ORCS LARP Rule Book

ORCS Rule Book © January 2023

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What is ORCS

ORCS stands for Organized Recreational Combat Simulation. It is a game that combines full contact medieval combat and Live Action Role Play (LARP). ORCS is set in a fantasy world where the classes available to play are standard fantasy classes, such as (but not limited to) Bard, Cleric, Mage, and Thief. Players are required to wear medieval period clothing and may wear medieval armor, depending on the class they choose to play. Combat is resolved using foam-padded medieval weapons and a quick, easy to learn damage system.

Players in ORCS form associations known as Countries. These Countries receive land on the Realm Land Map and earn income based on their holdings. Countries may expand their borders through Land Searches of unclaimed territory or through War with other Countries. In addition to these forms of combat, the game features Adventures, in which the Countries compete with one another to win the Adventure. Adventures are run by a host Country who designs the Adventure and provides Non-Player Characters (NPCs) and Monsters for the other players to interact and fight with. Simple Adventures are run during one day Events while others are run periodically through the year over a weekend campout.

Role-play in ORCS consists of players developing a personality for their character, special abilities available to each class, and simulating their wounds during combat. The fantasy aspect of the game consists of a magic system and the existence of races and monsters found in standard fantasy settings, such as Elves, Dwarves, Dragons, Orcs, etc. The race of Orcs especially plays a large role in the game during the Fall and Spring Seasons, hence the game's honorific anagram!

While players may choose a magic-focused class to play, such as Mage (eventually gaining the ability to cast Fireballs that wound multiple players at one time), the emphasis of the game is on melee combat. A player's abilities in combat are what they physically bring to the field. No special abilities in the game enhance a player's combat proficiency and all players regardless of level or class receive damage equally. The only advantages a player might have are armor worn and personal experience gained through participating in the game. The combat system is simple, easy to learn, and allows for quick combat resolution.

All prospective players should note that ORCS is a highly physical game. In combat, players swing their weapons as if they were wielding a real weapon. It is not a touch-based hit system: all valid hits must make solid contact. ORCS combat rules also allow for shield bashing, shield kicks, and unarmed combat in the form of grappling. Safety precautions are in place, though injuries may still occur. For this reason, all players must sign a waiver and must be at least 14 years of age. Those who are between 14 and 17 years old must have the waiver signed by their parent/guardian witnessed by a member of the ORCS Executive Board.

Overall, ORCS is an exciting, action-packed game full of heroism and intrigue. Come join an existing Country or form one of your own! Test your mettle against the Realm's mightiest champions and, perhaps one day, you too will be known as a Champion of the Realm!

Intent of the Rules

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

Core Rules

Chapter One
Welcome to ORCS!

ORCS is a live action role-playing game (LARP) featuring full-contact, medieval style combat with foam-padded weapons. ORCS hosts regularly scheduled Events including, but not limited to, day battles, tournaments, campouts, and feasts. To participate in ORCS, Participants create character personas who they role-play as during Events. Each Event grants a Participant's character a "credit" to put towards increasing their character class level – ranking up in a class grants the Participant new abilities to use during gameplay. ORCS offers a wide variety of character classes as well as a thorough and well-regulated rule system for live, real-time combat. Through role-playing their character, a Participant adopts the role of said character, guiding them through life in ORCS Participants will be guided through various adventure scenarios in which they will make decisions, interact with other characters, participate in battle, and test the skills granted to them by their chosen class.

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

The Club

The Club is the real-world organization that manages the game. It consists of the membership, as defined by the Club's bylaws, and is governed and managed in accordance with the Club's bylaws.

The Rules
The Game

The game is the fantasy and role-play aspect of the Club, structured by the bylaws and created by the Participants. The role-play aspect of ORCS includes magic, war, people (the Participant's characters), classes, mythical monsters, and intrigue. The game should never be confused with the real world and role-play activities in the game should not be related to or carried over into the real world.

Participants

A Participant is a person who has joined the Club. This person should not be confused with the character they portray in the game. When the term "member-in-good-standing" is used, it means a player has paid their dues and is not currently suspended from game play.

All Participants must sign a waiver. Any Participant between the ages of 14-17 years of age, if permitted to participate by the Club's bylaws, must have a waiver form signed by a parent or guardian. Membership is granted to new Participants for life, but it can be revoked or denied at the discretion of the Club. Upon joining, Participants can immediately begin attending ORCS Events.

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

Organization

Government

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

Elders

Elders are responsible for running all Events smoothly and act as the "referees" for combat. Each Elder is required to wear a plain white tabard with the word "Elder" printed on the front. Any decision made by an Elder on the battlefield regarding the day's Event or combat must be listened to and followed; any disputes should be brought to the Magistrate. Eldering is a volunteer position; as such there are no permanent Elders in ORCS and they will vary at every Event.

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

Any Participant who has attended at least 15 Events and has been approved by the Magistrate may serve as an Elder. Every Country must offer at least one member to act as an Elder at each Event. It is the duty of all veteran Participants (a player with a character who has reached rank 15) to serve as an Elder periodically. The Magistrate or Event Elder may enforce the "one Elder per Country" rule if they deem it necessary.

Every Country *will* offer one Elder for each Event. These Elders must report to the Magistrate or Event Elder for assignment. Elders will enforce the rules as mandated by the Rulebook (including shot-calling). Anyone arguing with an Elder will be asked to sit out for the remainder of a battle or can be sent home, depending on the severity of the incident as determined by the Elders.

Marshals

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

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

Marshals responsible for checking the equipment of Participants will provide an explanation when failing a Participant's gear and guidance on how to correct the problem in the future. Marshals will remain impartial with regards to their position and should refrain from checking the equipment of their Countrymen.

Marshal positions descriptions and their duties are listed below:

Armor Marshal

The Armor Marshal is responsible for checking each piece of armor intended for use in combat. Each piece of armor is checked for safety and compliance with armor specifications as described in the Rulebook. Any piece of armor that does not meet the proper requirements, or is deemed unsafe by the Armor Marshal, cannot be used on the field for that day's Event.

The duties of the Armor Marshal(s) are:

• Inspects armor intended for use on the field for compliance with the Rulebook's specifications

• Inspects armor intended for use on the field for safety issues

• Informs the owner of failed armor as to *why* the armor failed and on *how* to repair said armor

Coin Marshal

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

The duties of the Coin Marshal(s) are:

- Works with the Land Marshal to maintain Country monetary accounts

- Transports and provides physical coin for in-play use

- Provides Country Liaisons with reports on the Country's account status, including income and withdrawals

- Reports to the Board when coin stores are low so new coin can be purchased

Costume Marshal

The Costume Marshal is responsible for ensuring that Participant's costuming adheres to the rules of ORCS The Costume Marshal will inspect the costuming of all Participants as they check-in, and Elders will enforce the costuming rules during gameplay. If at any time a Participant is found to be wearing inappropriate garb, they will be required to play with only a single-handed sword/club/bar until such a time as they have on appropriate costuming. The Costume Marshal always has the right to deny participation in the day's Event to any Participant whose costume is deemed inappropriate, if it is deemed necessary.

The duties of the Costume Marshal(s) are:

- Ensures Participant's costumes adhere to ORCS rules

- Ensures Participants have the proper class specification items (i.e., black cloth for Assassins)

- Records surcoats and banners for documentation of valid Country Status

Land Marshal

The Land Marshal is responsible for running ORCS land Events, per Chapter Eight, and maintaining Country assets.

The duties of the Land Marshal(s) are:

- Maintains the ORCS Realm Map

- Tracks and reports all Country assets to Country Liaisons

- Receives declarations for Country land actions

- Secures Elders for land actions and runs Country land actions at Events

- When needed, provides ad hoc, on the field interpretations of gray areas in the Land Rules

- Provides Country Liaisons with information pertaining to Country holdings, land actions, etc.

- Appoints and oversees the Coin Marshal(s)

- Other duties as described in Chapter Eight: Land Rules

Poison Marshal

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

The duties of the Poison Marshal(s) are:

- Maintains a log of poison created

- Collects the coins needed for poison-creation and returns the coin to the Coin Marshal

- Signs off on any complete poisons that are ready for use

Potions & Scrolls Marshal

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

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

- Maintains a log of potions and scrolls created

- Collects the coins needed for potion and scroll-creation and returns them to the Coin Marshal

- Ensures that casters creating potions and scrolls deduct the proper amount of coin from their tallies

- Signs off on any complete potions and scrolls ready for use

Relics Marshal

The Relics Marshal is responsible for maintaining and transporting ORCS Relics to Events.

The duties of the Relics Marshal(s) are:

- Maintains ORCS Relics, ensuring they are both in working order and up to current ORCS specifications

- Transports ORCS Relics to Events

- Maintains a possession log for each Relic at the end of the day's activities

Spell Marshal

The Spell Marshal is responsible for ensuring the safety and adherence to specifications of ORCS spell components and books by inspecting the spell books and spell components of those Participants with the ability to cast spells. If a Participant does not have the proper components or does not have the spell written properly in their spell book, they may not cast that spell during the Event.

The duties of the Spell Marshal(s) are:

- Thoroughly checks each ORCS spell component intended for use on the field in accordance to:

    - Safety and spell component specifications as described in the Rulebook

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

Weapon Marshal

The Weapon Marshal is responsible for ensuring the safety and adherence of weapons and shields to the specifications listed in Chapter Three of the Rulebook. Any weapon that does not meet the proper specifications or is deemed unsafe by a Weapon Marshal cannot be used on the field for that Event.

The duties of the Weapon Marshal(s) are:

- Thoroughly checks each ORCS weapon and shield intended for use on the field with specific attention to safety and weapon specifications as described in the Rulebook

- Informs the owner of failed equipment as to *why* the equipment failed and on *how* to repair said weapon

Guild Marshal

The Guild Marshal is responsible for regulating and maintaining all guild information and compliance.

The duties of the Guild Marshal are:

- Keeps track of all guilds, guild charters, and affiliated membership

- Maintains discretion for guild membership as some guilds and guild membership are secret

- Works with each Guild Master to confirm membership each season

- Submits proposals to the Noble Council for Guild Disbandment. If the proposal passes the vote, the guild will disband

- Maintains flag and symbol registry for Countries, Guilds, and individual players

- References the flag and symbol registry when a new guild is formed in order to prevent symbol duplication

- Works as a liaison between the Guilds and the Magistrate & Noble Council

New Participants

A Participant must be at least 14 years old to participate in ORCS All Participants must sign a waiver; any Participant under 18 years of age must have a waiver form signed by a parent or guardian. Any Participant aged 14 or 15 must have a parent, guardian, or designated adult on site during Events. No dues are charged for a Participant's first Event. Membership is granted to new Participants for life but may be revoked or denied at the discretion of the Club (see Bylaws). Upon becoming a member, Participants may immediately begin attending ORCS Events.

Rulebooks are available online at the Club's Facebook page. Participants who have attended (5) Events or less will be required to attend a New Participant Speech given by members of the Council. The speech includes a review of basic ORCS rules, the duties of Elders, and safety. This is a valuable time for new Participants to ask veterans of the game questions concerning rules, weapons, armor, etc.

Types of Events

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

Team Battles

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

Adventures

Adventures are run with the approval of the Board, by any group of Participants who will serve collectively as Elders for the Event. An adventure is usually a pre-scripted plot or scenario for which the Elders may recruit individual Participants to play monsters and "non-Participant" characters (see "Non-Participant Characters" in Chapter One). These non-Participant characters will guide the Participants through the adventure.

Participants may encounter monsters with special abilities, ancient relics, or powerful unseen forces. Any special game effects may be utilized at the Elders' discretion. Adventures are run either as a weekend long campout, or as a day-long "Day Adventure."

Country Battles

Country battles are a two-or-more team battle where each Country fights as an independent unit. Nomads may be grouped together as a single Country or used to augment a smaller Country. Countries then fight until members of only one Country remain.

Alliance Battles

Alliance battles are similar to Country battles, except a Country will be permitted to form an alliance to fight with one-or-more other Countries. There is usually a time limit on these alliances which is announced by the Elders on the field. Once the time limit is up, all alliances are dissolved, and the countries resume intra-Country combat.

Land Events

Land Events are usually held before the day's regular Events. The Land Marshal will run a series of battles for Countries attempting to acquire new land. For more information regarding Land Battles, see Chapter Eight: Land Rules.

Resurrection Battle

Resurrection Battles are small unit battles in which the Elder designates a "Resurrection point" where fallen Participants resurrect (respawn). This type of fight starts off with small teams (3 or more Participants). When a Participant falls in combat, they make their way to the Resurrection point. Once enough Participants to make a new team arrive, they spawn as a new living team.

Caravan Battle

Caravan Battles are a two-team battle where one team transports a valuable item (treasure chest, captive noble, and so on), to a predetermined destination along a given route. The opposing team will attempt to rob the caravan and/or prevent the caravan from reaching its destination.

Cardboard Shield Battles

Cardboard Shield battles utilize shields of cardboard and tape instead of normal shields. These shields may be no more than 1/2" thick and must be assessed for safety.

Weapon Only Battles

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

Ice Breaker Battle

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

Chaos Battles

Chaos battles remove all team structure and force each Participant to fight for their life, regardless of team or Country alliance. All Participants must remain active until only one Participant remains alive.

Bridge Battles

Bridle battles take place in narrow, spatial boundaries on the fighting area and force Participants to remain in these boundaries while fighting. If a Participant oversteps the boundaries, they are considered dead.

Tournaments

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

Siege Battles

Siege battles occur when one team defends a "structure" from attack by another team. During campouts, Countries may build a structure around their camp to fortify it. If the structure is being defended as part of a Land Event, special rules may apply (see Chapter Eight). For more about siege battles, see Fortifications in Chapter Four.

Ship Battles

Ship battles occur when two ships intercept each other on the sea of ORCS Each ship must have a team of Participants to defend their ship. Each team may optionally have siege weapons and planks. If the structure is being defended as part of a Land Event, special rules may apply (see Chapter Eight).

Bizarro

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

Inspection and Dues

Check-In/Registration: Check-in opens at 12:00 PM. At check-in, Participants give their real name and pay their $3.00 Event due to earn character credit. Membership dues pay for the cost of campsites, marking tape, etc. Check-in closes at 1:00 pm and anyone arriving after the close of check-in will be fined $1.00, plus the $3.00 Event fee. Members must be at least 14 years old to participate in Events. A waiver form must be signed by a parent or guardian in front of an ORCS EB member if the player is under 18 years of age. Members 14-15 years old must have a parent, guardian, or designated adult on site during Events. Members 16-17 years old may be dropped off at the Event, as long as their guardian signed their waiver. Dues will not be charged at your 1st Event. A one-time $5.00 lifetime membership fee will be charged to new members upon their second Event.

Costumes: All costumes are checked for appropriate medieval appearance and compliance with class restrictions. If the costume does not meet the requirements, the player in question will be required to play with a single, one-handed non-chain weapon. During an Event, Participants must be always in costume, even after removing any items (especially armor).

Weapons: Weapons, shields, and armor are checked for safety and compliance with ORCS standards by the Weapons Marshal and the Armor Marshal. Safety is of the utmost importance. Unsafe weapons will not be allowed on the field and may be confiscated to be returned at the end of the Event. Be forewarned that real weapons are prohibited unless otherwise specified. If brandished at an Event where they are prohibited, disciplinary action will be taken.

Spells: All spell casters are required to submit their books, scrolls, and material components for inspection to the Spell Marshal.

Non-Participant Characters: A player may play a 'Non-Participant Character' as part of an adventure. All normal rules apply to this character. Their role is to help tell the story and advance the day's plot line.

Chapter Two

Characters and Countries

Characters

A character is a fictional being that is portrayed by a Participant. A character only exists in the scope of the game and the actions of this being should not be taken as the actions of the Participant. A character lives according to the rules of the game and exists only at the whim of the Participant. Every Participant in ORCS must create at least one character that they will role-play during Events. Participants can choose to identify their character as any one of the ten listed character types (see Chapter Five: Types of Characters).

Characters should have an original battle name by which they will be known. Participants should also refrain from using any standard title that may correspond with a title of nobility (see Chapter Seven and the Standard/Alternate Noble Title chart on p. 78) or occupational title as a preface to their names. During Events, Participants should always be referred to by their battle names. Participants may also choose to play races other than human (elves, dwarves, orcs, etc.), but will not receive any racial abilities. If a Participant chooses to play a race other than human, they are encouraged to wear costumes, make-up, etc. to fit the race that they have chosen. Participants can develop their own history, philosophy, religion, superstition, etc., to help define their character.

Alignment

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

Character Advancement

Characters in ORCS are granted spells and skills according to their class rank - each character starts at first rank. As the Participant attends Events as their character, that character's rank will increase and allow the Participant to use additional skills and spells.

Individual character progression in ORCS is gained through earning Event credits. Event credits are obtained when a Participant records their participation in the Event at check-in with the Secretary. Every Event in which a Participant checks-in will earn them one credit, which is assigned to the character that the Participant registered as with the Secretary.

A Participant may have multiple characters of various classes but may only play the character they registered as with the Secretary for the day's entire Event.

If any Event, such as a campout, runs for more than one day, Participants will receive one credit for each day of the Event, but all credits from that Event must be assigned to one character. If a Participant acts as an Elder or an NPC for an entire Event, they will receive one additional credit when they register at check-in. Also, Participants will receive one additional credit for each new member they introduce to ORCS, once that new member is paid in full (the guest attends their second Event). Lastly, a Participant may receive one extra credit for participating in Senate (as an active Senator, not just an observer) for an entire meeting that lasts for over a half hour.

Ranks

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

If a Participant assigns credits to multiple characters, each individual character will only progress in ranks when they have attained the required credits. For example, if a Participant has a Fighter character (who has attended 20 Events) and a Cleric character (who has attended one Event), then they have a fourth-rank Fighter and a first-rank Cleric (with 20 battle credits, not 21).

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

Credit Transfers

For an additional $1.00 at check-in, a player can transfer a single credit from one of their other classes into the class *that they are checking -in as that day*. One credit is the limit per Event, but a Participant can do this every Event.

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

- Credits can be transferred from one class to another existing class
  - $1.00 per one credit transferred
  - (e.g., 30 credits = $30).
- Credit limit is the player's current cap; they cannot transfer more credits than they have.
- Players cannot transfer more into a class than they already have in that class.
- Bulk Transfers can only be utilized for ONE class and cannot be split between classes (e.g., 30 credits cannot go 15 into Ranger & 15 into Assassin).

Countries

A Country is a team of at least four Participants who are banded together. There is no maximum limit to the number of members a Country may have. A Country must have a banner (see Banners) and register with the Magistrate. A Country can send two representatives to the Senate.

Countries are free to trade with one another, establish alliances, and even wage war (see Chapter Eight: Land Rules). For more rules regarding the founding of Countries, see Chapter Eight.

Costumes

Costuming for ORCS should be inspired by pre-industrial historical clothing or fantasy-genre clothing. A simple costume could consist of a tunic style shirt with pants/kilt/skirts and medieval-esque or historical footwear; the outfit must give the impression of being inspired by pre-industrial historical or fantasy genre clothing. Hoods, mantles, capes, belts (red belts and white belts are reserved to characters that are Squires and Knights of the Realm, respectively), and pouches can all be worn to add to a costume's appearance. Armor does count as costuming, but proper costuming must be worn in the Event the armor is removed.

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

Personal "mundane" items such as watches, radios, cell phones, glasses with tinted lenses, etc. are not permitted and should be kept hidden away in pouches or otherwise out of sight. All modern logos present on any worn item (including safety equipment and shoes) must be removed, painted over, or covered so the logo is not visible at any time. Modern

footwear may be worn but must be solid black and/or brown with laces that match a color on the footwear; historical footwear may be of any color. Hard-soled cleats are prohibited.

The Costume Marshal will inspect the costuming of all Participants as they check-in and Elders will enforce the costuming rules during gameplay. If at any time a Participant is found to be wearing inappropriate garb, they will be required to play with only a single-handed sword/club/bar until such time as they have on appropriate costuming. New players are exempt from costuming rules until their 5th Event.

Heraldry and Livery

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

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

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

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

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

Livery rules can be suspended for new Participants for their first five ORCS Events, allowing them time to join or form a Country or join a retinue in the Realm of ORCS

Banners

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

Defunct Countries

Countries that allow six ORCS Events to pass without checking-in at least four Countrymen (in livery) and their banner before 1:00 PM will lose their status as a Country, and all assets, including land, structures, and monies (see Chapter Eight: Land Rules) will be lost. In such cases, Structures and Mines will remain for one year on Hexes, but the Country's Coffers will cease to exist. Remaining Country members may continue to fight as Nomads (see below).

Nomads

Participants in ORCS who are not members of an existing Country or retinue are called "Nomads." If a Nomad was once a member of a Country that has gone defunct or is in Limbo, they may continue to wear the livery of the former Country and fight alongside those other previous members wearing the same livery. If the Nomads are separated up during the Event, every attempt will be made to keep the Participants in the same livery together. Only existing

Countries may compete as a group to win in-game prizes as a group. A group of Nomads fighting together must provide an Elder. Nomads do have the opportunity to participate and vote in Senate (see Appendix I).

Guilds & Warbands

Guild Master: This individual is responsible for holding the Guild Charter, for knowing the members of the Guild, training new members, and making sure the current members are obeying rules. The Guild Master is the only member of the Guild able to add, remove, or alter the Charter in any way.

Guild Charters: To become an official Guild in ORCS, potential Guild members must submit a Guild Charter to the Magistrate and Guild Marshal. A Guild Charter must state the intent of the Guild, the Guild history, any rules the Guild follows (example: code of chivalry or bushido), and the Guild Master's name.

Guilds are associations of at least three Participants who are joined together by common exploits, interests, or otherwise determined purposes and intents. When Participants form a Guild, the potential members must inform the Magistrate of their intent and the identity of their selected Guild Master. They must additionally submit a Guild emblem to the Magistrate for review. The Magistrate will verify whether the symbol already exists or if it is too similar to an existing symbol of a Country, noble, veteran, or pre-existing Guild. The symbol can be worn on a belt flag or favor no larger than 6" by 8." If the Guild-member is part of a Country, the Guild symbol flag or favor cannot be bigger than that of the Participant's Country.

Once a Guild is formed, the Senate will be informed of its existence by the Magistrate, but not who its members are. Guilds are regulated by the Senate by majority vote. The Senate may cap a Guild's members or disband the Guild. All Guild Charters are reviewed by the Senate on the first Senate meeting of each New Year to reapprove or to disband for the betterment of the game as a whole. A Guild can be added to the Land Map as a Warband by making a declaration with the Land Marshal (see Chapter 8).

The only Guild in ORCS that is regulated by the Magistrate is the Assassin's Guild.

The following benefits are granted to Guild's as they expand in number:

> 3 players: The Guild member's may wear their emblem on their garb.

> 6 players: The Guild may display and fly a flag.

> 8 players: The E.B. has the right to add the Guild to the list of Event Elders.

Chapter Three

Arms and Armor

In this section, Participants will find information describing the weapons, shields, and armor used during combat in ORCS The most important consideration when constructing weapons and armor is always safety. Weapon and Armor Marshals can fail a piece of equipment at any time if it is deemed unsafe, even if it had previously passed inspection. Secondary considerations when constructing ORCS weapons and armor are playability, realism, and appearance.

Weapons

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

The striking surfaces of all normal weapons and the head of all arrows/bolts must be one solid color. However, the following solid colors are restricted to special weapons:
- Yellow can only be used on a True or Soul Bound Weapon/Arrow
- Blue can only be used on a Holy Weapon/Arrow
- Green can only be used on a Relic Weapon/Arrow or Siege Weapon
- Orange can only be used on an Enchanted Weapon/Arrow
- Silver can only be used on a Silvered /Weapon/Arrow

In addition, solid-color covers may be decorated with a unique pattern that adds to the role-play aspect of the game. For example, a fire design or an ice design can be applied with paint on a sword to represent flaming and ice properties, respectively. Weapons of particularly distracting or disruptive design may be failed by either the Weapons or Costume Marshals.

All weapons must follow certain size requirements to be considered a particular type of weapon. Weapons are classified by their size in reference to their description:
- 1 hand weapon – any weapon 48" in total length
- 2 hand weapon – any weapon between 48" and 78" in total length
- Pole-arm weapon – any weapon 78" in total length

All weapons must have a well-padded "pommel": the non-striking end of the weapon below the gripping surface or handle. Pommels must be at least 2" in diameter and covered with cloth or Plasti Dip®.

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

All weapons are marked on the pommel, hilt, or handle with tape indicating their damage type (for colors and damage types, please see Chapter Four: Weapon Types). Javelins are the only weapon that require red cloth on their stab hit; other weapons utilize tape to indicate stab damage or thrust damage capabilities. All weapons, except for flails and morningstars, can stab and are denoted as such with either one strip of red tape for white and black weapons or two strips of yellow tape for yellow weapons.

The following is a list of the weapons that are legal in ORCS, along with their color classification and size requirements. Instructions for weapon and shield construction are found in Appendix III.

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

Hand Axe (White weapon)
Hand axes must have an overall length (from tip to end of pommel) of at least 18" and less than 36." The striking surface of a hand axe must be at least 6" in length. The blade must have easily distinguishable, squared-off "flats" and edges, and its thickness (edge) must not be more than 2/3 of its width (flat). Hand axes may have a blade on each side of the shaft. The handle of an axe may not exceed ⅓ of the overall length of the weapon. The shaft of a hand axe must be well padded.

Club (Yellow weapon) (Shield Breaking weapon, see Chapter Four: Special Combat Rules)
Clubs must have an overall length between 18" and 8'. Unlike a sword, which has a flat "blade" or striking surface, a club has a rounded striking surface, which must be at least 2.5" in diameter and at least 16" in length. The handle of a club cannot exceed the length of the striking surface, or 28," whichever is shorter.

Bar (Yellow weapon)
Bars fall under the same construction rules as great swords and short swords. Bars cannot have quillons. All bars must be marked with yellow tape on a visible area of the weapon.

Mace (Yellow weapon) (Shield Breaking weapon, see Chapter Four: Special Combat Rules)
Maces must have an overall length between 18" and 8'. The striking surface of a mace must be between 6"-16" in length. Maces have a rounded "head" that is affixed to the top of the shaft. The head of a mace must be at least 6" in length (see above), and at least 2.5" in diameter. When the weapon's length exceeds 6.5', the striking surface of the weapon must be at least 3" in diameter and have a striking surface between 12-16" in length. The handle of a mace may not exceed ⅓ of the overall weapon length. The shaft of a mace must be well padded. Maces cannot have quillons.

Hammer (Yellow weapon) (Shield Breaking weapon, see Chapter Four: Special Combat Rules)
Hammers must have an overall length between 18" and 6½'. The striking surface of the hammer must be at least 6" in length. Hammers must have a large foam head designed to resemble a type of hammer. The handle of a hammer may not exceed ⅓ of the overall weapon length. The shaft of a hammer must be well padded.

Flail and Morning Star (Yellow weapon)
Flails and morning stars must have a shaft with a length of 8" to 12" (including the pommel). The handle must be solid and well padded, except for the gripping surface. Flails and morning stars must have a cloth and foam "chain" with a length of 8" to 12." The chain is composed of 1" to 2" wide foam links spaced no more than 1/2" apart. The foam links must either be attached to the chain or be packed tightly enough that they do not expose more than ½" of the chain. The head of a flail must be made from a core-less piece of foam that is no more than 1' long and must be at least 3" wide. The head of a morning star must be a round piece of coreless foam with a diameter between 6" and 8." Flail and morning star heads must be coreless because they are head legal weapons.

Quarterstaff (Yellow weapon)
A quarterstaff must have a length of 4' to 6 ½' and a diameter of 2.5." A quarterstaff is the only double-ended weapon in the game and therefore has special rules. No more than ⅓ of the weapon may be considered the handle.   The handle can be well padded and constructed like the shaft of a glaive or spear. If it is fully padded (handle included), the quarterstaff may be gripped and swung by holding the striking surface.

Dagger (Red weapon)
Daggers may have a striking surface between 6" and 12" in length. The total length of a dagger may not exceed 18." Daggers built to sword dimension specifications, and with a blade length of at least 9," may additionally be swung for White damage.

Spear (Red weapon)
Spears must have an overall length between 3½' and 10'. Since spears are exclusively for thrusting, they must have a well-padded head of at least 3" in diameter. This weapon must have at least ⅓ of its length covered in courtesy padding (the head is included within the 1/3 padded length).

Javelin (Red, missile weapon)
Javelins are between 4' and 5' in length. To make the javelin shaft, the entire core must be padded with closed cell foam. This foam must be glued to the core, at which point it may be covered in cloth tape or Plasti Dip®. The head of a javelin must be constructed with uncompacted soft cell foam and measure 3" in diameter. There must also be a 3" in diameter and 1" thick layer of closed cell foam between the head and the javelin core. The entire head of the javelin must be covered in red cloth. The pommel of a javelin must be at least 2" in diameter. The pommel may not be covered in red cloth so as to avoid confusion with the head. A Weapon Marshal may cut into a Javelin to ensure safe construction.

Bow and Arrows (Red, missile weapons)
Bows may be long or recurve style bows with a "traditional" appearance. They must have between 10 and 40 pounds of pull at 28." Modern compound bows are prohibited.

Arrows may be constructed on aluminum, fiberglass, wooden, or carbon shafts. Fiberglass and wooden arrow shafts must be covered lengthwise in tape. Arrow tips must be at least 2.5" in diameter and especially well padded with an open-cell type of foam. The tips of the shaft must have a penny or other similar object between the core and the foam; arrow fletchings must also have at least three fletches. As arrows are one of the hardest ORCS weapons to make safely, new archers are strongly encouraged to speak to a veteran with arrow construction experience before attempting to construct any arrows on their own.

Arrows may only be shot with a bow. A Weapon Marshal may cut into an arrow to ensure proper, safe construction. You may not use a melee weapon in combat while holding a bow; you must drop the bow before using another weapon. You may never block or deflect with a bow, including any missile weapon. Players blocking with bows will lose their arching privileges.

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

Great Sword (Black weapon)
Great swords must have a handle at least 1' in length and a striking surface at least 36" in length. The blade must have easily distinguishable, squared-off "flats" and edges, and its thickness (edge) must not be more than 2/3 of its width (flat). The handle on a great sword may not exceed 28." A great sword may not have an overall length that exceeds 6½'. Great swords may not have courtesy padding. Great swords must be swung with two hands to administer black damage and will administer white damage if swung single-handedly.

Battle-Axe (Black weapon) (Shield Breaking weapon, see Chapter Four: Special Combat Rules)
Battle-Axes must have an overall length between 3' and 10'. The blade must have easily distinguishable, squared-off "flats" and edges, and its thickness (edge) must not be more than 2/3 of its width (flat), with a striking surface of at least 1' in length. The weapon must have an easily distinguishable axe shape. Battle-axes may have a blade on each side of the shaft. The shaft of a battle-axe must be well padded. The handle of a battle-axe may not exceed ⅓ of the overall weapon length. Battle-axes must be swung with two hands to administer black damage and will administer white damage if swung single-handedly.

Glaive (Black weapon) (Shield Breaking weapon, see Chapter Four: Special Combat Rules)
Glaives must be between 5' to 9' in length. The blade must have easily distinguishable, squared-off "flats" and edges, and its thickness (edge) must not be more than 2/3 of its width (flat). At least 1/3 of the total length must be blade. No more than 1/3 of the total length may be handle, and the shaft must be well padded. Glaives must be swung with two hands to administer black damage and will administer white damage if swung single-handedly.

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

Shields

Shields in ORCS are the most effective protection against all non-siege weapon physical attacks and some magic attacks. A Player may only wear one shield at a time (except for bucklers, detailed below). Shields may be worn on the arm or back and fastened with straps or buckles. There may be no shield spikes or other "hard" decorations on the front or edge of a shield.

The definition of "hard" as it relates to the safety of the shield shall be left to the discretion and judgment of the Marshals in charge of Event safety. Shields may not be thrown.

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

Bucklers – must be between 12" and 18"
Small Shield – must be between 18" and 24"
Medium Shield – must be between 24" and 36"
Large Shield – any shield larger than 36"

Shields 36" and under are not required to have cores, but they must be rigid. If the shield has a core, it must have at least 1 ½" of foam past the core on both the edge and face of the shield. Shields over 36" must be constructed with a rigid, non-metal core.

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

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

Bucklers (as specified in this Rulebook) are considered shields but are strapped to the arm. Participants may wear one buckler on each arm (leaving the hands free) but may not use both a buckler and another shield. For purposes of role-play, bucklers are considered to be made with lighter materials. As such, shield breaking weapons will destroy them with two hits (this includes Mages Shields; if they follow the specifications, outlined in the Rulebook, for bucklers). Because it can be difficult to remove a buckler during combat, any hits to an already destroyed buckler (still strapped to a Participant's arm) will count as a normal hit. This means any hits to a destroyed buckler which is strapped to an injured arm (i.e., light wound) shall count as though said arm was struck directly, causing a mortal wound.

Armor

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

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

If a Participant is wearing multiple types of armor on the same hit zone, a hit to that zone counts as one hit to all of the armor covering the zone. For example, a Participant wearing AC3 on their thigh and AC4 on their shins will still count any hit to their thigh *or* their shin as a hit to their entire "leg zone." Therefore, the protection on the thigh (AC3) will be exhausted before the protection on the shin (AC4) because AC4 can absorb more hits than AC3.

Armor points do not stack (overlap). If a Participant is wearing two or more types of armor that cover or overlap one another on the same hit zone, the Participant may only count the armor that offers the most protection. For example, a Participant wearing a leather jerkin (AC1) covered by a splint mail vest (AC2) on their torso may only use the protection given by the AC2 splint mail.

Once a piece of armor has absorbed a hit, that piece is considered to have taken damage. Fully damaged armor will remain in that condition until it is repaired either through a skill, spell, or in Hades (see Hades in Chapter Four. If a limb is lightly wounded, any armor on that limb is considered exhausted until the wound is healed and the armor is repaired.

The Armor Marshal or Magistrate will rule on any questions or disputes regarding armor.

Armor Requirements

Armor must be safely constructed with the materials allowed for each specific armor class. Helmets, coifs, and other head protection are allowed if they meet the proper safety and armor type requirements. All metal armor should have filed, rounded edges to avoid injuries and may not include any spikes, sharp flanges, or crests that may harm a Participant or a weapon. Armor should look and feel realistic and must be approved by the Armor Marshal. Unless explicitly permitted in the specific armor type description, metal armor must be constructed of brass, bronze, steel, or titanium and must be at least 18-gauge and no thinner than .045."

All aluminum armor is forbidden. Additionally, for safety reasons, metallic armor below a Participant's wrist or on the hand itself may not be worn without express permission from the Noble Council.

Armor Classes

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

Armor Class 0

No armor, just costume.

Armor Class 1

Leather armor can be made from either a solid thickness or layers of leather to at least 5-ounce thickness (1.98 mm). Unmodified modern leather jackets may not be worn as armor. Leather scale armor consists of small leather scraps securely attached to a heavy material or leather in alternating rows.

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

Armor Class 2

Hide is armor in which a single layer or layers of leather are at least 10 oz (3.96 mm) in thickness, as long as the scales/plates overlap or butt (i.e., within 1/4") against adjoining scales/plates.

Any single piece of armor (greave, torso, bracers, etc.) that contains ANY area under 10 oz. in thickness (other than fastening straps) does not count as Hide. Any armor type (scale, lamellar, brigandine, etc.) made wholly with 10-oz. leather (excluding straps and backing material) shall be considered AC2.

Linothorax is made from layered linen or canvas that is glued together with natural animal glue, i.e., Elmer's or white craft glue, to form a single rigid piece. Linothorax armor must meet the same thickness requirements as Hide armor, =/> 5/32" or 4mm.

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

Ring mail is made of non-flexible steel or bronze rings no larger than 2" in diameter on heavy material or leather. The rings should be evenly spaced, at one half of their diameter apart in alternating rows. (Heavy material is no less than 5-ounce (1.98 mm) canvas per square yard, 3-ounce (1.19 mm) leather, or 3-ounce (1.19 mm) suede per square foot.)

Splint mail is made of 18-gauge steel or bronze plates on heavy material or leather with rounded edges. The plates must be evenly spaced at a distance not more than the size of the plates apart.

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

Armor Class 3

Chainmail armor is constructed of interwoven metal rings. The maximum ring sizes for standard European 4-in-1 chainmail armor, both butted (including welded) and riveted, are given below. Chainmail armor made of sturdy links that fails to meet the requirements of AC3, such as shark mail or butcher's mail, will count as AC2.
- Butted Mail must be made with rings no thinner than 16g with an inside diameter no larger than 3/8"
- Riveted mail must be made with rings no thinner than 18g with an inside diameter no larger than 1/2"

Scale mail is made of brass, bronze, steel or titanium scales, usually leaf-shaped, with rounded bottoms. The scales must be at least 0.024" thick (24 gauge) steel or bronze and no larger than 2" by 3." As with leather scale, it must be fastened to heavy material or leather in alternating rows. The scales may also be woven together with metal rings, eliminating the need for a backing material. In either case, the scales must overlap each other completely so that there are two layers of scales everywhere except at the edges of the armor.

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

Armor Class 4

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

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

Chapter Four

Combat

Combat in ORCS is regulated by a hit system. This chapter will outline how the combat system works, while Chapter Three: Arms and Armor detailed the specifications for the combat tools used in ORCS

Legal Hits

To count as a legal weapon hit in ORCS, the weapon must:
- Be under the full control of the wielder at the time of contact (or time of release for missile weapons)
- Contact the target player with the designated "striking surface" of the weapon used
- Contact a legal target zone on the player being struck
- Be moved with intent by the wielder in a safe manner, consistent with the weapon's appropriate uses
- Be moved so that each strike is separate and distinct from the strike before and after contact
- Upon contact with the target player, the weapon must stop all forward momentum or change direction A strike must be delivered with sufficient force*, such that a strike can be clearly determined as an offensive strike and not incidental contact during combat
  - * Sufficient force is defined as:
  - Swinging weapons (white, black, nonchain yellow): Enough forward momentum that an unaware opponent wearing 10 oz. leather over clothing can distinguish the strike as offensive rather than incidental contact
  - Stabbing/Thrusting (red): Enough forward momentum that an unaware opponent wearing 5 oz. leather over clothing can distinguish the strike as offensive rather than incidental contact
  - Miscellaneous (chain yellow, arrows & javelins): Enough forward momentum that an unaware opponent wearing clothing can distinguish the strike as offensive rather than incidental contact
  - Combatants wearing heavier armor than described must register a legal hit even if the blow is not felt by the combatant, so long as the force was sufficient to meet the above requirement

Note that "anvilling" is an illegal tactic in ORCS Anvilling is using a weapon, worn item, or destroyed shield/buckler o block a blow by resting that object against one's body to block an incoming attack. If this happens, a Participant must treat the hit as if it had contacted that particular hit zone. Even passive anvilling is not allowed, such as a sheathed sword being struck or a held weapon being hit into the arm.

