. Ships

Ships are represented by roped off areas according to the size of the Ships involved. These roped off areas are set parallel to one another with a distance of 10' between each ship. A Ship may be equipped with up to three Planks to assist troops in crossing from one Ship to the other. Planks must be made from cardboard and no wider than 3', and must reach the full distance from one Ship to the other to be crossed safely. Any equipment or planks that fall or are knocked into the sea are considered sunk. Unlike Structures, Ships are not considered to have Walls - all attacks are exchanged normally.

a. Damage to Ships

Ships are not damaged by normal weapons, but can be sunk by siege damage. A Ship's Hull Points are an indicator of its seaworthiness. Ships begin battles with 2-5 Hull Points, depending on type. A Siege damage hit landing on a Ship or striking a player aboard will take away one Hull Point. A Ship that loses its last Hull Point will sink in 5 minutes if not repaired.

24. Swimming

Players in the sea wearing AR3 or heavier drown immediately. Other players may swim to their own Ship or the enemy Ship by crawling on their hands and knees; both hands must be free and neither arm Injured. Also, any player frozen by 'Ice Storm' will float for the duration of the spell and may be dragged aboard a Ship by two other players.

9. Organization

1. Nobility

Nobility is a way to recognize service to the realm and promote volunteerism, as well as to form a Noble Council of experienced players. The acceptance of Noble Petitions and the running of Noble Tournaments fall under purview of the Noble Council. Nobles may have other organizational duties as assigned. Nobles must behave honorably towards the chapter at all times. They must also contribute to the chapter in a positive manner. Nobles should be addressed as their title dictates. All Nobles sit on the Noble Council and have a vote therein. After attaining a new rank, they may not advance in title for one full year. Should a King or Queen abdicate, they become an Archduke/Archduchess. The Order of Precedence of Noble Titles is: Baron/Baroness, Earl, Count/Countess, Duke/Duchess, Prince/Princess, Archduke/Archduchess, King/Queen.

a. Knighthood

A player is awarded Knighthood via service to the realm, without petitioning the Noble Council. Although a Knighthood is granted for service to the game, knighted players are not held to the same standards as nobles, as they have not requested greater responsibility to the game. Knighted players should be addressed as "Sir" or "Dame" in character, and should feel welcome to volunteer further effort to the group. A player who is awarded Knighthood is entitled to special token privileges to honor their achievement:

Access to the Paladin class

A character that chooses to become a Paladin forfeits all Credits in their Class and becomes a 1st level Paladin.

Access to the Arcane Archer class

A character that chooses to become an Arcane Archer forfeits all Credits in their Class and becomes a 1st level Arcane Archer.

Knightly Privileges:

A character that chooses not to become a Paladin may instead choose two abilities from the following list. **Once per year, a player who has achieved knighthood may switch out one of their knightly abilities with a different one from the knightly abilities list. The switch must be declared at the start of the event (or at sign-in) and takes effect at the end of that event. Neither the old or new ability can be used that event.**

1. [Read Magical Languages](#)
2. [Disguise](#)
3. [First Aid](#)
4. [Torture](#)
5. May cast "[Holy Weapon](#)"
6. May cast "[Comprehend Languages](#)"
7. May cast "[Passwall](#)"
8. May cast "[Cure Mass Wounds](#)"
9. May cast "[Commune with Nature](#)"
10. May cast "[Gaseous Form](#)"
11. May cast "[Mending](#)"
12. May cast "[Turn Undead](#)"

b. The Noble Ranks

To advance in rank as a noble, and gain a seat in the Noble Council, a Knight must:

- Submit a petition to the Noble Council expressing desire to become a Noble.
- Be accepted by the Noble Council after a discussion of the player's service to the game, giving precedence to Countries not already represented in the Council.

c. Noble Council Meetings

The Council shall convene every two months, unless business dictates otherwise, to review petitions and the state of the chapter. Each Noble must volunteer to Elder for an entire event at least twice a year.

2. Elders

Elders are responsible for running events smoothly and acting as referees for combat. Each Elder is required to wear a plain white tabard. Any decision made by an Elder on the battlefield regarding the day's event or combat must be listened to and followed. Disputes with Elders should be brought to

the Magistrate for adjudication. There are no permanent Elders, they will vary at every event. Elders enforce combat and adventure rules, and must levy penalties for infractions of the rules. Infractions include, but are not limited to:

- Ignoring the safety of others
- Refusing to take legal hits
- Circumventing the rules
- Acting out of character

Penalties can include extra time in Hades, or 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 at least 31 battle credits and has been approved by the Magistrate may serve as an Elder. Every Country must offer at least one member to act as an Elder at each event. It is the duty of all veteran 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.

3. Marshals

Marshals are volunteers appointed by the magistrate to help with the administrative duties of the Club. It is recommended that a player be a veteran of at least a year before volunteering for a Marshal position. There is a great need for new Marshals, and volunteering provides invaluable experience 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. Head Marshals are expected to make themselves available to answer questions, provide Ad hoc field interpretations of gray areas in their respective purview, provide assistance, and demonstrate leadership within their Marshaling position. Marshals responsible for checking gear are expected to provide an explanation when failing a player's gear and guidance on how to correct the problem. Marshals are also expected to remain impartial with regards to their position and should refrain from checking their own gear or the gear of their Countrymen. Marshals and their responsibilities are:

Magistrate:

- Approving and supervising Marshals
- Filling in for Marshals when they are unable to fulfill their duties
- Providing adjudication to disputes between players

Land Marshals:

- Maintaining the 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
- Providing Country Liaisons with information pertaining to Country holdings, land actions, etc
- Keeping a current electronic log (paper log is optional) of all land actions and sharing information, including cost of actions, with the Coin Marshal for accurate upkeep costs.

