

Organized Recreational Combat Simulation Rule Book

O.R.C.S. Rule Book © 2005, 2007, 2008, 2009, 2010,
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The O.R.C.S. Rule Book is based on the Darkon Wargaming Club, Inc. Rulebook. O.R.C.S. would like to thank Darkon for allowing us to use their rules system. The O.R.C.S. Rulebook was updated and amended for O.R.C.S. play by Rob O'Keefe and Jayson Gundlach, 2004. Art work by David Mesa.

WWW.ORCSLARP.COM

What is O.R.C.S.

O.R.C.S. stands for Organized Recreational Combat Simulation. It is a game that combines full contact medieval combat and Live Action Role Play (LARP). It is set in a fantasy world and the classes available to play are the standard fantasy classes. 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 O.R.C.S. form associations known as Countries. These Countries receive land on the Realm 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 event while others are run periodically through the year over a weekend campout.

Role play in O.R.C.S. consists of players developing a personality for their character, special abilities available to each class, and simulating one's wound 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 (Elves, Dwarves, Dragons, etc.), especially Orcs. Being the realm of O.R.C.S. one would expect them to play a large role in the affairs of the world. And they do. Every year between the Fall and Spring Equinoxes the Orc Hordes pour across the realm visiting death and destruction to the weak and unwary.

While players choose a class such as Mage to play, eventually being able to cast Fireballs and wounding 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 O.R.C.S. is a highly physical game. In combat, players are to swing their weapons as if they were actually using one. It is not a touch based hit system; all valid hits must make solid contact. O.R.C.S. combat rules also allow for shield bashing, shield kicks and unarmed combat in the form of grappling. Safety precautions are in place, a person wearing armor cannot initiate a grapple with an unarmored person for example, however injuries can occur. For this reason all players must sign a waiver and must be at least 16 years of age. Those who are 16 and 17 years old must have the waiver signed by their parent/guardian witnessed by a member of O.R.C.S. Executive Board.

Overall O.R.C.S. 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 realms mightiest champions and perhaps one day too you will be known as a Champion of the Realm!

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Intent of the Rules

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

Organization

O.R.C.S. Wargaming Club has a structural organization of three legislative bodies and two enforcement bodies.

The Executive Board: Is five elected veterans that handle the administrative business of the Club. It consists of the President, Vice-President, Secretary, Treasurer, and Magistrate.

The Senate: Consists of Country Representatives that meet periodically to discuss any problems that have arisen, or may arise, during events, propose new rules, and review existing rules. Each active country may send two members to participate in the discussion, and to vote on important issues. Occasionally open meetings will be held, but only the country's two Senators will be allowed to vote. Members should direct questions and suggestions to their Senators or to the Magistrate of O.R.C.S.

The Noble Council: The Council consists of veteran members who have been honored by the club for their contributions to the game. They augment the Executive Board and Senate, and help uphold the standards to continually better the club as a whole.

The Marshals: The Magistrate appoints members as Marshals to help with administrative duties of the Club. The Marshals are in charge of various duties as shown in the Check in/Registration section below. Volunteers are almost always needed for Marshal positions. In the event of a dispute over the interpretation of the rules, the President has the final word on any disputes.

The Elders: The elders are the referees of the Realm of ORCS. Anyone wishing to elder must have attended at least 20 events and have been approved by the Magistrate. There are three types of Elders, the Event Elder, the Wandering Elder, and the Hades Elder. The Event Elder is in charge of the entire event, having petitioned the Executive Board for permission. The Event Elder is responsible for setting up the day event, games or adventure for the event they are running. If there is no Event Elder, the Magistrate is responsible for the event. The Wandering Elder is responsible for settling disputes between players, making sure the rules are obeyed, including watching players for taking hits and radius effect of spells, and that everyone is playing safely. They are also responsible for retrieving Spell Balls and missile weapons during battles. The Hades Elder will register players in Hades and tell them when they may rejoin the living. Each Country must be prepared during an event to provide Elders. Players who serve as Elders for the entire battle will receive double battle credits at the discretion of the Event Elder. Eldering may be done as often as wished, but double credits will only be awarded once every five ORCS events. Each day of a multi-day event counts separately. Keep in mind that to serve as an Elder you are accepting the responsibility for enforcing the rules, maintaining the safety of the players, and not simply watching the battle. Penalties can be levied for any infraction of the rules such as ignoring the safety of others and/or acting out of character. Penalties include extra time in Hades and withdrawal of fighting privileges for part of or the rest of the event. Elders have ultimate power on the battlefield; if they tell you to die for breaking a rule then you must die. For people who are persistently dangerous and/or frequently break rules, the penalty can be suspension or expulsion from the game. Be forewarned that an Elder will confiscate steel weapons if brandished at any event.

Inspection and Dues

Prior to each event, a player must pass through an inspection. The Secretary and the Treasurer conduct this, with assistance by the appropriate Marshals. On event days, check in starts at 12:00 noon. During campouts it will be held on Saturday, or as indicated by the Event Elder.

Check in/Registration: At check in you give your real name and pay your dues to ensure battle credit. Dues pay for the cost of such things as campsites, marking tape, etc. Check in closes at 1:00 pm, and anyone arriving after the close of check-in will be

fined double dues. Double dues do not apply to campouts. Members must be 16 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. A \$5.00 lifetime membership fee will be charged to new members; in return they will receive a rulebook. Dues will not be charged at your 1st event.

Costumes: All costumes are checked for appropriate medieval appearance, and compliance with class restrictions. If the costume does not meet the requirements, the Costume Marshal has the authority to deny participation in the event to the player in question. During an event you must be in costume at all times, 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.

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

Battle and Events

Advance notification of the event site will be given with the addition of any pertinent information such as directions. Battles are normally scheduled every other Sunday at noon. The Country Leaders will also be contacted if possible in the event of cancellation or postponement of a battle. The following is a list of the normal types of battles:

Two Team Battle: is fought with two teams of roughly equal size.

Country Battle: each Country fights alone.

Alliance Battle: each Country starts alone. Countries may ally by whatever means they choose. Each alliance lasts for only 15 minutes and countries may not ally again for 30 minutes thereafter.

Chaos Battle: A randomly spontaneous battle where each player is fighting independently and players are fighting for themselves. Started when an elder yells "CHAOS".

Caravan Battle: Similar to a two team battle, one side transports a valuable item, such as a treasure chest or a captive princess, to some predetermined destination along a given route. The opposing team has the task of robbing the caravan and/or preventing it from reaching its destination.

Kill Your Killer: A chaos battle in which players come back to life with armor repaired when the person who killed them is killed. When coming back to life the player must yell "ALIVE" before re-entering the field. The game is played until there is only one player left.

Elder's Choice: the Elder will determine the type of event to be held.

Ice Breaker Battle: players from different Countries are placed on teams of three or more. This is done to acquaint new members with veterans.

Tournament: the Nobles host a Tournament with competitions held to test the skills of all in different weapons combinations. A tourney to determine Noble title may be held at the discretion of the Noble Council.

Siege Battle: fought with three teams, one team in a fortress tries to hold an item, such as a banner, from the other two teams for a period of time.

Adventure: the Event Elder recruits warriors to play monsters and non-player characters (NPC's). Monsters and treasure are frequently encountered as the players try to obtain the Adventure goal. The Event Elder will have been approved by the Executive Board to run the adventure. During Adventures, all Scrolls, Potions, and coin must be present and in play at all times.

Campout: is usually held for three days at an approved campsite. Campouts constitute adventures for rule purposes, and there is usually an adventure being run. During Campouts, all Scrolls, Potions, and coin must be present and in play at all times.

General Battle Rules

These are the general battle rules of ORCS:

1. **Hold:** When an Elder calls “HOLD!” all players are to yell “HOLD!” and stop any movement, place one knee on the ground and look straight ahead. When the Elder has determined that play can continue the Elder will call, “ready”. That is when people are allowed to stand back up if they can. Then the elder will call “lay-on” to resume fighting. An Elder will call Hold mainly for safety reasons, either to clear the main battle area of obstructions (including dead players) or due to an injury on the field. An Elder may also call a Hold to be able to make an on-field ruling, such as letting players know they were inside the radius of effect of a spell. Calling Hold should be kept to a minimum to allow for smooth play.
2. **Nighttime:** During nighttime play, for safety reasons, head legal and missile weapons are not legal. This means that flails and morning stars are not legal to the head. They can still be used for body and limb hits. Bows and arrows, crossbows and bolts and throwing spears are not allowed at all. Thrusting spears, throwing hammers, throwing axes and Spell Balls are all still legal to use but keep in mind it is a lot harder to see and identify these items in the dark. To avoid confusion and argument use spears, throwing hammers, throwing axes and Spell Balls sparingly at night.
3. **Word Count:** Whenever a word count is needed in the game it is meant to be a slow word count of, “one, two, three, four, five, six, seven, eight, nine, ten...”, where each word take approximately one second to say. Not a fast word count of, “one, two, thre, fofivsix,sevnateninten...”, where each word runs together and is hard to make out if heard.
4. **Sportsmanship:** Sportsmanship is important to the enjoyment of the game by all players. When one person shows poor sportsmanship it can ruin the enjoyment of the game for all that witness the poor behavior. One person can ruin the game for many people. An example of good sportsmanship is warning someone there are about to go out of bounds instead of pushing them back out of bounds and then telling them there dead. Don't be a person with a variety of negative qualities, specifically arrogance and engaging in obnoxious and/or irritating actions without a role-playing intent.
5. **Metagaming:** Metagaming is taking out of game information and using it in-game, whether it is to your advantage or not and it is cheating. Exchanging information from one of your characters to another of your characters can also be seen as metagaming and should be avoided. An example of metagaming is when the Player Character John Smith told the Player Character Jon Doe at Denny’s that the Character Sleven from Country A was the new Assassins Guild Master. Jon Doe’s Character, Elmer of Country B, does not know that information.
6. **Structures:** All tents, pavilions, and site made structures are considered personal property of the owner. As such, no one may enter a structure without the expressed permission by the owner or Elder. There is no fighting within 10 feet of a tent or pavilion. Site made structures are allowed to be fought in or around according to the permission of the Event Elder. Use common sense and take all precautions not to damage the personal property of other players. The only exception to site made structures is the Tavern. There is no fighting or unwanted spell casting within the Tavern or 10 feet from the Tavern’s entrance. Only the Event Elder can expand upon the Tavern rules.
7. **Fighting Area:** Campsites may have a fortified fighting area. If a camp site does not have a fighting area then members in the camp have a 100 count to come out of camp and defend themselves or be considered dead. All adventure related items must be stored in the fighting area. If there is no fighting area, then no adventure items may be hidden in camp.

Character Section

Creating a Character

Characterization: In the realm of ORCS a player must role-play their character. You may choose to be an evil thief or a noble fighter. No matter what you choose, you must act out this role and develop a personality. Be creative when developing your character by being unique in your costume, weapons, and behavior.

Battle Name: Players are required to have an original, imaginary name (no Ivanhoe, Merlin or Red Sonja). During a battle always address the other players by their battle/assumed name.

Alignment: An optional way to develop a character persona is by the use of alignment. A chaotic evil character will cause havoc randomly while a lawful good character will seek to maintain order and protect the weak. A neutral character is primarily concerned with his own survival.

Character Races: Each character should have a different personality; therefore, ORCS permits races other than human. No racial bonus is given. If playing a non-human character you must wear a costume or makeup that reflects this (long beard for dwarves, pointy ears for elves, etc.)

Costumes: You must wear medieval/period type garb at all times during an event. Remember class requirements. Costumes must consist of the following, regulated by the Costume Marshal at all times.

- 1) A tunic preferably no shorter than crotch length, robes, or armor. (If you take off your armor you must still have on or be in costume)
- 2) Period style pants (jeans and cords are not allowed).
- 3) Period style leather/cloth footwear. If modern military boots or tennis shoes are worn, you must wear ankle-to-knee length leggings that cover the shoelaces.

Hoods, mantles, and capes make good additions to your costumes, as well as leather or fur. If your costume is inappropriate or sloppy, you may not be allowed to participate in the events. **Take pride in your costume!**

Rank System

Rank	Battle Credits
First	1-5
Second	6-10
Third	11-15
Fourth	16-20
Fifth	21-25 etc.

Characters in ORCS are classified and regulated by rank. For every five battles a character participates in, they advance one rank. However, if a player has multiple characters, then only the character signed in at Check in/Registration the day of an event earns the credit, not all of the characters. In other words, if a player has a Fighter character and a Cleric character, and attends 20 battles as a Fighter and then 1 as a Cleric, they have a 1st rank Cleric and the 4th rank Fighter character has only 20 battle credits not 21. Thus, shifting characters only hinders a player trying to achieve higher character rank or Noble titles. A player who chooses one character and is loyal to it can steadily rise through the ranks.