It is, however, legal to hold two weapons in one hand and to use one of the weapons to block. This is not considered anvilling.

Please note that in the attempt to block a weapon, an attacking weapon may still penetrate through a block to make contact. If the attacking weapon still contacts a legal hit zone (with sufficient force), it still counts as a legal hit. To block a blow, a Participant must be successful in stopping the force of the blow, not merely attempting to block the blow.

Hit Zones

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

Limbs:

Each leg, from above the ankle to the hip socket (including the buttocks but excluding the groin), and each arm, from above the wrist to below the shoulder, will count as a separate independent hit zone. However, hits to a hand *not* holding a weapon count as a legal shot. Similarly, hits to a foot that is off the ground count as a legal hit.

Torso:

The area from below the neck to the top of the hip socket (including the groin but excluding the buttocks), between the armpits, and both the front and back of the body (excluding the buttocks), will count as a single hit zone. The collarbone is considered part of the torso.

Head:

The crown and back of the head will count as a single hit zone; this includes the back of the neck. Note that only spell balls, flails, and morning stars are head-legal. Spell balls are also face and throat-legal.

Illegal:

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

However, hits that make first contact at a *legal* zone and accidentally slip to an *illegal* zone are *still legal*. Conversely, hits that make first contact at an *illegal* zone before slipping to a *legal* zone are *still treated as illegal*.

Unsafe:

The recipient may disregard a hit to any zone struck by the non-striking surface of a weapon (incidental padding or the weapon's flat edge). This is an illegal/unsafe strike.

Weapon Types

All weapons are classified into one of four weapon types. Each weapon type is represented by a color. The color signifies the type of damage dealt and the corresponding number of damage points. All weapons must be clearly marked with a strip of colored athletic or electrical tape matching the color as the weapon type, preferably above the handle or on the shaft of the weapon. To promote smoother game play, Participants are expected to loudly announce the color of the weapon with which they are striking. For example, a Participant wielding a Great Sword should shout "Black!" with each swing.

The four weapon types are listed as follows. See Chapter Three: Arms and Armor for the size and safety requirements of each individual weapon.

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

Melee Weapon

The Noble Council must first approve any new weapon type before it is fielded at an Event. Questions concerning what constitute valid ORCS weapon types should be brought to the Noble Council or a Weapons Marshal. When introducing a new weapon to the Noble Council for approval, the Participant must first determine the weapon specifics (including minimum and maximum dimensions), diagrams, type of damage, character type restrictions, and any special rules regarding the new weapon.

If a yellow weapon has a thrusting tip, it will only cause yellow damage. A quarterstaff is the only weapon that may have a striking surface and thrusting tip on both ends. (Note: thrusting tips should not be used as walking sticks or stored on either tip as it quickly degrades their integrity). Flails and morning stars are the only weapons that are legal to strike the crown and back of the head. No weapon is ever considered safe to the face, throat, sides of the neck, ears, or any other illegal hit zone. Black weapons must be swung with both hands to administer black damage. If a black weapon is used with one hand, it will only deal white damage. Non-thrusting weapons may never be used to thrust, even to keep an opponent at bay; thrusting-only and missile weapons (spears, arrows, and javelins) may not be swung.

Missile Weapons

There are three types of missile weapons in ORCS: javelins, arrows, and bolts. All missile weapons inflict red damage. Missile weapons are only legal when striking a legal hit zone. Arrows, bolts, and javelins must impact by the top of the weapon to inflict damage; glancing hits do not cause damage.

Arrows, bolts, and javelins may be blocked by shields. Javelins may additionally be blocked, caught, or deflected by their shaft. If an arrow or bolt is intentionally blocked, caught, or deflected by a Participant through means other than a shield, that Participant suffers a light wound to the limb that blocked the arrow or bolt, regardless of armor or skin spells. The same penalty applies to a Participant who interferes with the flight of a javelin by the tip.

Missile weapon hits do not count if they have ricocheted or deflected off a shield or another Participant; they must directly hit a Participant to count as a legal hit.

Siege Weapons

There are two primary types of siege weapons in ORCS: ballistae and catapults.

Ballistae fire "bolts" that are constructed under the same guidelines as javelins (see Chapter Three). Catapults fire "balls" that are constructed under the same guidelines as spell balls (see Chapter Six: Spells and Magic). Ballista bolts and catapult balls must be covered with dark green colored cloth. Siege weapons can be used in multiple battles on the same day. Three Participants must always man a siege weapon while it is in use; two Participants load the siege weapon and while one Participant fires it. These Participants must have both hands free. Lifting a siege weapon requires two Participants, even if it is physically light enough to be moved by a single Participant (except for the rank 15 Fighter, who counts as two people). Once a siege weapon has been fired, those manning it must count aloud (10) seconds before firing the siege weapon again; this count must be loud enough that it can be heard within a 10' radius of the siege weapon.

Siege weapons may only fire one bolt or ball at a time. One Participant is required to move any siege weapon bolt or ball; they may not have anything in their hands. Siege weapon bolts and balls inflict non-magical "green" damage upon impact, even in the case of a misfire. Green damage causes death to anyone who is struck directly by a green damage weapon; green damage penetrates and destroys all armor and shields. In addition, green damage causes a mortal wound to any Participant who is within a 3' radius of the point of impact, as well as penetrating and destroying their armor and shield(s). Bolts/balls do (4) hits of damage in the AOE (Area of Effect) while Blessed bolts/balls do (4) holy hits in the AOE.

In naval combat, the AOE of a bolt/ball that hits on board a ship only affects Participants on the ship, not those in the water. When the bolt/ball hits water, the AOE is NOT negated by the water, but only affects Participants in the water. A single hit from any green weapon will destroy a siege weapon; additionally, siege weapons can be destroyed in the same manner as gates (see Fortifications below).

Weapon Types vs. Armor

When a solid hit is administered to a legal hit zone, it inflicts damage. Each weapon type does a specific number of points of damage and each armor class is allowed to absorb, or take, a certain number of damage points before a Participant suffers a wound. The number of points that armor can absorb depends on its AC and the weapon type that inflicted the damage. To determine damage, subtract the points inflicted by the weapon from the armor's AC. When AC drops to zero, damage is inflicted upon the Participant's hit zone. The chart below shows a Participant's status based on the number of points of damage inflicted against a specific hit location.

AC0 Hit Chart:

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

Exceptions:

To simulate "crushing" damage versus "slashing" damage, yellow weapons cannot advance a limb beyond light wound.

To simulate "piercing" damage, red weapons bypass two points of AC entirely. For example, a Participant wearing AC2 immediately suffers a light wound to their limb or a mortal wound to their torso. A Participant wearing AC3 and higher can absorb one hit from a red weapon. Red weapons are still considered to "break" armor they pass through, reducing the overall AC.

Wounds

A Participant suffers a wound when they take damage to a hit zone that is unprotected by armor. When an armored hit zone has absorbed all the hits the armor covering it can absorb, any further hits to that hit zone will result in a wound. There are two different types of wounds in OR.C.S.: light wounds and mortal wounds.

Light Wounds

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

A Participant with a light wound to their arm may not hold anything in that arm. Anything the Participant was holding in the wounded arm must be dropped immediately and the arm must dangle lifelessly at their side. If a leg suffers a light wound, the Participant must lock the knee of that leg in place or drag the leg when they walk; therefore, a Participant may never lead with a lightly wounded leg. Participants with a light wound on a leg may never run. If both legs suffer a light wound, that Participant must drop to their knees and may continue to fight and move from that position.

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

Light wounds are healed by the following means:

1. The player receives a Cure Light Wound spell or potion (curing one light wound)
2. The player receives a Cure Serious Wounds spell or potion (curing all light wounds)
3. The player receives First Aid (making a light wounded limb useable)

Mortal Wounds

Mortal wounds are suffered when a Participant takes a wound to the torso or to an already lightly wounded limb. Participants who are mortally wounded will die five minutes after they suffer the wound if they are not healed or stabilized, as follows:

1. The player is healed by receiving a Cure Mortal Wounds spell or potion

2. The player is stabilized by receiving First Aid, Cure Light Wounds, or Cure Serious Wounds

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

Death

When a Participant is killed, they can signify this state in two ways:

1. Lie on the ground in a prone position
2. Sit on the ground with their weapon over their head

A dead Participant cannot leave the field until the fight is over (unless dead players must travel to Hades to respawn; see below). They cannot move, speak, or perform any other actions for two minutes or at the discretion of an Elder. Anytime a Participant is dead and not laying on the ground, they must hold their weapon over their head.

It is possible for two Participants to kill each other, either through their blows simultaneously making contact ("simo" kill) or while a weapon is "in-motion/in-time." For example, Participant A swings a weapon that makes firm contact against Participant B's torso (a killing blow), but a moment before Participant A made contact, Participant B killed

Participant A. Because Participant A's swing was in forward motion before Participant B landed a killing blow, Participant A's blow is still considered valid and both players die.

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

If a Participant is returned to life through magical means (such as via a Resurrection spell) within 12 minutes of their death, they retain all their memories up to the time of death.

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

Hades

When a Participant is "killed" during an Event that includes respawns, they must spend some time in Hades, after which they will be allowed back into the battle. Participants may voluntarily spend time in Hades if wounded or in need of armor or shield repair.

If a Participant suffers a wound, death, or damage to armor, that condition is restored by spending time in Hades. Hades is a designated area considered out of play; no combat may take place within a 10' radius of Hades.

Hades cannot be used as a sanctuary for living Participants and they cannot hover around the Hades area. Living Participants cannot use any confusion resulting from being near Hades to their advantage. Any Participant usurping the Hades rules may be called dead at the discretion of the Hades Elder or Event Elder. To avoid confusion, a Participant leaving Hades or its surrounding vicinity will announce "Alive!" before entering combat or the playing area.

An Elder designated as the "Hades Elder" will be stationed in Hades. During battle games and standard Events, the Hades Elder ensures Participants wait the required time to respawn (usually 15 seconds to 5 minutes). During adventures or campouts, the Hades Elder records the name of each Participant entering Hades, the time they entered, and their reason for being in Hades. During all Events, when the appropriate time has elapsed for each Participant, the condition for which the Participant came to Hades (as well as any 'lesser' conditions) will be restored (i.e., dead Participants will return to life and their armor will be fully repaired). The Hades Elder will return the Participant to the battlefield. No Participant may leave Hades until instructed to do so by the Hades Elder.

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

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

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

Light Wound: 4 minutes

Mortal Wound: 8 minutes

Death: 12 minutes

Relic Recharge: 4 minutes/charge

Shield and Armor Repair: 4 minutes

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

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

Special Combat Rules

Holds

Any time an Elder calls "Hold!" combat is to cease immediately and all Participants must kneel or squat. All Participants on the field, whether in combat or not, must freeze in place as soon as they hear the hold instituted. Participants must remain frozen until directed to "Lay On!" by an Elder.

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

Fighting at Night

No melee weapons are considered legal to the head at night during Events. Additionally, no missile weapons are legal at night. However, spell balls are still legal at night.

Shield Break

Shield break is a special ability given to certain weapons: black glaives over 6'6," battle axe over 4', and yellow weapons over 6'(excluding quarterstaffs and bars). A Participant wielding one of these weapons can "break" the shield of another Participant. Only a Participant playing a class type with the class ability of "Shield Break" may utilize this ability; Participants wielding a shield breaking weapon still cannot break shields without first gaining the class ability. However, Mage's may deal one point of shield-breaking damage via Magic Missile.

To shield break, the wielder of the weapon must swing and solidly hit the shield of another Participant while calling out "Shield Break!" (glancing blows do not count). The Participant holding the shield determines if the shield breaking hit was sufficiently strong; they also must keep track of their own damage hits. Bucklers and small shields take two hits to destroy while medium and large shields take three hits to destroy. A shield breaking hit will still administer the appropriate damage to a Participant if the strike contacts a player instead of a shield.

Non-Weapon Tactics

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

Shields may be used in an offensive manner as described here. "Shield bashing" is permitted, but it can only be performed by bashing into an opponent with the flat of the shield. This can only be done to another Participant using one's own shield; it may be done at any speed. A Participant can only shield bash or tackle an opponent from the front. A shield push can be done from any side of an opponent using only the strength of one's arms; a Participant cannot take a running start. Once contact is made, a Participant may continue to push their opponent. "Shield edging" is legal only by using the edge of a shield as a pinning or striking tool. This may be done against a person, their weapon, or their shield. A Participant cannot shield edge an opponent at a full run, nor can they strike an opponent in the head or face. It is permissible for a Participant to push kick the flat of an opponent's shield from the front with one foot, if the Participant's other foot is firmly planted on the ground. No type of kick, other than a planted pushing front kick, is permissible. Participants may not perform a shield kick or shield bash to an opponent on their knees.

Common sense and safety should always be a Participant's priority when engaging in any non-weapon tactic. Participants should avoid being excessively rough with one another. Participants may not punch, slap, or kick the body of another Participant. A Participant may not grab or pull on the costume, neck, or hair of another Participant. Grabbing or pinning the striking surface of an edged or spiked weapon is illegal and will result in a mortal wound (this includes a Participant attempting to pin the blade of a weapon under their arm) unless the Participant first secures control of the weapon.

Grappling is restricted by Armor Class. Participants wearing AC0 through AC2 may initiate a grapple against any Armor Class. Participants wearing AC3 and AC4 can only initiate a grapple against an opponent *also* wearing AC3 or AC4. However, if a Participant wearing less AC2 or below initiates a grapple with a Participant wearing AC3 or AC4, the Participant wearing the greater AC can freely return the grapple.

Please note that certain non-weapon tactics may instigate a grappling situation, such as shield bashing, shield pressing, grabbing of weapons and/or armor, etc. In this case, the Participant receiving the bashing, pressing, or grabbing may initiate grappling in return, regardless of their Armor Class.

Participants who act in an unsafe manner as determined by an Elder will be reprimanded and punished.

Captives

In certain role-playing instances, Participants may want to tie up other Participants as captives. Verbal consent from the captive Participant is required. Certain physical bonds are permitted for role-play purposes, but they are *not* permitted for actual restraint or binding. One foot of rope (not paracord), rubber manacles, or rubber medieval handcuffs may be used as a representation of bonds. To representatively apply the bonds, the capturing Participant must place both hands on the captive's hands for a count of 30 seconds and must state, "I am *n*th level, this is my rope. You are being bound. You are now bound and gagged." The captive must then hold the rope, manacles, or handcuffs.

Freeing a captive takes 30 seconds. Another Participant may release the captive by holding the arms of the captive to symbolize "untying the knots"; alternately, they can use an edged weapon to mime "cutting the bonds." If no rescue comes for the bound Participant and they have an edged weapon on their person, the captive may cut themselves free.

For safety, the captive Participant must be always able to physically free themselves. The captive Participant can "break character" and withdraw consent *at any time*. The captive may leave the scenario and field if they feel threatened in an out-of-character or out-of-game sense.

It is understood that O.R.C.S takes place in a world where violence occurs. There may be times where a storyline, or a spontaneous role-play, touches on subjects beyond the combat or magic system. Role-play scenarios that include torture (including the Assassin's class ability to torture), themes of assault, or similar subject matter require prior verbal consent from *all* Participants. An Elder must be notified beforehand and be present to oversee the scenario. Any Participant can withdraw their consent at any time for any reason.

Living Participants may physically search dead Participants with the verbal consent of the latter. A Participant attempting to search a dead Participant must say, "I am not a Thief, may I search your body?" If the answer is yes, they may physically search the Participant. If the answer is no, the searcher must say, "I am not a Thief, I am searching the [object] on your [location]," where the "object" is a particular container or piece of gear (such as a specific pouch, pocket, or article of visible clothing) and the "location" is one of the basic thief search locations (such as the limbs, head, torso, boots, etc.). For example, "I am searching the [bracer] on your [right arm]," or "I am searching the [tunic sleeve] on your [right arm]." The dead Participant is then required to give up any in-game item(s) in that location. Please note that all Participants are prohibited from searching for *or* hiding in-game items in sensitive areas of the body such as the groin, breasts, or buttocks.

Fortifications

Castles, towers, and keeps are an important part of ORCS They require a great use of strategy and raise the level of competition since the victorious team gains not only the castle, keep, or tower, but also any loot that is in them (banners, relics, treasure, and so on).

Fortifications are built by the Participants while in the field. Before building, Participants should make sure the area is safe by clearing any debris (rocks, branches, etc.). Fortifications should be constructed of branches, logs, dead vines, brush, and rope (branches cannot be placed vertically in the walls as they may injure players). Alternatively, structures can be represented by a roped off area of an appropriate size for battle. The rope should be fixed to poles or trees whenever possible and be three to four feet off the ground. There must be an open area of no less than 2' at the base of 90% of the fortification to allow for the use of the "Climb Walls" Assassin and Thief skill (see Chapter Five: Types of Characters). Walls must be able to be easily moved to allow for the use of class abilities and for Elders to gain access; walls must therefore be made of a loose or flowy material.

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

Every structure must have at least one gate, but a fortification may have as many additional gates as the builders' desire. Gates must be at least 5' wide. Participants may normally only enter and exit a structure through its gate. Each gate must

be placed so that it can be rammed from an outside force; therefore, gates may not be placed in line, but rather must be spread across the side of the fort.

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

The main advantage a fortification provides is to give the team inside protection via the walls while leaving the outside team at a disadvantage. Opponents firing missile weapons, siege weapons, and spell balls into the structure must fire over the structure's walls at a 45° angle (except for the rank 30 Ranger ability "Sniper," who may still shoot straight). Missile weapons, siege weapons, and spell balls may be fired as usual (straight) only through a structure's open gate. If attacking from within the structure to the outside, missile weapons, siege weapons, and spell balls may be fired straight if the attacker is adjacent to the wall of the fortification. Additionally, Participants within the structure may use thrusting weapons of at least 7' to attack the opposition outside the structure's walls.

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

A battering ram is represented by a large object between 6' to 12' in length. A battering ram cannot be designed as a weapon and must be constructed from approved materials (such as wood, PVC, or foam). Initial designs must be approved by the Noble Council and checked in as a battering ram only via the Weapons Marshals. The object must be manned by at least four non-wounded Participants, all of whom must have both their hands free (except for the rank 15 Fighter ability "Siege Master," allowing the Fighter to count as two people). The Participants must hold the battering ram firmly and make at least a ten-step charge into the gate to deliver a solid hit. Three solid hits to the gate will destroy it.

A single hit from any green weapon (siege weapon or "Fireball") will destroy a gate; three "Lightning Bolts" will also destroy a gate.

Once a gate is destroyed, the representation of the gate must be immediately moved to an "open" position by any Participant on the field. Participants may then enter or exit through the gate freely. If a destroyed gate is repaired or mended in any way, the gate is considered open until it can be closed from the inside.

Chapter Five

Creating a Character

Costumes: Participants must always wear medieval or pre-industrial-type garb during an Event. Participants playing a specific class must wear the designated class requirement, or character credit will not be issued. Costumes must consist of the following, as regulated by the Costume Marshal.

1.   A tunic preferably, no shorter than crotch length, robes, or armor (if armor is removed, a Participant must still be in costume)
2.   Period-style pants (jeans and corduroy are not allowed)
3.   Period-style leather/cloth footwear. Modern military boots and shoes can be worn if they are solid black and/or brown with laces that match a color on the footwear

Hoods, mantles, and capes make good additions to costumes, and leather or fur are excellent accessories. If a Participant's costume is inappropriate or sloppy, they may receive an Event credit for their Character Class but may not use the abilities of said Class. Participants are encouraged to take pride in their costumes!

Types of Characters: Character Classes

A Participant entering the Realm of ORCS can choose from eleven character classes. Participants should choose a class they will enjoy playing and that suits their character concept. New players have a five-Event grace period to choose their class; by the sixth Event they must inform the Secretary of their choice. The previous Events will be converted into credits for the chosen class.

The eleven different Character Classes an ORCS player can choose between are: Assassin, Bard, Cavalier, Cleric, Druid, Fighter, Mage, Ranger, Thief, Warlock, and Witch Hunter. The only restricted Class is Cavalier; only Participants who have earned a Noble Title from ORCS may play as a Cavalier.

Ability Types

There are two categories of abilities and skills that each Character Class can perform: Character Abilities and Magic Abilities. Character Abilities are skills that are inherent to each specific Character Class. These abilities can be performed at will once a Participant reaches the appropriate character level. Magic Abilities are only inherent to Classes with the ability to cast magic; not all Character Classes utilize Magical Abilities. For those that do, most Magic Abilities require preparation via verbal casting (reading pre-written spells from a spell book). Magic Abilities are covered in more detail in Chapter Six.

Most abilities may be performed any number of times during an Event day. Check each listing below for specific restrictions on abilities.

Assassin Class

Description: The Assassin is a hired professional who kills for silver, bounty, or revenge and who engages in political subterfuge. An Assassin may dress in any fashion. Assassins are required to carry a 12" by 12" black cloth as a symbol of their Class. Because of the Assassin's need for stealth when performing their abilities, they are restricted to AC2 and bucklers or small shields. An Assassin can use any weapon except for chained weapons, black weapons, and weapons over 4 feet in length. An Assassin may use javelins, bows, and crossbows of any approved size.

Abilities:

RANK 1

Disguise: This allows the Assassin to appear as a different Class and to exceed the Assassin's armor and shield Class restrictions. In disguise, an Assassin may wear up to AC3 and use a medium shield. However, when an Assassin exceeds

their armor/shield restriction, they cannot use any other Assassin abilities until 15 minutes after the armor and/or shield are removed. An Assassin can never disguise themselves as another character in the game. When in disguise, the Assassin must wear some physical representation of the disguise. Examples are armor, dress, robes, surcoat of another Country, etc.

Torch: This ability allows the Assassin to light a torch after a 10-second count. The torch may be represented by a small flashlight directed down at the ground within a ten-foot radius, which may remain on for a full 30 minutes. Components other than flashlights are permissible if reviewed and approved by the Executive Board. The torch is not strong enough to inflict damage or prevent troll regeneration.

RANK 2

Climb walls: To climb walls, an Assassin must start 10 feet away from the wall, lie flat on their stomach, and crawl towards the wall. Nothing can be in the climber's hands while "climbing." Once the wall is reached, the Assassin may enter the structure. If caught climbing the wall, the climber can only be hit with missile weapons (including spell balls) until reaching the top. If hit, normal damage is taken, and the climber must fall to the ground. Jumping/falling from a wall causes a light wound to both legs.

Rope Swing: This ability allows the Assassin to move from one ship they are on to another ship. To use this ability, both hands must be free of any equipment and held together above the user's head as they run from one ship to another. The ship they are swinging to must be within 10ft of the user at the beginning of using this ability. The user must take the most direct path available to the ship they are headed towards. The Assassin is considered to have landed once they step on the inside of the borders used for the ship. While using this ability, the Assassin only takes damage from missile weapons (including spell balls). If hit by a missile weapon, the Assassin falls. If the area underneath the Assassin is water, they are now considered swimming per the rules. It the area underneath them is ground, they take a light wound to both legs.

RANK 3

Assassination: An Assassin may be commissioned to kill. To perform an assassination, the Assassin must receive a "Writ of Assassination" (Rank 5 Assassins gain the ability to write Writs for other Assassins). The Writ is a slip of paper that must have the name of one target and the date on which the assassination will be carried out. When the assassination is performed, the Writ must be left with the corpse.

An assassination is performed only with a dagger, an arrow, and/or poison (see Chapter Six: Poison). If assassinating with a dagger, an Assassin calls out "Assassinate!" while stabbing the front or back of the target's torso. If using an arrow, the Writ must be tied to the arrow shaft in a manner allowing it to be easily removed and left with the target's body. An Assassin may carry multiple arrows with Writs for the same or different targets, but each arrow may only have a single Writ on its shaft.

For an assassination to work, the Assassin must strike a blow that would normally cause at least a mortal wound with the first strike (or the second strike against plate armor) or utilize a poisoned blade. A character that has been assassinated and has died cannot be resurrected nor have any other spells cast upon their person. If "Assassinate" leaves the target mortally wounded, they may be healed. If the target dies from any cause before their mortal wounds are healed, the assassination is successful.

If a character is assassinated, the Participant cannot return as the same character for 30 minutes on 1-day adventures or 2 hours on multiple day adventures. If an assassinated Participant does not want to wait the allotted time, they may switch to a different character (if they have one) to continue participating in the Event (still subject to normal Class and rank restrictions). Conversely, if an Assassin is caught performing the assassination and is tried and executed, the Assassin cannot return as their character for 30 minutes on 1-day adventures or 2 hours on multiple day adventures. The executed Participant is also allowed to wait out their allotted time or to resume participation in the Event as a different character, as explained above.

AC 0	1st Hit Death
AC 1	1st Hit Death
AC 2	1st Hit Death
AC 3	1st Hit Death
AC 4	2nd Hit Death

Back Stab: This ability can only be performed with a dagger. The Assassin must attack from behind a victim and strike the victim's back (Back Stab as an ability is restricted to the back of the torso, only). The Assassin must indicate this attack by calling "Back Stab!" (instead of calling the color of the weapon) with each strike. Please reference the Back Stab Hit Chart for damage, on the left.

Back Stab is sometimes misunderstood as equating to "two red hits," but it should instead be understood as "one hit inflicting four points of damage." A target wearing AC4 will absorb the "four points of damage" and suffer armor-destruction, but they will not die. Back Stab is effective against Barkskin (an ability that boosts the AC quantity of armor) but *will not* kill an opponent wearing Stone or Steel Skin (abilities that absorbs 1 and 2 hits of this damage type, respectively).

R A N K   5

Torture: Torture allows the Assassin to extract one question from a victim. The Assassin must be the same character rank or higher as their victim to use the Torture ability. The victim cannot have sustained worse than a light wound. The Assassin can extract only one question from a victim at a time. Each session takes 5 minutes to perform, after which time the question can be asked. The Assassin should word their question well because the victim must answer truthfully, as well as literally.

Torture inflicts a mortal wound to the victim, and they will die if not tended to within 5 minutes. The mortal wound is not inflicted until after the 5-minute session of torture is completed. If the session is interrupted, no wound is inflicted. If a second round of torture is applied immediately after the first round, the victim dies from their many wounds. Only if the victim is completely healed can more torture be performed to extract another 1 question.

Master Assassin: Master Assassins are the only one members of the Club that can write a Writ of Assassination. For a Writ to be valid, it must be drawn up by the Master Assassin and must include the character name of the intended victim (spelling not important) and must have the symbol of the Master Assassin on it. The Master Assassin's symbol must be registered with the Guild Marshall and approved before the Assassin can use this ability.

R A N K   8

Poison: This ability allows the Assassin to make Death Class Poison. The Assassin can produce one dose of Death Class Poison per day. To make a poison, the Assassin must provide the Magistrate or Poison Marshal with the material components and any coin needed to concoct the appropriate poison. The components required to craft a Death Class Poison are purple ribbon or tape and a Writ listing the type of poison containing the poison's effects and time duration. The Magistrate or Poison Marshal will sign and date the Writ to validate it. For details on the Poison Class, see the Poison Type and Effects Chart (Chapter Six).

R A N K   1 0

Detect Disguises: When an Assassin reaches 10th Rank, they can Detect Disguises. This skill allows the high-level Assassin to "see" that a person is not what they claim by noticing flaws in the disguise. They are not able to detect who the disguised person really is, just that they are not who or what they claim. This skill can be employed only after the Assassin interacts with the suspect for 60 seconds or observes the suspect interacting with another character for 60 seconds. After 60 seconds, the Assassin will ask the suspect, "[*Nth*] rank Assassin, are you in disguise?." The suspected player must then answer honestly and continue acting as if nothing is wrong. The act of asking the suspect is Out-of-Game, but the observing must be done In-Game.

R A N K   2 0

Perfect Disguise: This ability allows the Assassin to use all their abilities while in disguise, even while exceeding class restrictions.

R A N K   3 0

Slow Fall: The Assassin has learned to cushion their fall. Slow Fall allows the Assassin to leap out of a walled structure to the ground *without* taking a wound upon impact. The Assassin must still climb the wall as normal.

Bard Class

Description: The Bard is a support class that combines traits of Mages and Clerics. Bards are traveling minstrels and storytellers, inspiring other Classes with music, magic, and tales. Bards dress in bright colors and may not wear armor; they can only use single-handed weapons and projectiles and are restricted to using only bucklers or small shields. Bards must have either a musical instrument or a book of stories/songs on their person. Additionally, if the Bard does not want to count aloud during their incantations, they must have a time keeping device such as a stopwatch, pocket watch, or timer on their person.

Bards may present their book of stories/songs to the Spell Marshal for pre-approval if the Bard does not want to time/count when they cast. Speed-casting is not allowed; the Bard must be heard clearly when casting. Magic items (capes and favors) may be distributed while the Bard is casting, but the items will not go into effect until the Bard has finished casting. Bardic spells are considered magic and are thus subject to all rules regarding magic (see Chapter 6), but Bardic spells are *not* affected by the Spell Reduction Chart and thus cannot be reduced in time. Bards are also not subject to standing still or only taking a maximum of (5) steps during casting. Bards cannot cast multiple spells at once.

Abilities:

RANK 1

Bardic Knowledge: This can be used to gain minor insight into the history or nature of a person, place, or object. An Elder will determine the exact effectiveness of this ability.

RANK 2

Immune to Truth Speak: Bards can spin tales and stretch the truth no matter what.

Spells:

RANK 1

Name:	Light
Length:	5 Seconds
Range:	Caster
Duration:	30 Minutes
Material:	Flashlight
Area of Effect:	10 Foot Radius

Description:
When cast, the light may remain on for a full 30 minutes before the spell must be recast. The light can only be directed down at the ground within a ten-foot radius. A small flashlight should be used; spotlights are not permitted.

Name:	Truth Speak
Length:	15 Seconds
Range:	Touch
Duration:	1 Question
Material:	n/a
Area of Effect:	1 Creature

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

Name:	Detect Magic
Length:	15 Seconds
Range:	Caster
Duration:	Instant
Material:	n/a
Area of Effect:	10-foot radius

Description:

This spell allows the caster to detect the presence of magical auras within the area of effect. Impressions are limited to a yes/no determination and a general sense as to the strength of aura. Any information gained is subject to the discretion of an Elder.

Name:	Song of Lies
Length:	15 Seconds
Range:	Touch
Duration:	Special
Material:	Orange Strip/Favor
Area of Effect:	1 Creature

Description:

This spell allows a humanoid creature to resist the effects of Truth Speak. The strips (measuring at least 2" wide and 12" long) should be tied somewhere visible on the body (such as the wrist) or worn as a headband or an armband. If worn as a favor, the strip must be tied to the belt. The effects last for either an entire Event or until the character holding the orange strip/belt favor is dead, at which point it must be recast. A Bard is limited to casting this spell on only one other person at Rank 2. Every two ranks past Rank 2, the Bard can cast this spell on another person up to a maximum of three people at any time at Rank 6.

Name:	Song of Tongues
Length:	15 Seconds
Range:	Touch
Duration:	10 Minutes
Material:	n/a
Area of Effect:	1 Creature

Description:

This spell allows the Bard to speak and understand any language, but it does not grant the Bard the ability to read or write the language. This can be cast on any Class Rank 10 or higher and on Thieves Rank 7 or higher.

Name:	Mending
Length:	20 Seconds
Range:	Touch
Duration:	Special
Material:	N/A
Area of Effect:	Special

Description:

This spell allows the Bard to bind, restore, and repair any physical material (i.e., weapons, armor, destroyed gates, etc.). A suit of armor is considered a single item and 20 arrows may be considered a single item. This spell will also mend 1 hit done to a ship during a ship battle. Dispel Magic does not negate the effect of Mending.

Name:	Bardic Inspiration
Length:	60 Seconds
Range:	Caster
Duration:	Special
Material:	Gold Strips/Favor
Area of Effect:	10-foot radius

Description:

The Bard sings, plays a musical instrument, and/or recites for at least one minute. This allows them to distribute favors to other players which last for the rest of the day or until the person holding that favor is killed. These favors are represented by a metallic gold strip (measuring at least 2"x12") that must be worn visibly. Bards may walk while casting Bardic Inspiration, but they must stay within hearing range of those they are inspiring. Bardic songs are considered magical for purposes of Dispel Magic and Witch Hunters.

A Bard may give one favor to one player for every two ranks of Bard they have attained past Rank 4, to a maximum of three players (at any time) at Rank 8. In addition, a Bard **can** always give one Favor to themselves. Bard can give out

multiple different favor effects after a single performance. Players may choose one effect per favor given out – no character may have differing effects of Bardic Inspiration at the same time. Players should audibly announce the effect of their favor when utilizing these abilities; the corresponding audible announcement to be made will be listed in the bullet points below.

- One shield becomes unbreakable. The audible announcement when someone attempts to break the shield is "Unbreakable!"
- Stand when fighting giant-sized foes. The audible announcement when approaching a giant-sized individual is "Stand against Giants!"
- Functions as a Spell of Shielding (can absorb one spell, just like Spell of Shielding). The audible announcement to avoid taking spell damage is "Spell of Shielding!"

RANK 5

Name:	Holy Song
Length:	20 Seconds
Range:	Touch
Duration:	3 Hits
Material:	Blue Strip
Area of Effect:	1 Weapon

Description:
This spell turns any non-projectile weapon into a Holy Weapon for 3 hits. To count for a holy hit, the weapon must make contact that is legal. For example, "whiffs" and "slides" do not count, but properly blocking *does* count and will result in the hit being holy. The blue strip (measuring at least 2"x12") must be visibly tied to the weapon. While swinging the weapon and calling the color, the player must say, "Holy 1, Holy 2, Holy 3." A Bard is limited to casting this spell on only one weapon at Rank 5. Every two ranks past Rank 5, the Bard can cast this spell on another weapon up to a maximum of three weapons at any time at Rank 9.

Name:	Countersong
Length:	15 Seconds
Range:	Touch
Duration:	Special
Material:	n/a
Area of Effect:	Special

Description:
This spell can reverse one non-lethal magical effect, such as: Curse, Nature Love, Entangle, Sanctuary, Nondetection, Ice Storm, and others (should the Elders permit). This only applies to one creature or object; it does not work on a gate or anything larger.

RANK 6

Name:	Nondetection
Length:	20 Seconds
Range:	Touch
Duration:	Permanent
Material:	Black Cloth
Area of Effect:	1 Object

Description:
Any object (no creatures, living or dead) may be hidden from all creatures (except the caster and those with active Mage Sight); anyone looking at the hidden object sees a shadow, which may be perceived however they wish. This spell does not protect the object from other magical effects such as Dispel Magic or Fireball. The object cannot be picked up or touched; it is for all intents and purposes, a shadow. This spell can only be removed with Dispel Magic or Counter Song. The black cloth must clearly be labeled "Nondetection" and may be as small as 1'x1' or as large as 5'x5. It must cover at least 90% of the object (per the Elder's judgment.)

RANK 7

Name:	Healing Word
Length:	20 Seconds
Range:	Special
Duration:	Special
Material:	n/a
Area of Effect:	Special

Description:
This spell is the Bard's version of Cure Light Wounds and allows the Bard to inspire those who have a light wound to continue fighting. The Bard can cure one light wound for any Participant, including themselves.

Name:	Word of Holding
Length:	20 Seconds
Range:	Throwing distance
Duration:	Count of 100
Material:	Orange Spell ball
Area of Effect:	1 creature

Description: If struck by the spell ball, a player is held in place as though awe-struck by the Bard's performance. The victim must remain motionless and count clearly and loudly to one hundred (by ones). This spell penetrates all armor but does not go through shields.

Name:	Song of Power
Length:	30 Seconds
Range:	Touch
Duration:	3 Hits
Material:	Black Strip
Area of Effect:	1 Weapon

Description:
This spell turns any non-projectile weapon into a black weapon for 3 hits. To count for a black hit, the weapon must make contact that is legal. For example, "whiffs," "slides," and missing completely do not count, but properly blocking *does* count and will result in the hit counting as black. The black strip (measuring at least 2"x12") must be visibly tied to the weapon. When swinging the weapon and calling the color, the player must say, "Black 1, Black 2, Black 3." A Bard is limited to casting this spell on only one weapon at Rank 9. Every two ranks past Rank 9, the Bard can cast this spell on another weapon up to a maximum of three weapons at any time at Rank 13.

Name:	Mad Dance
Length:	30 Seconds
Range:	Throwing Distance
Duration:	1 Minute
Material:	Purple and Orange Spellball
Area of Effect:	1 Creature

Description:
This spell evokes magic that makes those affected suddenly hear music only audible to them. The music causes an uncontrollable dancing frenzy, and the player must immediately drop all weapons and act ignorant to whatever is going on around them. The affected player remains mad for the spell duration or until they are killed. This spell penetrates all armor but does not pass through shields. Mad Dance is dispelled by Dispel Magic. The invocation line is: "I, [name], call Mad Dance!"

Name:	Combat Casting
Length:	30 Seconds
Range:	Special
Duration:	Special
Material:	Purple Cape/Favor
Area of Effect:	1 Creature

Description:
This spell allows the Bard to inspire other magic users to move while casting. The effects last until the character voluntarily removes the cape/favor, the spell is removed (by Dispel Magic, Countersong, Break Enchantment, etc.), the death of the character affected by the spell, or the Bard is assassinated or leaves the Event. This spell *will* stack with armor and abilities, but not other spells; the cape/favor will not interfere with the magic of those wearing it. The cape used must be the approximated size of shoulder to shoulder, hang down to no less than the middle of the back, and be worn around the neck. If worn as a belt favor, the favor must be at least 2" wide and 12" long. This spell can only be cast once per day.