Lore Marshals:

- Retaining a written history of the events of the realm
- Chronicling adventures and tournaments
- Maintaining a list of permanent adventure items and their owners
- Keeping census of the active and inactive Nobles and Knights of the realm

Coin Marshals:

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

Potion and Scroll Marshals:

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

Poison Marshals:

- 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

Costume Marshals:

- Ensuring player costumes adhere to costume rules
- Ensuring players have the proper class specification items
- Recording surcoats and banners for documentation of valid country status

Spell Marshals:

- Thorough checking of each spell component intended for use on the field with attention to safety
- Ensuring that spells of casters (scrolls, books, etc.) are written to the proper word length

Armor Marshals:

- Thorough checking of each piece of armor intended for use on the field with attention to safety

Weapon Marshals:

- Thorough checking of each weapon and shield intended for use on the field with attention to safety

Archery Marshals:

- Thorough checking of every arrow/bolt intended for use for safety
- Thorough checking that the poundage of bows intended for use fall within safety limits.
- Responsible for safety training and approving new archers.

Consul Marshals:

- Gathering information and organizing trips to regional and national Dargarth-like events
- Coordinating visits to nearby boffer games and larp groups

10. Land Rules

The Realm Map

The Realm Map is a representation of all Countries and their Assets. Countries own land and Assets on the Realm Map. Countries also own wealth in the form of currency, of which they are responsible for keeping safe. The map displays the lands belonging to each Country in units of Hexes. Assets, such as Castles and Mines, produce money or strengthen defenses. Countries may expand borders and build projects through Land Actions. 'Seasons' are defined by the equinoxes and solstices. 'Turns' are defined as the period between regular events.

New Countries

To form a new country, you must have 3 members out of the new player period as well as surcoats and a banner. When creating a country the leader(s) will provide an email to be used for when/ if their country goes defunct. Each new Country is granted seven contiguous Hexes of land, one of which is designated their Capital. The Capital Hex is a fortified city, having both a Castle and City placed upon it. The Country's Leader will work with the Land Marshal to place these Hexes on the Realm Map and designate which Hex is to act as the Capital. No starting Hex may be more than a 3 Hex radius from the Capital. If this placement is not possible, allowances may be made at the discretion of the Land Marshal. Additionally, each new Country is also granted 1,000 GP as its starting Coffers. At this point, the new Country is free to acquire new land, construct Assets, and build fortified encampments at adventures.

Defunct Countries

A country may be declared "defunct" by the Magistrate if it fields no surcoated members for six regularly scheduled events. In such an instance, the country's land becomes

unclaimed, the settlements and fortresses become ruins, the coffers are donated to the realm, and the country ceases to exist. Any country that has been defunct can make an appeal to the Noble council, If approved all land previously owned will be reinstated.

Coffers

Income

Some Assets produce Resource Points on a seasonal basis. These points are used to conduct land actions, build assets, and upkeep fortifications. Record of a country's current Resource Points is maintained by the Coin Marshal. At the end of a season, $\frac{1}{4}$ of a country's remaining resource points shall be distributed to the country in gold in the form of coins, bars or writs. Unlike gold, resource points cannot be traded.

Expenditures

Countries may spend Resource Points in any manner they see fit. Common expenditures are for building armies, constructing assets. When spending Resource Points for land actions, the used resources are deducted from a country's seasonal total by the Coin Marshal.

Assets

Assets are the property of the Country owning them, not of individual players. A hex may only have three assets on it at any time. Common Assets are described as follows:

A. Settlements

Settlements are income generating Assets which Countries can construct.

- a. A Hamlet costs 100 RP to found and produces 50 RP per Season.
- b. A Town costs 500 RP to found and produces 250 RP per Season.
- c. A City costs 1000 RP to found and produces 500 RP per Season.

B. Mines and Quarries

Mines are naturally occurring Assets that generate income for the owning country.

- a. A Stone Quarry produces 50 RP per Season.
- b. A Copper Mine produces 100 RP per Season.
- c. An Iron Mine produces 125 RP per Season.
- d. A Silver Mine produces 150 RP per Season.
- e. A Gold Mine produces 200 RP per Season.

C. Ships

Ships are used for trade, transport, and war.

- a. A Caravel is a trade vessel which costs 200 RP to build, and produces 50 RP per Season.
- b. A Frigate is a fast vessel which costs 400 RP to build, and costs 100 RP/season in upkeep.

- c. A Man O'War is a military Ship which costs 800 RP to build, and 200 RP/season in upkeep.

D. Fortresses

Fortresses give defensive bonuses to defending the Hex on which they are built.

- a. A Tower is a small Fortress which costs 200 RP to build, and 50 RP/season in upkeep.
- b. A Keep is a medium Fortress which costs 400 RP to build, and 200 RP/season in upkeep.
- c. A Castle is a large Fortress which costs 600 RP to build, and 400 RP/season in upkeep.

E. Roads

Roads provide a movement bonus for armies and adventure parties. They can be constructed outside of a country's borders or within another country's with its consent. Roads can be pillaged in neutral territory, which cuts the trade bonus.