Character Classes

A player entering the Realms of ORCS has a choice of eight character classes. Although players are allowed to change classes, you are encouraged to select one class and stick to it. Try to choose a class you will enjoy and suits your character. New players have a five-battle grace period to choose their class; by the sixth battle they must inform the secretary of their choice. The previous battles will be converted. New members are not allowed to wear armor for the first five events, and are limited to white swords and shields. At 2nd rank, they are allowed to use all other weapons excluding bows, which are permitted at 3rd rank. The eight different Character Classes an ORCS player can choose are Fighter, Cavalier, Cleric, Druid, Mage, Ranger, Thief, and Assassin. There are two categories of abilities and skills that each character class can perform, Character Abilities and Magic Abilities. Each ability has two skills that each class can perform; Adventure skills and Battle skills. Adventure skills may be performed only on battle days that are specifically declared as adventure days. Battle skills may be performed at any event whether it is an Adventure or a normal Battle day. Check the schedule of events to find out which type of event each battle will be.

Character Abilities

The first category of skills will be referred to as Character Abilities. Abilities are skills that are inherent to each specific Character class. These abilities can be performed at will when a Character reaches the appropriate level. Most abilities may be performed any number of times during a battle day. Check each listing for specific restrictions on abilities.

Magic Abilities

The second category of skills will be referred to as Magic. There are certain character classes with the ability to use Magic in the form of casting Spells. Spells consist of energy, therefore, spell casters possess a certain amount of Spell Energy. This is referred to as a caster's Spell Energy Level. As casters advance in rank, they also advance in Spell Energy Levels. For example a 1st Rank Mage has 3 Energy Levels, a 2nd Rank Mage has 6 Energy Levels, etc. Each spell, regardless of Rank, expends 1 Energy Level unless specifically stated in the description of the spell. As the caster advances in rank they also gain the ability to reduce the amount of words needed to cast their 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 Energy and Reduction Chart](#) (see appendix II).

In order for a caster to use their ability to cast spells they need several things. First and foremost they must write their spells to a required length as specified in the spells description. The spells must be written in either a book or on scrolls. These books and scrolls must have a medieval or period flavor to them that will be judged appropriate by the Spell Marshal. The spell must then be read aloud so that others nearby can hear the casting and make out the caster's words. The caster may not walk, move excessively, talk to others, fight, or be hit in combat while casting a spell. If this happens then the spell must be recast and the Spell Energy is lost. 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 Energy 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. If the caster speaks to another player, moves more than 5 steps, or is hit by a weapon then the Spell Energy is released upon the caster. The effects of this are determined by the spell description. Spell books 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 special considerations such as Spell Balls. Spell Balls are the physical manifestation of some spells. Spell Balls must be between 5" and 9" in diameter, made of soft cell foam or pillow stuffing covered in appropriately colored fabric (see spell description). Spell Balls are head, neck and groin legal. A Spell Ball cannot be caught or blocked, except those that do not penetrate shields (see spell description). The Spell Marshal or Vice President must approve Spell Ball construction. Spells that require meditation, as specified in the description under length, need not be written in a spell book.

Any spell that is considered a protection spell must have the material component worn as a cloak. If it is not worn in this manner then the spell is not considered in effect. In addition, only one protection spell may be active on any target at any one time. Protection type spells are defined as any spell with the word "protection" in the name and that requires a cloak for a material component.

Fighter Class

Description: This is the most popular class in ORCS. It has no restrictions on costumes, weapons, or armor. It requires a person to engage in heavy physical combat. Fighters are normally in the front line of the assault force and are also used to protect spell casters, who are usually weaker in the area of combat.

Abilities

Rank 8: 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, damage is a Mortal wound. This is a normal battle skill.

Rank (special): Armor Repair: Armor repair is an adventure only skill that allows fighters to repair armor and shields. How this works is very simple. The fighter takes off a piece of damaged or destroyed armor or shield. After role-playing (pretending to bend metal, fix straps, cursing and grumbling) over the piece of armor or shield for two (2) minutes, the armor or shield is fully restored. This can be done only once. After the armor or shield is destroyed or damaged a second time the fighter must have the armor or shield magically mended, or must have it repaired in Hades. This ability does not work on siege weapons, battering rams, or anything else other than armor or shields. This ability does not work on the magic shield spell. This ability does not work on relics. This ability can only be used on one item at a time. Fighters gain this ability over times as follows: At Rank 8 you

gain the ability to repair your own broken shields. At Rank 10 you gain the ability to repair your own armor. At Rank 12 you gain the ability to repair other people's armor and shields.

Cavalier Class

Description: To become a Cavalier, a player must be a Rank 5 or higher fighter who wishes to serve their god or special cause and have earned a Noble Title. Cavaliers must wear a cross and a sash symbolizing their alignment; white for good, gray for neutral, or black for evil. They are required to wear chain mail, scale mail, plate mail, or banded armor when fighting is expected. Otherwise, garb to denote station is acceptable. Cavaliers must be of lawful alignment, since they are presumed to follow the Rules of Chivalry. In terms of weaponry, Cavaliers are considered to be masters of all weapons. However, they disdain the use of missile weapons and prefer to wield only weapons that inflict damage at close quarters. Cavaliers gain limited spell access similar to Cleric spells.

The Basic Code of Chivalry: (The Code)

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

Abilities

Rank 1: Immunity to Disease: The Cavalier is automatically immune to all types of disease. This ability is adventure only.

Spells

RANK 1

Name:	Cure Light Wounds
Type:	Battle
Length:	1 min meditation
Energy Cost:	1
Range:	Touch
Duration:	Permanent
Material:	Holy Symbol
Area of Effect:	1 Creature

Description: The Cavalier must chant for 1 minute to heal a light wound for anyone. They must pray to their god or goddess and cannot move while invoking the spell.

Name:	Cure Disease
Type:	Adventure
Length:	1 min meditation
Energy Cost:	1
Range:	Touch
Duration:	Permanent
Material:	Holy Symbol
Area of Effect:	1 Creature

Description: When cast, this spell may counter such things 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
Type:	Adventure
Length:	1 min meditation
Energy Cost:	1
Range:	Touch
Duration:	Permanent
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
Type:	Battle
Length:	250 Words
Energy Cost:	1
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 nor move or the spell is broken. This spell does not work on the undead or creatures without souls or spirits.

RANK 3

Name:	Sanctuary
Type:	Battle
Length:	700 words
Energy Cost:	1
Range:	Caster
Duration:	Special
Material:	Prism/Crystal
Area of Effect:	None

Description: By chanting this Spell, the caster 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 (a dispel magic spell will cancel the spell). The caster is still a physical entity and may communicate, block, and

move. No one may come any closer than one foot, nor try to grab the caster. The caster cannot move closer than one foot to any other creature.

Name:	Truth Speak
Type:	Battle
Length:	75 words
Energy Cost:	1
Range:	Touch
Duration:	1 question
Material:	Holy Symbol
Area of Effect:	1 creature

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

RANK 4

Name:	Turn Undead
Type:	Adventure
Length:	300 words
Energy Cost:	1
Range:	Throwing Distance
Duration:	Instant
Material:	Yellow Spell ball
Area of Effect:	1 creature

Description: By this incantation, the caster calls upon the banishing power of their deity to summon into existence a sphere of divine energy. Depending on the power of the undead, and the Rank of the caster, the spell effect will vary. 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 The Living Dead, Rank [rank]"

RANK 8

Name:	Last Rites
Type:	Adventure
Length:	500 words
Energy Cost:	1
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, then you 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 affect on any one creature.

Cleric Class

Description: This class is the holy followers of ORCS. They are the most powerful healers of the game and the only class that can heal mortal wounds and raise the dead. Since Clerics may shed no blood, they are permitted to use yellow weapons only. Clerics must wear a holy symbol regardless of alignment. A holy symbol is a cross, or any chosen symbol approved by the Executive Board. Clerics may wear any type of armor and use any type of shield.

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 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, damage is a Mortal wound. This is a normal battle skill.

RANK 10

Potions and Scrolls: The abilities of making certain Potions and any Scrolls for Cleric Spells become available at 10th Rank. See Potions and Scrolls section.

Spells:

RANK 1

Name:	Cure Light Wounds
Type:	Battle
Length:	300 words
Energy Cost:	1
Range:	Touch
Duration:	Permanent
Material:	Holy Symbol
Area of Effect:	1 creature

Description: With this spell the Cleric is able to cure one light wound for anyone.

Name:	Light
Type:	Adventure
Length:	170 words
Energy Cost:	1
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, no spotlights.

RANK 2

Name:	Speak with Dead
Type:	Battle
Length:	200 words
Energy Cost:	1
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 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 questions “Yes” or “No”. The Cleric may not speak to another creature nor move or the Spell is broken. The spell does not work on the undead or creatures without souls or spirits.

Name:	Sanctuary
Type:	Battle
Length:	650 words
Energy Cost:	1
Range:	Caster
Duration:	Special
Material:	Prism/Crystal
Area of Effect:	None

Description: By chanting this Spell, the caster 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 (a dispel magic spell will cancel the spell). The caster is still a physical entity and may communicate, block, and move. No one may come any closer than one foot, nor try to grab the caster. The caster

cannot move closer than one foot to any other creature.

Name:	Truth Speak
Type:	Battle
Length:	75 words
Energy Cost:	1
Range:	Touch
Duration:	1 question
Material:	Holy Symbol
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.

RANK 3

Name:	Word of Holding
Type:	Battle
Length:	150 words
Energy Cost:	1
Range:	Throwing distance
Duration:	Count of 100
Material:	Bright orange Spell ball
Area of Effect:	1 creature

Description: If struck by the Spell ball, you are held by the power of the cleric's deity, the victim must remain motionless; 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] Invoke Word of Holding!"

Name:	Consecrate
Type:	Adventure
Length:	150 words
Energy Cost:	1
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 so that it is imbued 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 extraplanal creatures. The consecrated water may be used to imbue a weapon with One Blessed Hit. A Blessed hit is the same as if holy water was being thrown at a creature except now it is 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 to be 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 ORCS Event should determine the actual effectiveness of Consecrate.

RANK 4

Name:	Cure Disease
Type:	Adventure
Length:	150 words
Energy Cost:	1
Range:	Touch
Duration:	Permanent
Material:	Holy Symbol
Area of Effect:	1 creature

Description: When cast, this spell may counter such things 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
Type:	Adventure
Length:	150 words
Energy Cost:	1
Range:	Throwing Distance
Duration:	Instant
Material:	Yellow Spell ball
Area of Effect:	3 foot radius

Description: By this incantation, the caster calls upon the banishing power of their deity to summon into existence a sphere of divine energy. Depending on the power of the undead, and the Rank of the Caster, the spell effect will vary. The Elder or Hosts' of the event will determine the exact effectiveness of this spell. This spell penetrates all armor and shields. The invocation line of this spell is "I [name] Turn The Living Dead, Rank [rank]!"

RANK 5

Name:	Cure Serious Wounds
Type:	Battle
Length:	450 words
Energy Cost:	1
Range:	Touch
Duration:	Permanent
Material:	Holy Symbol
Area of Effect:	1 creature

Description: This spell cures all light wounds on any one creature.

Name:	Neutralize Poison
Type:	Adventure
Length:	175 words
Energy Cost:	1
Range:	Touch
Duration:	Permanent
Material:	Holy Symbol
Area of Effect:	1 creature

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

RANK 6

Name:	Prayer Touch
Type:	Adventure
Length:	300 words
Energy Cost:	1
Range:	Caster
Duration:	Special
Material:	Colored Gloves
Area of Effect:	None

Description: This spell allows the Cleric to hold one spell for later use. Once Prayer Touch is cast, the spell to be stored must then be cast (thus using the appropriate number of spell points for both spells) and the appropriate Colored Gloves are prepared. The Cleric may save the gloves for use at a later time. To use the stored spell, the Cleric simply has to put on the Gloves (gloves must be worn on both hands). The stored spell will be discharged on the first thing the Cleric touches.

Clerics may hold spells on the intervals as follows:

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

The following Glove Color identifies stored spells:

Spell Stored	Gloves Color
Curing Spells	White
Protection Spells	White
Divining Spells	White
Turn Undead	Yellow
Word of Holding	Orange
Curse	Pink

All spells used through Prayer Touch are reduced to touch range. All spells used through Prayer Touch penetrate through all armor, but not shields. Once the Gloves are worn, the cleric may not cast any other spells, use weapons or hold any object. With Prayer Touch active, the Cleric may touch themselves and move about normally without releasing the stored spell. If the Cleric is hit with Prayer Touch active, the spell is not broken unless they are hit in the arms, mortally wounded, or killed. A cleric may have only one spell stored at any given time. A Cleric may cast

other magic while they have a spell stored. Prayer Touch is unique to the caster. Only the caster can use his or her own stored spell. A Dispel Magic spell will negate Prayer Touch and any stored spell held within.