Name:	Unlimited Combat Casting
Length:	30 Seconds
Range:	Special
Duration:	Special
Material:	Purple Cape/Favor
Area of Effect:	1 Creature

Description:
This spell functions as Combat Casting, but the Bard has unlimited uses. However, the Bard can only have one active at a time.

Cavalier Class

Description: To become a Cavalier, a player must first have earned a Noble Title. This player may make a Cavalier from an existing character, or they may create a new character. Cavaliers must wear a physical holy symbol (approved by the Executive Board) and a sash or a belt favor symbolizing their alignment: white for good, gray for neutral, or black for evil. When fighting, they are required to wear at least a majority AC2 or any amount of AC3 or higher. Outside of fighting, they must wear noble garb to denote their station. In terms of weaponry, Cavaliers are masters of all weapons and shields and are not limited in their selection. Cavaliers gain limited spell access from the Cleric spell list. Cavaliers must have a custom code they live by displayed in their spell book.

Example of a Code of Chivalry

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

Abilities

RANK 1

Immunity to Disease: The Cavalier is automatically immune to all types of disease.

First Aid: To perform First Aid, a white cloth (4-5 inches wide) with a red cross must be tied around the limb. This allows the Cavalier to temporarily bind a light wound, allowing the limb to be used. If a yellow weapon strikes the limb, it is no longer usable and is still lightly wounded. If any other type of weapon strikes the limb, the damage is a Mortal wound.

Cavaliers may additionally use a First Aid cloth to stabilize a mortally wounded player by wrapping the cloth around a limb or placing it on their torso. First Aid *cannot* be used to stabilize a Participant struck in the head – head wounds instantly result in death.

Morningstar Proficiency: A Cavalier may cause red damage with morningstars. A Cavalier using this ability must call "Red!" when they use this weapon. Against skeletons and those immune to piercing damage, the morningstar still does bludgeoning (yellow) damage. Flails are unchanged by this ability.

Shield Break: A Cavalier wielding a shield-breaking weapon may break the shield of another player (see Special Combat Rules: Special Combat Rules).

Torch: This ability allows the Cavalier to light a torch after a 10-second count. The torch may be represented by a small flashlight directed down at the ground within a ten-foot radius, which may remain on for a full 30 minutes. Components other than flashlights are permissible if reviewed and approved by the Executive Board. The torch is not strong enough to inflict damage or prevent troll regeneration.

Spells

RANK 1

Name:	Cure Light Wounds
Length:	40 seconds meditation
Range:	Touch
Duration:	Instant
Material:	Holy Symbol
Area of Effect:	1 Creature

Description: The Cavalier can heal a light wound on any player, including themselves. They must chant for 1 minute, praying to their deity, and cannot move while invoking the spell.

Name:	Cure Disease
Length:	1 min meditation
Range:	Touch
Duration:	Instant
Material:	Holy Symbol
Area of Effect:	1 Creature

Description: When cast, this spell may counter such role-play illnesses as leprosy, consumption, rabies, lycanthropy, plagues, etc., cleansing the recipient of most diseases. The Elder or Hosts of the Event should determine the actual effectiveness of this spell.

RANK 2

Name:	Purify Food & Drink
Length:	1 min meditation
Range:	Touch
Duration:	Instant
Material:	Holy Symbol
Area of Effect:	1 Cubic Foot

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

Name:	Speak with Dead
Length:	30 Seconds meditation
Range:	Touch
Duration:	3 questions
Material:	Holy Symbol
Area of Effect:	1 creature

Description: With holy symbol in hand, the Cavalier stands or kneels beside the body of a dead creature and chants the spell to allow contact and communication with the soul of the dead. The deceased soul is then bound to answer three questions, after which the connection is broken. The soul must truthfully, and to the best of its understanding, answer the question "yes" or "no." The Cavalier may not speak to another creature or move lest the spell break. This spell does not work on the undead or creatures without souls or spirits.

RANK 3

Name:	Sanctuary
Length:	2 min meditation
Range:	Caster
Duration:	Special
Material:	Prism/Crystal
Area of Effect:	None

Description: By chanting this spell, the Cavalier summons the protective power of their deity to create an invulnerable field around themselves. After reading the Spell, the caster holds the prism or crystal above their head to maintain the Spell's effect; if the crystal falls onto or below their head, the spell is broken. The crystal must be held with both hands and the arms or hands may not rest upon the head. The caster is impervious to all attacks, including magic (though a Dispel Magic spell

or Counter Song will cancel the spell). The Cavalier is still a physical entity and may communicate, block, and move. No one else may grab the caster or come any closer than one foot. In turn, the caster cannot move closer than one foot to any other creature.

Name:	Truth Speak
Length:	20 seconds meditation
Range:	Touch
Duration:	1 question
Material:	Holy Symbol
Area of Effect:	1 creature

Description: This spell allows the Cavalier to ask one living creature any question. This creature is bound to answer the question completely and truthfully.

RANK 4

Name:	Turn Undead
Length:	40 Seconds meditation
Range:	Throwing Distance
Duration:	Instant
Material:	Yellow spell ball
Area of Effect:	3-foot radius

Description: By this incantation, the Cavalier calls upon the banishing power of their deity to summon a sphere of divine energy into existence. Depending on the power of the undead and the rank of the caster, the spell effect will vary [see below Turn Undead Chart, also listed in the Appendix II]. The Elder or Host of the Event will determine the exact effectiveness of this spell. This spell penetrates all armor and shields. The invocation line of this is, "I, [name], Turn Undead, [Rank]!"

Levels Undead Type	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Skeleton	T	T	D	D	D	D	C	C	C	C	C	C	C	C	C	C	C
Zombie	T	T	T	D	D	D	D	D	C	C	C	C	C	C	C	C	C
Ghoul	N	T	T	T	D	D	D	D	D	D	C	C	C	C	C	C	C
Wight	N	N	T	T	T	D	D	D	D	D	D	D	C	C	C	C	C
Wraith	N	N	N	T	T	T	D	D	D	D	D	D	D	D	C	C	C
Specter	N	N	N	N	T	T	T	D	D	D	D	D	D	D	D	D	C
Lich	N	N	N	N	N	T	T	T	D	D	D	D	D	D	D	D	D

N=no effect; T=Undead flee; D=Undead destroyed; C=Undead under the Casters control

RANK 8

Name:	Last Rites
Length:	1 min meditation
Range:	Touch
Duration:	Permanent
Material:	Green headband w/black cross at center
Area of Effect:	1 creature

Description: This allows the Cavalier to put to rest the soul or spirit of any dead creature. Any creature affected by this spell may not be resurrected, animated, or otherwise revived in any way. Creatures such as trolls, vampires, and others that regenerate are permanently put to rest and cannot return to the living world. A green headband etched with a black cross is put on the creature to signify that it has been affected by Last Rites. Player characters who have been affected by Last Rites must spend the appropriate time in Hades. If no Hades is in play, they must remain out of the game for a period of 12 minutes before returning to play. Any creature affected by Last Rites cannot be affected by Speak with Dead. The only instance where Last Rites may be applied to a "living creature" is when it is cast against demons, undead, or summoned beings. If Last Rites is cast against any creature from these categories, they are immediately banished from the Cavalier's plane of existence and instantly returned to whatever plane they

originated from. The banished creature may not return to the Cavalier's plane (assuming it has the ability to return) for a period of 12 minutes. Only one Last Rites may be in effect on any one creature.

Name:	Cure Mortal Wounds
Length:	50 second meditation
Range:	Touch
Duration:	Instant
Material:	Holy Symbol
Area of Effect:	1 creature

Description: This spell allows the Cavalier to cure anyone who is mortally wounded.

Name:	Holy Weapon
Length:	1 min meditation
Range:	Touch
Duration:	Permanent
Material:	Silver Weapon & Blue Cloth Cover
Area of Effect:	1 weapon

Description: This spell allows the Cavalier to permanently bless a single weapon. This weapon must be made from silver. After the spell has been cast, the weapon does Blessed Hits. The silver weapon must be specially made and purchased with ORCS currency; a weapon cannot just be declared "made of silver" (see Chapter Seven: Silver Weapons & Ransoms). The weapon must be covered with blue cloth and have the name of the Cavalier's deity written clearly on the weapon. Only one Holy Weapon can be made by a Cavalier at any time. The Cavalier can make a new Holy Weapon once the old one is destroyed or dispelled. The weapon is a personal item and cannot be stolen (unlike Relics). A Cavalier may make a Holy Weapon for another character, provided they are of similar alignment. The Holy Weapon is a permanent item and carries between ORCS Events. The enchantment can be broken by having the weapon declared "destroyed" by the Cavalier who created it, or the enchantment can be broken by having a Curse Spell applied to the weapon, which thus renders it a normal silver weapon. Holy Weapon does not increase the damage done by the weapon but allows the weapon to strike with Blessed Hits (see Cleric spell Consecrate). It allows a weapon to strike creatures normally not affected by ordinary weapons. The Elder or Hosts of the Event should determine the exact effectiveness of the Blessed Hit done by a Holy Weapon. This spell may only be cast once per day. Use of Holy Scrolls are unaffected by this limit.

Name:	Resurrection
Length:	1 Min. Meditation
Range:	Touch
Duration:	Permanent
Material:	Holy symbol
Area of Effect:	1 creature

Description: Allows the Cavalier to remove the condition of "dead" from one person. This spell does not repair armor. The Cavalier cannot cast Resurrection on themselves.

Cleric Class

Description: This class is composed of holy followers from the Realm of ORCS They are the most powerful healers of the game and the only Class that can heal mortal wounds and raise the dead. Clerics must wear a physical holy symbol regardless of alignment. The chosen holy symbol must be *approved by the Executive Board*. Clerics are permitted to use yellow weapons and daggers. Clerics may wear any type of armor and use any type of shield.

Abilities:

First Aid: To perform First Aid, a white cloth (4-5 inches wide) with a red cross must be tied around the limb. This allows the Cleric to temporarily bind a light wound, allowing the limb to be used. If a yellow weapon strikes the limb, it is no longer usable and is still lightly wounded. If any other type of weapon strikes the limb, the damage is a Mortal wound.

Clerics may additionally use a First Aid cloth to stabilize a mortally wounded player by wrapping the cloth around a limb or placing it on their torso. First Aid *cannot* be used to stabilize a Participant struck in the head – head wounds instantly result in death.

Shield Break: A Cleric wielding a shield-breaking weapon may break the shield of another player (see Special Combat Rules: Special Combat Rules).

Potions and Scrolls: Clerics may make certain Potions and any Cleric Spell Scrolls. (See Chapter Six: Potions and Scrolls).

Hospice: A Hospice is similar to Hades in that spending time in a Hospice will heal wounds. To set up a Hospice, a Cleric must don a white cape, at least 1'x2', marked with a large red cross. The Cleric must and role-play the act of administering aid to those under their care (called wards). Wards must remain lying down (or sit with their weapon(s) held to their head) within 10' of their cleric to receive the benefits of the Hospice. A Cleric may tend to a number of Wards equal to ½ of their level rounded up to a maximum of 10 Wards. Neither the Cleric nor any of the Wards may hold any weapons while running a Hospice. If the Cleric or Wards should pick up their weapons, all benefits of the Hospice are lost. Any uncured wounds on the Wards remain and those that were mortally wounded begin bleeding out again and will die in 5 minutes. A Cleric may, however, cast any spells from their spell list on their Wards.

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

> Cure Light Wound: 3 minutes
>
> Cure Mortal Wound: 6 minutes
>
> Neutralize Poison: 2 minutes
>
> Cure Disease: 4 minutes

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

Spells:

Name:	Cure Light Wounds
Length:	300 Syllables
Range:	Touch
Duration:	Instant
Material:	Holy Symbol
Area of Effect:	1 creature

Description: With this spell, the Cleric can cure one light wound for any Participant, including themselves.

Name:	Light
Length:	30 Syllables
Range:	Caster
Duration:	30 minutes
Material:	Flashlight
Area of Effect:	10-foot radius

Description: When cast, the light may remain on for a full 30 minutes before the spell must be recast. The light can only be directed down at the ground within a ten-foot radius. A small flashlight should be used; spotlights are not permitted.

RANK 2

Name:	Speak with Dead
Length:	200 Syllables
Range:	Touch
Duration:	3 questions
Material:	Holy Symbol
Area of Effect:	1 creature

Description:
With Holy Symbol in hand, the Cleric stands or kneels beside the body of a dead creature and chants the spell to allow contact and communication with the soul of the dead. The deceased soul is then bound to answer three questions, after which the connection is broken. The soul must truthfully, and to the best of its understanding, answer the question "yes" or "no." The Cleric may not speak to another creature or move lest the spell break. This spell does not work on the undead or creatures without souls or spirits.

Name:	Sanctuary
Length:	650 Syllables
Range:	Caster
Duration:	Special
Material:	Prism/Crystal
Area of Effect:	None

Description: By chanting this spell, the Cleric summons the protective power of their deity to create an invulnerable field around themselves. After reading the Spell, the caster holds the prism or crystal above their head to maintain the Spell's effect; if the crystal falls onto or below their head, the spell is broken. The crystal must be held with both hands and the arms or hands may not rest upon the head. The caster is impervious to all attacks, including magic (though a Dispel Magic spell or Counter Song will cancel the spell). The Cleric is still a physical entity and may communicate, block, and move. No one else may grab the caster or come any closer than one foot. In turn, the caster cannot move closer than one foot to any other creature.

Name:	Truth Speak
Length:	75 Syllables
Range:	Touch
Duration:	1 question
Material:	Holy Symbol
Area of Effect:	1 creature

Description: This spell allows the Cleric to ask one living creature any question. This creature is bound to answer the question completely and truthfully.

RANK 3

Name:	Word of Holding
Length:	150 Syllables
Range:	Throwing distance
Duration:	Count of 100
Material:	Orange Spell ball
Area of Effect:	1 creature

Description: If struck by the spell ball, a player is held by the power of the Cleric's deity. The victim must remain motionless and count clearly and loudly to one hundred (by ones). This spell penetrates all armor but does not go through shields. The invocation line of this spell is: "I, [name], call Word of Holding!"

Name:	Consecrate
Length:	150 Syllables
Range:	Touch
Duration:	Permanent
Material:	Water
Area of Effect:	1 cubic foot volume

Description: This spell allows the Cleric to call upon the power of their deity to consecrate water, imbuing it with divine energy. The consecrated water may be used in a direct attack by throwing it at a creature. Consecrated water should be effective against undead, summoned, or extraplanar creatures. The consecrated water may additionally be used to imbue a weapon with One Blessed Hit. A Blessed hit is the same as if holy water were thrown at a creature, but it is now linked to the damage of the weapon. The bearer of the weapon should call "Blessed" as well as the color of the weapon. Only the first hit of a consecrated weapon is counted as a Blessed hit, afterwards the weapon is no longer consecrated until more holy water is used. One dose of holy water is approximately one tablespoon. Holy water may be desecrated by mixing it with holy water made by a Cleric who worships a different deity. A Cleric may designate an area of ground as sacred by pouring holy water on it. When holy water is applied to food or drink, it is instantly purified (poisons, toxins, and disease are removed). The Elder or Hosts of the Event should determine the actual effectiveness of Consecrate.

RANK 4

Name:	Cure Disease
Length:	150 Syllables
Range:	Touch
Duration:	Instant
Material:	Holy Symbol
Area of Effect:	1 creature

Description: When cast, this spell may counter such role-play illnesses as leprosy, consumption, rabies, lycanthropy, plagues, etc., cleansing the recipient of most diseases. The Elder or Hosts of the Event should determine the actual effectiveness of this spell.

Name:	Turn Undead
Length:	150 Syllables
Range:	Throwing Distance
Duration:	Instant
Material:	Yellow Spell ball
Area of Effect:	3-foot radius

Description: By this incantation, the Cleric calls upon the banishing power of their deity to summon a sphere of divine energy into existence. Depending on the power of the undead and the rank of the caster, the spell effect will vary [see below Turn Undead Chart, also listed in the Appendix II]. The Elder or Host of the Event will determine the exact effectiveness of this spell. This spell penetrates all armor and shields. The invocation line of this is, "I, [name], Turn Undead, [Rank]!"

Levels Undead Type	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Skeleton	T	T	D	D	D	D	C	C	C	C	C	C	C	C	C	C	C
Zombie	T	T	T	D	D	D	D	D	C	C	C	C	C	C	C	C	C
Ghoul	N	T	T	T	D	D	D	D	D	D	C	C	C	C	C	C	C
Wight	N	N	T	T	T	D	D	D	D	D	D	D	C	C	C	C	C
Wraith	N	N	N	T	T	T	D	D	D	D	D	D	D	D	C	C	C
Specter	N	N	N	N	T	T	T	D	D	D	D	D	D	D	D	D	C
Lich	N	N	N	N	N	T	T	T	D	D	D	D	D	D	D	D	D

N=no effect; T=Undead flee; D=Undead destroyed; C=Undead under the Casters control

Name:	Cure Serious Wounds
Length:	450 Syllables
Range:	Touch
Duration:	Instant
Material:	Holy Symbol
Area of Effect:	1 creature

Description: This spell allows the Cleric to cure all light wounds on any one living creature, including themselves.

Name:	Neutralize Poison
Length:	175 Syllables
Range:	Touch
Duration:	Instant
Material:	Holy Symbol
Area of Effect:	1 creature

Description: This spell allows the Cleric to neutralize the effects of most poisons or toxins. The Elder or Hosts of the Event should determine the exact effectiveness of the spell.

Name:	Prayer Touch
Length:	300 Syllables
Range:	Caster
Duration:	Special
Material:	Holy Symbol
Area of Effect:	None

Description: This spell allows the Cleric to hold one spell for later use. To utilize this ability, the Cleric must first cast Prayer Touch, then cast the spell they wish to store. Once "stored," the Cleric can later cast the stored spell by simply touching their holy symbol and uttering the appropriate incantation: "I, [name], call [name of stored spell]!"

All spells used through Prayer Touch are reduced to touch range. Spells used through Prayer Touch penetrate through armor if the spell stored penetrates through armor. Spells used through Prayer Touch penetrate through shields if the spell stored penetrates through shields. With Prayer Touch active, the Cleric may touch themselves and move about normally without releasing the stored spell. A Cleric may have only one spell stored at any given time. A Cleric may cast other magic while they have a spell stored. Prayer Touch is unique to the caster. Only the caster can use their own stored spell. A Dispel Magic spell will negate Prayer Touch and any stored spell held within.

Name:	Cure Mortal Wounds
Length:	600 Syllables
Range:	Touch
Duration:	Instant
Material:	Holy Symbol
Area of Effect:	1 creature

Description: This spell allows the Cleric to cure anyone who is mortally wounded. However, the Cleric *cannot* cast Cure Mortal Wounds on themselves.

Name:	Holy Weapon
Length:	400 Syllables
Range:	Touch
Duration:	Permanent
Material:	Silver Weapon & Blue Cloth Cover
Area of Effect:	1 weapon

Description: This spell allows the Cleric to permanently bless a single weapon. This weapon must be made from silver. After the spell has been cast, the weapon does Blessed Hits. The silver weapon must be specially made and purchased with ORCS currency; a weapon cannot just be declared "made of silver" (see Chapter Seven: Silver Weapons & Ransoms). The weapon must be covered with blue cloth and have the name of the Cleric's deity written clearly on the weapon. Only one Holy Weapon can be made by a Cleric at any time. The Cleric can make a new Holy Weapon once the old one is destroyed or dispelled. The weapon is a personal item and cannot be stolen (unlike Relics). A Cleric may make a Holy Weapon for another character, provided they are of similar alignment. The Holy Weapon is a permanent item and carries between ORCS Events. The enchantment can be broken by having the weapon declared "destroyed" by the Cleric who created it, or the enchantment can be broken by having a Curse Spell applied to the weapon, which thus renders it a normal silver weapon. Holy Weapon does not increase the damage done by the weapon but allows the weapon to strike with Blessed Hits (see Cleric spell Consecrate). It allows a weapon to strike creatures normally not affected by ordinary weapons. The Elder or Hosts of the Event should determine the exact effectiveness of the Blessed Hit done by a Holy Weapon. This spell may only be cast once per day. Use of Holy Scrolls are unaffected by this limit.

Name:	Curse
Length:	500 Syllables
Range:	Throwing distance
Duration:	Instant
Material:	Pink Spell ball
Area of Effect:	1 creature

Description: This spell allows the Cleric to call forth the power of divine anger and holy fury, thereby inflicting divine pain. The spell inflicts a light wound to every limb. Curse penetrates all armor and shields. The invocation line for this spell is "I, [Name], call Curse!"

Name:	Last Rites
Length:	500 Syllables
Range:	Touch
Duration:	Permanent
Material:	Green Headband w/black cross at center
Area of Effect:	1 creature

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

Name:	Resurrection
Length:	1000 Syllables
Range:	Touch
Duration:	Instant
Material:	Holy symbol
Area of Effect:	1 creature

Description: This spell allows the Cleric to remove the condition of "dead" from one person. This spell does not repair armor. The caster may not cast Resurrection on themselves.

Name:	Hand of Deity
Length:	500 Syllables
Range:	Touch
Duration:	Instant
Material:	Holy symbol
Area of Effect:	Special

Description: Once per day, a Cleric may resurrect themselves through divine intervention. The spell takes effect at the time of the Cleric's choosing but may not be used in the Event of an assassination. To invoke the spell, the Cleric must fall down as dead and count to 100. Upon finishing the count, the Cleric may rise from the dead and claim "Hand of Deity!" At Rank 30, this ability additionally fully mends any armor the Cleric is wearing.

R A N K 3 0

Name:	Improved Resurrection
Length:	1000 Syllables
Duration:	Permanent
Material:	Holy symbol
Area of Effect:	1 creature

Description: This spell allows the Cleric to remove the condition of "dead" from one person. Improved Resurrection now additionally repairs armor.

Druid Class

Description: Druids are priests of nature who cast spells and engage in combat equally well. Druids garb themselves in natural colors and must wear an item that represents nature (i.e., a crescent moon, a wolf tooth, a shard of lava, etc.) They are restricted to AC1. Druids may use any shield except large shields. Weapons permitted are white sword, club, bow, quarterstaff, spear, pike, and dagger. Druids have a great love for nature and may be offended, even hostile, if they see anyone abusing or destroying anything of the natural world.

Abilities:

R A N K 1

Immunity to Nature Love: Druids are considered one with nature andare immune to Nature Love.

R A N K 2

Detect Traps (Natural): This ability allows the Druid to detect any natural (not human-made) traps. The Druid must inform the Elder or Host of an Event that they are looking for natural traps, at which point the Elder or Host will point the hidden trap out to the Druid. The Elder or Host of an Event will determine the Druid's radius of detection. This ability does not allow the Druid to remove the trap.

R A N K 1 0

Potions and Scrolls: Druids may make certain Potions and any Druid Spell Scrolls. (See Chapter Six: Potions and Scrolls).

Spells:

Name:	Feign Death
Length:	30 Syllables
Range:	Caster
Duration:	Special
Material:	Magic Symbol
Area of Effect:	Caster

Description: The Druid draws on the power of nature to slow their heartbeat and breathing. This spell is memorized and can be cast without reading from a spell book. The Druid cannot move or speak, lest the spell break. Until the spell breaks, the user appears as a corpse and no amount of physically moving the user will reveal them as faking their death. The user of this spell is susceptible to the looting ability as if they were actually a corpse. If the user of this spell does not wish to be looted, they can, at the time of looting, come alive and defend themselves

Name:	Light
Length:	30 Syllables
Range:	Caster
Duration:	30 minutes
Material:	Flashlight
Area of Effect:	10-foot radius

Description: When cast, the light may remain on for a full 30 minutes before the spell must be recast. This light can only be directed down at the ground within a ten-foot radius. A small flashlight should be used; spotlights are not permitted.

Name:	Mending Wood/Leather
Length:	100 Syllables
Range:	Touch
Duration:	Instant
Material:	None
Area of Effect:	1 wooden/leather item

Description: This spell allows the Druid to bind, restore, and repair any one wooden or leather item (i.e., weapons, armor, etc.). A suit of armor is considered a single item, Barkskin is considered a single item, and 20 arrows may be considered a single item. This spell will *not* mend any hits done to a ship during a ship battle. Dispel Magic does not negate the effect of a Mending Spell. Any items that are affected by Warp Wood can be mended. leather armor (but not studded leather) can be mended.

Name:	Cure Lights Wounds
Length:	350 Syllables
Range:	Touch
Duration:	Instant
Material:	Magic symbol
Area of Effect:	1 creature

Description: With this spell, the Druid can cure one light wound for any Participant, including themselves.

Name:	Protection from Lightning
Length:	225 Syllables
Range:	Special
Duration:	Special
Material:	Blue Cape/Favor
Area of Effect:	Special

Description: This spell allows the Druid to protect themself, others, and objects from one lightning or electrical based attack. An object is considered as large as a gate (i.e., gate, siege weapon, weapon, etc.) but not as large as an entire ship. The cape must be the approximated size of shoulder-to-shoulder width, hang down to no less than the middle of the back, and be worn around the neck. If worn as a favor, the fabric strip must measure at least 2" wide by 12" long. While in effect, this spell does not hinder any of the Druid's other magic.

Name:	Call Lightning
Length:	175 Syllables
Range:	Throwing distance
Duration:	Instant
Material:	Blue Spell ball
Area of Effect:	1 creature

Description: This spell calls forth a bolt of lightning. If the Lighting spell ball hits a shield, the shield is destroyed. Hits to the head, torso, and limbs inflict black damage. A Lightning Bolt that lands in water, without hitting anything else, affects everything in the water up to a three-foot radius. The invocation line for this spell is: "I, [name], call Lightning!"

Name:	Barkskin
Length:	250 Syllables
Range:	Caster
Duration:	Special
Material:	Brown Headband w/ White Circle
Area of Effect:	None

Description: This Spell allows the Druid to better their sectional armor rating (AC) by one level. The spell is broken upon the Druid's death and can be dispelled by Dispel Magic. Mending will restore Barkskin. For the purposes of the Back Stab ability, Barkskin acts as normal AC. Special Rule: During resurrection battles only, Barkskin may be cast once in the beginning of the Event and will automatically return to full strength when the Druid resurrects or returns from Hades.

Name:	Neutralize Poison
Length:	175 Syllables
Range:	Touch
Duration:	Instant
Material:	Magic symbol
Area of Effect:	1 creature

Description: This spell allows the Druid to neutralize the effects of most poisons or toxins. The Elders/Hosts of the Event should determine the exact effectiveness of the spell.

Name:	Warp Wood
Length:	300 Syllables
Range:	Throwing distance
Duration:	Permanent
Material:	Grey Spell ball
Area of Effect:	3-foot radius

Description: This spell warps all human-sized wooden objects in a 3-foot radius, making them unusable. These objects include pole arms (black glaive, halberd, and pike), quarterstaffs, spears, shields, bows, arrows, crossbows, bolts, planks, and non-magical chests. If larger than human-sized, such as a castle door, there is no effect. A Mending spell can repair the warping. The invocation line for this spell is: "I, [name], call Warp Wood!"

Name:	Entangle
Length:	300 Syllables
Range:	Throwing distance
Duration:	Permanent
Material:	Brown Spell ball
Area of Effect:	3-foot radius

Description: This spell causes thick brambles and vines to grow, holding firm anyone in the area. These vines create the inability for victims to move, fight, or defend themselves (though they may still speak) until completely freed. Any cutting weapon can free the victim by touching each limb and saying, "I am freeing you!." An Entangled victim can be attacked freely. Burning Hands and Dispel Magic will free the Entangled creature. If used in an area with little vegetation (i.e., open field, indoors, stream bed), then the area of affect is limited to one victim. Entangle penetrates all shields and armor. The invocation line for this spell is: "I, [name], call Entangle!"

Name:	Commune with Nature
Length:	300 Syllables
Range:	Special
Duration:	3 Questions
Material:	None
Area of Effect:	Caster's surroundings

Description: The spell allows the Druid to speak with plants and animals (within their immediate surroundings) to determine Events that took place. An Elder will determine the exact effectiveness of the spell. The Druid can ask 3 questions to which the Elder will answer with either "Yes" or "No." Only information concerning the current adventure may be given. The Elder cannot divulge information regarding the actions of other Participants (such as assassinations).

RANK 8

Name:	Cure Disease
Length:	150 Syllables
Range:	Touch
Duration:	Instant
Material:	Magic Symbol
Area of Effect:	1 Creature

Description: When cast, this spell may counter such role-play illnesses as leprosy, consumption, rabies, lycanthropy, plagues, etc., cleansing the recipient of most diseases. The Elder or Hosts of the Event should determine the actual effectiveness of this spell.

RANK 9

Name:	Cure Serious Wounds
Length:	500 Syllables
Range:	Touch
Duration:	Instant
Material:	Magic symbol
Area of Effect:	1 creature

Description: This spell allows the Druid to cure all light wounds on any Participant, including themselves.

RANK 10

Name:	Nature Love
Length:	500 Syllables
Range:	Throwing distance
Duration:	5 minutes
Material:	Green Spell ball
Area of Effect:	1 creature

Description: By casting this spell, the Druid may cause any one creature to become utterly enchanted and enthralled by nature. The enthralled creature must seek out the closest tree or bush and profess their undying love and devotion. The creature hit cannot fight or bear arms; they are so obsessed with nature they cannot think of such things. If the creature affected by Nature Love is struck with any weapon, spell, or grappled, the effects of the spell are broken. Nature Love can be dispelled by Dispel Magic or upon the death of the character affected. The invocation line for this spell is: "I, [name], call Nature Love!"

Name:	Magical Stone
Length:	1000 Syllables
Range:	Caster
Duration:	Special
Material:	Small Rock or stone
Area of Effect:	One Stone

Description: This spell allows the Druid to store a spell for later use. Once Magical Stone is cast, the spell to be stored must then also be cast. To evoke the stored spell, the caster simply holds the stone in their hand and speaks the invocation line of the stored spell. Only one Magical Stone can be cast at any given time and only one spell can be stored. The caster cannot invoke this spell if mortally wounded or if they have a light wound on both arms. The invocation line for this spell is: "Magical Stone, [Spell cast from stone]!" Example: "Magical Stone, Nature Love!"

Name:	Mending
Length:	50 Syllables
Range:	Touch
Duration:	Instant
Material:	None
Area of Effect:	1 item

Description:
This spell allows the Druid to bind, restore, and repair any physical material (i.e., weapons, armor, destroyed gates, etc.). A suit of armor is considered a single item and 20 arrows may be considered a single item. This spell will also mend 1 hit done to a ship during a ship battle. Dispel Magic does not negate the effect of Mending.

R A N K   3 0

Name:	Double Barkskin
Length:	125 Syllables
Range:	Caster
Duration:	Special
Material:	Brown Headband w/ Two White Circle
Area of Effect:	None

Description: This spell allows the Druid to better their armor rating (AC) by two levels. The spell is broken upon the Druid's death and can be dispelled by Dispel Magic. Mending will not restore Double Barkskin. Special Rule: Double Barkskin does *not* take red damage.

Fighter Class

Description: Fighters rely on heavy physical combat in their role as assault forces, flankers, and protectors of spell casters and other less-combat oriented Classes. While Fighters cannot cast spells, they are able to quickly bandage wounds, mend armor, shields, and siege weapons, and more efficiently handle siege equipment. Fighters are unique in that they are not restricted in their choice of costumes, weapons, or armor.

Abilities:

R A N K   1

First Aid: To perform First Aid, a white cloth (4-5 inches wide) with a red cross must be tied around the limb. This allows the Fighter to temporarily bind a light wound, allowing the limb to be used. If a yellow weapon strikes the limb, it is no longer usable and is still lightly wounded. If any other type of weapon strikes the limb, the damage is a mortal wound.

Fighters may additionally use a First Aid cloth to stabilize a mortally wounded player by wrapping the cloth around a limb or placing it on their torso. First Aid *cannot* be used to stabilize a Participant struck in the head – head wounds instantly result in death.

Morningstar Proficiency: A Fighter may cause red damage with morningstars. A Fighter using this ability must call "Red!" when they use this weapon. Against skeletons and those immune to piercing damage, the morningstar still does bludgeoning (yellow) damage. Flails are unchanged by this ability.

Shield Break: A Fighter wielding a shield-breaking weapon may break the shield of another player (see Special Combat Rules: Special Combat Rules).

Torch: This ability allows the Fighter to light a torch after a 10-second count. The torch may be represented by a small flashlight directed down at the ground within a ten-foot radius, which may remain on for a full 30 minutes. Components other than flashlights are permissible if reviewed and approved by the Executive Board. The torch is not strong enough to inflict damage or prevent troll regeneration.

RANK 2

Shield Repair: This ability allows Fighters to repair shields and bucklers (either their own shield/buckler, or another's). After role-playing (pretending to bend metal and fixing straps) over the shield or buckler for two minutes, the shield or buckler is fully restored. This can be done only once and only to one item at a time. After the shield or buckler is destroyed or damaged a second time, the Fighter must have the item magically mended or repaired in Hades. This ability does not work on the Magic Shield spell. This ability does not work on Relics.

RANK 3

Armor Repair: This ability allows Fighters to repair armor *without* removing damaged armor. After role-playing (pretending to bend metal and fixing straps) over the piece of armor two minutes, the armor is fully restored. This ability can only be used on the Fighter's armor. This can be done only once for each piece of armor. After the armor is destroyed or damaged a second time, the Fighter must have the armor magically mended or repaired in Hades. This ability does not work on siege weapons, battering rams, or anything else other than armor. This ability does not work on any magic armors. This ability does not work on Relics.

RANK 5

Reinforced Shield: At the start of the Event, the Fighter can declare one of their shields or bucklers to be reinforced. This shield or buckler gains one extra hit from shield breaking weapons and Magic Missile (a reinforced buckler now has three hits and larger shields have four hits). However, spells and Relics that destroy shields instantly still affect the shield or buckler as normal.

A Reinforced Shield is designated by a strip of green cloth (measuring at least 2" in width by 12" in length) with the words "Reinforced – (character's name)" written on it and tied on the shield. This green cloth strip will be shown to the Spell Marshal during check in to ensure the Participant is checking-in as a Fighter. Once the shield is selected, it cannot be changed for remainder of the day's Event. A Reinforced Shield cannot be checked-in without the Fighter it belongs to being on the field. However, the Reinforced Shield may be wielded by another Participant, if the Fighter grants permission.

RANK 6

Bull Rush: When hitting another player with a completed Shield Bash, the Fighter may call "Bull Rush" to deal one Shield Breaking hit to the opposing player's shield.

RANK 7

Improved Shield Repair: This ability functions the same as Shield Repair, but the repair-time is reduced in half from two minutes to one minute. Additionally, the Fighter can now repair two shields at the same time.

RANK 8

Improved Armor Repair: This ability functions similarly to Amor Repair. Repair-time is reduced in half, from two minutes to one minute. The Fighter can now additionally repair *other Participant's* armor.

RANK 10

Siege Repair: This ability allows Fighters to repair siege weapons, battering rams, and gates. After role-playing (pretending to bend metal and fixing straps) over the siege equipment or gate for three minutes, the siege equipment or gate is fully repaired. This can be done only once and only to one item at a time. After the siege equipment or gate is destroyed or damaged a second time, the item must be magically mended or repaired in Hades.

Siege Master: When manning a siege weapon, a Fighter now counts as two people. The Fighter must both *load* and *fire* the siege equipment. When manning a battering ram, the fighter now counts as two people.

Ignore Light Wound: This ability acts similarly to First Aid in that the Fighter can ignore the first light wound they sustain to a limb. The Fighter need not tie off the limb with a First Aid strip. After 60 seconds, the wound is fully healed. If the "ignored" limb is later struck by a yellow weapon, the Fighter suffers a light wound. If the "ignored" limb is instead later struck by a white or red weapon, the wound is mortal. Additionally, if the Fighter receives a light wound to a difference limb, the original "ignored" limb becomes lightly wounded.

Masterwork Armor: The Fighter's armor is now made to perfectly fit their body and movements. Masterwork Armor is treated as one AC level *higher* than it actually is. Only armor worn by the Fighter can be considered masterwork. Masterwork Armor cannot be taken off and handed to another Participant. If this is done, the Masterwork Armor loses its perfect fit and is considered to be a normal AC type.

Masterwork Armor is still considered its original AC for the following effects:
- Red damage ignores AC2 or lower
- Participants wearing AC2 or less can swim in water

Mage Class

Description: Initially, Mages begin as one of the weaker melee combat Classes in ORCS before gradually developing into the strongest combat spell casters. A Mage may not wear any armor or use any shield or buckler (though they later gain access to magic armors and a Magic Shield). They are restricted to using a white sword, dagger, quarterstaff, and any non-chain yellow weapon for combat. A Mage must wear calf-length robes and carry a spell bag containing the material components of their spells.

Abilities:

Potions and Scrolls: Mages may make certain Potions and any Mage Spell Scrolls. (See Chapter Six: Potions and Scrolls).

Spells:

Name:	Feign Death
Length:	30 Syllables
Range:	Caster
Duration:	Special
Material:	None
Area of Effect:	None

Description:
The Mage draws on the power of nature to slow their heartbeat and breathing. This spell is memorized and can be cast without reading from a spell book. The Mage cannot move or speak, lest the spell break. Until the spell breaks, the user appears as a corpse and no amount of physically moving the user will reveal them as faking their death. The user of this spell is susceptible to the looting ability as if they were actually a corpse. If the user of this spell does not wish to be looted, they can, at the time of looting, come alive and defend themselves.

Name:	Mending
Length:	125 Syllables
Range:	Touch
Duration:	Instant
Material:	None
Area of Effect:	1 item

Description:
This spell allows the Mage to bind, restore, and repair any physical material (i.e., weapons, armor, destroyed gates, etc.). A suit of armor is considered a single item and 20 arrows may be considered a single item. This spell will also mend 1 hit done to a ship during a ship battle. Dispel Magic does not negate the effect of Mending.

Name:	Light
Length:	30 Syllables
Range:	Caster
Duration:	30 minutes
Material:	Flashlight
Area of Effect:	10-foot radius

Description: When cast, the light may remain on for a full 30 minutes before the spell must be recast. The light can only be directed down at the ground within a ten-foot radius. A small flashlight should be used; spotlights are not permitted.