- a. Up to 5 hexes of roads can be built for 50 Resource Points a hex. Each city connected to at least one foreign city by roads earns an extra 100 Resource Points/season from trade.

F. Units

Units are used to claim hexes on the land map.

- a. An Army is a land unit used to take other nation's hexes by force. They cost 50 Resource Points to create and consume 50 Resource Points per turn in upkeep. Armies can only be built in Keeps and Castles
- b. An Adventuring party is used to explore unclaimed hexes. They cost 25 Resource Points to create and consume 25 Resource Points per turn in upkeep. Adventuring Parties can be built in any settlement.

6. Features

Similar to assets, features provide bonuses or modify a specific hex. Features are not owned by countries though, and are semi-permanent. Common features are as follows:

1. Ruins

Tower, Keep, and Castle Ruins allow the controlling company to directly build the fortification or a lesser fortification at half cost. Ruins are consumed on their use.

2. Lighthouses

Lighthouses are enormous towers built by the ancients, and modern countries cannot create their own lighthouses. A lighthouse allows the controlling country to let ships pass through an adjacent maelstrom hex. Lighthouses will act as a Keep during invasions without the defender bonus. Countries cannot build Fortifications on Lighthouse hexes.

3. Maelstroms

Maelstroms are a horrific stretch of water that is turned violent by a combination of storms, tidal forces, and protruding rocks. Hexes with a Maelstrom are completely impassable by ships.

4. Capitals

Each country has one capital, which provides free upkeep in that hex. **An invading force will have to succeed in two back to back invasions to take a country's capital. The defending country may field 10 additional warriors. The first defense is the city walls. The walls will be 160 feet long with a gate in the center. If the defenders successfully thwart the invaders at the wall then the invasion is over. If the invaders win then the next battle will take place as a castle siege. Everyone will reset and have a second battle, items and spell points used in the first battle don't come back. The edges of the walls act as the hard barrier and invaders will have to arc their projectiles. The second fight acts just like a castle battle and for invaders to successfully take the capital they will need to win both battles while defenders just have to win either battle.** A capital can only be changed once a season. If a capital is captured, it provides the full pillage rate instead of the standard $\frac{1}{2}$ value.

7. Actions

At minimum one week prior, each Country can declare one Main Action, one Bonus Action, and any number of Free Actions for the following event

1. Main Actions

Encounters

When participating in Encounters, players must play the character they selected during check-in for all Encounters. Characters may only take part in one encounter each event. If they are hired as mercenaries for another country's invasion, they may not take part in their own country's land search. Characters in an Encounter are considered to have had advanced warning of the battle. Casters may cast as many spells as they wish on themselves and their allies before the battle. Casters may not be holding cast spells, however, and must still expend spell points. Siege Weapons may be loaded. Spell Points in Encounters are counted separately from those occurring during the rest of the day. Countries cannot commence an encounter unless they have 2 surcoated members and a banner present. Types of encounters include:

Land Search

Land Searching is an attempt at the acquisition of unclaimed Hexes of land through exploration. A Land Search requires a constructed adventuring party, which is consumed regardless of outcome. It also costs 5 RP per person on the search, in addition to the cost of the Adventuring Party.. Only 5 characters may attend a land search, except where characters with 'improved land search' are involved. A character must be chosen to lead the Adventure Party, this character cannot lead another search at the next event. The Adventure Party travels to the target hex and fights a battle with any defending creatures. The appropriate dice will be rolled for the Monster Encounter Chart in witness of the Party Leader and Land Marshal. If successful, the hex and any spoils pass into the possession of

the country that ordered the Land Search. If the Adventure Party cannot reach its target in one turn's movement, a note is placed on the map to mark its location. If multiple parties are to Land Search the same hex, the party that began the turn closer to the target hex searches first. If the hex is conquered, subsequent countries are considered to be simultaneously invading the Hex. The victor of this multi-way battle claims the Hex; if all parties are defeated, the Hex remains unclaimed. When multiple battles occur in this way, all victors of the previous battle are considered raised and healed for the next battle. If a Land Search is unsuccessful, the Land Marshal uses the same rolls in future Land Searches of that Hex. This includes all monsters and Spoils as applicable.

Invasion

Invasion is an attempt to claim another country's hex by force. An invasion order requires a constructed Army which is consumed by the action regardless of outcome. The Army travels to the target hex and fights a battle with the defending country. Invasion Armies on the march are announced publicly by the Land Marshal. If the Army cannot reach its target in one turn's movement, a note is placed on the map to mark its location. The winner of the battle becomes the new owner of the hex. There are some restrictions on numbers for invasion battles.

The invader may field all surcoated members checked in at the event. They may also hire allies not exceeding half the number of their surcoated members.

The Defender may field all of its surcoated members. If that number is greater than the force of the Invader, the Defender may field all of its members. If this number is less than the force of the Invader, the Defender may hire allies to match the number of troops the Invader is fielding.

Fortress may allow for the Defending party to field additional players after determining the size of Invading and Defending armies. Fortresses are treated as Fortifications in battle. If the siege has not been won in 45 minutes, the defender wins. Details of Fortress are described as follows:

Tower:
15'x15', Defender gains no additional warriors

Keep:
30'x30', Defender may field 3 additional warriors

Castle:
40'x40', Defender may field 7 additional warriors

Capital:
160' / 40'x40', Defender may field 10 additional warriors

After both the attacking and defending side of the invasion have gathered their forces any remaining players who want to participate will then be drafted with the defending side getting first pick. These drafted people are considered soldiers who cannot cast spells, use bows, or wear armor.