RANK 7

Name:	Cure Mortal Wounds
Type:	Battle
Length:	600 words
Energy Cost:	1
Range:	Touch
Duration:	Permanent
Material:	Holy Symbol
Area of Effect:	1 creature

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

RANK 8

Name:	Holy Weapon
Type:	Adventure
Length:	400 words
Energy Cost:	1
Range:	Touch
Duration:	Permanent
Material:	Silver Weapon
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 silver weapons & ransom). 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, until 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 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.

RANK 9

Name:	Curse
Type:	Adventure
Length:	500 words
Energy Cost:	1
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, which instead of divine healing inflicts 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] Invoke [deity’s name] Curse!”

Name:	Last Rites
Type:	Adventure
Length:	500 words
Energy Cost:	1
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 one 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, then you 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 cast against demons, undead, or summoned beings. If Last Rites is cast against any creature from these three 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 Rite may be in affect on any one creature.

RANK 10

Name:	Resurrection
Type:	Battle
Length:	1000 words
Energy Cost:	2
Range:	Touch
Duration:	Permanent
Material:	Holy symbol
Area of Effect:	1 creature

Description: Allows the caster to remove the condition of dead from 1 person, but does not repair armor.

Druid Class

Description: This class combines Ranger, Cleric and Mage abilities. Druids are the Priests of Nature who cast spells and engage in combat equally well. Druids garb themselves in woodland colors and must wear a crescent moon as a symbol of their class. They are restricted to Leather Armor (AC 4) and using a round shield. 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:

RANK 1

Druids are immune to Nature Love. They are considered one with nature, and by such, are immune to Nature Love. This is an Adventure only skill.

RANK 10

Potions and Scrolls: The abilities of making certain Potions and any Scrolls for Druid Spells become available at 10th Rank. See Potions and Scrolls section.

Spells:

RANK 1

Name:	Feign Death
Type:	Battle
Length:	30 words
Energy Cost:	1
Range:	Caster
Duration:	Special
Material:	Magic Symbol
Area of Effect:	Caster

Description: The Druid draws on the power of nature to slow his heartbeat and breathing. This Spell is memorized and can be cast without reading from a Spell Book. The Druid cannot move or speak or the Spell is broken.

RANK 2

Name:	Mending Wood/Leather
Type:	Battle
Length:	100 words
Energy Cost:	1
Range:	Touch
Duration:	Permanent
Material:	Mending Dust
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 as well as leather armor, but not studded.

Name:	Light
Type:	Adventure
Length:	170 words
Energy Cost:	1
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, no spotlights.

Name:	Detect Traps (woodland)
Type:	Adventure
Length:	100 words
Energy Cost:	1
Range:	Caster
Duration:	Instant
Material:	Y shaped branch
Area of Effect:	10 foot radius

Description: This spell allows the caster to detect any sort of trap within a ten-foot radius around the caster while in a wooded area. This does not reveal the nature of the trap, only its location. The Elder of the event determines the exact information.

RANK 3

Name:	Cure Lights Wounds
Type:	Battle
Length:	350 words
Energy Cost:	1
Range:	Touch
Duration:	Permanent
Material:	Magic symbol
Area of Effect:	1 creature

Description: With this Spell the Druid is able to cure one light wound for anyone.

Name:	Protection from Lightning
Type:	Battle
Length:	225 words
Energy Cost:	1
Range:	Special
Duration:	Special
Material:	Blue Cape
Area of Effect:	Special

Description: This Spell allows the Druid to protect himself, others at 5th Rank, and objects at 7th Rank, from one lightning or electrical based attack. This spell does not hinder any of the Druid's other magic while in effect. 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, hang down no less than the middle of the back and be worn around the neck.

RANK 4

Name:	Call Lightning
Type:	Battle
Length:	175 words
Energy Cost:	1
Range:	Throwing distance
Duration:	Instant
Material:	Blue Spell ball
Area of Effect:	1 creature

Description: This Spell calls fourth a Bolt of Lightning, which causes Black Damage and automatically destroys shields. A Lightning Bolt that lands in water, without hitting anything else, affects everything in the water up to a three foot radius. To invoke the Spell: "I [name] Call Nature's Lightning!"

RANK 5

Name:	Barkskin
Type:	Battle
Length:	250 words
Energy Cost:	1
Range:	Caster
Duration:	Special
Material:	Brown Headband w/ White Circle
Area of Effect:	None

Description: This Spell allows the Druid to better his armor class by one level. The spell is broken upon the Druids death and can be dispelled by Dispel Magic. Mending will restore Barkskin.

Name:	Neutralize Poison
Type:	Adventure
Length:	175 words
Energy Cost:	1
Range:	Touch
Duration:	Permanent
Material:	Magic symbol
Area of Effect:	1 creature

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

RANK 6

Name:	Warp Wood
Type:	Battle
Length:	300 words
Energy Cost:	1
Range:	Throwing distance
Duration:	Permanent
Material:	Grey Spell ball
Area of Effect:	3 foot radius

Description: This spell warps all man-sized wooden objects in a 3-foot radius making them unusable. These objects include pole arms (white glaive, black glaive, halberd, and pike), quarterstaves, spears, shields, bows, arrows, crossbows, bolts, planks, and non-magical chests. If larger than man-sized, such as a castle door, there is no effect. A mending Spell can repair the warping. To invoke this Spell: "I [name] Call Nature's Warp!"

RANK 7

Name:	Cure Disease
Type:	Adventure
Length:	150 words
Energy Cost:	1
Range:	Touch
Duration:	Permanent
Material:	Magic symbol
Area of Effect:	1 creature

Description: When cast, this spell may counter such things as leprosy, consumption, rabies, lycanthropy, plagues, etc. cleansing the recipient of the spell of most diseases. The Elder or Hosts of the event should determine the exact effectiveness of this spell.

Name:	Commune with Nature
Type:	Adventure
Length:	300 words
Energy Cost:	1
Range:	Special
Duration:	3 Questions
Material:	A leaf or piece of foliage
Area of Effect:	Casters surroundings

Description: The Spell allows the Druid to speak with plants and animals within his immediate surroundings in order to determine the events that have taken place there. An Elder will determine the exact effectiveness of the spell. The Druid can ask 3 questions 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 players (such as assassinations).

RANK 8

Name:	Entangle
Type:	Battle
Length:	300 words
Energy Cost:	1
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. Any cutting weapon can free the creature by touching the limb and saying "I am freeing you!" An Entangled creature 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 is one creature. Entangle penetrates all shields and armor. To invoke the spell: "I [name] Invoke Natures Entangle!"

RANK 9

Name:	Cure Serious Wounds
Type:	Battle
Length:	500 words
Energy Cost:	1
Range:	Touch
Duration:	Permanent
Material:	Magic symbol
Area of Effect:	1 creature

Description: This Spell cures all light wounds on anyone.

RANK 10

Name:	Nature Love
Type:	Adventure
Length:	500 words
Energy Cost:	1
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 and must seek out the closest tree or bush and profess their undying love and devotion. The creature hit cannot fight or bear arms, for they are so obsessed with nature they cannot think of such things. Nature Love is dispelled by Dispel Magic or upon the death of the character affected. The invocation line is: "I [name] summon Nature's Love!"

Name:	Magical Stone
Type:	Adventure
Length:	1000 words
Energy Cost:	2
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 is cast, using the energy cost for both. To evoke the stored spell, the caster simply holds the stone in his hand and says 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. Invocation line for this spell is "Magical Stone [Spell cast from stone]! Example: "Magical stone, Nature Love!"

Mage Class

Description: Initially, a character of this class is among the weakest in ORCS. A Mage may not wear any armor nor use any shield. They are restricted to using a white sword, dagger, and quarterstaff for combat. A Mage must wear calf length robes and carry a sack containing the material components of their Spells. As they progress through the ranks they gain additional spells and become increasingly powerful. However, they still depend upon fighters to defend them while reading their spells.

Abilities:

RANK 10

Potions and Scrolls: The abilities of making certain Potions and any Scrolls for Mage Spells become available at 10th Rank. See Potions and Scrolls section.

Spells:

RANK 1

Name:	Feign Death
Type:	Battle
Length:	30 words
Energy Cost:	1
Range:	Caster
Duration:	Special
Material:	None
Area of Effect:	None

Description: The Mage draws on the power of this spell to slow his heartbeat and breathing. This Spell is memorized and can be cast without reading from a Spell Book. The Mage cannot move or speak or the Spell is broken.

Name:	Mending
Type:	Battle
Length:	125 words
Energy Cost:	1
Range:	Touch
Duration:	Permanent
Material:	Mending dust
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 a mending Spell.

Name:	Light
Type:	Battle
Length:	150 words
Energy Cost:	1
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, no spotlights.

RANK 2

Name:	Magic Shield
Type:	Battle
Length:	250 words
Energy Cost:	1
Range:	Caster
Duration:	24 hours
Material:	Yellow 18" round shield or buckler
Area of Effect:	1 creature

Description: This Spell allows the Mage to use a small shield with a diameter no larger than 18" at the largest dimension. The shield acts as a normal shield in both protection and destruction (i.e. shield-destroying 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
Type:	Battle
Length:	75 words
Energy Cost:	1
Range:	Touch
Duration:	1 question
Material:	None
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:	Comprehend Languages
Type:	Adventure
Length:	75 words
Energy Cost:	1
Range:	Caster
Duration:	Special
Material:	Small square of parchment paper
Area of Effect:	Caster

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

RANK 3

Name:	Burning Hands
Type:	Battle
Length:	100 words
Energy Cost:	1
Range:	Touch
Duration:	Special
Material:	Red gloves
Area of Effect:	None

Description: This Spell generates a field of fiery energy about the hands, which inflict two White hits per hand. Both of these charges may be expended at once doing Double White damage. The caster may move normally after casting this Spell. When in effect, no weapons may be held. If the Caster takes a light wound to an arm, the Spell is canceled for that arm. The Spell has no effect on the Caster. If any weapon made of wood is touched, that weapon is considered to be destroyed, unless repaired by a Mending Spell. A red and green ribbon with a tag attached with the words “Destroyed Weapon” tied to it will signify that the weapon is unusable.

The Mage may not block, catch, or knock away any weapon or Spell Ball without consequence. This Spell can be dispelled by Dispel Magic. This Spell is not head legal.

Name:	Protection from Lightning
Type:	Battle
Length:	200 words
Energy Cost:	1
Range:	Special
Duration:	Special
Material:	Blue cape
Area of Effect:	Special

Description: This Spell allows the Mage to protect himself, others at 5th rank, and objects at 7th rank, 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. This spell does not hinder any of the Mage’s other magic while in effect. 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.

Name:	Detect Traps
Type:	Adventure
Length:	100 words
Energy Cost:	1
Range:	Caster
Duration:	Instant
Material:	Lens
Area of Effect:	10 foot radius

Description: This Spell allows the caster to detect any sort of trap within a ten-foot radius around the caster. This does not reveal the nature of the trap, only its location. The Elder of the event determines the exact information.

RANK 4

Name:	Lightning Bolt
Type:	Battle
Length:	150 words
Energy Cost:	1
Range:	Throwing distance
Duration:	Instant
Material:	Blue Spell ball
Area of Effect:	1 creature

Description: This Spell calls forth a Bolt of Lightning, which causes Black damage and automatically destroys shields. A Lightning Bolt that lands in water, without hitting anything else, affects everything in the water up to a three-foot radius. To invoke the Spell: “I, [name] Summon Lightning From The Sky!”

Name:	Hold Portal
Type:	Battle
Length:	100 words
Energy Cost:	1
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 or someone casting a Release Portal Spell. Dispel Magic does not effect it. Only one Hold Portal can be in effect on any one item at a time. The item can be physically destroyed (i.e. battering ram, ballista, fireball, etc.)

Name:	Protection from Ice
Type:	Battle
Length:	300 words
Energy Cost:	1
Range:	Special
Duration:	Special
Material:	White cape
Area of Effect:	Special

Description: This Spell protects the Mage, others at 6th Rank, and objects at 8th Rank, from one ice based or frost attack. An object is considered as large as a gate (i.e. gate, siege weapon, weapon), but not as large as an entire ship. The Spell does not hinder any of Mage's other magic. The cape used must be the approximate size of shoulder-to-shoulder, hang down to no less than the middle of the back and be worn around the neck.

RANK 5

Name:	Dispel Magic
Type:	Battle
Length:	175 words
Energy Cost:	1
Range:	Caster
Duration:	Instant
Material:	Small jar/bottle
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 him. Dispel Magic invoked at the same time as another Spell will negate the entering Spell's effect. Example: A Mage invokes a Time Stop or Fireball. The Spell is negated by the Dispel Magic before it can take effect.