Name:	Magic Missile
Length:	100 Syllables
Range:	Throwing Distance
Duration:	Instant
Material:	Yellow and Black Spellball
Area of Effect:	None

Description: This spell allows a Mage to channel a bolt of magical energy from their hand. Magic Missile inflicts one yellow damage attack to the hit zone is strikes. Magic Missile does not penetrate armor or shields, but instead inflicts one point of yellow damage to armor or one point of shield break if it strikes a shield. The invocation line for this spell is: "I, [Name], call Magic Missile!"

R A N K   2

Name:	Magic Shield
Length:	250 Syllables
Range:	Caster
Duration:	24 hours
Material:	A buckler with yellow or gold edges
Area of Effect:	1 creature

Description: This Spell allows the Mage to use a buckler. The shield acts as a normal shield in both protection and destruction (i.e. shield-breaking weapons, spells). The shield can be activated and deactivated at will. Dispel Magic will negate the shield, a Mending Spell cannot repair it, and it is immune to Warp Wood. This spell lasts for 24 hours, regardless of the Mage's death.

Name:	Truth Speak
Length:	75 Syllables
Range:	Touch
Duration:	1 question
Material:	None
Area of Effect:	1 creature

Description: This spell allows the Mage to ask one living creature any question. This creature is bound to answer the question completely and truthfully.

Name:	Comprehend Languages
Length:	75 Syllables
Range:	Caster
Duration:	Special
Material:	Small square of parchment paper
Area of Effect:	Caster

Description: This spell magically translates any spoken or written language into a language the Mage understands. Though the Mage may understand the language, this spell does not give the caster the ability to speak or write the foreign language. Additionally, only the Mage can understand what is heard or read.

RANK 3

Name:	Burning Hands
Length:	100 Syllables
Range:	Touch
Duration:	Special
Material:	Red gloves
Area of Effect:	None

Description: This spell generates a field of fiery energy about each hand. Each hand individually* stores (2) points of white damage; these points cannot be transferred between the hands. If the Mage expends both points with their right hand, for example, they cannot transfer the two stored points from their left hand to their right. A Mage can choose to expend (1) point of white damage at a time from a specific hand, or they can extend both points at once, inflicting (2) hits of white damage. The caster may move normally after casting this spell.

When in effect, no items may be held in the hands until the spell is expended. If the Mage takes a light wound to an arm, the spell is canceled for that arm. Burning Hands has no effect on the caster. If any weapon made of wood is touched, the Mage can use a charge of Burning Hands to destroy the weapon, which renders it unusable unless fixed by a Mending spell. Wooden weapons include pole arms (black glaive, halberd, and pike), quarterstaffs, spears, bows, arrows, crossbows, bolts, and clubs. Two charges may be used on any shield or buckler to destroy it. To do this, a Mage must touch the shield while having at least two charges available and say, "Burning hands! Shield Destroyed." The charges do not need to be from the same hand.

The Mage may not block, catch, or knock away any weapon or spell balls without consequence. This Spell can be dispelled by Dispel Magic. This Spell is not head legal. Touching another player with Burning Hands counts as an invitation and consent to grapple.

*If a Participant has one residual and one non-residual hand, they may store all (4) points of white damage in their non-residual hand. They may still *only* expend up to (2) points of white damage at once.

Name:	Protection from Lightning
Length:	200 Syllables
Range:	Special
Duration:	Special
Material:	Blue cape/favor
Area of Effect:	Special

Description:
This spell allows the Mage to protect themselves, others, and objects from one lightning or electrical based attack. An object is considered as large as a gate (i.e., gate, siege weapon, weapon, etc.) but not as large as an entire ship. The cape must be the approximated size of shoulder-to-shoulder width, hang down to no less than the middle of the back, and be worn around the neck. Belt favors used for spell effects are represented by a strip of cloth at least 2" wide by 12" long. While in effect, this spell does not hinder any of the Mage's other magic.

Name:	Mage Sight
Length:	100 Syllables
Range:	Caster
Duration:	24 hours
Material:	Yellow Cap or Favor
Area of Effect:	Self

Description: This spell allows the Mage to detect and recognize any form of hostile invisibility, such as Gaseous Form, Blink, and Nondetection. The efficacy of this spell is left up to the Elder or Host of an Event. At Rank 14, a Mage can cast this spell on one other willing Participant, in addition to themselves. The cape used must be the approximated size of shoulder-to-shoulder width, hang down to no less than the middle of the back, and be worn around the neck. Belt favors used for spell effects are represented by a strip of cloth at least 2" wide by 12" long.

Name:	Lightning Bolt
Length:	150 Syllables
Range:	Throwing distance
Duration:	Instant
Material:	Blue Spell ball
Area of Effect:	1 creature

Description:

This spell calls forth a bolt of lightning. If the Lighting spell ball hits a shield, the shield is destroyed. Hits to the head, torso, and limbs inflict black damage. A Lightning Bolt that lands in water, without hitting anything else, affects everything in the water up to a three-foot radius. The invocation line for this spell is: "I, [name], call Lightning!"

Name:	Hold Portal
Length:	100 Syllables
Range:	Touch
Duration:	Permanent
Material:	Bright green string
Area of Effect:	Portal, chest, or closable item

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

Name:	Protection from Ice
Length:	300 Syllables
Range:	Special
Duration:	Special
Material:	White cape/favor
Area of Effect:	Special

Description: This spell allows the Mage to protect themself, other creatures, and objects from one ice-based or frost-based attack. An object is considered as large as a gate (i.e., gate, siege weapon, weapon), but not as large as an entire ship. While in effect, this spell does not hinder any of the Mage's other magic. The cape used must be the approximated size of shoulder-to-shoulder width, hang down to no less than the middle of the back, and be worn around the neck. Belt favors used for spell effects are represented by a strip of cloth at least 2" wide by 12" long.

Name:	Dispel Magic
Type:	Battle
Length:	175 Syllables
Range:	Caster
Duration:	Instant
Material:	None
Area of Effect:	10-foot radius

Description: This spell allows the Mage to negate most magical effects, which are not permanent in nature, within a 10-foot radius around the caster. Dispel Magic invoked at the same time as another spell will negate the entering spell's effect. Example: Another Mage invokes a Fireball while the Mage invokes Dispel Magic. The Fireball is negated by the Dispel Magic before it can take effect. To utilize this spell, the Mage must say: "Dispel Magic."

Name:	Ice Storm
Length:	250 Syllables
Range:	Throwing distance
Duration:	1 Minute
Material:	White Spell ball
Area of Effect:	1 creature

Description: This spell summons a sphere of snow and ice in the Mage's hand. When a creature is hit by the Ice Storm spell ball, it is frozen in a block of ice for one minute. Creatures affected by Ice Storm cannot be harmed by any weapon and most spells. Creatures can be freed using Dispel Magic, Burning Hands, or a Fireball. Dispel Magic or Burning Hands will safely free an iced creature, but a Fireball will cause a mortal wound to the creature. Creatures frozen by Ice Storm can be physically moved (with the Participant's consent).

The invocation for this Spell is: "I, [name], call Ice Storm!"

Name:	Release Portal
Length:	100 Syllables
Range:	Touch
Duration:	Instant
Material:	None
Area of Effect:	Portal, chest, or closable item

Description: This spell allows the Mage to open a sealed door and/or any closable item. The Spell will destroy normal locks and latches in the process of opening. This spell additionally counters Hold Portal. To utilize this ability, the Mage must say: "Release Portal."

RANK 6

Name:	Stone Skin
Length:	200 Syllables
Range:	Caster
Duration:	Permanent
Material:	Gray headband w/solid black circle at center
Area of Effect:	1 creature

Description: This spell allows the Mage to ignore one hit from any physical weapon, except green weapons (Stone Skin can absorb one hit from Back Stab). Only one Stone Skin can be in effect at any one time. When expended, the headband must be removed. Stone Skin does not protect against magical attacks (i.e., Lightning Bolt, Fireball, Curse, etc.). Special Rule: During resurrection battles only, Stone Skin may be cast once in the beginning of the Event and will automatically return to full strength when the Mage resurrects or returns from Hades.

Name:	Shrink
Length:	500 Syllables
Range:	Throwing distance
Duration:	1 or 5 minutes
Material:	Black & White Spell ball
Area of Effect:	1 creature

Description: This spell causes any one humanoid-sized creature to shrink in size and become half their mass for 5 minutes. When in 10-foot proximity of another Participant, the shrunken creature must get on their knees. Shrink causes any Giant-sized creature to shrink in size and become humanoid-sized for one minute. This spell penetrates all armor, shields, and weapons. However, Shrink does not take away any abilities or spells from the shrunken creature. The attacks the creature inflicts are normal for that creature; weapon damage does not change. The invocation for this spell is: "I, [name], call Shrink!"

RANK 7

Name:	Protection from Fire
Length:	375 Syllables
Range:	Special
Duration:	Special
Material:	Red cape/favor
Area of Effect:	Special

Description: This spell allows the Mage to protect themself, other creatures, and objects from one heat or fire-based attack. While in effect, this Spell does not hinder any of the Mage's other magic. An object is considered as large as a gate (i.e., gate, siege weapon, weapon), but not as large as an entire ship. This spell *does not negate* the area effect of a Fireball. In other words, only the person with the Red Cape is protected. The cape used must be the approximated size of shoulder-to-shoulder width, hang down to no less than the middle of the back, and be worn around the neck. Belt favors used for spell effects are represented by a strip of cloth at least 2" wide by 12" long.

Name:	Growth
Length:	500 Syllables
Range:	Touch
Duration:	15 minutes
Material:	White headband w/letter "G" at center
Area of Effect:	1 creature

Description: This Spell causes any one humanoid-sized creature to grow in size and mass to that of a Giant. Any Participant fighting within 10' of an enlarged creature must get on their knees. The spell does not give the creature any added power. The attacks the creature does are normal for that creature. The Growth effect can be negated by the Shrink spell.

Name:	Fireball
Length:	325 Syllables
Range:	Throwing distance
Duration:	Instant
Material:	Red Spell ball
Area of Effect:	3-foot radius

Description: This spell summons a sphere of burning flame within the Mage's hand. When an object or creature is hit by the spell ball, the sphere explodes in a 3-foot radius of flame. It will destroy the person or object hit and mortally wound everyone within the radius. Fireball inflicts green damage, which means that it penetrates all armor and shields. If a Fireball fully contacts a body of water, it will be reduced in effectiveness; but due to its magical nature, it will explode as normal, and anyone caught in its radius will take a light wound to each limb. A Fireball thrown into the wall of a structure loses its radius effect. The invocation for this Spell is: "I, [name], call Fireball!"

Name:	Charge Item
Length:	500 Syllables
Range:	Touch
Duration:	Instant
Material:	None
Area of Effect:	1 item

Description: This spell allows the Mage to channel magical energy into a magic item or Relic. This spell affects any Relic that has magic points or charges. These items are recharged to full capacity.

Name:	Gaseous Form
Length:	400 Syllables
Range:	Caster/Touch
Duration:	5 minutes
Material:	White hood
Area of Effect:	None

Description: This spell is invoked by physically putting on a white hood. While in Gaseous Form, the Participant is not recognized by anyone as anything other than a ball of gas (only Mage Sight provides recognition that the gaseous cloud is a Mage). Mages *in* Gaseous Form cannot be harmed by physical attacks, but may still be affected by the following: Call Lightning, Dispel Magic, Fireball, and Lighting Bolt. While in Gaseous Form, the Participant cannot speak, cast additional spells, touch anything material, or affect the physical world in any way – doing so ends the spell. However, Participants in Gaseous Form may pass through any small opening (such as cracks in walls), under doors, and through keyholes (including fortified and locked gates). At 16th level, a Mage can then cast this spell on another willing Participant who becomes subject to all the before-mentioned rules. Gaseous Form can be voluntarily ended by the Participant removing the white hood at any time, attacking another person, or by physically manipulating something of the physical world (opening a gate, grappling a person, grabbing an item, etc.).

Name:	Animate Dead
Length:	1000 Syllables
Range:	Touch
Duration:	Special
Material:	Black headband w/white circle at center
Area of Effect:	1 creature

Description: This Spell allows a Mage to animate any one dead creature, making the dead creature a personal automaton. The animated creature will obey the Mage until it is destroyed or dispelled (if dispelled, the animated creature drops dead). When animated, the creature is returned to its full hits and full armor. The creature loses all class abilities, class spells, and the ability to speak. An animated creature will only follow simple commands (i.e., attack that, guard me, or get that wood over there). A Mage must give specific instructions to the animated creature, or it will perform the task using its instincts alone. If the Mage is struck by a Banshee's Feeble Mind, the animated creature becomes a frenzied killer and will attack anything in its path. If the Mage is killed, the spell effect is ended, and the animated creature drops dead. A Mage can only have one animated creature active at any one time. Spells that affect intelligence, such as Speak with Dead and Truth Speak do not affect animated creatures. An undead creature cannot be animated. The invocation for this spell is "I, [Name], call Animate Dead!"

Name:	Passwall
Length:	500 Syllables
Range:	Touch
Duration:	1 minute
Material:	None
Area of Effect:	Man-size opening

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

Name:	Magic Weapon
Length:	500 Syllables
Range:	Touch
Duration:	Permanent
Material:	Orange Cover
Area of Effect:	1 weapon

Description: This spell allows the Mage to permanently imbue *one* weapon with magical energy, allowing the weapon to inflict damage against creatures normally affected only by magical weapons. To be enchanted, the weapon must first be properly made from silver purchased with ORCS currency; a weapon cannot just be declared "made of silver" (see Chapter Seven: Silver Weapons & Ransoms). The weapon must be covered with orange cloth. Magic Weapon does not increase the damage done by the weapon, it instead allows the weapon to do damage to those that are not affected by normal weapons. The enchantment can be dispelled by being declared "destroyed" by the Mage who created it, or the enchantment can be broken by having Dispel Magic cast directly on the weapon (the radius effect of Dispel Magic will *not* break the enchantment). Enchanted Weapons must be covered in Orange Cloth. A Mage may only enchant one weapon at a time – to enchant a different or second item, the first enchantment must be broken. This spell may only be cast once per day. The use of Magic Weapon scrolls is unaffected by this limit.

RANK 10

Name:	Pouch
Length:	1000 Syllables
Range:	Caster
Duration:	Special
Material:	Pouch
Area of Effect:	None

Description: This spell allows the Mage to hold one spell for later use. To hold a spell, the Mage must first cast Pouch, then immediately cast the chosen spell they wish to store. To use their stored spell, the Mage simply opens the Pouch and instantly invokes the stored spell. A Mage may only have one spell stored at a time. This spell does not hinder any of the Mage's other magic or abilities. The invocation for this spell is: "Pouch [spell cast from pouch]!" Example: "Pouch, Fireball!"

Name:	Spell of Shielding
Length:	1000 Syllables
Range:	Special
Duration:	Special
Material:	Silver cape/favor
Area of Effect:	Special

Description: This spell protects the Mage, other creatures, and objects from one magical effect. An object is considered as large as a gate (i.e., gate, siege weapon, weapon), but not as large as an entire ship. The cape used must be the approximated size of shoulder-to-shoulder width, hang down to no less than the middle of the back, and be worn around the neck. Belt favors used for spell effects are represented by a strip of silver cloth at least 2" wide by 12" long. Spell of Shielding acts similarly to the other protection spells, except that it has a wider range of protection against offensive spells (spells that injure or hinder the Participant). Spell of Shielding absorbs *any* magically thrown or magically touch-based attack directed at the protected Participant. This spell does not obstruct the Mage's (and *only* the Mage's) use of any magic or Relics. However, any active magic (i.e., Stone Skin, Prayer Touch, Protection from Fire, etc.) on the receiver of this spell will automatically be dispelled, canceling the Spell of Shielding as well.

Name:	Steel Skin
Length:	200 Syllables
Range:	Caster
Duration:	Permanent
Material:	Gray headband with 2 solid black circles at center
Area of Effect:	1 creature

Description: This Spell allows the Mage to take two hits from any weapon type except green weapons. Only one Steel Skin can be in effect at any one time. When expended, the headband must be removed. Steel Skin does not protect against magical attacks (i.e., Lightning Bolt, Fireball, Curse, etc.). Steel Skin will protect the caster against Backstab. Special Rule: During resurrection battles only, Steel Skin may be cast once in the beginning of the Event and will automatically return to full strength when the Mage resurrects or returns from Hades.

RANK 20

Name:	Shield of Absorption
Length:	250 Syllables
Range:	Caster
Duration:	24 Hours
Material:	Buckler with yellow or gold edges
Area of Effect:	Shield

Description:
The Mage may now utilize a buckler, representing a manifestation of magical energy. This Shield of Absorption can draw in other magic: any spell ball that strikes the Mage's Shield is fully dispelled. For purposes of casting, the Shield of Absorption is considered "pre-cast," in that the Mage need only "cast" the shield in the Event it is destroyed. The buckler must pass inspection by the Weapons Marshal and the Spell Marshal. The Shield of Absorption can only be utilized by the Mage.

RANK 30

Name:	Improved Shield of Absorption
Length:	125 Syllables
Range:	Caster
Duration:	24 hours
Material:	Small shield or buckler with yellow or gold edges
Area of Effect:	Shield

Description: The Mage may now more quickly summon their Shield of Absorption. All previous rules for this ability still apply, except that the Mage may now summon a size-small shield.

Ranger Class

Description: A Ranger is a combatant who feels close to nature; most are archers and scouts. Only a Ranger can Land Search to add land to a Country. Their costumes should consist of neutral and/or natural colors (such as colors related to a woodland or dessert biome, etc.). All Rangers are required to wear a rabbit's foot, wear a hooded mantle, or a chosen animal pelt or part that has been approved by the EB. Rangers can wear armor up to AC2. They may use any shields (except large shields) and any weapon (except chained weapons). However, Rangers may wear chain mail and fight with flails but cannot use any abilities or spells while doing so or for 15 minutes after taking off the armor or discontinuing use of the flail.

Abilities

Tracking: Tracking is done by role-playing a search for scents, prints, and any signs in an area. From these signs, the Ranger can determine party size, type of creatures, direction, etc. An Elder must be present to gain any information. Tracking is most often used during Land Searches or on adventures.

Shield Break: A Ranger wielding a shield-breaking weapon may break the shield of another player (see Special Combat Rules: Special Combat Rules).

First Aid: To perform First Aid, a white cloth (4-5 inches wide) with a red cross must be tied around the limb. This allows the Ranger to temporarily bind a light wound, allowing the limb to be used. If a yellow weapon strikes the limb, it is no longer usable and is still lightly wounded. If any other type of weapon strikes the limb, the damage is a mortal wound.

Rangers may additionally use a First Aid cloth to stabilize a mortally wounded player by wrapping the cloth around a limb or placing it on their torso. First Aid *cannot* be used to stabilize a Participant struck in the head – head wounds instantly result in death.

Create Flame: A Ranger lights a torch by roleplaying with the appropriate components for 15 seconds. Suitable appropriate components may include flint and tinder, dry sticks, dry wood and string, or a flashlight. If using only sticks, the Ranger must have at least two sticks to rub together. The Ranger may either carry the components on their person or find them in nature.

When a torch is lit, it will burn for a full 30 minutes before a new torch must be created. The light can only be directed down at the ground within a ten-foot radius. A small flashlight should be used to represent a torch at night; spotlights are not permitted.

RANK 2

Feign Death: A Ranger is practiced in slowing their heartbeat and breathing in order to appear as dead. After 10 seconds of concentrated breathing or meditation, the Ranger will fall down on the ground as though dead. Until the Ranger moves or speaks, they appear as a corpse and no amount of physically moving the Ranger will reveal them as faking their death. The Ranger is susceptible to the looting ability as if they were actually a corpse. If the Ranger does not wish to be looted, they can, at the time of looting, come alive and defend themselves.

RANK 3

Land Search: A Ranger may search new land as per the Land Rules for Land Searching (see Chapter Eight).

RANK 4

Immunity to Entangle: Because the Ranger is in tune with nature, they become immune to all Entangle Spells. When hit, the Ranger calls out "Immune" and goes on their way.

RANK 5

Heal Light Wounds: The Ranger knows many medicinal herbs and techniques that may be found in nature. The Ranger can prepare and apply a more potent first aid bandage that will mend a light wound after the Ranger roleplays for 60 seconds.

RANK 7

Neutralize Poison: The Ranger knows how to identify and enhance a bezoar stone in order to neutralize poison. The Ranger can apply the bezoar to a poisoned wound, poisoned food or drink, or a poisoned person for a total of 40 seconds of roleplay. (A Ranger does not need to put a stone in someone's food or drink, they only need to roleplay that they are doing so.) A bezoar may be represented by a stone that is at least two inches in length. The Ranger may carry a stone or may find one in nature. The Elders/hosts of the event should determine the exact effectiveness of the Ranger's use of the bezoar.

Poison: The Ranger understands how to take plant and animal components and to turn them into poison. However, the Ranger cannot make death poisons or make poisons out of supernatural components. To make a poison, the Ranger must provide the Magistrate or Poison Marshal with the material components and any coin needed to concoct the appropriate poison. The components required to craft poisons are a purple ribbon or tape and a Writ listing the type of poison containing the poison's effects and time duration. The Magistrate or Poison Marshal will sign and date the Writ to validate it. For details on the Poison Class, see the Poison Type and Effects Chart (Chapter Six:).

Enchanted Bow/Crossbow: Nature has given the Ranger its favor in the form of a magical bow or bowstring, marked with an orange ribbon or tape. When first acquired, the Ranger should present the enchanted bow/crossbow to the Spell Marshal and provide a short roleplay explanation of how nature bestowed the magically enchanted oaken branch, unicorn hair bowstring, etc. on them. The projectiles the weapon fires may then be used against creatures that can only be affected by magical weapons. When shot, the Ranger calls "Enchanted Arrow!"

The Ranger must attune to their bow with 2 minutes of meditation once per day to be able to use the bow's benefits. No other person may attune to the Ranger's enchanted bow or use its benefits. If break enchantment is applied to an enchanted bow/crossbow, the magical properties of that bow shall be suppressed for the time equal to a character Assassination (30 minutes on 1-day adventures or 2 hours on multiple day adventures).

Immunity to Nature Love: The Ranger is one with nature in that the spell Nature Love has no effect on them. The Ranger must call out "Immune!"

Improved Create Flame: The Ranger is an expert at lighting torches and starting small fires and can create a flame with 8 seconds of roleplay. The Ranger's flame will not do damage to persons or structures, but will prevent troll regeneration.

Improved Feign Death: The Ranger can fall into a death-like state with just 5 seconds of concentrated breathing/meditation.

Advanced Tracking: The Ranger is now so experienced in tracking that they can pull from their vast knowledge of nature and creatures to ascertain what will likely be found in most locations. After Check-in opens, a Ranger (who has completed the check-in process) can go to the Land Marshal and use their Land Search abilities *before* the Country's Land Search Event. The intent of this ability is to allow the Ranger the chance to warn their party in advance relating to what creatures or monsters they will confront on the Land Search. This advance warning gives the Country search party ample time to prepare for a possible attack.

Improved Heal Light Wounds: The Ranger has become an expert at pre-preparing poultices that retrain their potency. The component is a first aid bandage that has been marked with a green circle alongside the red cross. The Ranger may apply the improved first aid bandage as quickly as they can. The wounded player may act as though they are under the effects of First Aid for 60 seconds; after 60 seconds, the wound is fully healed.

Improved Neutralize Poison: The Ranger is an expert in utilizing a bezoar for expeditious effect. The bezoar can be used to neutralize poison after a total of 20 seconds of roleplay.

Exploration: This ability allows the Ranger to navigate a hex and find the "path of least resistance." Prior to the Land Search they are leading, the Ranger must inform the Land Marshal that they will "explore" the hex. The Land Marshal

then rolls a second encounter. After the two encounters are rolled, the Land Marshal gives the results of both rolls to the Ranger, allowing the Ranger to choose which encounter their party will face on the Land Search. All other rules apply as normal to Land Searching.

Sniper: When firing arrows or bolts over a fortification wall, Rangers are no longer required to arc their shots at a 45° angle; they may fire in a straight line. The Ranger must yell "Sniper!" when firing over a wall.

Thief Class

Description: Thieves share similar abilities to Assassins but are able to pick-pocket for valuables *and* read from magical scrolls, granting the Thief limited magical abilities. A Thief may wear any form of costume or garb, from a Mage's robes to a noble's silk and lace, but they must carry a Skeleton Key somewhere on their person (this key cannot be a common house key). The Skelton Key is symbolic of their abilities and Class. Because of a Thief's need for stealth and agility when performing their craft, a Thief may only utilize their abilities when wearing armor up to AC2. In addition, a Thief may carry a buckler or small shield. A Thief may use any weapon except chained weapons, black weapons, and weapons over 4 feet in length. A Thief may use javelins, bows, and crossbows of any size.

Abilities

RANK 1

Escape Bonds: This ability allows the Thief to escape from bonds *without* relying on a knife or outside assistance. A Thief has a base of three minutes during which time their hand must be in or on the bonds securing them. For every Class rank the character applying the bond is below the Thief's rank, 30 seconds will be removed from the time to escape; escaping bonds takes a minimum of 30 seconds. For every Class rank the character applying the bond is above the Thief's rank, 30 seconds will be added to the time to escape the bonds (not exceeding 10 minutes). If the total time is greater than 10 minutes, the Thief cannot escape. The Elder or Host will determine the rank of any NPCs.

Looting: This ability allows Thieves to search dead bodies for treasure *without* physically touching another Participant. The Thief must present their Skeleton Key to the dead Participant and indicate the part of the body (i.e., right arm, torso, etc.) to be searched. For each body part, the Thief must say: "I am a Thief, here is my key; I am searching your [body part]." If searched, the dead Participant *must* reveal any in-game (not personal) valuables (such as coin, scrolls, potions, and poisons), including Relics. Note: if a player is mortally wounded, not dead, the Thief must physically search for loot, as usual.

Torch: This ability allows the Thief to light a torch after a 10-second count. The torch may be represented by a small flashlight directed down at the ground within a ten-foot radius, which may remain on for a full 30 minutes. Components other than flashlights are permissible if reviewed and approved by the Executive Board. The torch is not strong enough to inflict damage or prevent troll regeneration.

RANK 2

Pick Pockets: This ability allows a Thief to steal an object from a living creature or Participant. To do so, an Elder must be present and know what item is being stolen. To steal an item, the Thief must have a hand on the item or the Participant carrying the item. The Elder will determine how long the Thief must touch the item or Participant, then give a pre-determined sign to the Thief to indicate that the task is done. After the Thief has left, the Elder will inform the victim, then discreetly give the stolen item to the Thief at a later time.

AC 0	1st Hit Death
AC 1	1st Hit Death
AC 2	1st Hit Death
AC 3	1st Hit Death
AC 4	2nd Hit Death

Back Stab: This ability can only be performed with a dagger. The Thief must attack from behind a victim and strike the victim's back (Back Stab as an ability is restricted to the back of the torso, only). The Thief must indicate this attack by calling "Back Stab!" (instead of calling the color of the weapon) with each strike. Please reference the Back Stab Hit Chart for damage, on the left.

Back Stab is sometimes misunderstood as equating to "two red hits," but it should instead be understood as "one hit inflicting four points of damage." A target wearing AC4 will absorb the "four points of damage" and suffer armor-destruction, but they will not die. Back Stab is effective against Barkskin (an ability that boosts the AC quantity of armor) but *will not* kill an opponent wearing Stone or Steel Skin (abilities that absorbs 1 and 2 hits of this damage type, respectively).

Climb walls: To climb walls, a Thief must start 10 feet away from the wall, lie flat on their stomach, and crawl towards the wall. Nothing can be in the climber's hands while "climbing." Once the wall is reached, the Thief may enter the structure. If caught climbing the wall, the climber can only be hit with missile weapons (including spell balls) until reaching the top. If hit, normal damage is taken and the climber must fall to the ground. Jumping/falling from a wall causes a light wound to both legs.

Rope Swing: This ability allows the Thief to move from one ship they are on to another ship. To use this ability, both hands must be free of any equipment and held together above the user's head as they run from one ship to another. The ship they are swinging to must be within 10ft of the user at the beginning of using this ability. The user must take the most direct path available to the ship they are headed towards. The Thief is considered to have landed once they step on the inside of the borders used for the ship. While using this ability, the Thief only takes damage from missile weapons (including spell balls). If hit by a missile weapon, the Thief falls. If the area underneath the Thief is water, they are now considered swimming per the rules. It the area underneath them is ground, they take a light wound to both legs.

RANK 4

Open Locks: This ability allows the Thief to open locks or barred doors. It is a timed ability based on the rank of the Thief and the difficulty of the lock being picked. A Thief has a base picking time of three minutes, during which time their hand must be on the lock. For every difficulty level above the Thief's rank, one minute is added to the picking time (to a maximum of 10 minutes). Any lock that takes more than 10 minutes to pick is beyond the Thief's ability to open. For every difficulty level below the Thief's rank, the Elder or Host will remove 30 seconds from the picking time (to a of 30 seconds). The Elder or Host will determine the difficulty level.

Locks can be purchased by a Country or individual Participant from the Coin Marshal (details for locks and purchasing them can be seen under Chapter Seven: Coins and Treasure). An Average lock is designated with the letter "A" on it, has a standard picking time of three minutes, and counts as Rank 5 for time reduction purposes. A Master lock is designated with the letter "M" on it, has a standard picking time of six minutes, and counts as Rank 10 for time reduction purposes. An Enhanced Magical lock is designated by the letter "E," a rope or cloth wrapped around the locked chest, has a standard picking time of 10 minutes, and counts as Rank 20 for time reduction purposes. An Enhanced Magical lock cannot be picked by a Thief of less than Rank 20. Passwall cannot be used on an Enhanced Magical lock.

RANK 5

Find & Remove Traps: This ability will be determined by the Host of the Adventure as to procedure.
This ability allows the Thief to locate and neutralize traps. The Thief must inform the Elder or Host of an Event that they are "looking for traps," at which point the Elder or Host will point the hidden trap out to the Thief (whether the trap is a trip-line, or an explosive hidden on an item). The Elder or Host of an Event will determine the Thief's radius of detection and how long the Thief must role-play "removing" the trap before it is neutralized.

RANK 6

Disguise: This allows the Thief to appear as a different Class and to exceed the Thief's armor and shield Class restrictions. In disguise, a Thief may wear up to AC3 and use a medium shield. However, when a Thief exceeds their armor/shield

restriction, they cannot use any other Thief abilities until 15 minutes after the armor and/or shield are removed. A Thief can never disguise themselves as another character in the game. When in disguise, the Thief must wear some physical representation of the disguise. Examples are armor, dress, robes, surcoat of another Country, etc.

RANK 7

Read languages: A Thief can decipher foreign languages and translate them into the vernacular language. This ability does *not* allow them to converse or understand the spoken form of the language, only the written word. To perform this ability, the Thief must spend five minutes in concentration on the message before it is deciphered.

RANK 8

Poison: This ability allows the Thief to make any poison (except for Death Class Poison). To make a poison, the Thief must provide the Magistrate or Poison Marshal with the material components and any coin needed to concoct the appropriate poison. The components required to craft poisons are a purple ribbon or tape and a Writ listing the type of poison containing the poison's effects and time duration. The Magistrate or Poison Marshal will sign and date the Writ to validate it. For details on the Poison Class, see the Poison Type and Effects Chart (Chapter Six:).

RANK 9

Read Magical Languages:
A Thief can now decipher magical languages and translate them into the vernacular language, granting the Thief the ability to cast spells from scrolls (though they are still unable to converse in or understand the spoken form of the magical language). A Thief cannot produce scrolls, they must obtain them, either as gifts or through looting. Once a Thief obtains a scroll, they may cast any spell (see Chapter Six: Potions and Scrolls).

However, Thieves are still limited to using their abilities *only if* they are wearing AC2 or lower. If a Thief casts a spell that increases their AC to a level greater than AC2, they are unable to use their abilities, including the ability to Read Magical Languages, thus nullifying the spell. A Thief utilizing Disguise to grant themselves AC3 and a medium shield *cannot* Read Magical Languages.

RANK 11

Improved Read Languages: This ability allows the Thief to decipher foreign messages more quickly. Deciphering a message now only requires one minute of concentration. The previous limitation to conversing in and understanding the spoken language still applies.

RANK 15

Detect Disguises: When a Thief reaches 15th Rank, they can Detect Disguises. This skill allows the high-level Thief to "see" that a person is not what they claim by noticing flaws in the disguise. They are not able to detect who the disguised person really is, just that they are not who or what they claim. This skill can be employed only after the Thief interacts with the suspect for 60 seconds or observes the suspect interacting with another character for 60 seconds. After 60 seconds, the Thief will ask the suspect, "[*Nth*] rank Thief, are you in disguise?." The suspected player must then answer honestly and continue acting as if nothing is wrong. The act of asking the suspect is Out-of-Game, but the observing must be done In-Game.

RANK 20

Advanced Climb Walls and Advanced Rope Swinging: These abilities allow the Thief to climb walls or swing from one ship to another with one hand free instead of both occupied. The Thief may still fight with their free hand while climbing or swinging.

Evasion: This ability allows the Thief to ignore the AOE (area-of-effect) of a spell (though if directly hit, the Thief must suffer the effect). Evasion does not protect a Thief from green damage from siege engines. The Thief must yell "Evasion!" when escaping AOE attacks.

Warlock Class

Description: Warlock is a combat-caster class with a unique relationship to death due to the Class's pact with the character's source of power, their Patron. The Warlock's Patron can be any alignment and could be terrestrial, infernal, or even alien in nature. A Warlock must carry a bag for their spell components and must carry a physical symbol (such as a bone, signet ring, or icon) representing their Patron (this symbol must be approved by the Executive Board). Warlocks are restricted to using a dagger, white sword, quarterstaff, any yellow weapon, pike, glaive, and black sword. Warlocks may use either a small or medium shield. Warlocks may wear up to AC2.

Abilities

RANK 1

Immunity to Disease: The Warlock gains initial favor from their Patron and is unaffected by diseases of any kind.

RANK 2

Immunity to Poison: The Warlock gains further favor from their Patron and is unaffected by poisons of any kind.

RANK 4

Unfinished Business: The Warlock retains the memory of the cause of their death and, if they saw their killer, their killer's identity. Otherwise, the Warlock does not remember any other details that occurred five minutes previous to their death. If the Warlock is Assassinated or has Last Rights cast on them, they remember nothing.

RANK 5

Perdition: If Animate Dead is cast on a dead Warlock via a spell, scroll, or potion, the Warlock will return to life, maintain the use of their abilities, and does *not* act as a personal automaton. However, the Warlock can only be brought back via Animate Dead once per life. If the Warlock is killed again, they must return to Hades or be brought back to life via Resurrection.

RANK 6

Shield Break: A Warlock wielding a shield-breaking weapon may break the shield of another player (see Special Combat Rules: Special Combat Rules).

RANK 8

Pact Pals: A Warlock can use Speak with Dead on another Warlock in order for both Warlocks to converse normally. The target Warlock is not compelled to answer or speak truthfully.

RANK 9

Undead Mastery: A Warlock may have two Animate Deads active at any given time.

RANK 10

Potions and Scrolls: Warlocks may make certain Potions and any Warlock Spell Scrolls (see Chapter Six: Potions and Scrolls).

Undead Familiarity: Undead are not inherently aggressive toward Warlocks. Additionally, Warlocks may be given the opportunity to commune with the Undead. The Elder may determine if this communion is limited to three questions with "Yes" or "No" answers, or if the Undead can carry a whole conversation with the Warlock. Only information concerning the current adventure may be given; the Undead or Elder cannot divulge information regarding the actions of other participants (such as Assassinations). The Warlock must say "Undead Familiarity" to indicate to the Undead that the player character is approaching neutrally.

RANK 15

Unbound Soul: A Warlock's time in Hades is now reduced by 50%. However, if the Warlock is affected by the Cleric spell "Last Rites," the Warlock must spend the normal allotted time in Hades (or 12 minutes out of the game if no Hades is present).

RANK 20

Sacrifice: Using their dagger, a Warlock may kill a player to absorb their remaining energy. This absorption heals the Warlock of one single light wound and immediately sends the target player to Hades. A Warlock must state they are using Sacrifice and invoke the name of their Patron (ex: "I sacrifice you to [Patron]!"). Sacrifice does not stop any abilities of a player that allows them to respawn on the spot, such as the Grand Champion's Belt or Hand of Deity.

Spells

RANK 1

Name:	Eldritch Blast
Length:	100 Syllables
Range:	Thrown
Duration:	Instant
Material:	Red and Black Spellball
Area of Effect:	1 Creature or Object

Description: This spell allows the Warlock to conjure a ball of spite and malice that inflicts Red damage. Eldritch Blast does not go through shields, but it does deal Red damage to armor. An Eldritch Blast counts as a weapon for the purposes of spells, abilities and tools that can target a weapon, such as poison. The invocation line for this spell is "I, [Name], call Eldritch Blast!"

Name:	Light
Length:	30 Syllables
Range:	Caster
Duration:	30 Minutes
Material:	Flashlight
Area of Effect:	10-foot Radius

This spell allows a Warlock to enchant an object to glow. When cast, the light may remain on for a full 30 minutes before the spell must be recast. The light can only be directed down at the ground within a ten-foot radius. A small flashlight should be used; spotlights are not permitted. It is encouraged that a flashlight with a color other than white be used to represent the theme. Components other than flashlights are permissible if reviewed and approved by the Executive Board. The invocation line for this spell is "I, [Name], call Light!"

RANK 2

Name:	Animate Dead
Length:	500 Syllables
Range:	Touch
Duration:	Special

Material:	Black Headband w/ White Circle
Area of Effect:	1 Creature

Description: This spell allows a Warlock to animate any one dead creature, making the dead creature a personal automaton. The animated creature will obey the Warlock until it is destroyed or dispelled (if dispelled, the animated creature drops dead). When animated, the creature is returned to its full hits and full armor. The creature loses all class abilities, class spells, and the ability to speak. An animated creature will only follow simple commands (i.e., attack that, guard me, or get that wood over there). A Warlock must give specific instructions to the animated creature, or it will perform the task using its instincts alone. If the Warlock is struck by a Banshee's Feeble Mind, the animated creature becomes a frenzied killer and will attack anything in its path. If the Warlock is killed, the spell effect is ended, and the animated creature drops dead. A Warlock can only have one animated creature active at any one time. Spells that affect intelligence, such as Speak with Dead, Truth Speak, and Feeble Mind, do not affect animated creatures. An undead creature cannot be animated. The invocation for this spell is "I, [Name], call Animate Dead!"