The results of a country vs country land action and everything that happens within is considered public knowledge for all players.

If the attacking country wins, it has the option to Pillage the hex. This decision is only available at the event of the capture, and cannot be changed retroactively. Pillaging reduces the asset tier of settlements or fortifications, and returns half of the build cost in RP to the pillaging country. The defending country still owns a hex after pillaging it. Roads are destroyed by pillaging, but return no RP. Ex: Country A captures a hex with a keep and city, and decides to pillage it. The hex is left with a tower and town, and Country A earns 700 RP. $(1000/2 + 400/2)$.

Raid

Ships can "raid" land hexes using their defensive party but cannot take control of hexes. If they raid a hex the other side essentially "loses" it for that event only. The raid follows normal invasion rules but is capped at half of a ship's capacity (5 for caravel, 10 for frigate, 15 for man of war). The defense may field the same amount as if they were invaded. If the raid is successful the raider temporarily gains control of any lighthouses to allow passage through a maelstrom. You cannot pillage during a raid. Raiding costs the raiding country 20RP to do. After the event ends the hex is returned to the original owner. The raiding party if successful also rolls on the bonus spoils item loot table.

2. Bonus Actions

Build Asset

Assets cannot be constructed on land outside of one's own borders, unless otherwise noted. Ships get built at settlements adjacent to the ocean, settlements can build ships equal to or lesser than the settlement size. Hamlets → Caravel, Towns → Frigates, Cities → Man O'War. **Movable assets will be completed at the beginning of the next event and structures will be complete at the end of the next event.** To construct advanced settlements and fortresses, the preceding asset must have been built first. The old settlement or fortress is replaced. Mines cannot be constructed.

Hex Transfer

While money can be freely exchanged between Countries, the transfer of Hexes is handled differently. Countries may only transfer or receive one Hex per event. A Country may not transfer any of its seven original Hexes. The transfer of a Hex from one Country to another is considered to be the Land Action for both Countries involved. Any Assets on the Hex are transferred along with the Hex.

3. Free Actions

Unit Movement

Movement orders do not count as land actions, but must be submitted to the Land Marshal in the same manner. The origin and destination hexes must be included. Units have a set amount of Movement Points that limits their ability to travel in a turn. Frigates have 10 points; Caravels, Man-O-Wars, and Adventure Parties have 8; Armies have 6. Different terrain have specific movement costs, incurred upon entering the hex. Roads halve the movement cost of a hex.

- a. Plains: 2 movement points
- b. Forests, Swamps, Jungle: 4 movement points
- c. Mountains, Arctic, Desert: 6 movement points
- d. Ocean: 1 movement point

Ship Transfer

A Country may freely transfer Ships to another Country. To transfer a Ship, a Country's Leader must provide the Land Marshal with a written declaration one turn in advance of the transfer date.

Abandon Hex

A country may give up ownership of one or more hexes. The hexes return to neutral/unowned. When next explored a new encounter and spoils will be rolled, as normal. A country's capital may not be abandoned.

Deconstruct

As a free action a country can deconstruct any number of buildable assets they own. A fortification of settlement will return half its value to the controlling country, and will be downgraded by one step (castle becomes keep, town becomes hamlet). Ships will be completely destroyed, but will return no value. Assets will be deconstructed at the end of events after Countries Main and Bonus Actions.

8. Units

1. Armies and Adventure Parties

Armies and Adventure Parties are created with a bonus action, and are consumed at the completion or failure of an encounter. If they cannot reach their target hex, Armies and Adventure Parties are placed on the map as a campsite. It costs 25 RP a turn to sustain an Adventure Party on the map, and 50 RP a turn to sustain an Army. Both types can be redirected to another target hex with a movement order. Although they can exist indefinitely, no country can have more than 3 Adventure Parties or 3 Armies on the map at any time. Armies are not needed to defend a hex, only to invade one. If an army is present to defend a hex, the defending country may field an additional 7 defenders. Armies may be converted into Adventuring Parties at any time, but Adventuring Parties may not be converted into Armies. Countries may allow foreign Armies and Adventuring Parties to pass through their borders or bar their passage. Armies may pass through hostile borders (without capturing them) by fighting one battle a turn. The Army is only consumed if it loses the battle or chooses to capture a hex it passes through. Two Armies or Adventuring Parties may do battle if they meet on an unclaimed hex or cross paths during a turn. The losing Army or Party is eliminated. A victorious Adventuring Party may choose to Search the unclaimed hex, but is consumed by this act. Armies and Adventuring Parties that successfully invade/explore a hex can be reformed next event at the same hex for the same RP cost and build action, this action is lost if the country decides not to reform the army/party. If a hostile Army and Adventuring Party meet, the Party is eliminated without a battle.

2. Ships

Boats are also created with land actions, but exist indefinitely. They generate income like assets, but may move and do combat like armies. They are able to ferry armies and adventure parties as well. They are of great value strategically. Only one Ship may occupy a Hex at the end of a turn; they may, however, intersect while in motion. Should this occur, both Countries will be required to indicate whether they will pass peacefully or seek to intercept the other Ship.

a. Naval Battles

If a Country intercepts a Ship, a Ship Battle will occur. The same rules governing the size of the Invading and Defending armies for Invasions apply to Ship Battles. If both ships intercept, both countries are considered the Invader. If the successful party can occupy a seaworthy enemy Ship, they may claim it and place it on an adjacent Hex. If ships from two countries intercept, or end their movement on the same hex, and neither country wants to do battle, the country liaisons may negotiate for one country to alter the move order. If neither country will alter their move order, both are considered the invaders.