Name:	Ice Storm
Type:	Battle
Length:	250 words
Energy Cost:	1
Range:	Throwing distance
Duration:	5 minutes
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 it is frozen in a block of ice for five minutes. Creatures affected by Ice Storm cannot be harmed by any weapon and most Spells. Creatures can be freed by using Dispel Magic, Burning Hands or Fireball. Dispel Magic or Burning Hands will safely free an iced creature, but a Fireball will cause a mortal wound to the creature. Creatures iced can be physically moved. The invocation for this Spell is: "I, [name] summon Ice From The North!"

Name:	Release Portal
Type:	Battle
Length:	100 words
Energy Cost:	1
Range:	Touch
Duration:	Permanent
Material:	Key
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.

RANK 6

Name:	Stone Skin
Type:	Battle
Length:	200 words
Energy Cost:	1
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 take one hit from any weapon except Green weapons. 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.)

Name:	Feeble Mind
Type:	Adventure
Length:	300 words
Energy Cost:	1
Range:	Throwing distance
Duration:	5 minutes
Material:	Plaid Spell ball
Area of Effect:	1 creature

Description: Creatures struck by Feeble Mind become confused and moronic. Only primary spell casters (Mages, Clerics and Druids) are affected. The Elder, or Host will determine the exact effectiveness on monsters. Those affected by Feeble Mind cannot think coherently, therefore they cannot cast spells, use items, or fight. When under the influence of Feeble Mind, the victim is unaffected by the spell Truth Speak, or any other mind affecting spell. This Spell penetrates all armor and shields. Invocation for this spell is: "I [name] Invoke Feeble Mind!"

RANK 7

Name:	Protection from Fire
Type:	Battle
Length:	375 words
Energy Cost:	1
Range:	Special
Duration:	Special
Material:	Red cape
Area of Effect:	Special

Description: This Spell allows the Mage to protect himself, others at 9th Rank, and objects at 11th Rank from one heat or fire based attack. 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 affect of a Fireball. In other words, only the person with the Red Cape is protected. The cape used must be the approximate size of shoulder-to-shoulder, hang down to no less than the middle of the back and be worn around the neck.

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

Description: This Spell causes any one man-sized creature to grow in size and mass to that of a giant. Any person fighting within 10' of an enlarged creature must get on their knees to show the growth. The spell does not give the creature any added power. The attacks the creature does are normal for that creature.

RANK 8

Name:	Fireball
Type:	Battle
Length:	325 words
Energy Cost:	1
Range:	Throwing distance
Duration:	Instant
Material:	Red Spell ball
Area of Effect:	3 foot radius

Description: This Spell summons a sphere of burning flame. When an object or creature is hit, 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 does 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 a structure loses its radius effect.

The invocation for this Spell is: "I [name] Summon Fire From The Sun!"

Name:	Charge Item
Type:	Battle
Length:	500 words
Energy Cost:	1
Range:	Touch
Duration:	Permanent
Material:	None
Area of Effect:	1 item

Description: This Spell allows the Mage to channel magical energy to 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
Type:	Adventure
Length:	400 words
Energy Cost:	1
Range:	Caster/Touch
Duration:	5 minutes
Material:	White hood
Area of Effect:	None

Description: Putting on a White Hood invokes this spell. The person is then in Gaseous Form and can't be harmed by physical attack, only fire and lightning can affect him. The person can't speak nor touch anything material for the duration of the spell. The person can't affect the physical world in any way and while in this form, may pass through any small opening, such as cracks in walls, under doors and through keyholes. Spells cannot be cast while in the Gaseous Form. At 16th level a Mage can then cast this spell on another person. The recipient must be willing.

RANK 9

Name:	Animate Dead
Type:	Adventure
Length:	1000 words
Energy Cost:	1
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 it a personal automaton. The animated creature will obey the Mage until it is destroyed or is Dispelled. When animated, the creature is returned to its full hits, full armor and full power. It retains all of its abilities and skills but does not have the ability to use them or cast spells. 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 caster is struck by Feeble Mind, the creature becomes a frenzied killer

attacking anything in its path until destroyed. A Mage can only have one animated creature active at any one time. Spells that affect the intelligence, such as Speak With Dead, Truth Speak and Feeble Mind do not affect Animated Creatures. An undead creature cannot be animated.

Name:	Passwall
Type:	Adventure
Length:	500 words
Energy Cost:	1
Range:	Touch
Duration:	1 minute
Material:	Ring
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 man sized, such as a giant, ogre or a person affected by the Growth spell cannot pass through the opening.

Name:	Enchant Item
Type:	Adventure
Length:	500 words
Energy Cost:	1
Range:	Touch
Duration:	Permanent
Material:	Green ribbon/tape
Area of Effect:	1 item/weapon

Description: This Spell allows the Mage to imbue one weapon/item with Magical Energy. It can be used against creatures that can only be affected by magical weapons. Enchant Item does not increase the damage done by the weapon. It allows the weapon to do damage to those that are not affected by normal weapons. The enchantment can only be dispelled by destroying the weapon. Enchantment does not carry over between events. Enchanted Weapons are signified by green tape/ribbon. A mage may enchant as many items as they have spell energy points.

RANK 10

Name:	Pouch
Type:	Adventure
Length:	1000 words
Energy Cost:	2
Range:	Caster
Duration:	Special
Material:	Pouch
Area of Effect:	None

Description: This spell allows the Mage to hold one spell of one spell point for later use. To hold a spell, the Mage must first cast Pouch and then the chosen spell to be stored (utilizing both Energy Costs). To use, the Mage simply opens the Pouch and instantly invokes the spell. A mage may only have one spell stored at a time. This spell does not hinder any of the mages other Magic. The invocation for this spell is “Pouch [spell cast from pouch]!” Example “Pouch, Fireball!”

Name:	Time Stop
Type:	Adventure
Length:	1000 words
Energy Cost:	2
Range:	Special
Duration:	1 minute
Material:	Small hour glass
Area of Effect:	Special

Description: This spell allows the Mage to slow time until stopped in the area around the Mage. Anyone within hearing distance must freeze in place (the Elder/Host will determine the area affected by the spell). Hearing range is only a representation of the area and a player cannot plug their ears and claim not to be affected. The caster is not affected by Time Stop and can freely move around for the duration. The mage may not cast or invoke any other spells while using Time Stop. Due to the power of the spell, it can only be cast once a day. If another mage simultaneously casts Dispel Magic, Time Stop is not in effect within that 10 foot

radius. A person under the affect of Sanctuary is free to move around as long as Sanctuary is in effect. The invocation line for this spell is “Time Stop”.

Name:	Spell of Shielding
Type:	Adventure
Length:	1000 words
Energy Cost:	1
Range:	Special
Duration:	Special
Material:	Silver cape
Area of Effect:	Special

Description: This spell protects the Mage only, others at 12th Rank and objects at 14th Rank 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 receiver cannot cast spells or be healed. After absorbing one magical effect, or coming in contact with a magical Item the Spell is canceled. 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. The cape used must be the

approximate size of shoulder-to-shoulder, hang down to no less than the middle of the back and be worn around the neck.

Ranger Class

Description: A Ranger is a fighter who feels close to nature; most are archers and scouts. Only a Ranger can Land Search and add land to a country. Rangers can wear armor up to AC 3. They may use round shields (max diameter 36”), as well as any weapon except black axes and chained weapons. Exception: Rangers may use Chain Mail and 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. Their costumes should consist of neutral and/or woodland colors. All Rangers are required to wear a rabbit’s foot or wear a hooded mantle as a symbol of their class.

Abilities

RANK 1

Tracking: Tracking is done by searching for scents, prints, and any signs in an area. From the signs, they can determine party size, type of creatures, direction, etc. An Elder must be present to gain any information. This is a normal battle skill.

RANK 3

Land Search: A Ranger may search new land as per the Land Rules for Land Searching.

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 “[rank] Ranger!” and goes on their way. This is a normal battle skill.

RANK 10

Immunity to Nature Love: The Ranger is one with nature in that the spell Nature Love has no effect on them. This is an adventure skill.

Spells

RANK 2

Name:	Feign Death
Type:	Battle
Length:	30 words
Energy Cost:	1
Range:	Caster
Duration:	Special
Material:	None
Area of Effect:	None

Description: The Ranger draws on the power of Nature to slow his heartbeat and breathing. This Spell is memorized and can be cast without reading from a Spell Book. The Ranger cannot move or speak or the Spell is broken.

RANK 3

Name:	Light
Type:	Adventure
Length:	200 words
Energy Cost:	1
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, no spotlights.

RANK 5

Name:	Cure light wounds
Type:	Battle
Length:	375 words
Energy Cost:	1
Range:	Touch
Duration:	Permanent
Material:	Holy Symbol
Area of Effect:	1 creature

Description: With this spell the Ranger is able to cure one light wound for anyone.

RANK 7

Name:	Neutralize Poison
Type:	Adventure
Length:	200 words
Energy Cost:	1
Range:	Touch
Duration:	Permanent
Material:	Holly/Mistletoe
Area of Effect:	1 creature

Description: This Spell allows the caster to neutralize the effects of most poisons or toxins. The Elders/Host of the event should determine the exact effectiveness of the spell.

RANK 9

Name:	Enchant Arrow
Type:	Adventure
Length:	200 words
Energy Cost:	1
Range:	Touch
Duration:	Special
Material:	Red Ribbon
Area of Effect:	1 arrow

Description: This spell allows the Ranger to imbue one arrow with magical energy; the weapon then can be used against creatures that can only be affected by magical weapons. When cast, the Ranger ties the red ribbon around the shaft of the arrow in a visible manner. When shot, the Ranger calls “Enchanted Arrow” and the spell is expended when it hits a target (person, tree, monster, etc) or is dispelled. The ribbon must be removed when the spell has been expended. Enchanted arrows do not carry over between events. Any archer can use an arrow enchanted by a Ranger.

Thief Class

Description: This class is relatively weak in battle, but gains special abilities on adventures. A Thief may wear any form of costume or garb, from a wizard’s robes to a Noble’s silk and lace. The only requirement is that a Thief must carry a Skeleton Key somewhere on their person. This is symbolic of their abilities and class. Because of a Thief’s need for stealth and agility when performing their craft, a Thief may wear armor up to Ring Mail or Studded Leather (AC 3). In addition, a Thief may carry a shield not larger than 24” round or square. These shields are of light material and therefore take only two hits from a shield destroying weapon to be destroyed. Any weapon can be used except chained weapons, black weapons, and weapons over 4 feet in length. A Thief may use a bow or crossbow, and any throwing weapons as long as they do not exceed 4 feet in length.

Abilities

RANK 1

Looting: This is done by searching the dead for treasure. The Thief presents their Key, indicating 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, you must reveal any valuables, including Relics. Note: if mortally wounded, you don’t have to answer. This is a normal battle skill.

Escape Bonds: A Thief who is Bound may undo the binding in 30 seconds if the thief’s rank is higher than the character who applied the binding. (See Bonds)

RANK 2

Pick Pockets: This allows a Thief to steal an object from a living being. To do so, an Elder must be present and know what item is being stolen. The Thief must have a hand on the item or the person carrying the item, in order to steal it. The Elder will allow sufficient time, then give a pre-determined sign that the task is done. After the Thief has left, the Elder will inform the victim, and discretely give the item to the Thief at a later time. This is a normal battle skill.

RANK 3

Back Stab: This ability can only be performed with a dagger. This is a normal battle skill. The attack must be by surprise against the victim’s back. The Thief must indicate this attack by calling “Back Stab” instead of calling the color of the weapon. Below is the Back Stab Hit Chart for damage:

AC 5	1 st Hit Death
AC 4	1 st Hit Death
AC 3	1 st Hit Death
AC 2	1 st Hit Mortal
AC 1	1 st Hit Mortal
AC 0	2 nd Hit Mortal

Climb walls: To do this, the climber must be 10 feet from the wall, lying flat on their stomach, crawling. Nothing can be in the climber’s hands while climbing. Once the wall is reached they may enter the structure. If caught climbing the wall, the climber can only be hit with Missile Weapons until reaching the top. If hit, normal damage should be taken and you must fall to the ground. Jumping/falling from a wall causes a light wound to both legs. This is a normal battle skill.

RANK 4

Open Locks: Open Locks 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 of three minutes during which time their hand must be on the lock in order to pick it. For every difficulty level above the Thief's Rank, add one minute to the time with a maximum of 10 minutes. Any lock that takes more than 10 minutes is beyond their ability to open. For every difficulty level below the Thief's rank, take away 30 seconds with a minimum of 30 seconds to open the lock. The Elder or Host will determine the difficulty level. This is a normal battle skill.

RANK 5

Find & Remove Traps: This ability will be determined by the Host of the Adventure as to procedure. This is an adventure only ability.

RANK 6

Disguise: This allows the Thief to appear as any class or race that exists in the game. It also allows the Thief to exceed his armor and shield restrictions of his class. In disguise a Thief may wear up to AC 1 and use a 36" shield. However, when a Thief exceeds his armor and shield restrictions he cannot use any other Thief abilities until 15 minutes after the armor and/or shield are removed. A Thief can never wear AC 0 or carry a tower shield, nor can they ever disguise themselves as another character in the game. When in disguise the Thief should wear some physical representation of the disguise. Examples are armor, dress, robes, surcoat of another country, etc. This is a normal battle skill.