RANK 3

Name:	Hades Pocket
Length:	200 Syllables
Range:	Self
Duration:	Permanent
Material:	Black Strip w/ Green Dot
Area of Effect:	1 Object

Description: This spell allows a Warlock to prevent one object from being looted and/or pickpocketed. The Warlock must tie the strip onto the chosen object and keep said object on them at all times. "Hades Pocket" can only be cast on one object at a time. A Warlock cannot bestow a "Hades Pocketed" object on another player. This spell can only be removed with Dispel Magic or Counter Song. The invocation for this spell is "I, [Name], call Hades Pocket!"

RANK 4

Name:	Speak with Dead
Length:	Instant
Range:	Touch
Duration:	3 Questions
Material:	Dagger
Area of Effect:	1 Creature

Description: The Warlock may stab the body of a dead creature with their dagger to allow contact and communication with the soul of a dead participant or NPC. The deceased soul is then bound to answer three questions, after which the connection is broken. The soul must truthfully, and to the best of its understanding, answer the question with a "yes" or "no." The Warlock may not speak to another creature or move, lest the connection break. This spell does not work on the undead or creatures without souls or spirits – for these creatures, the Warlock relies on "Undead Familiarity."

RANK 5

Name:	Circle of Silence
Length:	300 Syllables
Range:	Thrown
Duration:	60 Seconds
Material:	Green & Yellow Spellball
Area of Effect:	3-foot Radius

Description: Players hit by Circle of Silence can neither cast nor speak for the duration of the spell. Circle of Silence penetrates all armor and shields. The invocation line for this spell is "I, [Name], call Circle of Silence!"

RANK 6

Name:	Carapace
Length:	250 Syllables
Range:	Caster

Duration:	Special
Material:	Black Headband w/ Red Circle
Area of Effect:	None

Description: This spell allows the Warlock to ignore one hit from any red weapon. Only one Carapace can be in effect at any one time. When expended, the headband must be removed. Special Rule: During resurrection battles only, Carapace may be cast once in the beginning of the Event and will automatically return to full strength when the Warlock resurrects or returns from Hades. The invocation line for this spell is "I, [Name], call Carapace!"

RANK 7

Name:	Curse
Length:	500 Syllables
Range:	Thrown
Duration:	Instant
Material:	Pink Spellball
Area of Effect:	1 Creature or Object

Description: This spell allows the Warlock to call forth the power of their Patron's anger and fury. The spell inflicts a light wound to every limb. "Curse" penetrates all armor and shields. Unlike the Cleric's "Curse," upon successfully hitting a target, the Warlock is healed of any and all existing light wounds. The Warlock may additionally utilize this spell to dispel a holy weapon - if the spell ball is thrown on a Holied weapon, the holy effect is ended, but the weapon is not destroyed. The invocation line for this spell is "I, [Name], call Curse!"

RANK 8

Name:	Blink
Length:	700 Syllables
Range:	Thrown
Duration:	Instant
Material:	White & gray Spellball & White & gray Hood
Area of Effect:	Special

Description: Blink operates as a thrown teleport. The Warlock invokes the spell, puts on their white and gray hood, then throws the spell ball to a destination. After the ball is thrown, the Warlock is considered out of play and must immediately walk to the spell ball. Upon reaching the spell ball, the Warlock must immediately remove their hood; the Warlock is then fully back in play. The Warlock can regularly carry all items while traveling via "Blink." Other players who witness the spell being cast and thrown can prepare for the arrival of the Warlock at the spell ball's destination. If the spell ball stops in a wall or chasm, the Warlock must still arrive at the destination, even if the end result kills the Warlock. The invocation line for this spell is "I, [Name], call Blink!"

RANK 10

Name:	Skull Well
Length:	1000 Syllables
Range:	Caster
Duration:	Special
Material:	Patron Symbol
Area of Effect:	None

Description:
This spell allows the Warlock to hold one other spell for later use. To hold a spell, the Warlock must first cast Skull Well, then immediately cast the chosen spell they wish to store. To use their stored spell, the Warlock simply opens their spell bag and instantly invokes the stored spell. A Warlock may only have one spell stored at a time. This spell does not hinder any of the Warlock's other spells or abilities. The invocation for this spell is: "Skull Well [spell cast from spell bag]!" Example: "Skull Well, Blink!"

RANK 30

Name:	Eldritch Poison
Length:	300 Syllables
Range:	Caster
Duration:	24 Hours
Material:	Writ, purple strip
Area of Effect:	None

Description: This spell allows the Warlock to conjure a single non-death supernatural poison. Once the spell is cast, the Warlock must immediately write a poison writ to represent the poison. This writ does not need to be signed by the Poison Marshal, but must be marked with the name of the casting Warlock. The poison is available and usable immediately, and the Warlock does not need any of the components to conjure it. Eldritch Poisons have a maximum duration of 1 minute, even if the poison conjured has a longer duration. A Warlock may only have one Eldritch Poison at a time. If not used, the Eldritch Poison expires at the end of the current Event. The use of Eldritch Poison follows the same rules as a poison crafted through normal means. The invocation for this spell is "I, [Name], call Eldritch Poison!"

Witch Hunter

Description: Witch Hunters start out utilizing Fighter and Cleric abilities before gradually gaining immunity to every magical effect and spell used on or against another Participant in the Realm of ORCS Witch Hunters are thus the ultimate counter to magic users. This magical immunity applies only to the Witch Hunter's body, armor, buckler, and soul-bound weapon; additional weapons are not protected. A Witch Hunter must carry a small black book with the spells they are currently immune to written in it. Witch Hunters are restricted in weapon choice to Dagger, Spear, Great Sword, Black Glaive, Battle Axe, Halberd, Javelin, Bow, and Crossbow. They may use any armor but are restricted to wearing bucklers. Witch Hunters may not use Relics, scrolls, or potions, nor receive spell strips, inspiration, and enchantments for spells they are immune to.

Abilities

RANK 1

First Aid: To perform First Aid, a white cloth (4-5 inches wide) with a red cross must be tied around the limb. This allows the Witch Hunter to temporarily bind a light wound, allowing the limb to be used. If a yellow weapon strikes the limb, it is no longer usable and is still lightly wounded. If any other type of weapon strikes the limb, the damage is a Mortal wound.

Witch Hunters may additionally use a First Aid cloth to stabilize a mortally wounded player by wrapping the cloth around a limb or placing it on their torso. First Aid *cannot* be used to stabilize a Participant struck in the head – head wounds instantly result in death.

Shield Break: A Witch Hunter wielding a shield-breaking weapon may break the shield of another player (see Special Combat Rules: Special Combat Rules).

Torch: This ability allows the Witch Hunter to light a torch after a 10-second count. The torch may be represented by a small flashlight directed down at the ground within a ten-foot radius, which may remain on for a full 30 minutes. Components other than flashlights are permissible if reviewed and approved by the Executive Board. The torch is not strong enough to inflict damage or prevent troll regeneration.

RANK 2

Immunity to Cure Light Wounds, Cure Disease, Eldritch Blast, Magic Missile, and Mending (including the Druid's Mending Wood/Leather and 20th Rank Mending). The Witch Hunter must inform any Participant who tries to assist them with these abilities that they are "Immune."

Soul Bound Weapon: This specific weapon is a manifestation of the Witch Hunter's soul; it is indestructible and can only be used by the Witch Hunter who wields it. When the Witch Hunter is killed, their Soul Bound Weapon vanishes. In the event a living Witch Hunter is separated from their Soul Bound Weapon, an Elder may retrieve the weapon for them as if it were an arrow or a spell ball. Witch Hunters may choose from the following melee weapons: Spear, Great Sword, Black Glaive, Battle Axe, or Halberd. The melee weapon must be covered in yellow cloth. Witch Hunters may also choose a ranged weapon as their Soul Bound Weapon. The bow and crossbow must be tied with a yellow ribbon. Each Witch Hunter is allowed only one Soul Bound Weapon per day Event but may change their weapon between day Events.

RANK 3

Meditation: The Witch Hunter may silently mediate for five minutes to heal all Light Wounds and to mend all Armor.
RANK 4

Immunity to Animate Dead, Speak with Dead, Song of Lies, and Truth Speak. The Witch Hunter must call out "Immune!"

RANK 5

Tools of the Trade: A Witch Hunter may decide to capture a victim alive. When binding someone (see "Captives," page 28) the Witch Hunter takes only 20 seconds to do so, rather than the usual 30 seconds. For the purposes of a Thief's Escape Bonds ability, a Witch Hunters rank is considered to be 2 ranks higher than it actually is.

RANK 6

Immunity to Burning Hands, Word of Holding, Protection from Lightning, and Song of Tongues. The Witch Hunter must call out "Immune!"

RANK 7

True Strike: Soul Bound Weapon may damage creatures affected only by Silver, Magic, and/or Holy. Arrows and bolts fired from a Soul Bound Weapon are also considered to be silver, magic, and/or holy. The Witch Hunter must call out "True Strike [weapon damage color]!" with each melee hit or arrow/bolt release.

RANK 8

Immunity to Bardic Inspiration, Call Lightning, Lightning Bolt, and Protection from Ice. The Witch Hunter must call out "Immune!"

RANK 9

Improved Meditation: The Witch Hunter need only medicate for one minute to heal all Light Wounds and to mend all Armor.

RANK 10

Immunity to Circle of Silence, Countersong, Cure Serious Wounds, Neutralize Poison, Dispel Magic, Holy Song, and Ice Storm. The Witch Hunter must call out "Immune!"

RANK 12

Immunity to Prayer Touch, Stone Skin, and Shrink. The Witch Hunter must call out "Immune!"

RANK 14

Immunity to Cure Mortal Wounds, Curse, Growth, Healing Word, and Protection from Fire. The Witch Hunter must call out "Immune!"

RANK 16

Immunity to Entangle, Fireball, Gaseous Form, and Last Rites. The Witch Hunter must call out "Immune!"

RANK 18

Immunity to Magic Weapon and Song of Power. The Witch Hunter must call out "Immune!"

RANK 20

Immunity to Nature Love, Mad Dance, Resurrection (including Improved Resurrection), Spell of Shielding, Steel Skin, and Mad Dance. The Witch Hunter must call out "Immune!"

Break Enchantment: This ability allows the Witch Hunter to break a persistent enchantment on another player. The Witch Hunter *must* yell out the specific enchantment they wish to break, i.e., "Break Enchantment…*Steel skin, Protection from Fire*." This ability may only be used with a Soul Bound Weapon. Hits from a Break Enchantment swing still cause normal damage.

Multiple Characters

When a Participant has multiple characters, the character they check in as is the character they will be for the entire Event (unless assassinated). This applies to all Events, land searches, and land wars.

Chapter Six
Spells and Magic

Magical Abilities is the second category of abilities and skills (the first category, Character Abilities, is covered in Chapter 5). Certain ORCS's Character Classes utilize magic via spell-casting in a variety of ways, such as through meditating for a set period of time or by reciting a specified number of syllables. Magical effects are represented during role-play or combat by the use of physical materials (components), such as spell balls, spell strips, holy objects, or weapon covers. For each Magical Ability listed under the specific Classes, a chart explains the required length of time for the meditation, performance, or the number of syllables, the range (such as if the spell effects other players or just the caster), the duration (when the spell expires or if it lasts until death), the component material, and the area of effect. Each Magical Ability also includes a lengthier description discussing any specific rules.

For example, "Holy Weapon" requires a Participant to recite a 400-syllable spell that is applied to a "touched" object. The duration is permanent and will last even if the character dies. The spell will also last between ORCS's Events. The material component required to represent the spell is a previously silvered weapon covered in blue fabric. The area of effect indicates that the spell can only be cast on one weapon at a time.

Name:	Holy Weapon
Length:	400 Syllables
Range:	Touch
Duration:	Permanent
Material:	Silver Weapon & Blue Cloth Cover
Area of Effect:	1 weapon

To cast spells, Participant's must write their spells in a "spell book" to the required length specified in the spell's description. The spells must be written in either a book or a scroll. These books and scrolls must have a medieval or period flavor that will be judged appropriate by the Spell Marshal. The pattern of words in a spell (example: sentences, song lyrics or single words) shall not be repeated more than five times. The Spell Marshal is the final judge of what constitutes a pattern of words. A spell may be written in any language (real or imaginary) and spoken loud enough for other players to ascertain the caster's words. The caster may not walk or move their feet, move excessively, talk to others, fight, or be hit in combat while casting a spell. If this happens, the spell must be recast as it is lost.

As a Participant's caster character advances in Rank, they gain spell reduction: the ability to reduce the number of syllables needed or the amount of time spent performing to cast spells. This ability begins with a 10% reduction in length for 1st level spells at 6th Rank of experience and progresses as described in the Spell Reduction Chart (see Appendix II). As characters advance in Rank and gain reduction, the Participant need only write out their spells to the current reduction level.

However, spells that require meditation, as specified in the spell description, need not be written in a spell book.

When casting, the caster may never have a mortal wound and must have at least one arm that is not lightly wounded. After casting the spell, a caster may hold the spell until ready for use and may take a maximum of (5) steps before invoking the spell. A spell is invoked by speaking the invocation line of the spell. Once invoked, if the caster speaks to another player, moves more than (5) steps, or is hit by a weapon, then the spell is released upon the caster. The effects of this are determined by the spell description. Spell books, material components, and personal use scrolls may not be loaned to or taken by another player. The only spells that may be pre-cast before a battle by any caster are the spells that have no time limit or that have no physical representation (such as Pouch, Prayer Touch, Magical Stone, etc.).

Many spells have a ranged effect, which means the target of the spell may be at a distance from the caster. To represent this attack, most ranged spells require a "spell ball" as their material component. A spell ball is a circular, cylindrical, or spherical-shaped sack, with a minimum diameter of 3," which is stuffed with foam or cloth, and sealed on all sides. In addition to the previous specifications, mass-manufactured foam training tennis balls may be used as spell balls if they are covered with cloth in the appropriate color. Other than foam training tennis balls, spell balls may never contain any type of solid or stiff core. Each spell that requires a spell ball is represented by a different color (stated under each spell's description). The Spell Marshal or Vice President must approve a spell ball's construction for legal size and safety requirements during Check-In.

Spell balls are head (including ears and face), neck (including throat), and groin legal. A spell ball cannot be blocked, except for those that do not penetrate shields (see spell description). Spell balls may be caught if the target is wearing a magical protection pertaining to the incoming spell ball's effect. Certain spells are engulfing, meaning that wherever the thrown

spell ball lands or touches, or whatever is first touched by the caster (in reference to touch spells), is affected by the spell. Engulfing spells are activated if the spell ball or caster touches any part of the target's body, garb, weapons, shields, or any item held by the target.

All spell attacks are considered magical in nature and will ignore any other spells that normally block incoming attacks, with the exception of protection spells. Protection spells protect against their counterpart spell (1) one time and then are expended. Example: Lightning Bolt and Call Lightning do (1) one black damage attack and Barkskin gives the wearer AC1. The black damage from the spell thrown will ignore the benefit of Barkskin and do black damage as if unarmored. In addition, all magical attacks will affect creature only affected by Magic damage. Damage from spells is as such:

Curse	4 light wounds, 4 points to hit based creatures
Call Lightning	Black damage, 1 point to hit based creatures, 3 ft. radius black or 1 point in water
Magic Missile	Yellow damage, 1 point to hit based creatures
Lightning Bolt	Black damage, 1 point to hit based creatures, 3 ft. radius black or 1 point in water
Fireball	Green damage, 4 points to hit based creatures if direct, 2 points to hit based creatures if in the 3 ft. radius, 3 ft. radius damage of 4 light wounds in water

Any spell that is considered a protection spell (denoted as such by the spell name's) must have their corresponding material component worn as a cloak. A protective spell cloak's width must go from shoulder-to-shoulder and its length should be at least halfway down the back. If it is not worn in this manner, then the protective spell is not considered "in effect." In addition, only one protection spell may be active on any target at any one time. Alternatively, a Participant may attach a strip or belt favor to their belt in lieu of a cloak. The strips and favors must be at least 2"x12."

When a spell is successfully cast, it has entered the fabric of reality and therefore remains active *even if* the original caster dies. Alternatively, if the caster is Assassinated or leaves the Event entirely (to go home, etc.), all active spell effects end. The caster is responsible for notifying anyone with protective, buff-style, or debuff-style magical effects that said effects have ended.

Potions and Scrolls

The Vice President and the Potions & Scrolls Marshal oversee potions and scrolls. Potion and scroll creation is limited to 10th-and-above Rank casters of only the following classes: Cleric, Druid, Mage, and Warlock.

Spells Eligible for Potion Creation	Spell Rank Cost
Barkskin	5th Druid
Carapace	6th Warlock
Cure Light	1st Cleric / 3rd Druid
Cure Disease	4th Cleric / 7th Druid
Cure Mortal	7th Cleric
Cure Serious	5th Cleric / 9th Druid
Gaseous Form	8th Mage
Growth	7th Mage
Hades Pocket	3rd Warlock
Neutralize Poison	5th Cleric / 5th Druid
Protection from Fire	7th Mage
Protection form Ice	4th Mage
Protection from Lightning	3rd Mage / 3rd Druid
Resurrection	10th Cleric
Spell of Shielding	10th Mage
Steel Skin	10th Mage
Stone Skin	6th Mage

Potions: Any class may use potions. A potion is represented by a clear, label-free plastic bottle with a paper slip *inside the bottle* stating both the type of potion and the signature of the Vice-President or Potions & Scrolls Marshal. No fluid has to be inside of the bottle: it is only a representation, and only the motions of drinking a potion and putting on the spell component, if any, is required. If any visible material components are needed, they must be attached to the bottle or place inside (such as a blue cape, white headband w/G in center, etc.). Only certain spells can be enchanted into a potion (reference the *Spells Eligible for Potion Creation* chart, listed to the left).

Scrolls: Scrolls can only be used by the Class that can normally use the spell (i.e., Mage and Druid can use a "Lightning Bolt" Scroll, Cleric and Druid can use a "Cure Light Wounds" Scroll, etc.). Bards and Cavaliers, while designated as timed-casters, utilize spell-casting and can thus use scrolls for spells on their class list. The only non-magic Class who can utilize scrolls is a 9th Rank Thief, thanks to their "Read Magical Writing" ability. Scrolls must contain the signature of the Vice-President or Potion & Scrolls Marshal, the title of the Spell, and be written on non-lined paper. The spell caster writing the scroll determines the number of syllables of the scroll according to their rank; minimum words would be 50% of the syllables of the spell.

Cost: 10-silver per spell rank must be paid to the Potions & Scrolls Marshal upon declaration. For example, a 4th-level Cleric creating a "Cure Disease" potion or scroll would pay 40-silver, while a 7th-level Druid would pay 70-silver for the same potion or scroll.

Potion & Scroll Creation: Potions and scrolls can be declared and made on any Event day, but a spell caster is restricted to making *just one* potion or scroll per Event. At the time of payment for the potion or scroll, the spell caster must declare to the Vice-President or Potion & Scrolls Marshal what potion or scroll is made. The type of potion or scroll, the date of the item's creation, and the amount the spell caster paid will be recorded by the Vice-President or Potion & Scrolls Marshal. The Vice-President or Potion & Scrolls Marshal will deposit the in-game coin to the Coin Marshal.

To complete the creation of the potion or scroll, the spell caster must have the potion or scroll components on their person for the entirety of the Event. The spell caster can act normally during the Event and may engage in battle, fight, and die normally, but they *cannot* remove the components from their person, be assassinated, or have the components taken from them by any means (including pickpocketing or looting). If the aforementioned restrictions are violated, the components are considered void and the spell caster must wait until the *next* Event to restart the creation process (including repaying the creation fee). If the spell caster succeeds in keeping the components on their person at all times during the Event, at the end of the day they will approach the Vice-President or Potions & Scrolls Marshal to have their component signed. Once the component is signed, the potion or scroll is considered created.

Poison

The Magistrate or Poison Marshal oversee Poisons. Poison components are acquired during any adventure or land search. Any Ranger, including the Ranger leading a land search party, may inform the Land Marshal that they are searching for a particular component and the Land Marshal will determine if the search is successful by using the Poison Type and Effects Chart (please see Appendix II). Components are acquired during adventure days as determined by the Event Elders, whether by finding the components on monsters, availability to purchase components, etc.).

All supernatural poison components are only obtained by defeating a suitable monster in combat. Once the monster is defeated, any Participant can declare to the Land Marshal or Elder (as relevant) present what they are removing from the creature and what effect they think it will be useful for. The Land Marshal or Elder will determine if the component is suitable and will issue a Writ for the component. However, Thieves need not specific what component they are looting; their find is automatically approved by the Land Marshal or Elder. All Land Marshal or Elder rulings are final and cannot be appealed. All components expire two-months after their procurement unless an Assassin, Ranger, or Thief uses them to create poisons.

Assassins can make any number of Death Class Poisons, Rangers can make any poisons that are *not* Death or Supernatural poisons, and Thieves can make any number of *non*-Death Class Poisons. During an Event day, Assassins, Rangers, and Thieves create poisons by bringing the poison Writs (issued by the Land Marshal or Elder, as noted above) and the in-game coin for the poison type (see Poison Type and Effects Chart at the end of the chapter) to the Poison Marshal. The creation of poisons from components is instant. The Poison Marshal will sign the Writ to indicate the poison was successfully created.

30th Rank Warlocks are the only class that can create poisons via casting, but they can only make non-death Supernatural poisons. Once cast, the Warlock must immediately write a poison writ to represent the poison. This writ does not need to be signed by the Poison Marshal, but must be marked with the name of the casting Warlock. The poison is available and usable immediately, and the Warlock does not need any of the components to conjure it. Eldritch Poisons have a maximum duration of 1 minute, even if the poison conjured has a longer duration. A Warlock may only have one Eldritch Poison at a time. If not used, the Eldritch Poison expires at the end of the current Event. The use of Eldritch Poison follows the same rules as a poison crafted through normal means.

Attacking With a Poison Weapon:

Any Participant, regardless of Class, can coat a weapon with poison; the poison must be signified by tying a purple ribbon or tape around the weapon's blade. Only a bladed weapon (e.g., non-yellow weapons) can be used for poison attacks. Any Participant, regardless of Class, can utilize a poisoned, bladed weapon. Before attacking, it is best to inform an Elder of one's intended action in order to avoid disputes. When attacking, the aggressing Participant must call out "Poison! [Poison Effect]!" (e.g., "Poison! Instantaneous Death!").

If the attack is unsuccessful (it does not penetrate armor or the target is immune), the purple ribbon or tape must be immediately removed, and the poison Writ immediately destroyed. If the attack is successful, the aggressor must inform the victim of the poison's time value, or it will be assumed to be a value of 10 minutes for Death Poison, 1 minute for a Warlock's Eldritch Poison, and 5 minutes for all other types of poisons. (Please note that a victim can be poisoned even if the aggressor only lightly slashes the victim in an unarmored location. In this case, the victim does not take a normal wound, but they are still affected by the poison). After a successful poisoning, the aggressor or an Elder must show the poison Writ to the victim, then destroy the Writ in front of the victim.

Poisoning Food and/or Drink:

Any Participant, regardless of Class, can poison food and/or drink, but the mechanics of applying the poison depend on whether or not an Elder is present at the time of the poison placement. If an Elder is *not* present at the time of the poison placement, the poisoner must affix or tie a purple ribbon or tape around the utensil. This purple ribbon or tape is *not visible in-character* to any other Participant. The poisoner must then locate an Elder, inform the Elder of the poison placement, and give the Elder the Writ. This provides proof to the Elder that the poisoner did *indeed* have possession of the utensil long enough to correctly apply poison. If, however, an Elder is present, the poisoner must give the Elder the Writ and the Elder must see the utensil in the possession of the poisoner. No purple ribbon or tape is required in this instance. In both scenarios, the Elder determines if the poisoning was successful.

A food and/or drink poisoning is *unsuccessful* if the utensil is not used within one half hour of the arrival of an Elder (if the Elder was not originally present) or from the point of the Elder witnessing the poison placement (if the Elder was present). Additionally, if the purple ribbon or tape is removed (through purification) or the Writ is destroyed, the attack is deemed unsuccessful. If the food and/or drink poisoning is *successful*, the Elder must discreetly inform the victim(s) that they are poisoned and explain the poison effect. Each victim is then responsible for role-playing the effects. Please note that, in the Event a communal dish is poisoned, the Elder determines whether all who utilize the dish are poisoned, or just the first individual.

Poison Type and Effects Chart:

The following chart is used to determine the types of poisons, their effects, cost, and chance of finding components. The materials listed in parenthesis represent possible components and their uses; other component types will be determined by an Elder at appropriate times.

There are four types of poisons: Death, Paralysis, Agony, and Hallucination.

Death

Death Type	Time	Cost	Availability
Plant (Foxglove, Hemlock, Monkshood)	Immediate	6 silver	50%
Animal (Conch Shell, Arrow Frog, Asp)	5 minutes	12 silver	33%
Supernatural (Wyvern tail, Dragon Claws)	10 minutes	24 silver	As Encountered

Death poison causes its victim to die. Death will occur after a stated period from the administration of the poison (see Poison Type and Effects Chart below). The victim will die in no pain.

Paralysis

Paralysis Type	Time	Cost	Availability
Plant (Birdsfoot, Woodine)	5 minutes	1 silver	50%
Animal (Spider venom, Tsetse fly, Tree Frog)	10 minutes	2 silver	33%
Supernatural (Ghoul's tongue,)	20 minutes	4 silver	As Encountered

Paralysis poison causes its victim to lose all motor skills. The victim's limbs go limp and they will not be able to speak, but will remain conscious. Paralysis will occur immediately upon the administration of the poison and last for a stated period determined by the poison's strength (see Poison Type and Effects Chart).

Agony

Agony Type	Time	Cost	Availability
Plant (Avenging angel mushrooms, Elephant Ear)	5 minutes	2 silver	50%
Animal (Lion Fish, Scorpion, Fire Ant)	10 minutes	4 silver	33%
Supernatural (Mummy Hand)	20 minutes	8 silver	As Encountered

Agony poison causes unbearable pain to the victim, causing them to be completely incapacitated. Agony will occur immediately upon the administration of the poison and last for a stated period determined by the poison's strength (see Poison Type and Effects Chart).

Hallucination

Hallucination Type	Time	Cost	Availability
Plant (Ergot, Nightshade, Mushrooms)	5 minutes	1 silver	50%
Animal (Snake Venom, Water Frog)	10 minutes	2 silver	33%
Supernatural (Banshee Shroud)	20 minutes	5 silver	As Encountered

Hallucination poison causes its victim to go temporarily insane, rendering the victim unable to think or control their actions. The victim will have no memory of their experience after the poison effect wear off. Hallucination will occur immediately upon the administration of the poison and last for a stated period determined by the poison's strength (see Poison Type and Effects Chart).

Chapter Seven

Nobility and Noble Titles

Noble titles may be awarded for outstanding service to the game to those candidates who warrant the respect of the realm (i.e., a likely candidate must be a person who plays fair and does not cause unnecessary problems within the game). As the Noble Council enforces the rules and rulings of the Senate, it is imperative that Noble Council Members (NCM) are respected by the player base.

The Duties of the Nobles who sit on the Noble Council:

1. Safety. NCMs have complete authority when it comes to issues of safety. At all times, it is every NCM's duty to warn people of dangerous play and safety violations. If any Participant is considered to be playing in an unsafe manner they may be warned or even to leave the Event. The Nobile Council is also responsible for all new weapon designs. Any Participant with an idea for a new type of weapon must first submit the design to the Noble Council for a vote.

2. Fair Play. All NCMs must have the respect of the realm regarding fair play and hit-taking. It is a main duty of the Noble Council to ensure that all Participants abide by the rules; as such, every Noble must follow these rules to the utmost of their ability. Nobles who fail to play fairly may be put on probation or be removed from the Noble Council, depending upon the severity and duration of the transgressions.

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

A new High King/Queen sits safely upon their throne for a period of twelve months after coronation. At the end of the twelve-month period, they become susceptible to a Crown War (explained later in this chapter). The Crown War may be declared at any time after the first twelve-month period. If a High King/Queen survives a Crown War, another cannot be called for six months.

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

If the High King/Queen abdicates for any reason, or the Participant chooses to leave the game, their High position is considered vacant. To fill the vacancy, a Crown War can be called to select the new High King/Queen. Additionally, a High King/Queen who fails to attend more than 50% of the Events over a coronation year (the 12 months following coronation or anniversary) will be automatically construed as abdicating their throne, unless there are mitigating circumstances (to be determined by the Noble Council).

Knights
A knight is a person that has earned the title of Knight of the Realm. Knights are known as "Sir/Dame [character name]" (or, if they wish, the title of "Lord/Lady"), may wear a symbol of their own design upon their person and shield, and have a retinue. The personal symbol shall count in lieu of the Country symbol at Check-Cn, for purposes of insuring Countries make the appropriate numbers for Events.

Becoming a Knight of the Realm
In order to become a knight, a Participant must serve as a squire for a year or be approved under specific circumstances set by the Noble Council.

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

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

At the end of the year of service, the Noble Council and Board will review the record and petition of the Participant to ensure that they met the requirements. If approved for knighthood, the squire will go either before a knight of the squire's choosing the Club President, and knighthood will be bestowed upon the Participant/character in the name of the ORCS Wargaming Club, Inc. The Noble Council is not obligated to award a squire with the title of knight.

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

Noble Titles

A noble title is an elevated title that knights may earn. The titles are listed in the below chart, in order of precedence. The standard titles are listed in the first column (and are used as a short-hand reference throughout the Rulebook) while alternate titles are listed in the second column. Nobles may choose any listed title for their appropriate rank. Unlike standard titles, alternate titles are not restricted to Nobles; other player characters may use the titles for roleplay reasons.

Standard Noble Title	Alternate Noble Titles
Knight of the Realm (Sir/Dame)	Bahadur, Kappi, Ridder, Rytsar, Ser, Xir
Baron/Baroness	Chief, Kahn
Earl/Countess	Warden
Marquise/Marchioness	Margrave
Count/Countess	Jarl, Palatine
Duke/Duchess	Gwledig, Landgrave
Prince/Princess	Heir, Scion
Archduke/Archduchess	Arch-Landgrave, Daimyo
High King/High Queen	Caesar, Imperator, Monarch, Regent, Shahzade, Tenno

A Participant may only obtain Archduke/Archduchess by becoming High King/Queen if they were already a Prince/Princess. When they are no longer High King/Queen, they then become Archduke/Archduchess. A Participant can only achieve the rank of High King/Queen by winning a Crown War (see the Crown War section).

Otherwise, advancement as a noble can be done via the following methods:

1.) By sitting as High King/Queen. A noble can earn the next higher title for each 12 continuous months they hold the throne.
2.) By being elevated by the High King/Queen (once every 24 months)
3.) By succeeding in a Noble Council Tournament as a Challenger (every 12 months). Challengers are pre-approved by the Noble Council.
4.) By being elevated by the Noble Council for service to the game (once every 24 months).

A Participant cannot earn more than one title in a 12-month period, but each method is on its own timer. For example, the High King/Queen could elevate a Participant one year and could then fight in a Noble Council Tournament for the next title.

Knight's Retinue

A knight's retinue is comprised of those who swear fealty to a given knight and act as their loyal retainers. To form a retinue, a knight must show the High King that they have a banner and livery for the retainer. Each retainer must wear their liege's livery. The wearing of a Country livery matching the knight's Country is up to the knight, retainer, and the retainer's Country. If the retainer wears the livery of their liege's Country, determining which set of livery takes precedence (i.e., which symbol is larger) is up to the knight, the retainer, and their respective Countries. If the knight and the retainer are in the same Country, the knight's livery can count as the Country livery.

Special Note: Disguise rules may be used per the ORCS Rules of Play to allow qualified Participants to disguise as a generic retainer of a knight. However, the knight and their retinue may have other means to identify one another, unknown to the individual in disguise.

Crown War

A Crown War is declared by a knight wishing to be the High King/Queen. There is no limitation to the size of the armies and participation in the Crown War does not negate the Participants' ability to participate in other land Events. The two possible fights in the Crown War are held in succession, though each fight counts as if it occurred on a separate Event, for the purposes of resetting armor, wounds, and spells.

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

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

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

The High King/Queen and the Challenger also have the option to ask for single combat, in lieu of a Crown War. The single combat is a tournament fight, per the rules of the Noble Council. However, if this option is refused, both parties must fight in a Crown War.

Upon coronation and at each anniversary of coronation, the High King/Queen may elevate the knights of their choosing to the next higher rank.

Personal Symbols

Any character, whether a Nomad or a Country-member, that is over 15th Rank may wear a personal symbol from their belt. If the character belongs to a Country, the personal symbol may not be larger than the Country symbol and the Country symbol *must* be worn as well. The Guild Marshal is responsible for recording personal symbols to ensure each personal symbol is unique.

Coins and Treasure

Treasure plays only a small part in actual battle. On adventures, however, treasure plays a pivotal role. The monetary standard is silver, although gold is used widely. For large amounts the Land Marshal will issue currency certificates to be taken to the Coin Marshal for disbursement.

If a Country wishes to produce a coin other than one listed, they must submit the color for Senate approval. If approved, the value of the coin multiplied by the number of coins produced is deducted from the Country's treasury.

This chart explains the current monetary system and color representation:

1,000 Copper Pieces (cp) (green/red/copper) = 100 Silver Pieces (sp) (silver) = 10 Gold Piece (gp) (gold) = 1 Platinum Piece (pp) (blue)

In-game treasure and chest locks can be purchased from the Coin Marshal. Locks are signified by a piece of paper, a piece of cardboard, or a stopwatch inscribed with the Coin Marshal's signature and the date of issue. Additionally, locks must be inscribed with the lock-strength designation on their back (please see below):
- Average Lock: 10 Silver
- Master Lock: 10 Gold
- Enhanced Magic Lock: 10 Platinum and Hold Portal Scroll

Silver Weapons and Ransoms

Participants can silver their weapons by paying the designated rate of money to the Coin Marshal (please see below), at which point they must apply a silver cloth cover to their weapon.

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

Captured enemy players may be ransomed using the standard ransoms (please see below).

Noble	20 sp
Spell caster	15 sp
Others	10 sp
Banner	50 sp

Relics

Relics are magical and priceless items of great power in the Realm of ORCS, many dating back to the early years of civilization. The currently known relics are listed below, but those who dwell in the Realm imagine that many more relics are not yet discovered.

In-game, relics are identified by their bright green cover. Relics must be in-play at all times, unless damaged and removed for safety reasons. Relics may only be out-of-play if they are lost during a tournament (see Land Rules) or during Noble Tournaments. Relics may not be taken into Hades; if a Participant dies while carrying a relic, the relic must be left where the character fell. All relics are collected at the end of each Event to ensure that they are present for the next Event and appropriately returned to the Participant who last possessed them. If a relic is not claimed at the beginning of an Event, it is forfeited and randomly distributed.

Flameburge: No one knows the origins of Flameburge. It was recently wielded by the Archdruid Kirkland Meadowgrove of Kala-mar until he was killed by the monstrous minions of the Necromancer Gos. A band of adventures defeated his minions and slayed Gos, taking the sword as their prize. Flameburge is a flaming long sword that deals black damage and destroys shields as a normal shield-breaking weapon.

Shield of the Wanderer: The Shield of the Wanderer is the shield of Ingmar, a nomadic warrior with the ability to be in more than one place at a time. It is a 24" round shield with three "rings" on it (brown- to bind it to nomads, gray to represent steel, and black to represent Stone Skin) and is indestructible. The magical properties of the shield bind it to Nomads. It will allow the Nomad possessing the shield at the beginning of the day to appear unrestricted at any number of Land or War Actions and will not abandon the Nomad until all Actions are complete for the day. It will also bestow one Stone Skin to the Nomad for each corresponding Land or War Action they appear in (i.e., one Stone Skin per battle for all three engagements, not three Stone Skins per battle during wars).

If the shield ends the day in the hands of a member of an established Country, or if the Nomad who possesses it fails to show, it will appear in the hands of a random Nomad at the beginning of the next Event. If a member of an established Country picks up the shield, they will not be allowed to wander (their movement is restricted to a radius of 5 feet).. If they hold the shield for 30 seconds, it will deliver a light wound. If held for 60 seconds, it will deliver a mortal wound. The shield can only be dropped if both hands are placed on the shield for 15 seconds.

The Mace of Sharpness: Forged by the blacksmith Ranger Caedmon, this mace is made of a special metal alloy only found in the Hydra lair near his homelands. The mace was forged as a thank you to the people of the realm for vanquishing the Orcs on his lands. The mace is a normal yellow weapon that inflicts white damage.

The Amulet of Tuath: The Amulet of Tuath will grant the wearer immunity to all magic and magical effects. The Amulet May not be removed from any individual who is alive. Anyone attempting to remove the Amulet from a living individual will be announced "dead."

The Hammer of NahMeen: The Hammer of NahMeen is a two-handed hammer imbued with the power of Dr. Monroe. The hammer is a normal yellow weapon usable by all Classes, however, it is especially potent in the hands of a Fighter. When wielded by a Fighter, the hammer deals a one-hit Shield Destroy.

Rod of Healing: This staff was used by Death to control the wounds and living state of his minions. Obtained by becoming the Champion of Death, it is now in the possession of the Realm. This staff reduces all healing spells by an additional 25% on top of the normal spell reduction.

Grand Champion's Belt: The Grand Champion's Belt was first forged in honor of the first High King, King Smelton, to encourage competition in the Tournament and for the overall benefit of the Realm. It can only be earned by winning the Noble Tournament *and* can only be worn by the winning Participant. Once per Event, the belt grants the Grand Champion the ability to self-resurrect, mending all armor and restoring any unused buffs upon resurrection. To activate the belt's power the Grand Champion must raise their weapon or arm in the air and proclaim loudly, "I, Grand Champion _____, resurrect!" The belt must be returned to the Relic Marshal at the end of every Event.