At the beginning of a ship battle, a defending country may designate that its ship has been scuttled. The ship starts the battle with 0 hit points and immediately begins to sink.

For the purpose of ship battles, boats are represented by roped off areas according to the size of the ships involved. **Prior to a ship battle, each team rolls a d10. Highest roll gets to decide where to set up the ships in approximate relation to one another. Ships can be set up between 5 and 15 feet apart. Faster ships get a +3 to their die roll.** Ships may be equipped with up to 3 'planks' made from cardboard or wood and no wider than 3'. Planks must reach the full distance from one ship to another. Planks can be destroyed by a 'warp wood' or a 'fireball'. Characters with 'Ropeswing' are able to cross the distance to the other ship. To do so, players must have both hands free and roleplay the act of swinging across the gap. Other classes can jump, but must land fully on the other boat or are assumed to have fallen into the water.

Any equipment or plank that falls from a boat are considered sunk. If a player places one foot or hand off a ship, they are also considered to have fallen into the water. Players may swim or drown according to the swimming rules in the adventure section.

Ships are only damaged by siege damage, such as fireballs and siege weapons. To count as a hit, the shot must land within the roped off area. If the ship takes more damage than it can sustain, it begins breaking apart and will sink in 5 minutes. The spell 'mending' repairs one hit. Details of ships are as follows:

- i. Caravel: 10 people max on board, no siege weapons, Sunk from 2 hits, 10x15 feet
- ii. Frigate: 20 people max on board, 2 siege weapon max on board, Sunk from 3 hits, 15x25 feet
- iii. Man O' War: 30 people max on board, 4 siege weapon max on board, Sunk from 5 hits, 15x40 feet

b. Ferrying

A country may use any ship to ferry an Army or Adventure Party. The ship must pick up the land unit at a coast and drop it off on one too. Moving onto the ship's hex costs 1 movement point (for the ocean hex) and unloading costs the movement points for the designated terrain. Transferring land units between ships costs 1 movement point (for the ocean hex).

11. Encounters List

Scenario Chart

Roll	Result	Spoils Bonus
1-60	Nothing Special	+0
61-70	Local peasants being accosted (1d6 peasants, no weapons)	+1 per peasant that lives
71-75	Creatures aren't hostile but are wary of intruders	+5
76-80	A giant has taken over these lands! The creatures are led by a Giant. Roll on the Giant table and they are led by one of whatever is rolled.	+10
81-85	Exploration party is ambushed!	+15
86-90	One creature is a spellcaster! They are given one of three spells (roll 1d3): Cure Serious Wounds, Mending(replace with lightning bolt if HP monster), or Warp Wood	+20
91-95	Creatures are defending a small abode and can have missile weapons (10ft by 10ft fortification)	+25

96-100	A battle is already underway! Roll for monsters again to see who they are fighting.	+30
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Monster Encounter Chart

- 01-20** Terrain Encounter (if no distinct terrain on hex, roll again)
- 21-50** Humans
- 51-70** Humanoids (+5 to Spoils)
- 71-90** Undead (+10 to Spoils)
- 91-99** Giants (+15 to Spoils)
- 100** Epic Monsters (+30 to Spoils)

Terrain Encounters

Forests / Jungle

- 01-30** 4 Sasquatch (AR1, Blue weapons / Daggers, no shields)
- 31-60** 5 Elves (AR2)
- 61-90** 1 Treant (10 hits, Giant, 2 Entangle Spellballs, 2 Warpwood Spellballs) and 4 Saplings (4 hits)
- 91-100** Green Dragon (10 hits, Giant 3 agony 3' radius poison spellballs, played by 3 people) 4 half dragon guards (AR3)

Mountains

- 01-30** 2 Hill Giants (8 hits, Giant, 1 red)
- 31-60** 12 Goblins (1 hit, 1 blue, rocks)
- 61-90** 5 Dwarves (AR 3)
- 91-100** Red Dragon (12 hits, Giant, 3 Fireball Spellballs, Immune to fire, played by 3 people) and 4 Half-Dragon Guards (AR 3)

Swamps

- 01-30** 5 Bog Monsters (1 hit, 1 Entangle Spellball)
- 31-60** 4 Wights (6 hits, Greater Undead, double damage from Holy, Casts curse on damage causing hit)
- 61-90** 2 Filth Flingers (8 hits, 3 agony 3' radius 20 min poison spellballs) and 4 Bog Monsters
- 91-100** Black Dragon (9 hits, Giant, 3 Paralysis 3' radius 20 min poison spellballs, immune to poison, played by 3 people) 4 Half-Dragon guards (AR3)

Deserts

- 01-30** 1 Medusa (AR 2, 3 paralysis spellballs) 2 skeletons (AR 1 immune to green and yellow hits, Destroyed in one hit by holy, Lesser Undead)
- 31-60** 3 Flame Beasts (6 hits, Double damage from silver, immune to fire, 1 fireball spellball, permanent flame hands)
- 61-90** 1 Mummy (10 hits, double damage from from holy, 3 entangle spellballs, Greater Undead) and 3 Wights
- 91-100** Blue Dragon (11 Hits, 3 lightning bolt spellballs, immune to lightning, played by 3 people) 4 Half Dragon Guards (AR 3)