RANK 7

Read languages: A Thief can decipher languages and translate them into common. It does not allow them to converse or understand the spoken, only the written word. In order to perform this ability, the Thief must spend 15 minutes in concentration on the message to be deciphered. This is an Adventure only ability.

RANK 8

Poison: This Allows the Thief to make any poison except for Death Class Poison. The requirements to make poison are to provide the Magistrate or Marshal with the material components and any money needed to concoct the appropriate poison. Also provide a purple ribbon or tape, a written Writ with the type of poison containing the poison's effects and time duration and then have the Magistrate or Marshal sign and date the Writ for it to be valid. This is an adventure only ability. See Poison Type and Effects Chart (Poison Section).

RANK 9

Read Magical Languages: As a Master of their craft, the Thief learns Magical Languages with the same restrictions as Read languages. This allows the Thief to cast spells from scrolls. The Thief must possess any material components needed to successfully cast the spell. This is an Adventure only ability.

RANK 15

Detect Disguises: When a Thief reaches 15th Rank, they get the added bonus of being able to Detect Disguises. This skill allows high level thieves to "see" that a person is not what they claim by noticing flaws in the disguise. They are not able detect who the disguised person really is, just that they are not who or what they claim. This skill can be employed after interacting or observing the suspect interact with another character for 60 seconds. After 60 seconds state "[rank} rank thief, are you in disguise?". The player must then answer honestly and continue acting as if nothing is wrong. The act of asking if the player is in disguise is Out-of-Game but the observing must be In-Game. This is an Adventure only ability.

Assassin Class

Description: Unlike the Thief, this class trains to be Professional Killers, with their primary abilities gained on adventures. The Assassin is a hired killer, who kills for silver, bounty, or revenge. Secondly, they are spies. 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 Ring Mail or Studded Leather (AC 3) and shield 24" round or square.

These Shields are of light material and therefore take only two hits from a shield-destroying weapon to be destroyed. Any weapon can be used except chained weapons, black weapons, and weapons over 4 feet in length. An Assassin may use a bow or crossbow, and any throwing weapons as long as they do not exceed 4 feet in length.

Abilities:

RANK 1

Disguise: This allows the Assassin to appear as any class or race that exists in the game. Is also allows the Assassin to exceed his armor and shield restrictions of his class. In disguise an Assassin may wear up to AC 1 and use a 36” shield. However, when an Assassin exceeds his armor/shield restrictions he cannot use any other Assassin ability until 15 minutes after the armor and/or shield are removed. An Assassin can never wear AC 0 or carry a tower shield, nor can they ever disguise themselves as another character in the game. When in disguise, the Assassin should wear some physical representation of the disguise. Examples are armor, dress, robes, surcoat of another country etc. This is a normal battle skill.

RANK 2

Climb walls: To do this the climber must be 10 feet from the wall, lying flat on their stomach, crawling. Nothing can be in the climber’s hands while climbing. Once the wall is reached they may enter the structure. If caught climbing the wall, the climber can only be hit with Missile Weapons until reaching the top. If hit, normal damage should be taken and you must fall to the ground. Jumping/falling from a wall causes a light wound to both legs. This is a normal battle skill.

RANK 3

Assassination: An Assassin may be commissioned to kill. The Guild Master by means of a Writ of Assassination must approve and hand down an assassination assignment to the Assassin. This Writ must be drawn up by the Guild Master (there can only be three such Guild Masters in the Realm of O.R.C.S.) with the name of the victim and the mark of the Guild Master. When the assassination is performed, the Writ must be left with the corpse. If a character is assassinated, the player cannot return as the same character for 24 hours or until the next event if it is a 1-day adventure. A player must use another character to continue participating in the event. This includes all the restrictions of the Rank and Class of the other character, and if you are a new player especially not wearing armor. Conversely, if an Assassin is caught performing the assassination and is tried and executed, the Assassin cannot come back as the same character for 24 hours. An assassination can be performed only with a dagger, an arrow, and/or poison (see poison). With a dagger an Assassin strikes like a Thief, back-stabbing even from the front by calling “Assassinate!” When using an arrow, the Writ must be tied to the arrow shaft. For an assassination to work, the Assassin must strike a blow that would normally cause at least a mortal with the first strike (or the second strike against plate) or have a poisoned blade. A character may be resurrected if the spell is cast upon the body within 12 minutes of the assassination, but any poison used will still be in the victim’s blood and will take effect after the spell is cast unless Neutralize Poison is also cast on the victim. Once the victim moves to Hades or leaves the site of death for any reason, the character may not be resurrected. This is an Adventure only ability.

Back Stab: This ability can only be performed with a dagger. This is a normal battle skill. The attack must be by surprise against the victims back. The Assassin must indicate this attack by calling “Back Stab!” instead of calling the color of the weapon. Below is the Back Stab Hit Chart for damage:

AC 5	1 st Hit Death
AC 4	1 st Hit Death
AC 3	1 st Hit Death
AC 2	1 st Hit Mortal
AC 1	1 st Hit Mortal
AC 0	2 nd Hit Mortal

RANK 5

Torture: This allows 1 question to be extracted. The victim cannot have sustained worse than a light wound to be able to be tortured. Only 1 question can be extracted from a victim at a time. If torture is applied after 1 question then the victim dies from their many wounds. Only if the victim is completely healed can more torture be performed to extract another 1 question. The torture inflicts a mortal wound to the victim and they 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. Each session takes 5 minutes to perform, after the time duration the question can be asked. Word your question well, because the victim must answer truthfully, as well as literally. The Assassin must be the same rank or higher for this to affect the person being tortured.

Assassin Guild Master: There are only 3 Assassin Guild Masters in ORCS. The requirements to become an Assassin Guild Master are:

You must be 5th Rank or higher

You must assassinate an existing Guild Master by obtaining a writ from the Magistrate, or possibly buy/con/win the Guild from them

The Guild Master is the only one that can write a Writ of Assassination. This Writ must be drawn up by the Guild Master with the name of the victim (spelling not important) and the symbol of the Guild Master on it to be valid. They are considered the Leader of the Guild. Only an assassin can be an Assassin Guild Master. The Assassin's Guild is a secret society. Assassination writs are only good for the event at which they are written for. Players who become Assassin Guild Masters must check-in as their Assassin character for ¾ of the scheduled adventure days or forfeit their guild.

RANK 8

Poison: This ability is limited to the Assassin Guild Masters only and limited by the class of poison. This ability allows the Assassin Guild Master to make Death Class Poison Only. The Assassin GM is able to produce 1 dose of death class poison per adventure day. The requirements to make poison are to provide the Magistrate or Marshal with the material components and any money needed to concoct the appropriate poison. Also provide a purple ribbon or tape, a written Writ with the type of poison containing the poison's effects and time duration and then have the Magistrate or Marshal sign and date the Writ for it to be valid. This is an adventure only ability. See Poison Type and Effects Chart (Poison Section).

RANK 10

Detect Disguises: When an Assassin reaches 10th Rank, they get the added bonus of being able to 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 after interacting or observing the suspect interact with another character for 60 seconds. After 60 seconds, state "[rank] rank Assassin, are you in disguise?". The player must then answer honestly and continue acting as if nothing is wrong. The act of asking if the player is in disguise is Out-of-Game but the observing must be In-Game. This is an Adventure only ability.

Multiple Characters

When a player has multiple characters the character that you check in as is the character you will be for the entire event. Only during adventures will a player whose character has been assassinated be able to switch to an alter ego. That means if you have a Druid character and he uses all his spells for the day, you cannot switch to your Mage character and start fresh with the spells. This applies to all events, land searches, and land wars.

Guilds

Members may wish to join or establish a guild governing their class. Guilds are associations of players of the same class, drawn together to form safe houses, or the distribution of occupational titles. When you form a Guild, you must inform the Magistrate that it exists and who its Guild Master is. Once a Guild has been formed, the other Guild Masters will be informed of its existence, but not who is in it. The only guilds in ORCS that are regulated by the Magistrate are the Assassin's Guilds.

Guild Master: This individual is responsible for knowing the members of the Guild, training new members, and making sure the old members are obeying rules. During check-in this person should check his Guild members for class requirements such as costumes, etc.

Potions and Scrolls

The Vice President and Marshal oversee Potions and Scrolls. Potions and Scrolls can be used on Battle Days but Scrolls of spells that are Adventure only may only be used during Adventures.

Potions and Scrolls: 10th Rank casters of the following classes may make potions or scrolls: Cleric, Druid, and Mage.

Components: Potions: a 20 oz plastic bottle or larger and the components of the spell. **Scrolls:** Parchment paper and the components of the spell.

Potions: Any class may use Potions. A potion is represented by a 20 oz. Plastic bottle with a label stating the type of potion, and the signature of the Vice-President or Marshal. The size is so that spell components may be placed inside. 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. (Example: blue cape, white headband w/G in center, etc.) Only certain spells can be enchanted into a potion, they are as follows:

Scrolls: Scrolls can only be used by the class that can normally use the spell, with the exception of a 9th Rank Thief, who can use any Scroll by the Read Magical Writing skill (i.e. Mage and Druid can use a Lightning Bolt Scroll, Cleric and Druid can use a Cure Light Wounds Scroll, etc.) Scrolls must have the signature of the Vice-President or Marshal, the title of the spell, and must be written on parchment paper. The Spell caster writing the scroll determines the number of words of the scroll according to his Rank; minimum words would be 50% of the words of the spell.

Cost: 1sp per spell rank must be paid to the Marshal upon declaration.

Time: Potions and Scrolls can only be declared and made on Adventure Days. At the time of payment for the Potion or Scroll, the Spell caster must declare to the Vice-President or Marshal what potion or scroll you are making. The type of potion or scroll, the date, and the amount you paid shall be recorded by the Vice-President or Marshal. Spells 1st-3rd Rank will take one full adventure day to make. Spells 4th-7th Rank will take two full adventure days to make. Spells 8th and higher Rank will take three adventure days to make. During this process the Spell caster will not be able to cast any other spells. This process continues with no gaps according with the attendance of the player (i.e. starts one adventure, the next adventure the player misses, then the player is there for the third adventure, after the third adventure the player only has 2 days towards the potion or scroll completion.) Also you must check in as your Spell caster to receive credit toward your enchantment. The process requires the spell caster to have the potion or scroll on their person the whole period of the enchantment or you will have to repay and start over. The Spell caster can act normally during the adventure, engage in battle, fight, die normally, etc, but the Spell caster can not be assassinated or have the components of the spell taken away from them, or the process will have to be started over. At the end of the enchantment the Vice-President or Marshal will sign the potion or scroll.

Spell	Rank
Cure Light	1 st Cleric/3 rd Druid
Cure Disease	4 th Cleric/7 th Druid
Cure Serious	5 th Cleric/ 9 th Druid
Cure Mortal	7 th Cleric
Neutralize Poison	5 th Cleric/5 th Druid
Resurrection	10 th Cleric
Protection from Lightning	3 rd Mage/3 rd Druid
Protection form Ice	4 th Mage
Protection from Fire	7 th Mage
Stone Skin	6 th Mage
Growth	7 th Mage
Gaseous Form	8 th Mage
Shielding	10 th Mage

Poison

The Magistrate and any Marshal appointed by the Magistrate oversee Poisons. Poisons and their components are acquired on adventures or land searches and Thieves and Assassins may make poisons so long as they have the required components and cost.

Acquiring Poison Components:

Poison components may be acquired during any adventure or land search. Any Ranger, including the Ranger leading a land search party, may inform the Land Marshal 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. Components acquired during adventure days as determined by the Event Elders (by finding them on monsters, available for purchase, etc.) Components must be used within a two-month period of procurement or they become useless. Defeating a suitable monster and removing the necessary parts from it is the only way to acquire supernatural poison components.

Attacking with a poison weapon:

Only a Thief or an Assassin can coat a bladed weapon with poison. Only a bladed weapon can be used for poison attacks (e.g. non-yellow weapons). Once a weapon has been coated by a Thief or an Assassin with poison, anyone can use the weapon. When making a poison attack with a weapon, either purple ribbon or tape must be tied around the weapon blade. If the attack is unsuccessful (does not penetrate armor) the ribbon must be removed and the Writ must be destroyed immediately. It is wise to inform the Elder of your intended action so as to avoid game disputes. During the attack you must call out "Poison!" and the affects of the poison. For example, "Poison! Instantaneous Death!" If you do not inform the victim of the poison's time value, it will be assumed to be a value of 10 minutes for Death Poison and 5 minutes for all other types of poison. Either you or an Elder must show the Writ to the victim, and then destroy it in front of him. The tape/ribbon must be removed from the weapon. A slight slash to an area with no armor does no damage, but poison does enter the body to cause its affect.