Chapter Eight

Land Rules Introduction

The world of ORCS consists of many Countries that own land and resources on the Realm Map: the representation of all Countries and the geographic location of all their Holdings in the game. It displays the land that Countries own in units called Hexes (sometimes called Provinces, such as in this chapter), which produce money to support the Countries. There are also many other features, such as castles and keeps that help to protect a Country's Hexes. Countries may expand their Holdings by conquering new land and building new structures or assets. Countries also retain wealth, which can be used to purchase goods and services in the game and to improve their standings on the Realm Map.

The Land Marshal maintains this information, along with the Balance of all Countries' Coffers. While Coffer information is available only to each respective Country, Holdings are public knowledge and can be seen by anyone at the discretion of the Land Marshal. All Country Liaisons may see the Realm Map upon request. The Realm Map may be expanded by a rule Season Change with the approval of the Senate and Executive Board.

This chapter begins with an explanation of Countries, including requirements for founding and maintaining an active status. Next, the relationship between Countries and their interaction with the Land Map (including gaining and spending money) is explored via the Land Rules and Land Events. Please note that all regulations regarding the running of Land Events are subject to the Rules and By-Laws of ORCS and the administrative policy of the Land Marshal. This jurisdiction includes the recruitment of elders and monsters, reimbursement paid to monsters, organization and starting times for Land Events, and all other administrative matters. All matters regarding combat, safety, magic, and all other rules issues are subject to the Rules of ORCS Conflict over interpretation of the Land Rules *specifically* is at the discretion of the Land Marshal.

Countries in ORCS

The Realm of ORCS consists of a number of Countries. A Country is a team of at least four Participants who are banded together. New players may ask to join an already established Country *or* find a few friends with whom to form their own Country. There is no maximum limit to the number of members in a Country. However, Elders may occasionally split larger Countries into groups to keep team numbers fair during Events.

Countries should strive for difference in role-played custom, dress, and history. For instance, a Neolithic-themed Country could restrict themselves to using "stone" axes, clubs, and "flint-headed" spears. A Country could be composed entirely of Elves carrying bows and bearded Dwarves wielding battle-axes. Another Country might be composed of vagabonds, cutthroats, and pirates who all dress accordingly. No matter the role-play flavor, a character's role-playing is important in enhancing their Country's identity.

To gain official recognition within ORCS, a potential Country must fulfill the below requirements and inform the Magistrate. Upon approval, the Magistrate will notify the Land Marshal of the new Country's emergence, and the new Country will be placed on the Realm map.

1. **Gather the appropriate number of Participants (minimum of four)**

2. **Select a unique emblem to display on the banner, surcoats, and shields**

   Sample emblems include dragons, castles, bears, elephants, hawks, pyramids, crescent moons, etc. This emblem is placed on the shields and surcoats of the Country. The surcoat emblem should represent the Country in some way. The only color restrictions are red on write, as these are the colors of the ORCS's Club banner. Any cloth bearing the Country's emblem, worn diagonally worn across the torso to the waist, or straight down around the neck to the waist, or from the waist on a belt at least 6 inches long, is considered a surcoat. All surcoats must be clearly visible to an Elder.

All members of a Country are required to wear a surcoat as part of their costume. This is both to improve the appearance of the players and to facilitate quick and easy recognition of allies in the heat of battle. Nobles, however, are exempt from the surcoat requirement and may instead opt to their personal surcoat (with their own colors and emblem) in addition to a white belt of any variety.

Every country must have a Battle Banner. The flag must be no smaller than 2'X2', have the Country's emblem upon it, and must be mounted on a pole 4' to 8' in length. Each Country must present a Battle Banner at the inspection line, even if not all Country banners are needed for the actual battle. Countries without banners will be split up as Nomads prior to the start of the Event. Please note that a banner, even if mounted on a safely padded pole, may never be used as a weapon. Nobles may display their own personal banner at all ORCS Events. Banners are private property. Therefore, when stolen you must follow these guidelines.

> 1. Only a Country's battle banner may be stolen.
> 2. Banners are personal property; see that they stay in good condition.
> 3. A banner must remain with its pole when stolen.
> 4. At the end of the Event, you must return a stolen banner.
> 5. Banners may not be hidden and must stay clearly displayed.

3. Choose a Country Leader and Land Marshal Liaison(s).

One or two persons are responsible for notifying the Land Marshal of any Land Declarations made by their Country. This includes the placing of original Hexes of Land, Land Searches, Invasions, and the placing and construction of Structures and Assets. Each new Country is granted 13 Hexes of land, one of which is the Capitol. The Land Marshal, as directed by the new Country's Liaison, places these Hexes on the Realm Map. All of these Hexes must be adjoining, and no Hex may be more than a 3-Hex radius from the Capitol. If not feasible, allowances will be made at the discretion of the Land Marshal. The Capitol Hex is considered a fortified city with both a Castle and a City placed on it. Each new Country is also granted 7,500 silver pieces. From this point, the new Country is free to expand, construct, and transfer money as described later in the Land Rules.

4. **Submit to the Magistrate a typed manuscript outlining the Country's name and past 500-1,000-year history.**

If no history is submitted by a Country's sixth Event, then the members of the Country become Nomads and lose Senate representation until said history is provided.

Once formed, Countries must participate in ORCS Events. Countries that allow six ORCS Events to pass without checking-in at least four Country members, in emblems, and with their banner before 1:00 PM, lose their Country status. All assets, including land, structures, and monies will be lost. In such cases, Hexes of land become broken/abandoned and Coffers cease to exist. Remaining Country members may continue to fight as Nomads.

Any Country that does not present a battle banner at the inspection line, or does not have at least one member check-in wearing a surcoat, forfeits all Land Actions (including but not limited to: orc invasions, wars, land searches, boat battles, etc.) and construction.

A Country must send two members with surcoats to all Senate meetings to act as Senators. Failure to do so will result in the Country being placed in Limbo until they meet the requirement (see Appendix I). A Country in Limbo temporarily loses its Country status; meaning that it cannot declare land actions, will not earn income on holdings, etc. (see Land Rules).

General Land Map Information

1. To utilize the Land Map, a Country must be in good-standing. If a Country goes into Limbo its Country Account is frozen and it cannot declare Land Actions until the Country status is regained. A Country that was placed in Limbo but regains its status does *not* gain revenue for the Season it was in Limbo. A Defunct Country's Coffers are erased and it is removed from the roll of active Countries.
2. The original 13 land Hexes granted by the Club shall not be traded, sold, bartered, given away, etc. However, they may be taken in war. If a Country goes defunct, the Holdings of the Country will stay on their associated Hexes for

(1) year from the start of the defunct state. The Holdings are in a broken/abandoned state and can be automatically found by another Country who searches the Hex. After (1) year from the declaration of the defunct state, all Holdings fall into such disrepair that they are no exist. At this time, new Holdings can be rolled if the Hex is searched.

3.   Castles hold the Country Coffers of that respective Country. Personal accounts of individual Country members are kept by their Country leader/treasurers.

4.   It is assumed that, in war, each Country has a defending army/force in each of its Country's Hexes. Ships are assumed to have a defending crew.

5.   A battering ram is represented by an object that is between 6-12 feet in length. It cannot be designed as a weapon, must be constructed from approved materials (such as wood, PVC, or foam), and its design must be approved by the Noble Council. It must be manned by at least four non-wounded Participants with both their hands on the object. To "hit" a gate, the ram must be moved 10 steps to and from the. Gates must be hit three times before they are destroyed.

6.   Only a Country gains revenues for owning land. Individuals may not gain revenue; you must be part of a Country to gain this benefit.

7.   NPC Monsters who fight during a Land Search shall receive 5 sp per person if they defeat the players during a Land Search.

8.   A Country can only declare one Land Event per O.R.C.S, Event.

9.   If you possess a Relic the day of your Land Search you may use it.

10.   You can only fight in one Land War or Land Search per Event.

11.   Land encounters will start at 1:00pm. Starting with Orc Horde invasions, followed by all land wars, Ship battles, and last land searches. If an invading country is not ready by 1:00pm then the money spent is forfeit and the land war is over. If the defending country is not ready then the land Hex is forfeited to the invading country, unless other arrangements are made.

Land Searches

Land Searching is the acquisition of unclaimed Hexes by exploring. Any Country may Land Search once per Event, providing they are not at war. To do so, the Country Liaison must notify the Land Marshal one Event prior to the Land Search taking place and select the unexplored Hex they plan to search. At this time, the exploring Country pays the cost of the Land Search in silver pieces. Then, at the Event when the Search takes place, a party must be assembled to embark on the Search. The party must include at least one Ranger of 3rd Rank or higher and may include as many other Participants as a Country wishes to field. Land Searches cost 500 silver pieces for a party of three, Ranger included, plus 250 silver pieces for each additional participant.

Before the Land Search occurs, the Land Marshal uses the Mine & Ruins Chart, the Land Fertility Chart, and the Monster Encounter Chart to determine what is found on the Hex being searched. If Monsters are present, then the Land Search party must fight the Monsters and vanquish them. If the Party is defeated, then the Country gains nothing. However, even if the party loses, if the Ranger leading the Land Search can escape from the battle, the Country may now declare an Invasion of the Hex and attack it at the next available opportunity. The Ranger must run away from the Monster a distance of more than 100 feet to escape. Such an Invasion costs 750 silver pieces, and allows the attacking Country to bring all of its members and allies just as described later in the section on Invasions. The Ranger who led the original Land Search does not need to be in the Invasion party for this to happen. If the Ranger does not escape, and the party loses, then nothing is gained and the Country has no knowledge of the failed Land Search. All land Searches, including consequential Invasions, are determined by one battle.

For purposes of Land Searches, a Ranger may only lead a Land Search once every other Event. If a Ranger is killed while leading a Land Search, they then cannot lead another Land Search for the next two Events. Land Search parties may leave from any border Hex the Country owns; Invasion movement is handled as army movement (i.e. movement must start from a Structure or Settlement).

If two Countries send Land Search parties to the same Hex of land simultaneously, the Country that spends the least Movement Points to get there performs the Land Search, while the second party returns home, forfeiting the cost of the search. If both spend the same amount of Movement Points to get there, then the two parties arrive simultaneously, facing the Monster Encounter and each other at the same time. In this case, whichever party wins the battle claims the Hex. If no party wins, then no one claims the Hex. The rule regarding Rangers escaping and leading an Invasion Party back still applies. Countries in this predicament may seek a diplomatic solution, but one party must leave the field of battle if they wish to concede ownership to the other.

Once per month, a Warband may declare with the Land Marshal to disrupt a Land Search. The Warband will face both the Country searching the Hex and the Monster Encounter. If the Warband or the monsters are victorious, then no one claims the Hex. If the searching party is victorious, then the Warband is disbanded.

Spell casters may begin a Land Event with any spells in effect that they are able to cast, as long as they do not have a limited spell duration. Other spells with time limits or other considerations, such as Spell Balls, must be normally cast after the battle begins.

ORCS Relics may be taken on Land Searches and Invasions. During Invasions, the Participant who first wields a relic also retains possession of it at the beginning of the subsequent battles. The winners of the last battle of a Land War may claim relics for the start of the day Event.

Participants may only join in one Land Event per day, whether it is a Land Search or Invasion, and they must play the same Character that they checked-in as. Please note that Events in which a Country is building counts as a Land Event for the day and Country-members cannot join in other Land Actions.

If a Land Search is failed, then the Land Marshal must record in secret all information on the searched Hex, so that it may be used for future land Searches. This includes all monsters, ruins and resources.

Acquiring Land

Search and Invasion parties are limited in their rate of movement to other Hexes. Depending on the terrain that must be crossed on the Realm Map, it may take a great amount of time to reach a destination. Search and Invasion Parties each have 6 Movement Points with which to move in the time period between Events. If a party embarks on a journey that will cost more than 6 Movement Points to make, then the Search or Invasion will not occur until all Movement Points are paid. The Movement Points it takes to cross a Hex of land are modified by terrain as follows:

Movement Point Chart

Plains	1 Movement Point to cross
Forest	2 Movement Points to cross
Mountains	3 Movement Points to cross
Desert	3 Movement Points to cross

If a party had to move across 2 Hexes of Mountains, it would have just enough Movement Points to make it. However, if a party had to cross 3 Hexes of Mountains, it would not arrive at the next Event, and would have to wait until the second Event to arrive. However, if a Search or Invasion party consists only of Rangers and/or Druids, the party receives 9 Movement Points, instead of 6, with which to move.

Parties may not move through the Hexes of another Country unless that Country gives permission. If a Country allows this, they must notify the Land Marshal and the Search or Invasion party must pay applicable Movement Points. Parties may never begin to move from another Country's Hexes. The only way to move through a Country's Hexes, if they do not allow you, is to Invade that Country and conquer the Hexes through which you wish to travel.

A Warband may declare on any empty Hex on the Land Map. After declaring with the Land Marshal, the Warband will follow the same movement rules as a Country. If a Warband wishes to move from one continent to another, they must disband with the Land Marshal and declare again after (2) Events.

Land Fertility Chart

	Mountains	Forest	Coastal	Plains	Desert
Swamp	-	01-05	01-05	01-05	-
Overgrown	01	06-25	06-25	06-07	-
Rocky	02-46	26-35	26-35	08-23	01-25
Barren	47-71	36-45	36-45	24-34	26-75
Fertile	72-00	46-00	46-00	35-00	76-00

After a successful Land Search, the Land Marshal will determine whether the Hex is fertile or not using the following Chart.

Condition Chart

Conditions	Cost
Swampy	2,000 sp. to drain
Overgrown	1,000 sp. to thin
Rocky	1,000 sp. to clear
Barren	1,500 sp. to fertilize

When a new Hex is explored, percentile dice are rolled by the Land Marshal to determine the condition of the land based on what type of Hex it is. The type of Hex is in the row on the top, with the resulting condition in the column at the left.

The Frozen North & Orc Hordes

Great Frozen North: The Great Frozen North is the mountainous area at the very top of the Land Map (it represents the Southern Tip of an Arctic continent). No Country may own any of these Hexes. This is the domain of the Orc Hordes.

Northern Strait: The Northern Strait is covered in ice year round. During the winter the Strait is frozen solid – i.e., from Spring to Autumn Season Change the Strait is navigable, but from Autumn to Spring Season Change it is frozen solid. Although the Strait is passable during half the year, any Ship moving at a speed greater than 1 Hex per Event has a 12% chance per Hex-moved-above-1 of striking an ice flow and sinking (i.e., a Ship that moves 3 Hexes has a 24% chance of being lost). Any Ship within the Strait after the Autumn Season Change is stuck until Spring, if it survives the Season (see Orc Hordes below).

Orc Hordes: During the winter Season, when the Northern Strait is frozen, the Orc Hordes rampage across the Realm. There is a 10% cumulative chance per month that a randomly chosen Country will be visited by the Orc Horde (distance from the Great Frozen North; water is not a consideration). Orc Horde attacks occur every second Event of each month. The Orc Horde will attack a random border Hex; if a Country's Capitol is on a border it will not be attacked first. The number of Orcs attacking will equal the number of players the defending Country may field, but will be no less than four Orcs. If the Orc Horde wins the battle, it will continue to attack the defending Country on each consecutive Event in a straight line towards the Country's Capitol Hex. If the Horde is not stopped and it reaches the Capitol Hex and wins the final battle, the Capitol is sacked and the Horde makes off with the defeated Country's Coffers.

The Orc Horde will continue to attack a Country as long as it continues to win battles, even past the Spring Season Change. Any Country defending against a Horde attack must cease all Land Actions until the invasion is repelled. Time already contributed to a Land Action is not lost and will resume after the Orc invasion is resolved. If the resulting Land Action cannot be paid for, it is forfeited and must be started anew. Other Countries may still declare war upon a Country being invaded by Orcs. The Horde will not cooperate with an invading Country in any way.

Any Hex lost to the Orc Horde will still belong to the Country, but it is considered "razed." Razed Hexes generate no income at the Spring Season Change and any structures are ruined. Ruined structures may be rebuilt at half cost and time, although any unique structures (those gained as prizes) are permanently lost. All razed Hexes will be able to generate income normally after the Spring Season Change. If a Country stops the Orc Horde, they will receive 5gp per Orc defeated in the final battle as spoils. This money will be placed in the Country's Coffers. Additionally, that Country cannot be visited by the Horde again that Season. If there is still time left in the Season, another Country may be visited by the Horde as normal.

Any Ship stuck in the Northern Strait during winter will be attacked automatically every second Event until it is destroyed or the spring thaw allows it to move. Ships successfully defending against these attacks receive no spoils. These attacks take place separately from the Orc Horde. The number of Orcs attacking a frozen Ship will equal the number of crew the Ship may hold plus 10. If a Country is unable to fully crew a Ship, the Orcs' numbers will be reduced accordingly.

The Land Marshal will use the below chart to determine the composition of an Orc Horde:

Orc Horde Chart

Defending Army	Orc Horde[*]
Up to 6	1 Orc Boss in Chain, 3-5[**] in studded leather or below; may use shields, may not use bows

7-9	1 Orc Chief in chain/plate, 1 Boss in chain, 1 Shaman[1], 4-6 in studded or below; may use shields, 2 may use bows.
10-14	1 Orc Chief in plate, 1 Big Boss in chain (+1 hit), 1 Shaman[1], 1 Ogre[@] (6 hits), 6-10 in chain or below: may use shields, 3 may use bows[***]
15+	1 Great Chief in plate (+1 hit), 1 Chief in plate, 1 Big Boss in chain (+1 hit), 2 Shamans[1], 2 Ogres[@] (6 hits) or 1 Troll[@2] (6 hits), 9+ in chain or below no restrictions on shields or bows[***]

[*] Event Elder always has the option of replacing up to half of the regular Orcs with Goblins (1 hit) on a two Goblins per one Orc basis.
[**] Always a minimum of four Orcs in a Horde.
[***] If the Horde is besieging a structure, it may include up to 2 siege weapons and 2 battering rams
[@] Opponents fight on knees within 10 feet
[1] Orc Shamans can cast Lightning Bolt and Hold Person. The Shaman must mutter loudly for 200 seconds and then may discharge the spell by the invocation "I, [Name], summon Lightning/Hold Person!"
[2] Trolls can regenerate. They must move out of combat and 'rest' for one minute to heal 1 wound, 3 minutes to heal 2 or more. Trolls are slain outright by a Fireball and Last Rites. A Ranger's Improved Flame prevents troll regeneration.

Revenues and Funds

Hexes of land produce Income in silver pieces, and in turn, all Land Events and construction cost money to undertake. In addition, Structures have an associated Upkeep Cost that is paid each Season (see the below section "Structures, Resources, and Assets"). However, Mines will generate additional revenue (see the below Mines & Ruins Chart). All these factors are recorded and maintained by the Land Marshal. A Country's funds are called its Coffers. Upon request, the Land Marshal will provide each Country Liaison with their Country's current balance.

Countries must designate a Castle, either the Capitol Castle or another, that they own as their Treasury. This structure contains the entire Coffers of the Country. The Coffers can be moved from one Castle to another just as Capitols are moved (as described in "Transferring Holdings"). , as described below.

Countries may also transfer money between one another. To do so, a Country's Liaison must present the Land Marshal with a written certificate that denotes the transfer in silver pieces. Country Liaisons may also withdraw funds in the form of actual coin. This is done at the Land Marshal's discretion and can never be issued in an amount that is greater than 10% of the total physical coinage that the Land Marshal possesses. Countries may only transfer up to 25% of their Coffers per Event.

When a new Hex is explored, percentile dice are rolled by the Land Marshal to determine if anything valuable is discovered on the searched Hex. The following results may be found:

Mines & Ruins Chart

01-75	Nothing	85	Abandoned City	91-93	Iron Mine
76-80	Path	86-87	Ruined Tower	94-96	Copper Mine
81-82	Abandoned Village	88-89	Ruined Keep	97-99	Silver Mine
83-84	Abandoned Town	90	Ruined Castle	00	Gold Mine

Mines are Resources that begin producing Income immediately, improving a Country's Coffers at the next Season end. The Seasonal income of the Mines are 100 silver pieces for an Iron Mine, 250 silver pieces for a Copper Mine, 500 silver pieces for a Silver Mine, and 750 silver pieces for a Gold Mine. Mines are a natural feature of the Hex on which they are located. The owner of the Hex owns the Mine as well.

Ruins are the discovery of an old or ancient Structure that has partially deteriorated, but can be restored with time and money. Until they are built, Ruins do not provide any value or assistance, nor do they cost any Upkeep. The owning Country can rebuilt a Ruin at any time by spending half the time and half the cost of building a new Structure of the same type. This is treated like building a new Structure in all regards, except regarding cost and duration. Ruined Towers cost

625 sp. and take 1 Event to restore. Ruined Keeps cost 1250 sp. and take 3 Events to restore. Ruined Castles cost 5000 sp. and take 5 Events to restore.

Structures, Resources, and Assets

The Holdings of each Country consist of Resources, Structures or Assets. Twice a year, following the Spring Season Change on March 21st and the Autumn Season Change on September 21st, Country balances are updated by the Land Marshal based on each Country's Holdings. At this time, Countries earn their Income and must pay their Upkeep.

Resources: Holdings that produce money or other benefits for a Country without an associated Upkeep cost (i.e., a grove of Silver Apple Trees that produce 250 sp. per Season or a Giant Hunters Guild that allows members of that Country the ability to cause double damage to giant PC's and NPC's). The two main Resources are described below, along with their Revenue.

Hex: one unit of land on the Realm Map. A fertile Hex produces 500 silver pieces per Season. A Hex may have 1 Resource, 1 Structure and 1 Asset on it. Mines do not count for this total.

Mine: a natural deposit of valuable ore that increases the Income of the Hex. There are several types of Mines (see Mines and Ruins Chart). Mines are discovered on Hexes of Land and may appear even if another Resource is already present.

Assets: Holdings that generate Income for a Country, but that must be built or otherwise acquired by them (i.e. through war, adventure prize, etc.). Assets are only settlements or Ships.

Village: a small Settlement that produces 100 silver pieces per Season.

Town: a medium sized Settlement that produces 250 silver pieces per Season.

City: the largest of Settlements that produces 500 silver pieces per Season.

Caravel: a small trading vessel that produces 500 silver pieces per Season.

Frigate: an average vessel that produces 250 silver pieces per Season.

Man O' War: a huge vessel that produces no Income, but is the most powerful military Ship.

Road: Reduces the movement cost of a Hex by half and generates 50 silver pieces per Season. A Settlement built in a Hex that contains a Road is built "over" the Road and the Income of the Settlement supersedes that of the Road. Additionally, Roads cannot be upgraded to the next higher settlement.

Structures: Holdings that provide a Country's defense. They produce no Income, but instead have an Upkeep cost that must be paid each Season. While valuable for protection, they are costly to maintain. If a Country is unable to pay Upkeep or refuses to pay Upkeep, any unpaid Structure becomes ruined. They may be rebuilt at half cost and time. There are nine types of Structures, described below with their Upkeep. The use of these in defense is described later (see Invasions and War). Structures are built or placed upon Hexes of land.

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

   10 defenders may be inside; 15' X 15', no Siege Weapons

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

   Defender's entire force may be inside; 30' X 30', 1 Siege Weapon

Castle: a large Structure with an Upkeep cost of 500 silver pieces per Season.

   Defender's entire force may be inside; 30' X 30' Keep w/ 15' X 15' Towers on each side, 3 Siege Weapons

Mage Tower: a small Structure with an Upkeep of 150 silver pieces per Season that produces 1 Mage potion and 1 Mage scroll (no spell reduction) of Rank 5 or less per Season.

   10 defenders may be inside; 15' X 15', no Siege Weapons

Wizard Tower: a moderately sized Structure with an Upkeep of 300 silver pieces per Season that produces 1 Mage potion and 1 Mage scroll (at 50% spell reduction) of Rank 10 or less per Season.

Defender's entire force may be inside; 30' X 30', 1 Siege Weapon

Chapel: a small Structure with an Upkeep of 150 silver pieces per Season that produces 1 Cleric potion and 1 Cleric scroll (no spell reduction) of Rank 5 or less per Season.

10 defenders may be inside; 15' X 15', no Siege Weapons

Temple: a moderately sized Structure with an Upkeep of 300 silver pieces per Season that produces 1 Cleric potion and 1 Cleric scroll (at 50% spell reduction) of Rank 10 or less per Season.

Defender's entire force may be inside; 30' X 30', 1 Siege Weapon

Druid's Meadow: a small Structure with an Upkeep of 150 silver pieces per Season that produces 1 Druid potion and 1 Druid scroll (no spell reduction) of Rank 5 or less per Season.

No extra protection is provided by this structure.

Druid's Grove: a moderately sized structure with an Upkeep of 300 silver pieces per Season that produces 1 Druid potion and 1 Druid scroll (at 50% spell reduction) of Rank 10 or less per Season.

No extra protection is provided by this structure.

Mausoleum: a small Structure with an Upkeep of 150 silver pieces per Season that produces 1 Warlock potion and 1 Warlock scroll (no spell reduction) of Rank 5 or less per Season.

10 defenders may be inside; 15' X 15', no Siege Weapons

Ziggurat: a moderately sized structure with an Upkeep of 300 silver pieces per Season that produces 1 Warlock potion and 1 Warlock scroll (at 50% spell reduction) of Rank 10 or less per Season.

Defender's entire force may be inside; 30' X 30', 1 Siege Weapon

Unique Resources, Structures or Assets can be offered to Countries as prizes on Adventure Days and Campouts. These are created and awarded by the hosts of the Event. Such Holdings must be described in writing and submitted to the Executive Board for approval. If approved, the description of the unique Holding is filed in writing with the Land Marshal and placed on the Realm Map.

Gaining Holdings

All Resources and Structures must be acquired in some fashion, whether as prizes for adventures, conquests from war, or purchased from other Countries. Land Actions and Invasion can acquire new Hexes for a Country, while other Holdings, like Ships, Settlements, and all of the Structures, can be built and paid for by making a Land Declaration. A Land Declaration is an expressed intent to the Land Marshal to build a Holding, search a new Hex, or Invade another Country. The Country then pays the Holding's construction cost in advance, and building commences. All Holdings have a prescribed period of time to complete. Cost and construction time are listed below:

Caravel: 3,000 silver pieces to build: 3 Events to complete.	**Man O' War:** 5,000 silver pieces to build: 8 Events to complete.
Castle: 10,000 silver pieces to build: 10 Events to complete.	**Mausoleum:** 2,000 silver pieces to build: 3 Events to complete.
Chapel: 2,000 silver pieces to build: 3 Events to complete.	**Road:** 100 silver pieces per movement cost of terrain being built on: 1 Event per movement cost of terrain to complete.
City: 10,000 silver pieces to build: 10 Events to complete.	**Temple:** 7,000 silver pieces to build: 6 Events to complete.

Druid's Grove: 7,000 silver pieces to build: 6 Events to complete.	**Tower:** 1,250 silver pieces to build: 2 Events to complete.
Druid's Meadow: 2,000 silver pieces to build: 3 Events to complete.	**Town:** 2,500 silver pieces to build: 5 Events to complete.
Frigate: 1,500 silver pieces to build: 3 Events to complete.	**Village:** 625 silver pieces to build: 2 Events to complete.
Keep: 5,000 silver pieces to build: 5 Events to complete.	**Wizard Tower:** 7,000 silver pieces to build: 6 Events to complete.
Mage Tower: 2,000 silver pieces to build: 3 Events to complete.	**Ziggurat:** 7,000 silver pieces to build: 6 Events to complete.

A Country can build only one Holding at a time. All constructed Holdings must be built on a Country's own land. Ships must be built in a vacant sea Hex that adjoins a Country's own Land Hex. There is no limit to the amount of Holdings a Country may possess, other than the amount of land available. If a Structure is in mid-production and not yet finished at the time of a Season's end, then its Upkeep cost need not be paid.

Structures and Settlements may be upgraded to the next largest size by expressing a Land Declaration to the Land Marshal to do so. Once the Holding to be improved is selected, construction begins anew and the difference in cost to the next highest grade is paid. Next, the difference in construction time is spent building. When the appropriate time has elapsed, the Holding is now of the next largest type. If the Season ends during mid-improvement, then the Upkeep or Income of the original size is considered. Upgrading a Holding is considered the same as building a new one, so a Country can only be actively building or improving one Holding at a time. Countries may not improve Holdings for another Country. You may only upgrade your own Holdings on your own land. All Holdings are the property of Countries, and not individual players.

Transferring Holdings

While Money can be freely exchanged between Countries, the transfer of Holdings is a more delicate matter. The following Rules apply to the transfer of Holdings from one Country to another.

1. A Country may never transfer its 13 original Hexes to another Country.
2. A Country may transfer Hexes or Ships to another Country freely, as long as they are not the original Hexes granted at the Country's founding. Transfers of Hexes or Ships require a formal Declaration to the Land Marshal. Such transfers must be declared 2 weeks (1 Event) prior to taking effect
3. Structures and Settlements may not be given away unless the Hex on which they are located is transferred.
4. Holdings awarded as prizes, whether they be Hexes, Structures, or Resources, cannot be given away to another Country until they have been first placed on the Realm Map under the ownership of the original winner. They must then follow the procedures for transfer as described above.
5. When land is transferred from one Country to another, each Country involved must forfeit its Land Event for the day of transfer. Hexes may only be transferred at a rate of 1 Hex per Event. This transfer is considered a Land Event and can only be done when Land Events occur.
6. If a Country declares war, or is invaded by another, it cannot transfer land until the War is over. War declarations supersede any and all transfer declarations. Thus, a declaration of war will nullify a declaration of transfer if they both occur on the same day.
7. A Country may relocate its Capitol Hex to any other Hex that it owns with a Castle on it. To do so, the Country must forfeit one Land Event for each Hex through which it is to be moved. Capitols may be moved through vacant Hexes and other Countries' Hexes (with permission). When a Capitol is moved, the City moves with it, thus leaving a plain Castle on the original site and making the new site a fortified city. For purposes of War or other timing issues, a moving Capitol is considered to be in its original Hex until it fully arrives at the new destination. When moving a Capitol, you may not pass through or on water Hexes.

New Holdings

New Holdings may be introduced into the Land Rules by being passed through the proper channels of ORCS legislature. New Holdings are considered Resources, Structures, or Assets depending on whether or not they require an Upkeep cost. Resources never have an Upkeep cost, while Structures always do. New Holdings, upon approval, are listed along with the other Resources, Structures, and Assets in their respective section above.

Invasions and War

A Country may invade the Hexes of another Country by declaring War. When this occurs, the aggressing Country and its allies travel to a designated Hex and attack the defending forces there. A Declaration of War must be submitted to the Land Marshal 1 Event prior to the Invasion. Movement Points are applied as stated above, so it may take more than 1 Event for the battle to take place. Upon declaration, the invading Country must pay an initial cost of 1,000 silver pieces. The Land Marshal will inform the Country being attacked of where the Attacker is invading it on the Event the invasion takes place. Once per month, a Warband may invade the Hexes of a Country by declaring War. Upon declaration, the invading Warband must pay a cost of 500 silver pieces.

From the Event when the first battle of an Invasion is fought, both Countries involved are considered to be "at war." During this time, neither can perform any other Land Event. Any Land Searches declared will be delayed until the first Event after the war has ended.

All Invasion outcomes are determined by the best 2 out of 3 battles. If the Attacker wins the first Hex, it may proceed to Invade Hex after Hex, as long as it wins each battle and plays the further Invasion cost of 750 Silver pieces per invaded Hex. If at any time the Defender wins a battle (best 2 out of 3), or if the Attacker ceases its Invasion, then the Defender may counterattack and reinvade its lost Hexes. The Defender only pays 250 silver pieces for each Hex it attempts to reclaim. If the Defender ever fails to win a battle while reclaiming, the War is considered over. Further, if the Defenders succeed to push the Attackers back out of their land, then the War is ended as well. If the Attacker Invades and fails to take the first Hex then the War is over. Finally, if the Attacker ceases to Invade and the Defender does not counterattack immediately, then the War is over. Any further conflict would require a new Declaration of War.

For Invasions involving a Warband, if the attacking Warband wins the Hex, they do not claim the Hex or ruin any Structures or settlements on the Hex. Instead, the Warband is paid the total revenue of the Hex from the Country's Coffers. If the Warband is defeated, they are disbanded. A Warband may never "own" Hexes and therefore cannot attack Structures.

If a Hex of land is fortified by a Structure (Tower, Keep, or Castle), it is much harder to invade. Once an Attacker captures the land, a second battle must be fought to siege the Structure. This battle is fought at the following Event, but does not require any additional cost to be paid by the Invading Country. The Siege is also determined by the best 2 out of 3 battles. If the Defenders win the Siege battles, the Attackers are defeated and driven out of the Hex ending the war, giving the Hex and the structure to Defenders. If the Attackers win the siege, they gain possession of both the structure and the Hex and may continue the war by paying the 750 silver pieces further-Invasion-cost. Each further invasion will occur the Event after a successful invasion.

Depending on the type of Structure, various protections are offered to the Defending forces (See above in "Structures, Resources, and Assets"). A roped off area is used to represent the walls of the Structure, which has a gate (all gates must be in the front of the structure) and is considered to be a fortification as per ORCS Rules. There must be an open area of no less than 2 feet at the base of 90% of the fortification to allow for the use of Assassin and Thief's Climb Walls ability. The gate of a Structure may be destroyed by either: 3 hits from a Battering Ram, 1 Fireball, 1 Ballista bolt, or 3 Lightning Bolts. A destroyed gate may be mended fully by 1 Mending Spell. All spells lose their area of affect when cast into a structure; therefore, spell balls must hit a person for the spell to take effect. Siege Weapon missiles retain their area of affect when shot into a structure, as this is what they are designed to do.

A Country's Capitol Hex may be invaded during a War. If this occurs, a battle is fought for the Capitol Hex. If the Defender loses, then a second battle is fought for the Castle on the Hex. If the Defender loses again during the Siege, then the Attacker can claim all of the defending Country's Coffers as prize. If the Country's Coffers are located in another Castle that is not the Capitol, the Coffers may still be captured in the same manner. The Attacker may never claim the Capitol

Hex's Castle, as at this point the Defender has the opportunity to fight its way out of the Castle in a siege battle. This is done every Event until the Defender can reclaim the Land Around its Castle. This "reverse siege" costs nothing. Once the Defender has won, it may attempt to reclaim all of its lost lands as described above. As long as the Defender fails to win, it is trapped in the Castle. While a Defender is trapped in its Capitol Castle, it earns no Income but is still liable for any upkeep costs that may occur. Capitol Hexes must be chosen wisely and defended well, as a Defender stands to lose not only its Coffers, but all of its Structures that it cannot afford as well.

During Land Wars, the Attacker and Defender are both limited to the number of warriors they may both field. The Attacker may field all of its members in surcoats, and may hire or bring as many others as they have of their own. The Defender may field all of its members in surcoats as well. If the Attacker's total force is greater than the Defender's, then any Nomads present will fight for the Defender up to the Attacker's strength. If the Defense's number or member in surcoats is greater than the Attacker's total number, the Defender may still field all of its members. A Warband may only field the members who are in the Guild's charter. All other rules remain the same.

A Country may only Declare War on one Country at a time. If a Country declares War on another Country while it is already being invaded, they must choose the Hex they are invading after the first invading Country has chosen the Hex that they are invading. The first Country to Invade will always have the first choice of Hexes, and two Countries may never invade the same Hex at the same time.

If an Assassin obtains a Writ the Event prior to the battle, an assassination attempt may be made. If that particular character is not in that battle, then the Writ is void. If a character is assassinated during the course of the battle, that Participant will no longer be able to use the character for the remainder of *that day's* War battle. If the assassinated character was wielding a relic, then the relic is no longer in play for the remainder of the War battles.

Armies

An Army is any group of warriors formed by a Country to invade another Country. All Armies must have a base of operations. Any Hex with a Structure or Settlement on it is considered to be a base of operations (Castle, City, etc.). All movement of Armies must begin from one such Hex. When War is declared, all movement costs must be taken into account. Actual battles may not be fought at the next day Event if the attacking Army does not have enough Movement Points to reach the Hex to be invaded. Defending Armies need not worry about movement; they will always be able to defend any Hex being attacked.

Ships and Sea Battles

Ships are Income producers and also have great strategic value. They are built like Structures. Ships may travel the seas, transporting Search or Invasion Parties, and can block other Countries' Ships. Any Ship may deposit an Invasion force on foreign land or a Land Search Party on far off vacant Hexes. Ships are considered to have 12 Movement Points between Events, with each water Hex requiring 1 point to move through. When a Ship moves on the Realm Map, it does not cost anything unless the Ship is transporting troops to conduct a Land Search or Invasion. If this is the case, any Ship may conduct any amount of Warriors at a cost of 500 silver pieces per movement (up to 12 Hexes). This number of warriors is limited by the maximum capacity of the Ship. In order to conduct a party of warriors, the Ship must begin its voyage from one of its own Country's Hexes containing a Structure.

Ships may only occupy 1 Hex at a time. If a Ship moves into a Hex with another Country's Ship, or attempts to sail through a Hex occupied by another Country's Ship, a Sea Battle will occur unless both sides agree to peaceful passage. Countries may sail their own Ships through Hexes occupied by their own, but may not end movement with more than 1 Ship per Hex. Ships may move through and stop on coastal Hexes (a Hex on the land map with both land and sea). If a Ship attempts to move through a coastal Hex owned by another Country and there is a Ship owned by the second Country in that Hex or an adjacent sea Hex, then they can move to intercept and stop the Ship from moving through, causing a Ship battle as described above. If a Ship attempts to move through a coastal Hex owned by another Country and there is a Ship in the adjacent sea Hex, then they can move to intercept and stop the Ship from moving through.

When Ship Battles occur, Ships may have warriors and siege weapons on board to defend and attack. Ships are represented by roped off areas, roped off at a size relative to the type of Ship and available field space, and each set parallel to one another at a distance of 10 feet apart. Ships can be attacked with siege weapons and Fireballs. These "green damage" attacks will Eventually sink a Ship, depending on its type. When a Ship has sustained more green damage hits than it takes

to sink, then Mending needs to be cast for as many times as was needed to sink it. All damage must be repaired before the time limit is up, or the Ship is destroyed. The Battle Statistics for all Ships are as follows:

Caravel: Holds up to 10 warriors; 15'L X 10'W, 1 siege weapon, sunk by 3 Green Damage Attacks in 5 minutes.

Frigate: Holds up to 20 warriors, 20'L X 10'W, 2 siege weapons, sunk by 4 Green Damage Attacks in 5 minutes.