Artic

- 01-30** 4 Abominable Snowmen (AR 1, Blue weapons/ Daggers, no shields, Immune to ice)
- 31-60** 3 Frost Giants (9 hits, Giant, Immune to Ice, 1 red)
- 61-90** 1 Mad Ice King (AR 4, Immune to Ice) 3 Blizzard Mages (AR 1, 2 Ice Storm spellballs, 1 lightning bolt spellball, no shields)
- 91-100** White Dragon (8 hits, Giant, 3 Icestorm spellballs, immune to ice, played by 3 people) and 4 Half Dragon Guards (AR3)

Human Encounters

- 01-15** 1 Hermit (one blue weapon, No armor)
- 16-30** 3 Slavers (flails or blues, no shields, no armor)
- 31-40** 5 Peasants (polearms, no armor/shields/projectile weapons)

41-50	5 Cultists (florentine, no armor)
51-60	4 Barbarians (AR1)
61-70	4 Brigands (AR2, backstab)
71-75	1 Knight (AR4) 2 Men-At-Arms (AR3, Shields)
76-80	10 Peasants
81-85	5 Deserters (AR3, no shields)
86-95	5 Men-At-Arms
96-99	15 Peasants
100	6 Knights

Humanoid Encounters

01-15	1 Goblin (1 hit, 1 blue, rocks)
16-30	2 Werewolves (AR 3, Double damage from Silver, no shields, Blues/daggers only)
31-45	2 Orcs (AR 4)
46-55	10 Goblins
56-65	6 Goblins and 1 Bugbear Shaman (AR 2, 1 entangle spellball, 1 lightning bolt spellball, 1 cure light wounds)
66-75	5 Werewolves
76-85	4 Bugbears (AR3, 1 Red)
86-90	4 Orcs
91-95	3 Bugbears, 1 Bugbear Shaman
96-99	20 Goblins, 1 Goblin King
100	20 Goblins, 1 Ogre Magi (6 hits, Giant, 2 Lightning Bolt Spell balls).

Undead Encounters

01-20	1 Zombie (AR2, lesser undead, destroyed by one hit from a Holy or Silver weapon)
21-40	5 Skeletons (AR1, lesser undead, immune to green and yellow hits, destroyed by one hit from a Holy or Silver weapon)
41-60	5 Zombies
61-75	3 Ghouls (AR4, lesser undead, double damage from Holy, 1 minute paralysis)

poison with each damage causing hit)

- 76-85** 3 Flesh Golems (9 Hits, lesser undead, damaged only by Magic, Holy, or Silver, heal 1 hp with each damage causing hit)
- 86-90** 5 Skeletal Knights (AR3, lesser undead, shields, immune to green and yellow hits, destroyed by one hit from holy)
- 91-95** 1 Banshee (6 hits, greater undead, double damage from Holy, 4 Hallucination 3' radius 20 minute spellballs) 5 Wights (6 hits, greater undead, double damage from Holy, casts curse on damage causing hit)
- 96-99** 1 Lich (8 hits, greater undead, double damage from Holy, adventurers killed by Liches rise again as standard Zombies) 5 Zombies
- 100+** 1 Vampire (10 hits, greater undead, damaged only by Magic, Holy, or Silver, does red damage, can heal to full from mortal or dead adventurer) 3 Flesh Golems

1. Giant Encounters

- 01-30** 1 Troll (6 hits, giant, heals self at rate of 1 hit per minute, fireball or flame hands kills instantly)
- 31-50** 2 Owlbears (AR4, Giant)
- 51-60** 3 Trolls
- 61-70** 2 Frost Giants (9 hits, giant, immune to ice, 1 red)
- 71-80** 2 Storm Giants (9 hits, giant, immune to lightning, 1 red)
- 81-90** 2 Fire Giants (10 hits, giant, immune to fire, 1 red)
- 91-95** 4 Owlbears
- 96-99** 6 Ogres (6 hits, giant)
- 100+** 6 Ogres and 1 Ogre Magi (6 hits, giant, 1 red, 2 lightning bolt spellballs)

2. Epic Encounters

(Epic ⚔ do not stay on the map if the adventuring party is defeated)=

- 1-20** Thunderbird (6 hp, 10 lightning bolt spellballs, 4 ice storm spellballs, immune to lightning/ice, cannot be hit by melee attacks, players cannot approach within 10ft of it) 4 Sasquatch (AR1, blue weapons/daggers, no shields)
- 21-40** 5 Headed Hydra (Played by 5 people, Each head has 5 hit points, giant, 1 fireball, 1 ice storm, 1 lightning bolt, they must be damaged with Holy, Magic, or Silver or else it grows back with 5 hp) 6 Kobolds (1 hit, no shields, blue

weapons, rocks)

- 41-60** Chromatic Dragon (16 hits, Giant, does red damage, 3 Fireballs, 3 Ice Storms, 3 Lighting Bolts, played by 3 people) 6 Kobolds
- 61-80** Colossus (10 hits, Giant, Damaged only by Holy, Magic, or Silver, immune to yellow weapons, deals Red damage, deals instant death on each damage causing hit) 3 Stone Golems (12 hits)
- 81-100** Arch Demon (AR 5, Giant, damaged only by Holy or Magic, 6 fireballs, 6 Agony 3' radius 20 minute poison Spellballs, deals Red damage, casts fireball on its location when it dies) 4 Lesser Flesh Golems (7 hits, heal 1 hp with each damage causing hit)