Poisoning Food and/or Drink:

Only a Thief or an Assassin can poison food and/or drink. When poisoning food and/or drink, a purple ribbon or tape must be affixed or tied around the utensil if there is no Elder present at the time of the placing of the poison. Then you must inform an Elder of this action, giving them the poison writ, so that it may be adjudged as successful or not. This proves to the Elder that you did indeed have possession of the utensil long enough to do the deed. If an Elder is present, give them the poison writ, and then they must see you with possession of the utensil. No ribbon or tape needs to be affixed with an elder present. The attack is unsuccessful if the utensil is not used within one half hour of the arrival of an Elder (if not present) or from the point of the Elder witnessing the placing of the poison, also the ribbon is removed and/or the writ destroyed. If the attack is successful, the Elder discreetly informs the victim immediately of the poisoning and it's affects. It is then the responsibility of the player to role-play their demise.

Poison Type and Effects:

There are four types of poisons; Death, Paralysis, Agony, and Hallucination. 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). The victim will die in no pain. 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 poisons strength (see Poison Type and Effects Chart). Agony poison causes its victim to be wracked by unbearable pain completely incapacitating the subject. Agony will occur immediately upon the administration of the poison and last for a stated period determined by the poisons strength (see Poison Type and Effects Chart). 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 effects wear off. Hallucination will occur immediately upon the administration of the poison and last for a stated period determined by the poisons strength (see Poison Type and Effects Chart). All supernatural poison components have to be obtained by defeating a suitable monster in combat and declaring to the Elder present what you are removing from the creature and what effect you think it will be useful for. The Elder will determine if the component is suitable and will issue a writ for the component. All Elder rulings are final and cannot be appealed.

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.

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, Woodbine)	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)	5 minutes	2 silver	50%
Animal (Lion Fish, Scorpion, Fire Ant)	10 minutes	4 silver	33%
Supernatural (Giant Fire Ant pincher, Manticore Spine)	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

Noble Titles

Noble titles may be awarded for outstanding service to the game. But more than just service, candidates for nobility must warrant the respect of the realm (i.e., a likely candidate must be a person who is thought to ‘play fair’ and 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 perceived by the realm with respect.

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

- 1) Safety. The most important duty of the Noble Council is to see that the game is played in a safe manner. It is every NCM's duty (at all times) to warn people of dangerous play and safety violations. NCM's have complete authority when it comes to issues of safety. If anyone is considered to be playing in an unsafe manor they may be warned, or even asked to leave the event. The NC is also responsible for all new weapons. Anyone with an idea for a new type of weapon must first submit it to the Noble Council to be voted on.
- 2) Fair Play. All Nobles must have the respect of the realm pertaining to fair play (and especially) taking their hits! As it is a main duty of the Noble Council to insure that everyone is abiding by the rules, every noble must follow these rules to the utmost of their ability! Nobles who are judged as not playing fairly may be put on probation or be removed from the Noble Council depending upon the severity and duration of the transgressions.

Knight Errant:

These noble titles are awarded by The Noble Council without the need to petition. Errant Titles may be granted for outstanding services to the game – short of what it takes to become a NCM. People who attain the Rank of Knight Errant are awarded in that their (In-Game) characters may be considered Noble, although they –themselves- do not preside on the Noble Council and are not necessarily considered to be Elders or Marshals. Knights Errant must still adhere to the ideology of the Nobles. If they do not, the Noble Council or Executive Board may revoke their Title, with a majority vote. Knight Errant's are not NCM's and therefore neither count towards a quorum of “Eligible Nobles”, nor get to vote as a NCM.

Rights of the Errant Title:

- 1) The right to be called “Lord” or “Lady” by the Realm of ORCS.
- 2) The right to wear personal symbols on surcoat and shield.

Titles of Nobility:

Knight	Barron	Count	Duke	Prince	King
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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 Treasury of ORCS 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) = 100 Silver Pieces (sp) (silver) = 10 Gold Piece (sp) (gold) = 1 Platinum Piece (pp) (blue)

Silver Weapons and Ransoms

To acquire a Silver Weapon one must pay the Treasurer the appropriate rate for the weapon and cover the weapon with silver cloth.

10 sp	1 silver arrow
20 sp per linear inch	Swords, daggers, spears, etc.
50 sp per linear inch	Axes, Poles arms, etc
400 sp	Flails & morning star heads

In capturing an enemy player, you may wish to ransom him back. Standard ransoms are:

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

Countries

The Realm of ORCS consists of a number of countries. The term 'country' refers to individuals banded together to fight as a team. New players may ask to join an already established team or find a few friends to form your own team. There is no set maximum limit of the number of people in a Country, but the Elders will occasionally regulate country size to keep teams fair during events. A country must meet the following criteria in order to gain official recognition.

- 1) Find the appropriate number of people (minimum of 4 people).
- 2) Select an emblem. It must be displayed on a banner, surcoat, and shield. It must be unique and clean in design to be discernible from current Countries
- 3) Choose a leader. This leader should be a responsible person who is respected by all fellow countrymen or team members
- 4) A typed manuscript must be submitted to the Magistrate outlining a 500 to 1,000 year history
- 5) Each country must have 2 White Elder Tunics at every battle with the word Elder written in red
- 6) Each Country must participate in events. If a country fails to field the minimum required players (four countrymen in surcoats with banner and 2 Elder tunics) for six consecutive events it will be placed in Limbo. 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). A Country in Limbo also loses Senate representation until it regains Country status, unless it was placed in Limbo for failure to send Senators to Senate (see Appendix I). If such is the case a Country may regain its status by sending a representative to Senate before six events pass. In order to regain Country status after being placed in Limbo for failure to participate in events it must meet minimum Country requirements (four countrymen in surcoats with banner and 2 Elder tunics) before six events pass after being placed in Limbo. If a Country fails to do this it will be declared Defunct. Defunct Countries are removed from the roll of active Countries, all Holdings and Coffers are dissolved and the Country's members become Nomads.

Country Origins

A typed manuscript of a Country's history and culture must be submitted to the Magistrate in order for the Country to actively participate in the game. If no history is submitted by a Country's sixth battle then the members of the Country become Nomads and lose Senate representation until said history is provided. A Country's history should include a 500 to 1,000 year history telling of war and adventures.

Personalizing Your Country

All countries should be different. They may use only certain types of weapons, dress in a certain way, or adopt a particular attitude. For instance, a Country of cavemen would use stone axes, clubs, and flint-headed spears. The weapons of this country would be made relating to cavemen type styles, like jagged edged shaped foam for spearheads, crudely made axes, and clubs. A country could be composed of all elves carrying bows and bearded dwarfs wielding battle-axes. A character's role-playing is important to enhance a Country's identity.

Surcoats and Banners

Each country must have an emblem or symbol that identifies them. A few examples of symbols are dragons, castles, bears, elephants, hawks, pyramids, crescent moons, etc. This symbol is placed on the Shields and surcoats of the country. A surcoat is more than just something that looks good; it can make your costume. All members of a country are required to wear a surcoat as part of their costume, with the exception of Nobles. Nobles may wear their personal surcoat with their own colors and emblem. This is both to improve the appearance of the players and to facilitate quick and easy recognition of allies in the heat of battle. Any cloth 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 which bears the Country's emblem or a portion of the shield design will be considered a surcoat. Your surcoat must be clearly visible to an Elder. The surcoat emblem should represent the Country in some way. Be creative. No country banner can be red on white; those are the club banner colors.

Every country must have a Battle Banner when it participates in Country/Adventure events. The flag must be no smaller than 2'X2' and have the Country's emblem upon it and must be mounted on a well-padded pole 4' to 8' in length. The banner is to be kept with the majority of the Country at all times or placed in the Country's fortification. Each Country must present a Battle Banner at the inspection line, even if all Country banners are not 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. Also, 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. It must remain with its pole when stolen.
4. At the end of the battle/adventure you must return a stolen banner.
5. Banners may not be hidden, and must stay clearly displayed.

Nomads

Most are wanderers who are beginners not yet in an established Country, players who choose not to be in a Country, or experienced players who are the sole members left of their Country. Only the members of a defunct Country may continue to bear the Country's emblem upon their shields and surcoats. Nomads not of a (in any aspect) Country must cover their shields with a brown cloth. Most of the time Nomads will be divided to make sides fair or they fight as a leaderless group if not separated. A group of Nomads fighting together must provide an Elder. Experienced players from established Countries may retain any titles if forced to fight as Nomads.

Personal Symbols

Any character over 15th Rank may wear a personal symbol from their belt. The personal symbol may not be larger than the country symbol, and they must wear a country symbol when wearing personal symbols.

Weapons

Game weapons are typical medieval styles such as the axe, sword, dagger, spear, morning star, etc. During check-in at every event, they will be checked for safety and appearance. (A sword should look like a sword, not a club). The shaft or core must not be felt through the striking edge. So use a type of foam that has spring and flexibility to prevent tearing and core exposure. Your class may decide what weapons you may be able to use. Weapon types must be identifiable quickly on the battlefields in order to calculate damage, and prevent player disputes or game interruptions. All weapons must be marked with tape for the appropriate color except for missile weapons. Anyone introducing a new weapon must first submit it to the Noble Council for approval.

Color	Style of Attack	Examples
White	Cutting	Sword & Axe
Yellow	Smashing	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

All weapons must have a well-padded "pommel" with 1 inch of soft cell on the end, which is the non-striking end of the weapon below the gripping surface or handle. Pommels must be at least two inches in diameter (3" in the case of pole arms) and covered with cloth. 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.

A stabbing, or thrusting, tip that administers red damage may be attached to the following weapons: white sword, white axe, white glaive, great sword, battle-axe, halberd and black glaive. Clubs, maces, hammers and quarterstaves may also have a thrusting tip, but they will still only administer yellow damage. You should speak with an Elder player before attempting any stabbing or thrusting tips for construction tips and help.

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

White Weapons

Sword: Swords must have a blade of at least 16" in length and no greater than 36" in length. The blade must have easily distinguishable, squared-off "flats" and "edges" with a minimum of 3" width, and its thickness (edge) must not be more than 2/3 of its width (flat). The handle of a sword may not exceed the length of the striking surface, or 28", whichever is shorter. All must have quillons, which is a crossbar of foam between the sword's blade and its handle. Swords may have gray or black cloth covers.

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

Throwing Axe: Throwing axes are made of gray fabric and soft cell foam or stuffing. No tape can be used in the construction of this weapon. The fabric is sown into the desired shape of the weapon and stuffed with foam with an overall length of 12" to 18". The shaft of the Throwing axe must be at least 3" in diameter. Throwing axes cannot be used as hand weapons. Hits to the head, neck, and groin with these weapons are legal. Throwing axes cannot be caught or blocked, other than with a shield. If caught or blocked without a shield, these weapons will cause a light wound to the arm used in the blocking regardless of armor. A hit from a thrown weapon counts as long as solid contact is made with the body. Ricocheting weapons do not count. This weapon is legal at night.

White Glaive: White glaives must be between 5' to 7' in length, with a maximum core diameter of 1". The blade must be between 18" to 24" in length, 4" wide and 2" thick. The shaft of the glaive must be padded with closed cell foam 18" from the bottom of the blade toward the pommel to a diameter of at least 3"; this padding must be covered with duct tape. The pommel must be at least 3" in diameter. White glaives must be swung with two hands, but may be thrust single handedly. White glaives may not have quillons. Glaives may have gray or black cloth covers.

Yellow Weapons

Club: Clubs must have an overall length that cannot exceed 6 1/2'. The striking surface of a club must be at least 16". Unlike a sword, which has a flat "blade" or striking surface, a club has a rounded striking surface, which must be at least 3" in diameter. Clubs are not required to have quillons. Clubs must have brown cloth covers.

Mace: Maces must have an overall length between 18" and 6 1/2'. Maces have a rounded "head" which is affixed to the top of the shaft. The head of a mace must be at least 6" in length (see above), and at least 3" in diameter. The shaft of a mace must be well padded. Maces may have gray or black cloth covers.

Hammer: Hammers must have an overall length between 18" and 6 1/2'. Hammers must have a large foam head, which may be designed in any fashion to resemble a type of hammer. The shaft of a hammer must be well padded. Hammers may have gray, black or brown cloth covers.

Throwing Hammer: Throwing hammers are made of brown fabric and soft cell foam or stuffing. No tape can be used in the construction of this weapon. The fabric is sewn into the desired shape of the weapon and stuffed with foam with an overall length of 12" to 18". The shaft of the Throwing hammer must be at least 3" in diameter. Throwing hammers cannot be used as hand weapons. Hits to the head, neck, and groin with these weapons are legal. Throwing weapons cannot be caught or blocked, other than with a shield. If caught or blocked without a shield these weapons cause a light wound to the arm used in the blocking regardless of armor. A hit from a thrown hammer counts as long as solid contact is made with the body. Ricocheting weapons do not count. This weapon is legal at night.