Man O' War: Holds up to 30 warriors, 30'L X 15'W, 4 siege weapons, sunk by 5 Green Damage Attacks in 10 minutes.

It is also possible to cross onto the enemy Ship. Planks, made safely of cardboard, and no wider than 3 feet, may be lowered to bridge the gap between Ships. Each Ship is allowed to equip itself with up to 3 planks. Planks must span the distance between Ships to be effective. Any Planks that either fall or are thrown into the water are considered to sink. Any other weapons or objects that fall into the water, including missile weapons, are considered to sink. Elders cannot retrieve these items. Fireball, Warp Wood, and Lightning Bolt spells will destroy a plank in one hit. Warriors may cross on planks, but anyone wearing armor better than AC2 is considered drowned if they are knocked off into the water. Others wearing AC2 or less may "swim" by crawling on their hands and knees back onto *their own* Ship. When "swimming," both hands must be free of any items and neither arm can be lightly wounded. Warriors may also jump from one Ship to another, but must land fully on the other Ship, lest they be considered in the water. Anyone hit by an Ice Storm spell will float and can be dragged back to their Ship with the aid of two other warriors.

Ship battles are determined by one battle. In order to win, one side must be vanquished, and the winning side must have a Ship to carry them. If both Ships are preserved, then the winner claims the enemy Ship and immediately places it in a vacant sea Hex adjoining the Hex in which the battle took place. No two Ships may ever occupy the same Hex at the end of any battle or movement.

The Kraken

The Kraken is a terror of the Ocean whose movements are managed by the Land Marshal. The Kraken moves (12) Hexes between every Event. If the Kraken hits land, it changes direction. If it hits a Ship, it stop and attacks that Ship. If the Ship does not defeat the Kraken, the Ship is sunk. If the Kraken is killed, one of its many spawn grow to take its place. After (2) Events, a new Kraken is placed on a random Ocean Hex by the Land Marshal and the cycle continues again.

The Kraken stats for sea battles are as follows: 8 tentacles (4 hits each). Four tentacles are pikes and four are black swords, but all weapons deal Yellow damage.

Appendix I

Articles of Association and Bylaws of the ORCS War Gaming Club

I.   Article I: Club Purpose
A)   The ORCS War Gaming Club provides its members the following:
   1) Live medieval-style battle via padded weapon combat.
   2) Organized feast and camping Events.
   3) The opportunity for role-playing and character development.
   4) Instruction on constructing medieval style clothing and armor.
   5) Socializing for people sharing interests in the medieval period.
B)   The ORCS War Gaming Club operates not for profit. No member or officers shall in any way receive compensation for their service.

II.   Article II: Club Structure
A)   Membership:
   1) Any person age 14 years or older may be a member of the Club.
   2) Each member must pay an initial $5.00 membership fee.
   3) All members must sign a waiver form. Members under the age of 18 must have a parental co-signature.
   4) Membership is valid for the lifetime of the member, except in cases noted below.
   5) The Club reserves the right to refuse, revoke, or deny membership to any individual. This refers specifically to any member whose behavior or actions endanger the safety of other members.
   6) Any members found using and/or possessing illegal substances shall be subject to suspension from active participation for not less than three months. Upon any second violation of this policy, the member shall receive permanent expulsion from the Club.
   7) All members must pay sustaining dues at each Event to actively participate in these Events. The Treasurer shall determine the amount of dues to charge with approval by the Senate.
   8) It is the responsibility of each new member to familiarize themselves with the Rules of combat, the requirements for costume, and the making of weapons.
   9) Any reference to player(s) in these By-Laws is to be interpreted as a reference to member(s) of the Club.
   10) No registered sex offenders may participate in our organization
   11) Any person/persons found to be participating in an O.R.C.S LARP Event without going through proper check-in or late check-in procedure will be subject to an immediate suspension from the current Event, followed by a review by the EB for further punishment if necessary.
B)   Countries:
   1) For purposes of game realism and the allowance of various team formations, members are encouraged to form associations known as Countries. A Country must consist of a leader and at least three other members. Four Country members must attend (1) Event within a three-month period in surcoats and with a battle banner to be a valid Country.
   2) A Country's membership is unrestricted in terms of maximum number but will be regulated by the Executive Board to allow for fair team size and Club growth.
   3) All Countries shall have two voting representatives on the Senate and shall receive a copy of the By-Laws. If a Country fails to send at least one Senate member to two Senate meetings in a row, then their Country status shall be considered to be in limbo.

III.   Article III: Club Leadership
A)   Leadership shall consist of the following governing bodies:
   1) Executive Board: Five elected officials one elected non-voting member.
   2) Senate: Two representatives from each Country and no more than three elected Nomad representatives.
   3) Noble Council: All members who hold a "Noble Title"
B)   Any member may serve on the Executive Board ("The Board") or Senate, but only Nobles may serve on the Noble Council.

C) No member may serve on more than one Governing Body at a time, excluding Nobles, who may serve on the Executive Board, but forfeit their vote on the Noble Council. In addition, Nobles may also serve as Senators in Senate and retain their vote on the Noble Council, with the exceptions as outlined in Article IV.

D) Official's elected term is 1 year beginning January 1st of the New Year.
   1) Elections for the Board shall be held the 1st Event in November.
      a) Prospective candidates will run as an independent.
      b) Election of Board shall be done by secret ballot in the Senate. In cases of multiple-candidate races, the winner shall be determined by a two-thirds majority vote. If the two-thirds majority vote is not attained, then a re-vote will be taken between the two candidates with the most votes, eliminating the other candidates. If the re-vote does not reach a two-thirds vote, a third vote will be taken and it will be a simple majority vote.
      c) All prospective candidates must have an assistant chosen to do their job if they are unable to fulfill their position.
   2) Any candidate who runs for election unopposed shall assume office on January 1st of the New Year.
   3) Officials may run for re-election upon completion of their term.
   4) Any elected official may voluntarily leave office before the end of the term or may be removed by the Senate if dereliction of duty is discovered. Impeachment of an elected official requires a three-fifths majority vote by the Senate.
   5) The assistant to the member leaving office will take office in an emergency Executive Board meeting immediately following the member leaving office.

IV.   Article IV: Governing Bodies
A) The Executive Board:
   1) The executive Board consists of five elected voting officials and one elected non-voting member. They are the President, Vice-President, Secretary, Treasurer, Magistrate, and Land Marshal.
   2) The Board shall be responsible for the conduct of the Club, the planning of activities and the maintenance of the By-Laws.
   3) The Board shall determine membership status as described above in Article II, Part A, Section 5 and 6 respectively.
   4) The Board shall review all new Rules and Rule changes proposed by the Senate. All new game Rules and Rule changes must be approved or vetoed by a majority vote.
   5) The Board shall meet as business dictates, but not less then at least once every three months.
      a) Any member unable to attend a monthly session may send their elected assistant in their place. However, the assistant may only present ideas and take notes for the elected official. The assistant is not allowed to vote.
      b) At least four Board members must be present for a quorum to exist. Otherwise, the quorum cannot legally take any action.
      c) The Land Marshal has no vote on the Executive Board, but may attend meetings at the discretion of the Board.
   6) The President or Vice-President may convene an emergency meeting if conditions requiring such exist.
   7) The Board shall review all nominations for awards and choose those who are to receive the award (see article V).
   8) The Tome of Existence and Club financial records are to be present for open inspection at all the meetings. The Tome may be brought to the Senate meetings by the Magistrate, if requested.
   9) Any references to the "Cabinet" or "Council of Five" in Club publications are to be interpreted as references to the Board.
   10) The Board Members:
       a) The President's responsibilities are:
          (1) Delegating authority and the forming of activity committees.
          (2) Maintenance of all Club electronic communication networks (website, message board, hotline, etc.)
          (3) Public liaison with outside officials.
          (4) Final interpretation of game Rules. These interpretations are to be documented and presented to the Club at Triumvirate
          (5) Preparation of the Board meeting agenda.

(6) Service as honorary "King/Queen" at special Events.

(7) Appointment of an Assistant called "Information Technology Marshal," who will be responsible for the establishment and maintenance of I.T. networks (website, message board, hotline, etc.).

(8) Determination of the recipient of the President's Award of Excellence (see Article V).

b) The Vice-President's responsibilities are:

(1) Represent the President in their absence.

(2) Chairman of the Noble Council.

(a) The Vice-President shall determine the Noble Council's agenda.

(3) Liaison with other War Gaming Clubs.

(4) Collection and maintenance of game equipment (i.e. relics, first-aid kit, adventure supplies, etc.)

(a) Appointment of an Assistant called "Relics Marshal," who will collect and maintain all of the Relics.

(b) Appointment of an assistant called "Potions & Scrolls Marshal," who will administer potions & scrolls.

(c) Appointment of an Assistant called "Quartermaster," who will collect, maintain, record, and distribute all ORCS costumes and items.

(d) Appointment of an Assistant called "Arts and Science Marshal," who will organize at least (2) Events a year for Arts and Sciences (though more may be held if interest allows). The Arts and Science Marshal shall be the lead judge and be joined by either (2) or (4) other judges. Judges cannot be members of the same Country.

c) The Secretary's responsibilities are:

(1) Maintenance of member experience cards.

(2) Collection of player waiver forms.

(3) Recording minutes at the Board meetings.

(4) Distribution of membership cards

(5) Collection and publication of Country Histories.

(6) Publication of Club Rulebook, Rule Changes, announcements, advertisements, and recruitment flyers.

(a) Appointment of an assistant called "Elder of the Tavern" to organize and provide Club feasts.

(b) Appointment of an assistant called "Elder of Advertisement" to /supervise the production and distribution of advertisement and recruitment flyers.

(c) Appointment of a Guild Marshal following consultation with the Noble Council

(d) Appointment of Rulebook Committee which assists in updating the Rulebook.

(7) Review of legitimate Country status.

d) The Treasurer's responsibilities are:

(1) Payment of any debts incurred by the Club.

(2) Collection of money from Rulebook sales.

(3) Maintenance of treasury bookkeeping.

(4) Collection of membership fees and dues at all Events.

(5) Purchase of any materials needed for activities.

(a) Funds for publishing and purchasing of special items may be advanced to members on occasion, but these members are responsible for providing a valid receipt and any change to the Treasurer.

(b) Any member purchasing Club supplies with private funds must produce a valid receipt and any change in order to be reimbursed.

(6) Determination of the cost per copy of Rulebooks sold independently of membership fee. (This is to be done following consultation with the Secretary and is subject to approval by the Senate).

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

(8) Liaison with the Internal Revenue Service.

e) The Magistrate's responsibilities are:

(1) President of the Senate.

(a) Setting the Senate meeting agenda.

(2) Appointment of Marshals following consultation with the Noble Council for the following positions:

(a) Weapon Marshal (6)

(b) Armor Marshal (3)

(c) Costume Marshal (3)

(d) Event Marshal (2)

(e) Spell Marshal (1)

(f) Poison Marshal (1)

(3) To provide for the smooth running of the inspection-line and selection of the Elders for each Event.

(a) Appointment of an assistant called "Sergeant at Arms," to assist the Magistrate with the keeping of records and order in Senate meetings.

(4) Final Interpretation of Club By-Laws. These interpretations are to be documented and presented to the Club at Triumvirate

f) The Land Marshal's responsibilities are:

(1) Final interpretation of all Land Rules.

(2) Collection and maintenance of game equipment (adventure supplies, costumes, ropes, etc.)

(3) Appointment of an assistant to the Land Marshal. Their duties shall be to assist the Land Marshal in the full duties of the positions and to fulfill the duties in the absence of the Land Marshal.

(4) Appointment of an assistant to the Land Marshal, who will be known as the "Coin Marshal." Their duties shall be to assist the Treasurer in keeping the records of all ORCS coinage, the disbursement of said coinage, and the keeping of Country deposits and withdrawals.

B) The Senate:

1) The Senate consists of two representatives from each Country of the Club, as well as no more than three Nomad representatives. They shall be known as Senators.

2) All Countries must decide on two members for duty on the Senate. Nomads must be invited to gather on voting Senate days for the purpose of reviewing all proposals up for a vote and in order to elect up to two Nomad representatives for duty on Senate. If there is not at least one Nomad willing to be elected to represent at Senate, or no attending Nomads, then Nomads will not be granted a vote for that day. If there is only one willing Nomad in attendance, Nomads will have one Senator and only receive one vote for that day.

a) All Senate representatives must meet the criteria of having paid their lifetime membership fee, and have attended at least five events. This will be verified by the Magistrate in conjunction with the Secretary.

b) The Magistrate is responsible for ensuring all Nomads and their representatives review the Senate Docket before Senate convenes.

3) Two-thirds of the active Countries' Senators must be present for a quorum to exist in order for the Senate to legally take any action. If Nomad Senators are present, those representatives shall be included for the purposes of determining quorum. If Nomads elect to send no representatives, the lack of Nomad representation shall not be factored into determining quorum.

4) All Senate meetings shall be chaired by the Magistrate, and in their absence, the Sergeant at Arms. In the absence of both the Magistrate and the Sergeant at Arms, a Senator may chair the meeting. The gathering of Nomads must take place before Senate is called, and shall be facilitated by the Magistrate, the Sergeant at arms, or a Noble designated by the Magistrate.

a) The Magistrate may vote only if there is a tie.

5) The Senate shall meet a minimum of once per quarter, but not more than eight times per year, or as business otherwise dictates (emergency meetings and critical Rule change votes).
6) The Senate shall be responsible for the smooth flow of actual gaming activities.
   a) The Senators shall actively pursue enforcement of game Rules on the field of play (i.e. Elder).
   b) The Senators shall solve any problems with game activities (i.e. discuss and propose possible solutions).
7) The Senate shall make recommendations to the Magistrate on the appointment of Marshals.
8) The Senate shall be responsible for the creation and review of "Game Rules"
   a) All new Rule changes shall be incorporated twice a year. Once on January 1st, and second on July 1st of each year. The Senate will still discuss and vote on topics throughout the year, but Rules passed by the Senate and the Executive Board will not take effect until the dates stated beforehand. The exception to this will be safety Rules and Rules that affect the running of the game, which shall be instituted after being passed by both the Senate and the Executive Board.
   b) Every new Rule must be properly written with a description and explanation.
   c) All new Rules and Rule changes must first pass the Senate by majority vote before being sent to the Executive Board.
   d) The Senate may override an Executive Board veto with a three-fourths majority vote.
9) The Senate shall nominate members for positions on the Executive Board. Voting for these candidates shall occur in the manner described above in Article III, Part D, Section 1b.
10) The Senate must approve any membership fee, dues, or cost of publication changes that are proposed by the Treasurer.
11) Any reference to the "Council of Elders" in Club publications shall be interpreted as a reference to the Senate.

C) Noble Council:
   1) A Noble is defined as one who has been recognized by the Club for outstanding sportsmanship, contribution and distinction. Thus acknowledged, a Club member is rewarded the title of "Knight" within the Realm of ORCS As Nobles, these members are acknowledged for their excellence and experience.
   2) The Noble Council ("Council") shall consist of all members who possess a Noble title, gained either by appointment or by test of arms.
   3) The Council shall be chaired by the Vice-President. If the Vice-President is unavailable, the Vice-President shall select one of their numbers to Chair.
   4) The Chairperson of the Noble Council may only vote in the instance of a tie.
   5) The Council shall meet quarterly, unless business dictates otherwise: meetings are held the second Event in February, May, August, and November. If that Event is a campout, the meeting may be moved to the next Event on the schedule. All votes are by a majority of the voting members present.
   6) Nobles shall be responsible for disciplining themselves and are not above the Rules set forth by the Club. Therefore, the Council shall be responsible for the conduct of all Nobles and the disciplinary action for those who fail to behave consistent with the title.
   7) The Council shall be responsible for the approval of all weapons introduced into battle and the safety of all players.
      a) This shall include the inspection of all new weapons, as well as the rejection of unsafe new weapons, and any recommendations of whether the weapon can be made safe or not.
      b) Any weapons submitted for approval must past the Council with a four-fifths majority vote. The Noble Council's ruling is final.
   8) The Council shall plan all major "Noble Tourney" Events.
   9) A quorum is met when fifty percent of the active Knights of the Realm are in attendance. A Knight of the Realm may declare themselves inactive at any time, and the Council may declare a Knight of the Realm inactive if they have not attended a scheduled meeting in 6 months.
   10) Inactive Knights of the Realm may not vote on the Council, do not count towards quorum of the Council, and may not act as Marshals unless specifically appointed by the Council.
   11) To become active, a Knight of the Realm must attend (1) Council meeting as a non-voting member and attend a minimum of 50 percent of the Events prior to the following Council meeting.

12) Nobles will support/augment the Elders and officials in the game and will intercede and mediate between said officials and uncooperative and unruly players to help provide for the smooth flow of Events.

13) Nobles will enforce the sanctions of the Executive Board regarding players who continually usurp and/or break the Rules, and/or are considered unsafe players (i.e. a hazard to themselves and others).

14) Nobles will put the Club above all else. They must behave honorably towards the Club at all times (this in no way should interfere with the role-playing aspect of one's chosen alignment of their character, and should be considered as separate matters) and contribute to the Club in a positive manner (i.e. train new members in the aspects and Rules of the game, certifying new Elders, etc.).

15) Nobles must submit newly accepted candidates for nobility to be confirmed by the Executive Board by a three-fifths majority vote.

16) Nobles must accept and understand their status is bestowed upon them by the very concept and nature of the Club. Without the Club, their titles are meaningless. Therefore, if the Noble Council fails to uphold the integrity of the Club, the Senate with a three-fourths majority vote, and then the Executive Board with at least a three-fifths majority vote can and will impeach or revoke the status of any individual Noble.

D)   Triumvirate Session:
1) Once a year, during the second week of December, a joint session of the three governing bodies will be held. This meeting will occur for the following reasons:
    a) Review of leadership and proposed personnel changes.
    b) Preparation for producing an updated Rulebook
    c) Open discussion of ideas and future Club goals.
    d) Review of all the President's rulings and Magistrate's By-Law interpretations made in the last year. These interpretations are to be saved by the Secretary and made available in a document alongside the Rulebook.
2) Unlike normal Senate meetings, Triumvirate Sessions may cause some Countries to have more than two representatives present. Therefore, no actual voting shall occur during this Session. In addition, so no Country's right to equal representation is compromised, the President shall act as Chairman.

V.   Awards

A)   Armigerous Awards – Awards that when given bestow the right to wear personal livery and heraldry and be known as "Master" or "Mistress." These awards shall be given once a year to single players, with the calendar running from November 1st to October 31st. Presentation of these awards will be at the Triumvirate meeting. Nominations are to be given to the Executive Board by the second Event of October.

1) Order of the Sun – This order is granted for outstanding contribution of service to the Club *not related to an elected office*. A Master or Mistress of the Sun is one who has contributed their time to the game as a Marshal, Elder, organizer, or provider of mundane items. Those awarded this order shall receive a yellow belt flag with a sun.

2) Order of the Wolf – This order is granted for outstanding leadership. A Master or Mistress of the Wolf is one who has led the Club as an elected official or furthered the development of the game in an outstanding way. Those awarded this order shall receive a purple belt flag with a wolf.

3) Order of the Eagle – This order is granted for continuous demonstration of a positive attitude. A Master or Mistress of the Eagle is one who has continually demonstrated good sportsmanship, a high level of support for other players, and an outstanding positive attitude. Those awarded this order shall receive a blue belt flag with an eagle.

4) Order of the Octopus – This order is granted for outstanding role-play or atmosphere. A Master or Mistress of the Octopus is one who has contributed to the Club atmosphere in an outstanding way regarding adventures or role-play. Those awarded this order shall receive a green belt flag with an octopus.

5) Order of the Scorpion – This order is granted for great skill at arms or fighting prowess. A Master or Mistress of the Scorpion is one who is respected on the field as a great fighter, is honorable in combat, and has the respect of the game regarding fair play and following the combat Rules. Those awarded this order shall receive a red belt flag with a scorpion.

6) Order of the Jaguar – Any player who has been awarded all six Armigerous Orders shall be eligible for the Order of the Jaguar upon Executive Board approval. A Master or Mistress of the Jaguar is automatically awarded Knight of the Realm with all the rights and responsibilities for said award. Those awarded this order shall receive a white belt flag with a jaguar.

7) Order of the Hammer and Needle - awarded to a player for outstanding crafting ability. A Master or Mistress of the Hammer and Needle is someone whose crafts have inspired awe in other players. Winner of the award shall receive an orange belt flag with a crossed hammer and needle.

B) Non-Armigerous Awards – The following orders are given for recognition by the Club, but do not give any special privileges.

1) Presidents' Award of Excellence – Awarded in recognition of a person who exemplifies the traits of the Armigerous Orders but may not have been chosen for one. Those awarded this will receive a black belt flag with a phoenix.

2) New Player Award – This award is granted to a player who has been with the Club for less than one year. A person chosen for this award should show a positive and eager attitude and willingness to continue learning and supporting the Club. Those chosen for this award will receive an orange belt flag with an hourglass.

C) Order of the Penguin (Country Awards) – Each active Country may choose one person from their Country to receive recognition from the Country itself and the Club. The Country leader (liaisons) shall give their choice to the Executive Board by the end of October. Those chosen for this award shall receive a belt flag in their Country colors with a penguin.

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

Appendix II

Monster Encounter Chart

The Land Marshal rolls percentile dice to determine what monsters, if any, are discovered on new land. Some powerful encounters may modify a party's percent chance of discovering Mines and Ruins.

Encounter Type Chart

01 -- 16 No Encounter
17 -- 29 Giants
30 -- 48 Humanoids
49 -- 67 Humans
68 -- 86 Unholy
87 -- 99 Dragons
00 Land Marshal's Choice

Percentile	Human Encounters
01-10	5 Peasants (1 hit) and polearms or hand weapons (no shields)
11-15	4 Brigands in AC1
16-20	10 Peasants (1 hit, no shields), 1 Peasant Hero in AC2 with Shield
21-24	2 Knights in AC3, 1 Mage (10th Rank)
25-35	3 Knights in AC3, 1 Cleric AC2 (10th Rank)
36-44	4 Barbarians in AC2 (all take an extra hit)
45-52	5 Brigands in AC2
53-60	3 Mages (10th Rank) + 1 Monster who is randomly rolled (Goblin, Owlbear, Skeleton, Minor Fiend, or Flesh Golem)
61-69	8 Brigands in AC2
70-78	4 Barbarians in AC2 (2 Handed Weapons Only), 2 Druids (10th Rank), all take an extra hit. +5% Mines & Ruins Chart
79-85	2 Pit Fighters in AC2 (20th Rank Fighters) 2 Clerics in AC2 (10th Rank) 1 Mage (10th Rank) +10% Mines & Ruins Chart
86-92	2 Pit Fighters in AC4 (20th Rank Fighters) 2 Clerics AC4 (20th Rank) 1 Mage (10th Rank) +15% Mines & Ruins Chart
93-98	2 Clerics in AC4 (20th Rank), 2 Mage (10th Rank) 2 Druids (20th Rank) +20% Mines & Ruins Chart
99	Adventuring Party (5 people, any class, 20th Rank) +25% Mines & Ruins Chart)
00	War Party (8 people, any class, 20th Rank) +35% Mines & Ruins Chart)

Percentile	Humanoid Encounters
01-10	5 goblins (1 Hit)
11-15	10 Goblins (1 Hit)
16-20	5 Goblins (1 Hit) 2 Orcs in AC2
21-24	3 Orcs in AC0 and 1 Ogre (6 hits and giant)
25-35	1 Ogre (6 Hits and Giant) 2 Goblins (1 Hit) 1 Hobgoblin in AC1
36-44	1 Half Ogre in AC4 (Swings Black damage)
45-52	5 Hobgoblins in AC2
53-60	3 Bugbears in AC3, 1 Bugbear Shaman in AC3 (1 Entangle, 1 Lightning Bolt, 1 Cure Light Wounds)
61-69	4 Orcs in AC1 and One Orc Boss in AC3
70-78	5 Hobgoblins in AC2 and 2 ogres (6 Hits and Giant) +5% Mines & Ruins Chart
79-85	4 Gnolls in AC2 3 have shields and 1 Orc Boss in AC3 +10% Mines & Ruins Chart
86-92	20 Goblins (1 hit) and 1 Goblin King (2 hits) +15% Mines & Ruins Chart
93-98	3 Hobgoblin in AC1, 2 Gnoll in AC2, 2 Bugbears in AC 3 +20% Mines & Ruins Chart
99	10 Goblins (1 hit), 5 Orcs in AC0, 3 Hobgoblins in AC1, plus 1 Ogre Magi (6 hits, giant, 2 Lightning Bolts) +25% Mines & Ruins Chart
00	Orc War Party (6 orcs in AC2, 1 Orc Shaman (1 entangle, 1 lighting bolt) 2 orc Honor Guard (Two handed weapons) in AC3 Orc Chieftain, AC4(One Extra Hit) and 1 Ogre (6 hits and Giant) +35% Mines & Ruins Chart

Percentile	Unholy Encounters
01-10	5 Skeletons (AC1, red damage has no effect, destroyed by one hit from a non--red Holy or Blessed weapon Turned by Turn Undead (see chart))
11-15	5 Zombies (AC2, destroyed by one hit from a Holy or Blessed weapon Turned by Turn Undead (see chart))
16-20	3 Mummies (AC3, destroyed by one hit from a Holy or Blessed weapon, Turned by Turn Undead (see chart), 2 curse (pink), poison component), 2 Skeletons (AC1, red damage has no effect, destroyed by one hit from a non--red Holy or Blessed weapon Turned by Turn Undead (see chart))
21-24	3 minor Fiends (6 Hits, 1 fireball Double Damage by Enchanted Weapons & Holy Weapons, and Blessed)
25-35	2 Skeletal Knights (AC3, red damage has no effect, destroyed by two hits from a non--red Holy or Blessed weapon destroyed by Turn Undead (see chart))
36-44	2 Ghouls (AC4, destroyed by two hits from a Holy or Blessed weapon, 1 minute Paralysis poison with each damage causing hit, Turned by Turn Undead (see chart), poison component)

45-52	1 Flesh Golem (9 hits, takes double damage from Magic, Holy ,black damage with 2 single hand weapons)
53-60	1 Vampire (10 hits, black damage with 2 single hand weapons, Double Damage from Enchanted Weapons) and 2 skeletal Knights (AC3, red damage has no effect, destroyed by two hits from a non--red Holy or Blessed weapon destroyed by Turn Undead (see chart)
61-69	1 Greater Demon (10 Hits, 2 fireballs double damage from Enchanted Weapon & Holy Weapon Only)
70-78	2 Flesh Golem (9 hits, takes double damage from Magic, Holy, or Blessed weapons, black damage with 2 single hand weapons) +5% Mines & Ruins Chart
79-85	1 Banshee (8 hits, Turned by Turn Undead (as Specter; see chart), double damage from Holy or Blessed weapons, 3 feeble minds, poison component) +10% Mines & Ruins Chart
86-92	1 Pharaoh (AC4, hits with 2 curses. Immune to holy and non magic damage) and 4 Mummies (AC3, destroyed by one hit from a Holy or Blessed weapon, Turned by Turn Undead (see chart), 2 curse (pink), poison component) +15% Mines & Ruins Chart
93-98	1 Demon lord (8 Hits, immune to Non-Holy or Non-Magic Damage, immune to Fireball Swings 1 Handed Black) 2 Skeletal Knights (AC3, red damage has no effect, destroyed by two hits from a non--red Holy or Blessed weapon destroyed by Turn Undead (see chart) +20% Mines & Ruins Chart
99	1 Demon Prince (10 Hits, Giant, Swings One Handed Back, has 2 Fireballs, only Damaged by Holy, Blessed or Enchanted Weapon and takes Normal Damage) +25% Mines & Ruins Chart
00	**1 Demon King** (15 Hits, Giant, Swings One Handed Back, has 3 Fireballs, only Damaged by Holy, or Enchanted Weapon and takes Normal Damage) **1 Demon Prince** (10 Hits, Giant, Swings One Handed Back, has 2 Fireballs, only Damaged by Holy, Blessed or Enchanted Weapon and takes Normal Damage) **2 Minor Fiends** (5 Hits, 1 fireball Double Damage by Enchanted Weapons & Holy Weapons, and Blessed) +35% Mines & Ruins Chart

Percentile Giant Encounters

01-10	2 Owlbears (6 hits, giant)
11-15	1 Troll (6 hits, giant, heals self at rate of 1 hit per minute, Fireball and Last Rites kills instantly, Ranger's Improved Flame prevents troll regeneration)
16-20	1 Storm Giant (10 hits, giant, does black damage & shield break, 3 lightning bolts, immune to lightning spells)
21-24	2 Hill Giants (8 hits, giant)
25-35	2 Frost Giants (9 hits, giant, does black damage, immune to ice spells)
36-44	2 Fire Giants (10 hits, giant, does black damage, immune to fire spells)
45-52	2 Stone Giants (6 hits, giant, immune to white and red damage, uses yellow weapons)
53-60	1 Manticore (8 hit, giant, uses 2 handed red damage, 1 minute agony on every damaging hit, poison component)
61-69	2 Oni Demons (6 hits, giant, swings double damage, takes double damage from Enchanted Weapon)
70-78	4 Owlbears (6 hits, giant) +5% Mines & Ruins Chart
79-85	5 Ogres (6 hits and giant) +10% Mines & Ruins Chart

86-92	1 Manticore (8 hit, giant, uses 2 handed red damage, 1 minute agony on every damaging hit, poison component), 1 Ogre Magi (6 hits, giant, 2 Lightning Bolts), and 1 Fire Giant (10 hits, giant, does black damage, immune to fire spells) +15% Mines & Ruins Chart
93-98	3 Ogres (6 hits and giant) and 2 Ogre Magi (6 hits, giant, 2 Lightning Bolts) +20% Mines & Ruins Chart
99	5 Trolls (6 hits, giant, heals self at rate of 1 hit per minute, Fireball and Last Rites kills instantly, Ranger's Improved Flame prevents troll regeneration) +25% Mines & Ruins Chart
00	3 Trolls (6 hits, giant, heals self at rate of 1 hit per minute, Fireball and Last Rites kills instantly, Ranger's Improved Flame prevents troll regeneration) 1 Manticore (6 hit, giant, uses 2 handed red damage, 1 minute agony on every damaging hit, poison component)1 ogre mage(6 hits, giant, 2 Lightning Bolts) +35% Mines & Ruins Chart

Percentile	Dragon Encounters
01-10	2 Juvenile Blue Dragons (5 hits, use white or red weapon, 1 Lightning Bolt each)
11-15	2 Juvenile White Dragons (5 hits, use white or red weapon, 1 Ice Storm each)
16-20	2 Juvenile Red Dragons (5 hits, use white or red weapon, 1 Fireball each)
21-24	1 Adult Blue Dragon (10 hits, giant, single hand black damage, 3 Lightning Bolts, Immune to Lightning Bolt)
25-35	1 Adult White Dragon (10 hits, giant, single hand black damage, 3 Ice Storm, Immune to Ice Storm)
36-44	2 Wyverns (8 hits, Two Single Handed Weapons,Swings Red and have 2 fireballs)
45-52	1 Hydra (11 hits, giant, single hand black damage, 2 Fireballs, 2 Ice Storms, 2 Lightning Bolts)
53-60	1 Chromatic Dragon (15 hits, giant, single hand black damage, 3 Fireballs, 3 Ice Storms, 3 Lightning Bolts)
61-69	5 Drakes (6 hits, one handed black damage, 1 of either Fireball, lightning bolt, ice storm(land Marshal Choice))
70-78	1 Adult Red Dragon (10 hits, giant, single hand black damage, 3 Fireballs, Immune to Fire Spells 1 Juvenile Red Dragon (5 hits, use white or red weapon, 1 Fireball each)+5% Mines & Ruins Chart
79-85	1 Adult Blue Dragon (10 hits, giant, single hand black damage, 3 Lightning Bolts, Immune to Lightning Bolt) 1 Juvenile Blue Dragons (5 hits, use white or red weapon,1 Lightning Bolt each) +10% Mines & Ruins Chart
86-92	1 Adult White Dragon (10 hits, giant, single hand black damage, 3 Ice Storm, Immune to Ice Storm) 2 Drakes (6 hits, one handed black damage, 1 of either Fireball, lightning bolt, ice storm(land Marshal Choice))+15% Mines & Ruins Chart
93-98	2 Wyrms (10 hits,immune to yellow damage, polearms, 3 fireballs)+20% Mines & Ruins Chart +20% Mines & Ruins Chart
99	2 Red Dragons (10 hits, giant, single hand black damage, 3 Fireballs) 2 Drakes (6 hits, one handed black damage, 1 of either Fireball, lightning bolt, ice storm(land Marshal Choice)) +25% Mines & Ruins Chart
00	1 Chromatic Dragon (15 hits, giant, single hand black damage, 3 Fireballs, 3 Ice Storms, 3 Lightning Bolts) 1 Adult Red Dragon (10 hits, giant, single hand black damage, 3 Fireballs, Immune to Fire Spells) 2 Juvenile White Dragons (5 hits, use white or red weapon, 1 Ice Storm each) +35% Mines & Ruins Chart

* At the discretion of the Land Marshal, any monsters may be allowed to use shields.

Hit based monsters take that many hits to kill, no matter where those hits land. Green damage causes four hits of damage with a direct hit and two hits of damage within 3 feet. All legal hits are counted up to the limit then the creature is slain. Monsters that wear armor and gain an extra hit take that extra hit as if they had a Stone Skin spell in effect, i.e. before taking hits to armor locations.

** Any encounter that is rolled will be fought inside a structure if said structure is rolled on the Mines and Ruins Chart, all structures are considered to have broken Gates since they are considered Ruined.

*** Land Marshal may add additional armor to any unarmored character on the Human chart if not already specified***

Land Fertility Chart

When a new Hex is explored, percentile dice are rolled by the Land Marshal to determine the condition of the land based on what type of Hex it is. The types of Hex are in a row on the top, with the resulting conditions in the column at the left.

	Mountains	Forest	Coastal	Plains	Desert
Swampy	-	01-05	01-05	01-05	-
Overgrown	01	06-25	06-25	06-07	-
Rocky	02-46	26-35	26-35	08-23	01-25
Barren	47-71	36-45	36-45	24-34	26-75
Fertile	72-00	46-00	46-00	35-00	76-00

Conditions	Cost
Swampy	2,000 sp. to drain
Overgrown	1,000 sp. to thin
Rocky	1,000 sp. to clear
Barren	1,500 sp. to fertilize

Mine and Ruins Chart

When a new Hex is explored, percentile dice are rolled by the Land Marshal to determine if anything valuable is discovered on the searched Hex. The following results may be found:

01-75	Nothing	85	Abandoned City	91-93	Iron Mine
76-80	Path	86-87	Ruined Tower	94-96	Copper Mine
81-82	Abandoned Village	88-89	Ruined Keep	97-99	Silver Mine
83-84	Abandoned Town	90	Ruined Castle	00	Gold Mine

Mines are Resources that begin producing Income immediately, improving a Country's Coffers at the next Season end. The Seasonal income of the Mines are 100 silver pieces for an Iron Mine, 250 silver pieces for a Copper Mine, 500 silver pieces for a Silver Mine, and 750 silver pieces for a Gold Mine. Mines are a natural feature of the Hex on which they are located. The owner of the Hex owns the Mine as well.

Ruins are the discovery of an old or ancient Structure that has partially deteriorated, but can be restored with time and money. Until they are built, Ruins do not provide any value or assistance, nor do they cost any Upkeep. The owning Country can rebuilt a Ruin at any time by spending half the time and half the cost of building a new Structure of the same type. This is treated like building a new Structure in all regards, except regarding cost and duration. Ruined Towers cost 625 sp. and take 1 Event to restore. Ruined Keeps cost 1250 sp. and take 3 Events to restore. Ruined Castles cost 5000 sp. and take 5 Events to restore.

Glossary of Terms Used in the Land Rules

Asset: A holding that generates income.

Attacker: The invading forces in a land war.

Balance: The total amount of silver pieces in a Country's coffers.

Capitol Hex: The Hex of land that each Country has designated as its center of government.

Caravel: The weakest but most lucrative ship. Has an income of 500 sp. per season.

Castle: The largest type of defensive Structure. Has an upkeep of 500 sp. per season.

City: The largest type of Settlement. Has an income of 500 sp. per season.

Coffers: The silver pieces and other monies that a Country has in store.

Country: A unit of players recognized officially by ORCS Rules that owns Holdings.

Defender: The defending forces in a land war.

Feeble Mind: This spell causes those hit with it to lose their higher brain function. Effected players are reduced to a creature of base instincts without intellect. The creature cannot cast spells, activate magic items, understand language, or communicate in any intelligible way. The creature can, however, identify friends, follow them, and even protect them. The creature will still fight those they perceive as a threat. Feeblemind can be dispelled by Dispel Magic and Countersong. It is represented by a Plaid Spell ball and lasts for 5 minutes.

Frigate: The mid-sized ship. Has an Income of 250 sp. and offering decent defense.

Hex: The unit of land on the realm map, represented by 1 Hexagon, a Hex may contain 1 of each type of holding.

Holding: Any possession owned by Countries on the Realm map; holdings are one of three types Resource, Structure, or Asset.

Income: The money a Country earns in silver pieces from its Resources and Assets.

Invasion: The attempted conquest of another Country's Hexes.

Keep: A medium sized defensive Structure.

Land Declaration: An expression of intent to the Land Marshal for a Country to act on the realm map.

Land Event: Any battle fought due to Land Search, Invasion, or Sea Battle; any battle that affects the realm map.

Land Marshal: The person appointed according to ORCS Rules to maintain the Land Map and run Land Events.

Land Search: A Country's attempt to claim unexplored land by sending a small party to search and conquer.

Liaison: The person each Country designates to express land declarations to the Land Marshal.

Man O' War: The most powerful war ship.

Mine: A valuable ore deposit sometimes found on new land that earns extra Income.

Movement Points: The unit of measuring movement on the Realm map.

Realm Map: The accurate and up to date representation of all Countries' Assets.

Resource: A Holding that produces Income.

Ruins: Structural remains found on a new Hex that can be cheaply restored.

Season: The time it takes for Holdings to earn Income and cost Upkeep; Seasons last 6 months each, and end on March 21st and September 21st.