3. Spoils

Roll	Result
1-25	Nothing
26-40	Stone Quarry +0 on bonus spoils check
41-50	Tower Ruins +5 on bonus spoils check
51-60	Copper Mine +5 on bonus spoils check
61-70	Iron Mine +5 on bonus spoil check
71-78	Hamlet +5 on bonus spoil check
79-85	Keep Ruins +10 on bonus spoil check
86-92	Silver Mine +10 on bonus spoil check
93-95	Castle Ruins +10 on bonus spoil check
96-98	Treasure Chest (4D4X10GP) +10 on bonus spoil check
99-100+	Gold Mine +15 on bonus spoil check

Bonus spoils are loot found on the dead. It is looted post combat and can be given to anyone who went on the exploration. Magical Artifacts (not scrolls, poisons, or potions) gained from bonus spoils expire two events after being obtained. Phys reps are to be supplied by the owner and verified and tracked by the Lore (and Assistant) Marshal(s). After a successful invasion or defense the bonus spoils check is automatically passed.

Bonus Spoil Check

Roll	Result
1-75	No
76-100	Yes(roll on table below)

Bonus Spoils:

Roll	Result
1-9	1d3 Potion of Cure Light Wounds
10-19	1d3 Potion of Cure Serious Wounds
20-29	Scroll of Open Portal
30-39	Scroll of Lightning Bolt
40-49	Scroll of Entangle
50-59	Potion of Barkskin
60-69	Potion of Pouch
70-79	50 gold
80-89	Scroll of Truth Speak
90-93	Scroll of Rust
94	1d3 Potion of Resurrection
95	Belt/Amulet of Protection from Fire. Lasts till end of next season
96	1d3 Supernatural Death Poison
97	1d3 Fireball Scrolls
98	Key of Passwall (allows use of Passwall 1/per battle) Lasts till end of next season
99	Wand of Dispel Magic (3 uses) Lasts till end of next season
100	Staff of Incinerate (3 uses) Lasts till end of next season

Wand and Staff must be treated like a bow for safety purposes.

Appendix 1 - Checking Equipment

Why do we check weapons? For the safety of all participants since we are using weapons that are expected to be swung at full force.

Standard: Ask yourself, "Would YOU feel comfortable getting hit by that weapon? Is there significant residual pain after the impact?"

Objective: To unbiasedly check all equipment for safety and rules adherence in an efficient and orderly manner without causing damage to the weapons.

Things you must have:

- Copies of the rulebook.
- Templates.
- Luggage Scale (for bow poundage).
- Tape measures.
- Volunteers (It could conceivably be done with one other person.)
- Separation of passed, failed, and unchecked.

General guidelines:

- Know the rules of weapon construction, preferably memorized.
- Don't destroy the weapons to check them. When checking for core, use the pads of the fingers or the palm of the hand, not the nails or the tips of the fingers.
- Treat every weapon the same. Don't be biased because you know whose weapon it is. If you feel you can't be objective, ask someone else to check it.
- Don't be afraid to get a second opinion.

Blue Weapons

- Start at pommel. Check for stability and no core felt.
- Using the pads of the fingers and thumb, go all the way up the flats checking for sweet spots and excessive twist. Excessive twist is when the foam spins around the core and does not return back to its original position. This indicates that the foam has separated from the core.
- At top, check for stability of tip and that core tip cannot be felt. Also, check to make sure the cover is in good repair and that foam is not exposed.
- Go down edges checking for sweet spots.
- Flex, and template if needed. The weapon may not flex more than 45 degrees, and must pass the template rules. Flex is tested by swinging the weapon against a shield or perpendicular padded surface at the topmost part of the handle of the weapon. A second person can estimate flex.
- Single-edge differentiation-12" (30.48 cm) contrasting tape or fabric on the non-striking side of the weapon.
- Hit against leg. If not sure, check against back-light, medium, hard swings. Some weapons feel worse at light and medium or the same regardless of force.
- Stab test weapon one handed on your thigh or another person's back. Stab light, medium with one hand and the other stabilizing the weapon. Hard stabs must be checked with both hands on the weapon. Double check to make sure tip does not deflect and returns to its original position. A stab tip must not fold over excessively when tested at the hard level.

- If a weapon built as a Blue Weapon and a Green Weapon use passes as a Blue Weapon but fails as a Green Weapon, the green tape can be removed and the weapon can still be used as a Blue Weapon.

Red Weapons

- All checks for Blue Weapons.
- Minimum length 48" (121.92 cm).
- Must be check swung and stabbed (if green) against back
- Single-edge differentiation-12" (30.48 cm) contrasting tape or fabric
- The weapon may not flex more than 45 degrees, and must pass the template rules.
- If a weapon built as a Red Weapon and a Green Weapon use passes for Red Weapon but fails for Green use, the green tape can be removed and the weapon can still be used as a Red.
- Rotate your testers. After a while, all Reds will start to feel bad.

Javelins

- Must have yellow cover.
- Between 4 (1.22 m) and 7 feet (2.13 m) long
- Less than 90 degrees flex
- Must pass as two-handed Green Weapon.
- Head stability
- No exposed core on haft/sweet spots
- Throw test at minimum distance

Green Weapons

- Max unexposed 2/3 handle
- No yellow cover
- Flex and template as needed.

Flails

- The Head of the flail must measure 15" (38.1 cm) along two narrowest different axes
- One hinge per flail
- No more than 1 1/2" (3.81 cm) of exposed rope/bag
- Courtesy padding
- Put handle between legs and pull on flail head and hold tape measure or gauge parallel to flail
- chain. Check that chain does not stretch past 6" (15.24 cm).