Quarterstaff: A quarterstaff must have a length of 4' to 6 1/2'. The entire shaft is considered to be a striking surface, with the exception of the gripping surface, which may be no more than 1/3 the total length of the weapon. Therefore a quarterstaff must be well padded from end to end. Only one end of the quarterstaff may have a thrusting tip that does yellow damage. Staves must have brown cloth covers.

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

The head of a flail must be made from a core-less piece of foam, with a length of 8" to 12" and must be at least 3" wide. Flail heads must be coreless because they are head legal weapons. Flails are not head legal at night. Flails may have gray, black or brown cloth covers.

Black Weapons

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

Battle-Axe (Shield-destroying weapon): Battle-Axes must have an overall length between 3' and 6'. A battle-axe must have a blade that extends at least 8" from the core at the shortest point and a striking surface of at least 12" in length. At least 8" of the head must be affixed to the core. However, for a Battle-axe to be shield destroying it must have a length of at least. Battle-axes may have a blade on each side of the shaft. The shaft of a battle-axe must be well padded. Battle-axes must be swung with two hands to administer black damage and will administer white damage if swung single-handedly (see the section on non-weapon tactics below for more information on shield breaking). Battle-axes may have gray or black cloth covers.

Halberd (Shield-destroying Weapon): Halberds must have an overall length between 6' and 10'. The striking surface of a halberd must be at least 18" long, at least 2" thick, and extend at least 8" from the shaft at the shortest point. At least 12" of the head must be affixed to the core. The shaft of a halberd must be well padded. Halberds must be swung with two hands (see the section on non-weapon tactics below for more information on shield breaking), but may be thrust with one hand. Halberds may have gray or black cloth covers.

Black Glaive: Black glaives must be between 7' to 9' in length, with a maximum core diameter of 1". The blade must be between 30" to 36" in length, 5" wide and 2" thick. The shaft of the glaive must be padded with closed cell foam 24" from the bottom of the blade toward the pommel to a diameter of at least 3"; this padding must be covered with duct tape. The pommel must be at least 3" in diameter. Black glaives may only be swung or thrust with two hands. Black glaives may not have quillons. Glaives may have gray or black cloth covers.

Red Weapons

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

Pike: Pikes must have an overall length between 5' and 10'. They must have a well-padded head of at least 4" in diameter since they are used exclusively for thrusting. The shaft must be well padded with the exception of the gripping surface. Pikes may have gray or black cloth covers.

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

The head of a morning star must be a round piece of coreless foam with a diameter between 6" and 8" and have some representation of spikes (minimum of four). Morning star heads must be coreless because they are head legal weapons. Morning Stars are not head legal at night. Morning stars may have gray or black cloth covers.

Spear (Missile Weapon): A spear must be between 3 1/2' and 5' in length. The core of a spear must be made of 1/2" thick PVC pipe or hollow fiberglass. A PVC cap (or equivalent fiberglass cap), no leather cap, must be securely fastened to both ends of the shaft. The entire core of a spear must be padded with climate tubing, or similar hard cell foam. This padding must be glued to the core. Once padded, the shaft of a spear must have a diameter of at least 1 1/2". The padded shaft must then be covered with duct tape applied lengthwise.

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

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

A Noble or Weapon Marshal may cut into a Spear to ensure proper, safe construction.

Bow and Arrows (Missile Weapons): Bows may be long or recurve style bows and have a 'traditional' appearance. They must have between 10 and 40 pounds of pull at 28 inches. Modern compound bows are prohibited.

Arrows may be constructed of aluminum, fiberglass, wood, or graphite shafts. Fiberglass, wood, and graphite arrow shafts must be covered lengthwise in tape. Arrow tips must be at least 2 1/2" 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; arrows must also have at least three fletchings. Arrows must have a red cloth cover.

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.

A Noble or Weapon Marshal may cut into an arrow to ensure proper, safe construction.

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

Crossbow and Bolts (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 fletchings required; crossbow bolts must have two fletchings. All other rules applicable to arrows apply equally to bolts.

Green Weapons

Siege Weapons (Missile Weapons): Ballistas and catapults are siege weapons that are used to attack or defend a stronghold, etc. Siege weapons must be manned by 3 men at all times; 2 men to load and 1 to fire. It takes 2 men to lift a Ballista. A ballista bolt is from 4'-6' long and must be constructed under the same guidelines as Spears. Siege Weapons do Green damage with a 3' area of affect and must be covered with dark green cloth. The area of affect is not diminished when shot into a structure, as are spells. Siege weapons must look and function similar to medieval siege weapons, though some modern materials may be used in their construction (i.e. Bungee cords for ballista ropes). No giant slingshots! A siege weapon can be destroyed like a gate.

The Noble Council, for safety requirements, must first approve all new weapons.

Hit System

When starting off in ORCS, you will be restricted in fighting until you have been to and participated in five ORCS' events. During this period you are expected to learn the hit system, practice using the weapon safely, and study the Rulebook. You will have to fight with a single-handed white weapon for your first five events. You may use one weapon in each hand. One of the key elements of using your weapon safely is to be sure to not swing higher than 45-degrees from your body. This will help prevent you from hitting people in the head. You may not use any armor as well but you may use a shield. If you are knocked down in a melee and take hits while down it is recommended that you stay down especially if you are unsure of how many times you have been hit. This will prevent disputes. The hit system is honor based and the one being hit determines if it was a good hit. Though just because you didn't feel a hit doesn't mean it wasn't a good hit. Players have to be mindful of their hits especially when wearing armor. The only exception to this rule is that Archers are to call their own shots. The Archer is the best person to know if the hit was good or not. If an Archer tells you that you were hit, you are to take the hit.

Hit Zones

There are six legal hit zones on the body and they are the Head (1), Arms (2), Legs (2), and Torso (1). There are also two illegal hit zones of the face and groin. Hits to either of these places do not count. The legal hit zones are as follows: Head is from the crown of the head to the back of the head not including the ears, face or throat. Only head legal weapons can strike this hit zone. Arms are from the outside shoulder down to the wrist, or hand if no weapon is present. Legs are from the waist down to the ankle, or foot if not on the ground. The butt cheeks count towards the corresponding leg. Torso is from below the neck to above the waist counting the front and back. The top shoulder and armpits are part of the torso. The illegal hit zones are as follows: Face is from the brow line straight down to the front of the neck ("Adam's apple") including the ears. Groin is the area between the legs and below the waist ("Junk"). Hits by Spell balls, throwing axes and throwing hammers are legal to these hit zones.

Wounds

There are three types of wounds in O.R.C.S.: light wound, mortal wound and death. Light wound will only occur to a limb (arm or leg). When you receive a light wound to an arm, everything held in that arm must be dropped (weapons, shields or items) and the limb goes limp. You **may not** throw your weapon from your injured arm to your uninjured arm. You must drop your weapon and pick it back up with your good hand. When you receive a light wound in a leg you must lock your knee and drag your leg behind you. You may not run or bear weight on your lightly wounded leg. If both of your legs are lightly wounded you must drop to your knees. To move you must crawl with your uninjured arm(s) only or another player can carry you. You may not walk on your knees. Once you have a light wound to any limb another hit to that limb with any weapon, except a yellow, will result in at least a mortal wound.

When you are mortally wounded in battle you have five minutes before death sets in. During that time you are encouraged to role-play your injury until death takes you. You have five minutes to bark out your last command, to curse those that killed you, to call for a cleric, to wallow in your blood, to look for peace in your faith, or what ever you want to do. You may not cast spells or cause wounds to other players. Once you have a mortal wound any hit anywhere on your body will cause death.

Death means you are dead. If you are killed in battle, you do not have to die immediately. You have two or three seconds to stumble around and utter your final words. Try to scream and clutch your wound so that your death will be as realistic as possible. You are to stay in the spot of your death for five minutes. You may leave the fighting area for safety but you must stay on the battlefield. Do not talk until all combat has ended. You may fake death only by using the spell Feign Death (see Spells).

When you are dead during an adventure event and your death goes the full term of 12 minutes, or you go to Hades to get raised, then you have no recollection of those events surrounding your death. You do not remember anything that happened five minutes prior to death. You only retain your memory in the event that you are raised by magical means before the 12 minute time expires. When battle has ended, collect your belongings and go to Hades. Put your weapon above your head and speak to no living player. If a living player asks if you are dead, you may nod your answer. After serving your time in Hades, rejoin your country as soon as possible. If it is a battle day then collect all throwing weapons that are around you and bring them to the center of the field. Any Protection Spell (Protection from Fire, Ice, etc.) is expelled upon death.

Weapon damage

Weapon damage affects each hit zone differently. There are five colored coded damage types: white, yellow, red, black, and green. When you swing your single-handed white damage weapon, you must yell, “white”. This will signify to other players that you are swinging a white weapon. When you are able to use other types of weapons, you must yell the appropriate color when fighting. Each color affects the different hit zones as follows (all of the below hits do not include armor, which is considered AC 5, for armor hits AC 0-4 see Armor):

White: A white hit to your arm or leg is a light wound. A second hit to a lightly wounded limb is a mortal wound. A white hit to your head is death (head legal weapons only). A white hit to your torso is a mortal wound.

Yellow: A yellow hit to your arm or leg is a light wound. A yellow weapon cannot cause more than a light wound to any limb. A yellow hit to your head is death (head legal weapons only). A yellow hit to your torso is a mortal wound.

Red: A red hit to your arm or leg is a light wound. A second hit to a lightly wounded limb is a mortal wound. A red hit to your head is death (head legal weapons only). A red hit to your torso is death.

Black: A black hit to your arm or leg is a mortal wound. A black hit to your head is death (Spell balls only). A black hit to your torso is death.

Green: Green is special damage delivered by a siege weapon. A direct hit causes instant death regardless of armor worn or shield, and three-foot radius effect of mortal wound regardless of armor or shield. Green weapons do not cause damage after bouncing or rolling.

Healing and Hades

Light Wound	Four Minutes
Mortal Wound	Eight Minutes
Death	Twelve Minutes
Relic Recharge	Four Minutes
Shield/Armor Repair	Four Minutes

When a person sustains a wound, there are two ways it can be healed. One way is by magic; the other is to go to Hades. Hades is only used during adventure days or special events. Hades may move depending on the Battle location. Different wounds take different amounts of time to be healed. See chart.

At Hades there will be an Elder of the Dead. When you enter, tell the Elder your battle name, country, and type of wound. The Elder will record your arrival time and call out your name when you are allowed to leave. People who are not wounded are not allowed to enter Hades for any reason. You must not bring Relics or banners into Hades. If you are still living and are going to Hades to be healed, it is completely legal for someone to attack you outside the designated area. Mortally wounded players must crawl or be carried to Hades. If a mortally wounded player walks into Hades, they will be recorded as dead. No combat may take place inside or within 10’ of the borders of Hades, but you are vulnerable to attack when returning to battle. Relics can only be recharged by a Mage or the Hades Elder. If the person leaves the area, the Hades Elder can turn the Relic over to anyone who asks for the item. If someone kills the person waiting for the Relic, then this person may claim it.

Scoring:

Some events may be determined by scoring, such as adventures. Points will be tabulated after the adventure to determine the victor. When you sign in at Hades, your team losses points. When you kill monsters, your team gains points. Here is a suggested standard scoring system:

Country Members with Surcoats	+10 per member
Elder Tunics (Max of Two)	+3 per tunic
Suffer Light Wound	-1 point
Mortally Wounded	-2 points
Killed	-3 points
Nobles	-1 extra point
Country Banner (on the field)	+10 points
Capture Enemy Banner	+7 points
Capture Enemy Fort	+5 points
Capture Enemy Warrior	+2 points
Capture Enemy Noble	+4 points
Capture Enemy Spellcaster	+3 points
Each Relic Your Team Possesses at the End of the Battle	+3 points
Capture Enemy Ship	+3 points

Non-Weapon Tactics

There are some non-weapon tactics that are legal: grappling, shield bashing, shield pushing, shield kicking and weapon grabbing. Grappling is any form of wrestling, tackling, holding, pulling to the ground, or other such maneuvers. Some things that are not allowed are punching, kicking, slapping, arm or leg twisting, grabbing of costumes, headlocks, chokeholds or any tactic used in a dangerous way or situation. For example: shield-bashing someone into a tree or from behind, or tackling an opponent in a rocky area. Common sense should always be used. Remember to avoid becoming overly tough with someone. Also, if wearing heavier armor than your opponent you may not initiate a grapple or tackle.

Shield bashing is when you slam into someone with the flat of your shield to the flat of his or her shield. Both opponents must be facing each other and both opponents must have a shield.

Shield pushing is when you use the flat of your shield to push an opponent. When you shield push, you may only take one step before pushing and only push with the strength of your arm and not your body. You may shield push an opponent without a shield or from behind.