Sea Battle: A battle fought between 2 ships

Settlement: A populated area that generates Income built upon a Hex of land.

Ship: A sea going Resource that is built, and then placed in water on the Realm Map.

Structure: A holding that has defensive value, but cost Upkeep to maintain.

Terrain: The type of land of which each Hex consists.

Tower: The smallest defensive Structure type.

Town: The medium sized Settlement.

Treasury: The Castle designated by a Country to contain its Coffers.

Upkeep: The cost of maintenance in silver pieces to maintain certain Structures.

Village: The smallest Settlement.

War: The state existing between 2 Countries when one has invaded the other.

Holding Quick Reference

Mines and other natural resources are Resources. A Hex may only contain 1 Resource, 1 Structure, and 1 Asset. Except that a Hex may have two resources if one is a mine.

An asset can be upgraded to the next level asset. Village-Town-City. Ships cannot be upgraded.

A Structure may be upgraded as follows: Tower-Keep-Castle, Mage Tower-Wizard Tower, or Chapel-Temple. A normal tower cannot be upgraded to a Wizard Tower, etc.

Only one of each type of holding may be on a Hex at one time (except for mines). A Hex may not contain both a tower and a temple. This applies to adventure prizes as well.

Weapon Color Chart

Color	Style of Attack	Examples
White	Slashing	Sword & Axe
Yellow	Crushing	Flail & Club
Red	Thrusting	Pike & Dagger
Black	Cleaving	Great Sword & Battle Axe
Green	Special	Catapult & Ballista
Blue	Holy	Holy Sword & Flail
Silver	Silver	Silver Spear & Mace
Orange	Enchanted/Magic	

Rank System Chart

Rank	Battle Credits
First	1-5
Second	6-10
Third	11-15
Fourth	16-20
Fifth	21-25 etc.

Armor and Wound Chart

Class	Color	Torso	Limbs	Head
AC 0	White	1st hit Mortal	1st hit Light 2nd hit Mortal	
	Yellow	1st hit Mortal	1st hit Light	1st hit Death
	Black	1st hit Death	1st hit Mortal	1st hit Death
	Red	1st hit Death	1st hit Light 2nd hit Mortal	1st hit Death
AC 1	White	2nd hit Mortal	2nd hit Light 3rd hit Mortal	
	Yellow	2nd hit Mortal	2nd hit Light	2nd hit Death
	Black	1st hit Mortal	1st hit Light 2nd hit Death	1st hit Death
	Red	1st hit Death	1st hit Light 2nd hit Mortal	1st hit Death
AC 2	White	3rd hit Mortal	3rd hit Light 4th hit Mortal	
	Yellow	3rd hit Mortal	3rd hit Light	3rd hit Death
	Black	2nd hit Death	2nd hit Mortal 3rd hit Death	2nd hit Death
	Red	1st hit Death	1st hit Light	1st hit Death

			2nd hit Mortal	
AC 3	White	4th hit Mortal	4th hit Light 5th hit Mortal	
	Yellow	4th hit Mortal	4th hit Light	4th hit Death
	Black	2nd hit Mortal	2nd hit Light 3rd hit Death	2nd hit Death
	Red	2nd hit Mortal	2nd hit Light 3rd hit Death	2nd hit Death
AC 4	White	5th hit Mortal	5th hit Light 6th hit Mortal	
	Yellow	5th hit Mortal	5th hit Light	5th hit Death
	Black	3rd hit Death	3rd hit Mortal 4th hit Death	3rd hit Death
	Red	3rd hit Death	3rd hit Light 4th hit Mortal	3rd hit Death
AC 5 (Fighter's Only)	White	6th hit mortal	6th hit light 7th hit mortal	
	Yellow	6th hit mortal	6th hit light	6th hit death
	Black	3rd hit mortal	3rd hit light 4th hit death	3rd hit mortal
	Red	3rd hit mortal	3rd hit light 4th hit death	3rd hit mortal

Flails and morning stars are legal to all hit zones. Spell Balls are legal to all hit zones, including the face.

Healing and Hades Chart

Light Wound	Four Minutes
Mortal Wound	Eight Minutes
Death	Twelve Minutes
Relic Recharge	Four Minutes
Shield/Armor Repaired	Four Minutes

Backstab Chart

AC 0	1st Hit Death
AC 1	1st Hit Death
AC 2	1st Hit Death
AC 3	1st Hit Death
AC 4	2nd Hit Death
AC5 (Fighter's only)	2nd hit Mortal

Spell Reduction Chart

Rank	Spell Length Reduction
1	None
2	None
3	None
4	None
5	None
6	Reduce 1st Rank by 10%
7	Reduce 1st-2nd Rank by 10%
8	Reduce 1st-3rd Rank by 10%
9	Reduce 1st-4th Rank by 10%
10	Reduce 1st-5th Rank by 10%
11	Reduce 2nd-5th Rank by 10%
12	Reduce 3rd-6th Rank by 10%
13	Reduce 4th-7th Rank by 10%
14	Reduce 5th-8th Rank by 10%
15	Reduce 6th-9th Rank by 10%
16	Reduce 6th-10th Rank by 10%
17	Reduce 7th-10th Rank by 10%
18	Reduce 8th-10th Rank by 10%
19	Reduce 9th-10th Rank by 10%
20	Reduce 10th Rank by 10%
21	No Spell can be reduced by more than 50% of original length.

Cleric Turn Undead Chart

Levels / Undead Type	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Skeleton	T	T	D	D	D	D	C	C	C	C	C	C	C	C	C	C	C
Zombie	T	T	T	D	D	D	D	D	C	C	C	C	C	C	C	C	C
Ghoul	N	T	T	T	D	D	D	D	D	D	C	C	C	C	C	C	C
Wight	N	N	T	T	T	D	D	D	D	D	D	D	C	C	C	C	C
Wraith	N	N	N	T	T	T	D	D	D	D	D	D	D	D	C	C	C
Specter	N	N	N	N	T	T	T	D	D	D	D	D	D	D	D	D	C
Lich	N	N	N	N	N	T	T	T	D	D	D	D	D	D	D	D	D

N=no effect; T=Undead flee; D=Undead destroyed; C=Undead under the Casters control

Poison Types and Effects Chart

Death:

Type	Time	Cost	Availability
Plant (Foxglove, Hemlock, Monkshood)	10 minutes	6 silver	50%
Animal (Conch Shell, Arrow Frog, Asp)	5 minutes	12 silver	33%
Supernatural (Wyvern tail, Dragon Claws)	Immediate	24 silver	As Encountered

Paralysis:

Type	Time	Cost	Availability
Plant (Birdsfoot, Woodine)	5 minutes	1 silver	50%
Animal (Spider venom, Tsetse fly, Tree Frog)	10 minutes	2 silver	33%
Supernatural (Ghoul's tongue, Giant Spider sack)	20 minutes	4 silver	As Encountered

Agony:

Type	Time	Cost	Availability
Plant (Avenging angel mushrooms, Elephant Ear)	5 minutes	2 silver	50%
Animal (Lion Fish, Scorpion, Fire Ant)	10 minutes	4 silver	33%
Supernatural (Giant Fire Ant pincher, Manticore Spine, Mummy Hand)	20 minutes	8 silver	As Encountered

Hallucination:

Type	Time	Cost	Availability
Plant (Ergot, Nightshade, Mushrooms)	5 minutes	1 silver	50%
Animal (Snake Venom, Water Frog)	10 minutes	2 silver	33%
Supernatural (Banshee Shroud)	20 minutes	5 silver	As Encountered

Quick Reference Spell Chart

Class	Spell	Rank	Damage	Material	Length
Bard	Light	1	N/A	Flashlight	5 seconds
Bard	Truthspeak	1	N/A	N/A	15 seconds
Bard	Detect Magic	2	N/A	N/A	15 seconds
Bard	Song of Lies	2	N/A	Orange favor	15 seconds
Bard	Song of Tongues	3	N/A	N/A	15 seconds
Bard	Mending	3	N/A	N/A	20 seconds
Bard	Bardic Inspiration	4	N/A	Gold favor	60 seconds
Bard	Holy Song	5	N/A	Blue favor	20 seconds
Bard	Counter Song	5	N/A	N/A	15 seconds
Bard	Nondetection	6	N/A	Black Cloth	20 seconds
Bard	Healing Word	7	N/A	N/A	20 seconds
Bard	Word of Holding	8	Special	Orange Spell Ball	20 seconds
Bard	Song of Power	9	N/A	Black favor	30 seconds
Bard	Mad Dance	10	Special	Purple and Orange Spell Ball	30 seconds
Bard	Combat Casting	20	N/A	Purple cape or favor	30 seconds
Bard	Unlimited Combat Casting	30	N/A	Purple cape or favor	30 seconds

Class	Spell	Rank	Damage	Material Component	Length
Cavalier	Cure Light Wounds	1	N/A	Holy Symbol	40 seconds
Cavalier	Cure Disease	1	N/A	Holy Symbol	1 min
Cavalier	Purify food and Drink	2	N/A	Holy Symbol	1 min
Cavalier	Speak with Dead	2	N/A	Holy Symbol	30 seconds
Cavalier	Sanctuary	3	N/A	Prism/Crystal	2 min

Class	Spell	Rank	Damage	Material Component	Length
Cavalier	Truth Speak	3	N/A	Holy Symbol	20 seconds
Cavalier	Turn Undead	4	N/A	Yellow Spell ball	40 seconds
Cavalier	Last Rites	8	N/A	Green headband w/Black cross in center	1 min
Cavalier	Cure Mortal Wounds	15	N/A	Holy Symbol	50 seconds
Cavalier	Holy Weapon	20	N/A	Silver Weapon & Blue Cloth Cover	1 min
Cavalier	Resurrection	30	N/A	Holy Symbol	1 min

Class	Spell	Rank	Damage	Material Component	Length
Cleric	Cure Light Wounds	1	N/A	Holy Symbol	300 syllables
Cleric	Light	1	N/A	Flashlight	30 syllables
Cleric	Speak with Dead	2	N/A	Holy Symbol	200 syllables
Cleric	Sanctuary	2	N/A	Prism or crystal	650 syllables
Cleric	Truth Speak	2	N/A	Holy Symbol	75 syllables
Cleric	Word of Holding	3	N/A	Orange Spell ball	150 syllables
Cleric	Consecrate	3	N/A	Water	150 syllables
Cleric	Cure Disease	4	N/A	Holy Symbol	150 syllables
Cleric	Turn Undead	4	N/A	Yellow Spell ball	150 syllables
Cleric	Cure Serious Wounds	5	N/A	Holy Symbol	450 syllables
Cleric	Neutralize Poison	5	N/A	Holy Symbol	175 syllables
Cleric	Prayer Touch	6	N/A	Holy Symbol	300 syllables
Cleric	Cure Mortal Wounds	7	N/A	Holy Symbol	600 syllables
Cleric	Holy Weapon	8	N/A	Silver Weapon & Blue Cloth Cover	400 syllables
Cleric	Curse	9	Lt wound to all limbs	Pink Spell ball	500 syllables
Cleric	Last Rites	9	N/A	Green headband w/Black cross in center	500 syllables
Cleric	Resurrection	10	N/A	Holy Symbol	1000 syllables
Cleric	Hand of Deity	20	N/A	Holy Symbol	500 syllables
Cleric	Improved Resurrection	30	N/A	Holy Symbol	1000 syllables

Class	Spell	Rank	Damage	Material Component	Length
Druid	Feign Death	1	N/A	Magic Symbol	30 syllables
Druid	Light	1	N/A	Flashlight	30 syllables
Druid	Mending Wood or Leather	2	N/A	N/A	100 syllables
Druid	Cure Light Wounds	3	N/A	Magic Symbol	350 syllables
Druid	Protection from Lightning	3	N/A	Blue cape / Favor	225 syllables
Druid	Call Lightning	4	Black and destroys shields	Blue Spell ball	175 syllables
Druid	Barkskin	5	N/A	Brown headband w/white circle	250 syllables
Druid	Neutralize Poison	5	N/A	Magic Symbol	175 syllables
Druid	Warp Wood	6	Destroys all shields and wooden objects in 3' radius	Gray Spell ball	300 syllables
Druid	Entangle	7	N/A	Brown Spell ball	300 syllables

Class	Spell	Rank	Damage	Material Component	Length
Druid	Commune with Nature	7	N/A	N/A	300 syllables
Druid	Cure Disease	8	N/A	Magic Symbol	150 syllables
Druid	Cure Serious Wound	9	N/A	Magic Symbol	500 syllables
Druid	Nature Love	10	N/A	Green Spell ball	500 syllables
Druid	Magical Stone	10	N/A	Small Stone	1000 syllables
Druid	Mending (Improved)	20	N/A	N/A	50 syllables
Druid	Double Barkskin	30	N/A	Brown headband w/ white circle	125 syllables

Class	Spell	Rank	Damage	Material Component	Length
Mage	Feign Death	1	N/A	None	30 syllables
Mage	Mending	1	N/A	N/A	125 syllables
Mage	Light	1	N/A	Flashlight	30 syllables
Mage	Magic Missile	1	Yellow damage to limbs, armor, and shields	Yellow & black spell ball	100 syllables
Mage	Magic Shield	2	N/A	Buckler with yellow or gold edge	250 syllables
Mage	Truth Speak	2	N/A	None	75 syllables
Mage	Comprehend Languages	2	N/A	Small square of parchment paper	75 syllables
Mage	Burning Hands	3	Double white per hand	Red gloves	100 syllables
Mage	Protection from Lightning	3	N/A	Blue cape or favor	200 syllables
Mage	Mage Sight	3	N/A	Yellow cape or favor	100 syllables
Mage	Lightning Bolt	4	Black and destroys shields	Blue Spell ball	150 syllables
Mage	Hold Portal	4	N/A	Bright green String	100 syllables
Mage	Protection from Ice	4	N/A	White cape or favor	300 syllables
Mage	Dispel Magic	5	N/A	N/A	175 syllables
Mage	Ice Storm	5	Freezes target for 5min	White Spell ball	250 syllables
Mage	Release Portal	5	N/A	N/A	100 syllables
Mage	Stone Skin	6	N/A	Gray headband w/black circle	200 syllables
Mage	Shrink	6	Special	Black &White Spell ball	500 syllables
Mage	Protection from fire	7	N/A	Red cape or favor	375 syllables
Mage	Growth	7	N/A	White headband w/letter G in center	500 syllables
Mage	Fireball	8	Green 3' radius	Red Spell ball	325 syllables
Mage	Charge item	8	N/A	None	500 syllables
Mage	Gaseous Form	8	N/A	White hood	400 syllables
Mage	Animate Dead	9	N/A	Black headband w/white circle	1000 syllables
Mage	Passwall	9	N/A	N/A	500 syllables
Mage	Magic Weapon	9	N/A	Orange Cover	500 syllables
Mage	Pouch	10	N/A	Pouch	1000 syllables
Mage	Spell of shielding	10	N/A	Silver cape or favor	1000 syllables
Mage	Steel Skin	10	N/A	Gray headband w/2 black circles	200 syllables
Mage	Shield of Absorption	20	N/A	Buckler with yellow or gold edge	250 syllables
Mage	Improved Shield of Absorption	30	N/A	Small shield or buckler with yellow or gold edge	125 syllables

Class	Spell	Rank	Damage	Material Component	Length
Warlock	Eldritch Blast	1	Red	Red and black Spellball	100 syllables
Warlock	Light	1	N/A	Flashlight	30 syllables
Warlock	Animate Dead	2	N/A	Black headband w/white circle	500 syllables
Warlock	Hades Pocket	3	N/A	Black strip w/ green circle	200 syllables
Warlock	Speak with Dead	4	N/A	Dagger	Instant
Warlock	Circle of Silence	5	Silence for 60 seconds	Green & yellow Spellball	300 syllables
Warlock	Carapace	6	N/A	Black headband w/ red circle	250 syllables
Warlock	Curse	7	Light wound to all limbs	Pink Spellball	500 syllables
Warlock	Blink	8	N/A	White & gray Spellball+Hood	700 syllables
Warlock	Skull Well	10	N/A	Patron Symbol	1000 syllables
Warlock	Eldritch Poison	30	Non-death supernatural poison	Writ and purple strip	300 syllables

Glossary

Bracers: piece of armor worn to protect the forearms; must cover 75% of the limb.

Elders: referees for ORCS, also administrative officials of the club.

Gauntlet: hand protection, such as leather or chain gloves.

Greave: a piece of armor worn to protect the shins; must cover 75% of the limb.

Hades: realm of the wounded and slain players, ruled by the grim reaper (hades elder).

Hauberk: armored suit covering the torso, the upper-arms, and extending almost to the knees.

Light Wound: (a) on the arm: the limb is unusable, must drop shield and/or weapon. (b) to the leg: the limb is unusable, must lock knee and limp or drag the leg, you cannot run. (c) on both legs: drop to knees, no standing, and you must crawl by using your uninjured arm(s) only to move, but you can still fight.

Mortal Wound: fall to the ground in pain, crawling is allowed, but you cannot fight or stand. You must crawl to Hades or you will bleed to death in 5 minutes. Mortally wounded players cannot cast spells.

Pommel: foam covered with cloth at the base of a weapon with 1 inch of soft cell.

Quillon: crossed bar at the hilt of a sword blade that protects the hands holding the sword.

Relics: permanent magical items of power in ORCS, very powerful and useful.

Rank: a level system for all players based on units of five. Rank determines status, spells, and abilities.

Tunic: part of your costume that fits over your head and ties at the waist.

Appendix III

Playtests

There are no active playtests as of January 1, 2023.

Appendix IV

Story Arc: Year of the Huntsmen (2023)

The 2023 Story Arc Appendix shall be in effect from 1/1/2023 until the end of Fall Campout 2023.

Strange and mysterious monsters have appeared in the realm. On every continent, unlikely bands of heroes ride out to slay the beasts and defend their villages. In the year of the huntsmen, land searching parties may encounter unusual monsters on their expeditions.

January 2023 - May 2023
Even on d100 - Regular Land Marshal Chart
Odd on d100 - Special Monster Chart

June 2023 - Fall Campout 2023
Odd on d100 - Regular Land Marshal Chart
Even on d100 - Special Monster Chart

The 5 events prior to Fall Campout 2023 will ALL be rolled on the special monster chart

Special Monster Chart
0-16 No Encounter
17-29 Special Monster A
30-42 Special Monster B
43-55 Special Monster C
56-68 Special Monster D
69-71 Special Monster E
72-84 Special Monster F
85-97 Special Monster G
98-00 Land Marshal's Choice

Anyone may submit unique monsters with stat blocks to the event marshal for consideration. The event marshal will review and select special monsters for the chart with the approval of the Executive Board. The event marshal will designate rotation of special monsters throughout the year at intervals subject to approval by the Executive Board.

ORCS Wargaming Club, Inc. Campout Policy

The following rules will be in effect for all campout Events hosted by the ORCS Wargaming Club, Inc. The failure of any player to abide by these rules may result in disciplinary action, including possible ejection from the Event, suspension, or expulsion from the club.

Members Only

● ORCS campouts are open to members of the club only.

● All persons in attendance must pay appropriate dues to the Treasurer and record their personal information with the Secretary. This is applicable even for those not participating in the game.

● Persons who are not eligible to be members (e.g. persons under 14 years of age) are not allowed on site during the Event.

Breaking the Law

● All U.S., state, and local laws must be abided by, including laws regarding illegal drug use, underage drinking, assault, etc., during ORCS campouts.

● No combustible chemicals, or pyrotechnics (including fire breathing) may be used without specific permission from the Executive Board.

● No person may enter the personal property of another person without their permission (e.g. tents, cars and house if applicable).

● Players found breaking the law will not only face disciplinary action by the club, but also legal action by local or state authorities.

Campfires

● Firewood must be brought, purchased, or gathered from fallen trees and branches. NO STANDING TREES MAY BE CUT DOWN unless specific permission is given from the site owner. Burning of chemically treated wood or plastic is prohibited.

● All campfires must be contained within a fire pit. Fire pits must be dug at least 8 inches deep or deeper if necessary to create an appropriate depth to accommodate their size.

● Grass and brush must be cleared around fire pit.

● NO accelerants may be used on campfires (e.g. alcohol, kerosene, gasoline, lamp oil, etc.). A reasonable amount of charcoal lighter fluid or commercially produced fire starter "logs" may be used ONLY to aid in starting a camp fire.

● Campfires must be completely extinguished by the player/country maintaining them once that player/country has left the Event. All trash must be removed from the fire pits.

● Players/countries found violating any of the above rules would face disciplinary action.

Trash

● Players are expected to take ALL trash with them when they leave the campsite.

● Trash, regardless of how small it is, must be picked up and properly disposed of (this includes cigarette butts and bottle caps).

● Trash must be contained in country camps, preferably in trash bags, at all times.

● Trash is NOT to be left in the port-a-pots.

● Players who are found to be leaving trash behind, or countries that have left trash in their campsite, will face disciplinary action.

Toilet Facilities

- Port-a-pots will be provided at all campout Events; players are expected to use them.

- Players may not use the woods, fields, trails, or anywhere other than a port-a-pots as a toilet facility and toilet paper may not be left behind in any of those areas.

- NO trash is to be left in the port-a-pots.

- Players found violating this rule will face disciplinary action.

Mundane Items

- Real world, or "mundane" items, such as radios, cell phones, etc. must remain hidden from view while on a player when he/she is outside of a country camp.

- Players are encouraged to drink from a period-style drinking vessel when outside of a country camp (this is to help minimize trash as well as add to the fantasy perspective of the game).

Music

- Modern music is not to be played during the Event, and if played during off-hours, must be kept at a respectable volume level (should not be audible from other camps).

- Drums and other musical instruments may be played at appropriate levels and not for extended periods of time.

- The Executive Board may regulate any live or recorded music, or excessive noise making of any kind.

Special rules may apply to specific Events or campsites. The Executive Board will announce additions to the campout policy as early as possible. Players must abide by any situational decisions made by any Executive Board or Noble Council member.

It is the responsibility of all players to familiarize themselves with the ORCS campout policy. Ignorance of this policy will not be an acceptable excuse for violating it.

Countries may be held accountable for the actions of its members and could face disciplinary action as a group.

As always, common sense and safety are paramount to a successful and fun ORCS Event.

BASIC SWORD CONSTRUCTION

There are many safe ways to construct gear for foam fighting. These methods are some of the basic ways to build swords and shields.

Materials:

Camping mat	electrical tape	spray adhesive
1/2" fiberglass poles (tent poles)	gray or black cloth	soft (open) cell foam
contact cement	scissors	plywood or leather washer
duct tape	utility knife	

Step 1: Take two poles and duct tape together (Fig. 1)
Step 2: Cut camping mat to shape (Fig. 2). The minimum length for a sword blade is 16"; max length is 36." The blade is measured from the top of the cross guard to the tip. Leave about 1" at the bottom of the blade for the cross guard. The pommel of the sword must be a min. of 2" dia. When cutting the mat, make the handle a little wider then you want it, the mat will compress when you tape it. Repeat step 2 twice more.
Step3: Cut poles to length (if using tent poles, they'll probably be short as you'll want them). The poles should be 1/2" shorter then the entire sword length.
Step 4: Cut one of the sword blades in half down the length (Fig. 3). These will be placed on either side of the poles.
Step 5: Using contact cement, glue the poles down the center of one sword blade (Fig. 4). Leave 1/2" gap at the bottom. **Let Dry**
Step 6: Glue the piece that was cut in half to either side of the poles (fig. 5). Make sure to get glue on the sides of both mat and poles. Place a board weighted down with something heavy across the entire length of the sword and let dry.
Step 7: When the first two layers are dry (give them about 1/2 hour) glue the top layer on and leave to dry as in step 6. When dry, trim the middle layer evenly with rest of sword.
Step 8: Cross guard. To make a simple cross guard cut a strip of mat a minimum of 1" wide and wrap around the blade above the handle (Fig. 6). Glue, let dry and repeat. You can get creative at this point and make a fancier cross guard, but be warned that they tear easily. A sword with a broken cross guard will be removed from play.
Step 9: Wrap the cross guard in duct tape. Try to be neat, trim any excess so there are no sharp edges, duct tape can cut! Next wrap the handle with electrical tape. It's best to wrap the handle with short pieces of tape. The first piece in one direction and the second in the opposite, etc. (Fig. 7). If you wrap the handle with one piece it will twist and your pommel will be out of line. It will still work, but it will look like crap!
Step 10: Cut a piece of mat to fit across the tip of the sword and pommel and glue (Fig. 8). Weight entire sword blade down as in step 6 and let dry completely over night.
Step 11: Cover. The striking surface must be covered in cloth. The pommel may be covered in cloth or Plasti-dip®. The blade cover must be sewn to size and slipped on. You may not simply duct tape the cover onto the blade, if you do your weapon will not pass inspection. If you can't sew find someone who can! Socks are also not a legal cover. Tape the cover at the base of the blade tightly with electrical tape.

ADVANCED SWORD CONSTRUCTION: STAB TIPS

I recommend trying your hand at making and fighting with a few non-stab tip swords before moving on a to stab tips
Step 1: Tape poles together.
Step 2: Cut mat to shape. It will need to be min of 4" wide and you'll need 5 layers of mat rather then three. Cut one layer in half down the length and cut out the handle of two.
Step 3: Glue poles down center of one blade piece (Fig. S1). Glue two layers together. Let dry.
Step 4: Glue middle layer (piece cut in half). Let dry.
Step 5: Glue outer layers on. At this stage glue the two pommel pieces also (Fig. S2)
Step 6: You will need a thin piece of wood, 1/8 inch thick, or a piece of 5-6 oz. leather for a washer. Cut the washer so that it is about 1/2 inch from each edge of the sword tip and glue (Fig. S3).
Step 7: Cut a piece of mat the same size as your tip and pommel and glue (Fig. S4).

Step 8: Cut a cube of soft cell foam the same area as the tip of the sword (Fig. S5). Glue it to the tip using a spray adhesive; contact cement is absorbed by soft cell foam and will not make a good bond, as well as hardening the foam. After affixing the tip, place a strip of duct tape across it and the flats of the blade, this is to hold the tip on while it dries (Fig. S6).

Step 9: Cross guard and cover. Make a cross guard as normal. Leave the foam at the tip of the sword square, if you want it to be pointed, sew the cover with a point and the foam will compress to the desired shape (Fig. S7).

FIG. 1
Tape Poles Together

FIG. 2
Cut 3

FIG. 3
Cut 1 Layer in 1/2

FIG. 4
Glue poles at center

FIG. 5
Glue two middle pieces

FIG. 5a
Glue third piece on top. Trim down.

Cut scrape foam to fill gap

FIG. 6
Glue 1"-2" strip around the hilt

1 layer

First Strip

Second Strip, End Strip, etc.

FIG. 7

Tip of sword

Glue to top

FIG. 8

FIG. s1

FIG. s2

FIG. s5

FIG. s4

FIG. s3

Duct Tape

FIG. s6

FIG. s7
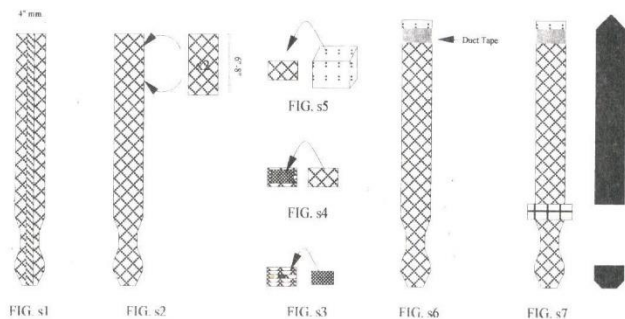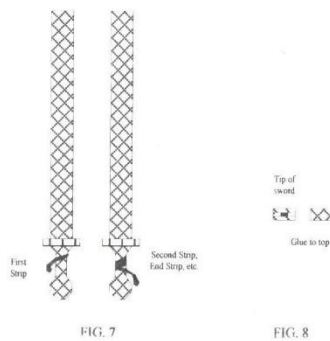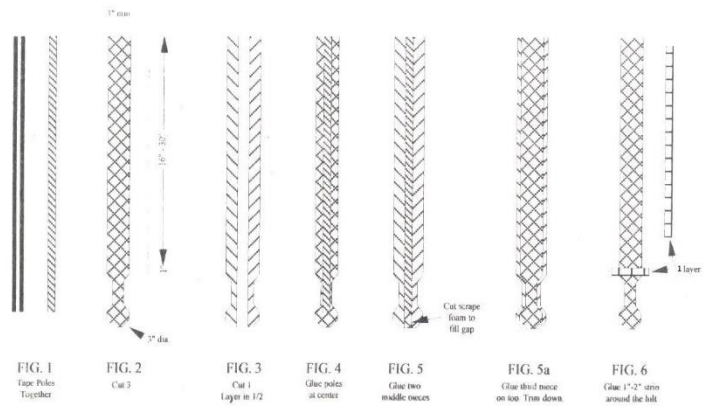
Don't forget to cover the pommel!

NOTE: Drawing not to scale!

SHIELD CONSTRUCTION

Materials:

½" Plywood	Hole Punch	Jig Saw
Camping mat (avg. 4 rolls)	Handle (metal or leather)	Drill
Glue (contact cement)	Grommets	Flat headed bolts & nuts
Scissors	Wood Chisel (optional)	Staple Gun
Magic Marker	Utility knife	Duct tape

Step 1: Cut ½" plywood to desired shape (Fig.1). Find area on shield where you want your arm to rest. Mark a place above the below the palm of your hand, this is where you will be placing the handle. Mark a line above and below your forearm, this is where the belt will go (Fig. 2). Before moving to step two, make absolutely sure your arm is where you want it!

Step 2: Attach handle (Fig 3). I recommend a metal handle but you can use leather. If using metal you will need to put two plywood spacers that fit under you handle. This is because most handles need the extra height for a comfortable grip. Attach handle using nuts and bolts, inserting bolts through the face of the shield. Make sure the bolts have a flat head so they do not protrude much from the face of the shield. At this stage you may wish to pad the back of the shield where you arm will rest. If so, do this now!

Step 3: Attach belt (Fig. 3). Find the marks for the belt and place the belt over them. Now mark the width of the belt over both. Cut out slits for the belt. Choose a drill bit the same thickness as the belt and drill a hole at each end of the marks. Use the jig saw to cut the rest of the slit. If you don't have a jig saw I have used the following method: Drill holes across the lines as close together as possible and use a wood chisel to clean the slit up. Once the slits are cut insert the belt, feeding it the back and looping back in from the front. Pull the belt through until there is 2" left before the buckle hits. It doesn't matter whether the buckle is at the top or bottom, try both ways and see which is best for your. Place your arm on the shield and pull the belt through the buckle until snug. Mark the belt where holes need to be punched. From this point mark for more holes up the belt making it looser (Fig.4), this allows for extra clothing during winter and/or armor. Punch holes and attach grommets – grommets make the belt last MUCH longer!

Step 4: Now you are ready to start padding. Place the shield face down on the camping mat. You will probably need two pieces for the width. Trace the shield and cut over the foam. Repeat (Fig. 5). If you have to have a seam cut the second layer so that the seams cross. Cover any seams with duct tape. Glue and attach foam to shield face.

Step 5: Pad the back of the shield (Fig 6). You don't have to pad the entire back surface, in fact I recommend against it. Instead, cut strips 2"-4" wide and glue around the perimeter of the shield. Cut strips the width of the shield and wrap the side with two layers (Fig 7). Cover seams with duct tape. Place shield face down on camping mat and trace. Cut, glue and tape seams. Add one final layer around the edge and your ready to cover (Fig 8).

Step 6: Cover the shield. There is no fast rule for covering a shield. Cut out a piece of fabric in your country colors (brown if you're a nomad) larger than your shield. Place the shield face down centered on the fabric. Fold the fabric over the edge of the shield toward the back. Staple the edge all the ways around with the staple gun, pulling the fabric tight at you go along. You may also cover your shield in Plasti-dip®. You should speak with a veteran member of the club who has experience in finishing a shield this way.

The entire process usually takes a day to complete. If you want to make a shield in less time, don't! It won't be safe and won't pass inspection. I've used this method to make a number of shields. 3 of them are going on 6 years old and are still in great shape. You can use the same method to make a buckler or a shield under 18," but you only need to use ¼" plywood, and the belt doesn't have to be heavy duty. If you have any questions ask me or any other old timer we'll be glad to help
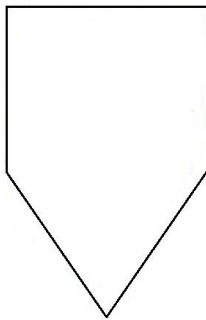
FIG. 1
Cut plywood to shape

MARK FOR BELT MARK FOR HANDLE

FIG. 2

Plywood Spacers
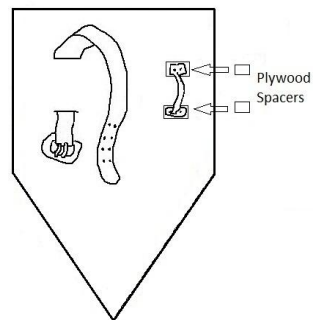
FIG.3
Attach belt & handle

MARK BELT FOR HOLES

FIG. 4

FIG. 5
Trace shield onto camping mat (2 mats for width) X's 2

BACK OF SHIELD

2"-4" camping mat from edge of shield

FIG. 6

1/2" plywood

FRONT   BACK

2 Layers   1 Layer

FIG. 7

Foam strip cut to width of shield edge and wrapped around entire shield (X's 2)

FRONT   BACK
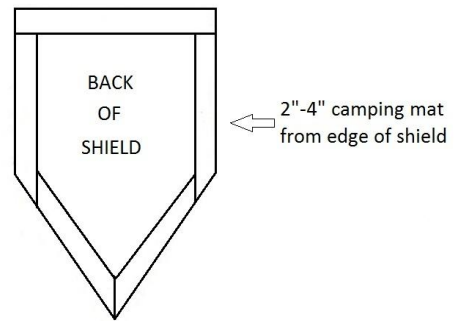
3rd Layer of mat on the front

Final edge layer cut to width and wrapped around shield

FIG. 8

Organized Recreational Combat Simulation Roleplaying Club Waiver

I, _____, hereby agree that as a member of Organized Recreational Combat Simulation War gaming Club (henceforth known as ORCS) will pay the amount of $5.00 for a lifetime membership. A copy of the Rulebook is available online. With each Event I attend, I will pay the amount of $3.00. This Event fee will allow me to participate in that day's Event and act as 1 credit toward my rank in my chosen persona. Once I have attended five Events, I will receive a rank in that chosen persona. Ranks govern what abilities a particular class can use. (For more details about the rank system please see the character section of the Rulebook.)

I also understand that ORCS is a full contact sport and as such am aware of the risks, both known and unknown, that can arise. These injuries include but are not limited to permanent paralysis, broken bones and even death. I HEREBY RELEASE, DISCHARGE, AND CONVENANT NOT TO SUE ORCS, its governing body, its Noble Council, its senate, Event elders and any member for responsibility for any injury I sustain during any ORCS held Event (normal Events, campouts, fairs, etc.). I release ORCS, its governing body, the Noble Council, the Event elders from all liability for injury, death, property loss and damages that result from participation in ORCS Events, in any way related to the use of the equipment, or so related to any other activity at the Event area, including all liability that results from the NEGLIGENCE of providers or any other person. I knowingly and freely assume all risk.

I also agree to comply with the rules set forth by the Rulebook, those of the Noble Council, the Senate, Event elders and that of the governing body. I understand that any violations can lead to punishment such as being timed out from the Event to expulsion from the club. A copy of the Rulebook is available online or can be presented for review when asked. I willingly agree to comply with the terms and conditions for participation. If, however, I observe any unusual significant hazard, such as un-sportsman like conduct, rule breaking and general disregard for the safety of others, during my presence or participation I will remove myself from participation and bring such to the attention of the nearest official immediately. These officials include a member of the governing body, noble council, or Event elder.

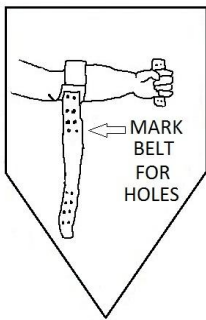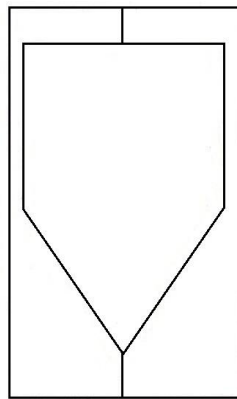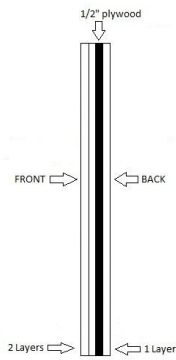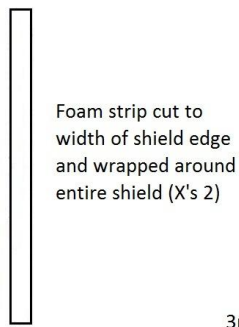I understand that this is a roleplaying game and in order to maintain the aesthetic appearance of the game I will have an appropriate costume that conforms to the ORCS standards as outlined in the Rulebook by my 5th Event. This costume must be appropriate for a medieval or fantasy setting. You must also be able to compete in combat with this costume.

_____   _____ _____
Print Name   Print Name of Executive Board Member   Date

_____   _____
Signature   Signature of Executive Board Member

I, _____, hereby consent to my child's (age between 14-17), _____, participation in the ORCS activities and Events. I understand that ORCS is a full contact sport and as such am aware of the risks, both known and unknown, that can arise. These injuries including but not limited to permanent paralysis, broken bones and even death. I HEREBY RELEASE, DISCHARGE, AND CONVENANT NOT TO SUE ORCS, its governing body, its Noble Council and any member of responsibility for any injury my child sustain during any ORCS held Event (normal Events, campouts, fairs, etc.). I release ORCS, its governing body, the Noble Council, the Event elders from all liability for injury, death, property loss and damages that result from participation in ORCS Events, is in any way related to the use of the equipment, or so related to any other activity at the Event area, including all liability that results from the NEGLIGENCE of providers or any other person. I knowingly and freely assume all risk.

_____   _____ _____
Print Name   Print Name of Executive Board Member   Date

_____   _____
Signature of Parent/Guardian   Signature of Executive Board Member