Armor

- Must be worn to be checked
- Penny round
- No protrusions more than ½" (1.27 cm)
- At least 18 gauge metal
- Not easily deformable
- Not catch fingers
- Leather at least 5/64" inch (4.76 mm) thick
- Check for no more than ½" (1.27 cm) gap between studs or washers
- Washer openings no larger than ½" (1.27 cm)

Shields

Punch

- No hard protrusions at the top and bottom of the shield
- Handle securely glued
- No hand felt through front
- Shield should not bow excessively when attempting to bring opposite edges together.

Strap and/or cored

- Bolts safe
- Foam stable and attached. Pay special attention to where the edge of the core is attached to the foam.
- Karate chop edge all around perimeter to insure no core is felt
- Punch the front surface of the shield with your fist to check for core.
- Shield should not bow excessively when attempting to bring opposite edges together.

Rocks

- 4" (10.16 cm) diameter
- Foam, cloth, and tape only

Bows

- Must be strung before bringing to weapons check. Don't string their bows for them.
- No cracks or excessive warping of limbs
- No excessive protrusions like stabilizers or arrow rests
- Draw testing: Techniques if you have problems with arrow falling off string when draw testing
- Use same arrow for all bows
- Crossbows will be hit tested at 10 feet (3.05m)

Arrows

- 2.5" (6.35 cm) template
- Two full fletchings
- Stable head, no wobble
- Check for no metal or tape under open cell
- Shaft not cracked, bent, or split
- Nock not broken
- Drawstop at 28" (71.12 cm) and minimum depth of ¼" (6.4 mm) from arrow shaft. The drawstop must actually prevent the arrow from being drawn past it.
- Check that a modular arrowhead is firmly attached to the shaft and cannot twist out.
- Check for any shifting sounds or clicking that may indicate that the foam is separating from the blunt.
- Hit testing at 15' (4.57 m)
- Use a bow that is 35# (15.88 kg), or as close to 35#(15.88 kg) as possible. Testing back cannot see the arrows. Hand covers back of neck, other covers kidneys. Thumbs up for a good arrow, thumbs down for a bad arrow. Arrows fail for hit if there is significant residual pain for at least ten seconds after impact. Another measure is if the arrow back would tolerate getting shot in the head with the arrow.
- If an arrow fails on one back, it goes to retest with other back. If it fails a second time, then the arrow fails.
- Rotate your arrow backs. Getting shot by a lot of arrows in the same spots eventually makes all the arrows feel bad.
- Watch for excessive bounceback. Excessive bounceback is defined as the arrow hitting the back and bouncing either to or past the shooter. Questionable arrows should be retested against a different back. Failing that, it should be checked against a flat-faced shield.

Appendix 2 - Version Notes

Version 1.1.5 notes

Rules marked in **GREEN** are recent approved changes that have been ratified and approved by the Marshals and confirmed by the Noble Council.

Rules marked in **RED** are rules that are currently in playtest and may be subject to be removed or modified by a vote of the Marshals.

Approved Changes:

- Several changes and clarifications have been made to armor materials and construction.
- Ring-mail and Studded Leather Armor have been removed from acceptable armors.
- The 3rd level Rogue ability that deals extra damage on a surprising hit has been renamed Sneak Attack. It can be delivered by any weapon from any direction, but must be surprising to the victim. The required audible call is still "Backstab!"
- All knightly abilities are now added to the knight's spell list instead of being limited to once per day.
- Consecrate/Desecrate is now castable as a spellball to deal damage to vulnerable creatures.
- Holy Weapon now makes the enchanted weapon invulnerable.
- Last Rites has had its casting length reduced by 50% (now 250 syllables down from 500)

- Curse now specifies that it inflicts “piercing injuries” to all 4 limbs of the affected target.
- Cure Serious Wounds has been replaced with Cure Mass Wounds.
- Cure Mass Wounds has been removed from the Druid spell list.
- Black Weapon category has been codified for use in NPC encounters.

Rules currently in Playtest:

- IStoneskin instead of AR 2
- Casters may not attack while castings spells but may actively defend themselves.
- Entangle is now single target and produces 3 spellballs. Only one may be pouched.
- Fireball has been renamed Incinerate. It is now single target and produces 2 spellballs. Only one may be pouched.
- Mending now only affects a single hit zone of armor.
- Barkskin can now only raise a characters armor to a maximum of AR 2, down from AR 3.
- Countries now generate Resource Points instead of gold. Excess resource points at season end become gold at a rate of 4:1.
- Make Whole has been introduced as a Mage spell at 7th level
- Ship placement choice is now determined randomly by dice roll. Faster ships receive a bonus in placement choice.
- Arcane Archer and Spellblade have been added as special classes for players who have received knighthood or nobility.

Acknowledgements

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Darkon Wargaming Club

as well as the

Belegarth Medieval Combat Society

Which themselves descended from the

Emarthnguarth Outdoor Wargaming System

Which was inspired by the glorious retellings of

Myth and Legend

Which glorify and invigorate the truths of

Human Propensity for Conflict and Ritual

Anyone attempting to engage in play of the type described in these rules does so at their own risk.

This Rulebook is derived from the rules of the Darkon Wargaming Club (<http://www.darkon.org/>) and the Belegarth Medieval Combat Society (<http://www.belegarth.org/>).

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