Shield kicking is when you kick/push a shield with the flat of your foot. One foot must be flat on the ground and you may kick/push the shield with the flat of your other foot. No snap kicking or stomping. A shield may only be kicked if its bottom edge falls below the knee. Any shield that does not normally fall below the knee when held while standing can be kicked if the person using it kneels or otherwise moves the shield below their knee. When delivering a shield kick, always aim for the edge of the shield pushing it to the side, never kick a shield in the middle where it will drive the back of the shield into the wearer's body.

Weapon grabbing is used to pull a weapon out of the hands of your opponent. You may only grab the non-striking surface of a weapon. Grabbing the striking surface of a weapon causes a light wound to the limb regardless of armor and must be taken. Hits from the wrist to the fingertips while holding a weapon and from the ankle to your toes while the foot is on the ground do not count.

Shield-destroying is a weapon tactic that can only be done by using shield-destroying weapons. A shield-destroying weapon is any black weapon with a head at least 12" wide by 18" long and swung in a "baseball" style swing with both hands. You must call your swing as "shield-break" instead of "black". Any shield will be destroyed after 3 solid two-handed hits landing squarely on the shield. No glancing blows. Shields smaller than 24" are destroyed after 2 hits. When fighting someone, you call, "Shield Break" and your opponent calls out the number of shield-breaking hits the shield has taken. For example: Fighter one with a halberd calls out "shield break" and fighter two with the 30" shield calls out "one". Then "shield break" and "two". Then "shield break" and "shield destroyed". If a shield breaking swing misses the shield and hits you, it still inflicts black damage.

Armor

One of the most important items and investment a warrior may wish to make is armor. Not only will armor extend your life span in battle, but it can also be a good addition to your costume. There are several types that fall under six armor classes. Armor must be safe, realistic, and devoid of sharp or pointed edges. Find which best suits you and that is permitted by your character class (see Classes). Helmets are also allowed if they are safely constructed. New players must attend five O.R.C.S. events before wearing armor. Armor only counts on the body area where it is worn. If a blow hits between the joints of your armor, it counts as a strike to AC 5. Damaged armor must be mended by a Mage or taken to Hades for 4 minutes. Otherwise, hits on armor will accumulate from fight to fight. Remember armor protects you and not others. Be sure that edges are safe. Unsafe armor will fail inspection.

When wearing multi-armor classes in the same hit location, (Head, Torso, or Limbs) a hit to that area counts to all armor types. Example: if you are wearing Plate shins and chain mail on your thighs, and you take a hit to the plate shin, that hit also is one hit to the Chain mail on your thigh. The same is true for each consecutive hit. Therefore, your armor on your thigh will be gone before your plate shin. In addition layering armor in any combination does not give you extra hits. Example: Plate torso layered with leather. In this case, AC 0 would be the correct armor class. Questions should be directed to the Armor Marshals.

Armor must cover at least $\frac{3}{4}$ of the area it is meant to protect. For example, bracers are meant to protect the forearm so they must cover $\frac{3}{4}$ of the forearm (from elbow to wrist). Aluminum is not acceptable for armor.

Armor Requirement and Rankings

Armor Class 5: No armor, just costume.

Armor Class 4: Leather must be at least 5 ounces (leather jackets cannot be used). Leather Scale consists of small leather scraps sewn onto a heavy material¹ in alternating rows.

Armor Class 3: Studded Leather is normal leather with smooth metal studs of at least $\frac{1}{2}$ " size set in evenly spaced rows, set apart at intervals of the diameter of the stud. Ring Mail made of non-flexible metal rings no larger than 2" in diameter on heavy material¹. Should be evenly spaced, $\frac{1}{2}$ of their diameter apart in alternating rows. Brigandine armor is built of 18 gauge metal plates minimum of 1" x 1" on heavy material¹ with rounded edges; plates must be evenly spaced no more that $\frac{1}{2}$ " apart.

Armor Class 2: Chain mail with links no larger than $\frac{1}{2}$ " diameter rings of 12 gauge metal; $\frac{3}{8}$ " diameter rings of 14 gauge metal; or $\frac{1}{4}$ " diameter rings of 16 gauge metal. Chain mail must hang correctly. Diameter is considered to be inside diameter. Gauge is measured by standard wire gauge (SWG).

Armor Class 1: Splint Mail is made of 18 gauge metal plates, with filed (not sharp) edges, sewn or riveted to a heavy material¹ with the plates butted together (i.e. no gap between them) and no smaller then 2" by 2". Scale Mail is made of steel squares with rounded bottoms. The scales must be at least 18 gauge and no larger than 2" by 3". As with leather scale, it must be fastened to a heavy material¹ in alternating rows and over lapping on the bottom edge.

Armor Class 0: Plate Mail must be 18-gauge metal. All edges must be carefully filed down so that no player may be cut by it. It is recommended that you cover all edges with foam and/or duct tape for additional safety. Banded Armor is made of overlapping layers of 18 gauge metal. The bands must have rounded corners. Bands can be tied or riveted to a heavy material¹.

Armor Class Arm Bands: Quick identification of AC is important to prevent game disruption and/or disputes. If any armor worn is not visible, an armband must be worn. You must provide the appropriate colored armband, made of cloth that must be at least 1" wide. If your costume is of the same color as the armband, then it must be placed on a contrasting white band at least 3" wide. This band should be visible on either of your upper arms. If you do not have this band your armor will not count. This shall be strictly enforced.

AC 0 = Yellow	AC 1 = Orange	AC 2 = Red	AC 3 = Green	AC 4 = Blue	AC 5 = Costume
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¹ No less than 5 ounce canvas per square yard, 3 ounce leather or 3 ounce suede per square foot.

Shields: Several types of shields are allowed. A shield may seem cumbersome, but it is good protection for a warrior and adds to the game atmosphere. A shield stops all weapons and spells except Fireball, Ice Storm, Lightning Bolt, and Curse. Also, if a shield receives three solid hits from a shield-destroying weapon then it is destroyed. Shields that are destroyed by these weapons must be dropped immediately. They may be taken to Hades for four minutes or mended by a Mage or Druid. Shields must be well padded with at least 1-1/2 inches of closed cell foam on the edge and front. The wood/bolts should not be felt when the shield hits full force. If you are part of a Country, your shield must have the country's colors and emblem, with the exception of Nobles. Nobles may have their own personal colors and design on their shield. If you are a Nomad, your shield must have a brown cover. All shields must have a cloth cover. Hits that glance off shields do not count, except hits from a morning star or flail (these weapons are chain weapons designed for this purpose). The only size requirement is that a buckler cannot be smaller than twelve inches or larger than eighteen inches round. The edge of a buckler may not cover the arm past the wrist for safety. Bucklers may be built with 1/4" wood while all other shields must be of 1/2" wood. Shields must be well padded, covered and weigh proportionate to their size.

Armor Hit System

Class	Color	Torso	Limbs	Head
AC 5	White	1 st hit Mortal	1 st hit Light 2 nd hit Mortal	1 st hit Death
	Yellow	1 st hit Mortal	1 st hit Light	1 st hit Death
	Black	1 st hit Death	1 st hit Mortal	1 st hit Death
	Red	1 st hit Death	1 st hit Light 2 nd hit Mortal	1 st hit Death
AC 4 Blue	White	2 nd hit Mortal	2 nd hit Light 3 rd hit Mortal	1 st hit Mortal
	Yellow	2 nd hit Mortal	2 nd hit Light	1 st hit Mortal
	Black	1 st hit Mortal	1 st hit Light 2 nd hit Mortal	1 st hit Mortal
	Red	1 st hit Mortal	1 st hit Light 2 nd hit Mortal	1 st hit Death
AC 3 Green	White	3 rd hit Mortal	3 rd hit Light 4 th hit Mortal	2 nd hit Mortal
	Yellow	3 rd hit Mortal	3 rd hit Light	2 nd hit Mortal
	Black	2 nd hit Mortal	2 nd hit Light 3 rd hit Mortal	2 nd hit Mortal
	Red	1 st hit Mortal	1 st hit Light 2 nd hit Mortal	1 st hit Mortal
AC 2 Red	White	3 rd hit Mortal	3 rd hit Light 4 th hit Mortal	3 rd hit Mortal
	Yellow	3 rd hit Mortal	3 rd hit Light	3 rd hit Mortal
	Black	2 nd hit Mortal	2 nd hit Light 3 rd hit Mortal	2 nd hit Mortal
	Red	2 nd hit Mortal	2 nd hit Light 3 rd hit Mortal	2 nd hit Mortal
AC 1 Orange	White	4 th hit Mortal	4 th hit Light 5 th hit Mortal	3 rd hit Mortal
	Yellow	3 rd hit Mortal	3 rd hit Light	3 rd hit Mortal
	Black	3 rd hit Mortal	2 nd hit Light 3 rd hit Mortal	2 nd hit Mortal
	Red	2 nd hit Mortal	2 nd hit Light 3 rd hit Mortal	2 nd hit Mortal
AC 0 Yellow	White	4 th hit Mortal	4 th hit Light 5 th hit Mortal	4 th hit Mortal
	Yellow	4 th hit Mortal	4 th hit Light	4 th hit Mortal
	Black	3 rd hit Mortal	3 rd hit Light 4 th hit Mortal	3 rd hit Mortal
	Red	3 rd hit Mortal	3 rd hit Light 4 th hit Mortal	3 rd hit Mortal

Flails and morning stars are legal to all hit zones. Throwing axes, throwing hammers and Spell Balls are legal to all hit zones, including the face and groin.

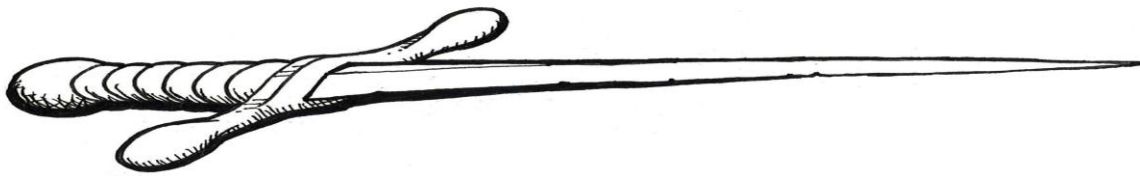
Relics

There are items of power in the Realm of O.R.C.S. These magical artifacts are priceless, and many of them date back to the early years of civilization. Relics may not be taken into Hades, if a character dies while carrying a relic, then the relic must be left where the character fell. Many of the relics have been missing for centuries, but will undoubtedly surface as time goes on. All relics will be collected at the end of each battle to ensure that they are present at the next event to be returned to who last possessed it. If the relic is not claimed at the beginning of an event, it is forfeited. Forfeited relics will be distributed randomly. Relics must be in play at all times unless damaged and removed for safety reasons. This does not affect relics lost during a land search. (See Land Rules) Relics are “Out of Play” during Noble Tournaments. Relics are noticeable by their bright green cover.

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 does black damage and destroys shields as a normal shield-destroying 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 3 “rings” on it (brown-binding it to nomads, gray-to represent steel and black-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 1 stone skin to the nomad for each land or war action they appear in (1 stone skin per battle for all 3 engagements, not 3 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 (restrict movement to 5’ radius). If held for 30 seconds, it will deliver a light wound. If held for 60 seconds, it will deliver a mortal wound. The only way to drop the shield is with both hands on it 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 presented as a thank you to the people of the realm for vanquishing the Orcs his lands. The mace is a normal yellow weapon that inflicts white damage.



Land Rules of the ORCS War Gaming Club

General Information

1. When forming a new country, the Magistrate needs several things. You need to submit a typed 500 to 1000 year history, select a name, have two elder tunics, have four people in surcoats w/country symbol, and a battle banner with the country symbol upon it. The Land Marshal will then allow the leader to pick the location of the new country on the world map. New countries are given 13 hexes of land and 7,500 Silver in their coffers. One hex will be chosen as the capitol hex, this hex will contain a castle and a city. The capitol hex can never be taken and occupied. The land can be spoiled and the castle ransacked. A battle banner that is no less than 2'X2' with the country's symbol upon it and on a well-padded pole is required at every event. This banner may constitute the country's only banner or the country may have more. Countries will not be credited with country status at an event where the Battle Banner is not present. This banner will be the only banner the country owns that may be "stolen".
2. If a Country goes into Limbo its Country Account is frozen and they cannot declare Land Actions until 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. If Country status is not regained by six events after being placed in Limbo said Country is declared Defunct by the Land Marshal. A Defunct Country's Holdings are removed from the Land Map, its Coeffers are erased and it is removed from the roll of active Countries.
3. The original 13 land hexes granted by the Club shall not be traded, sold, bartered, given away, etc., except that they may be taken in war. If or when a country goes defunct, said 13 hexes go defunct also; this includes any structures built upon those hexes.
4. Castles hold the country coffers of that respective country. Personal accounts of individual countrymen are kept by your country leader/treasurers within your country.
5. It is assumed that in war each Country has a defending army/force in each of its country's hexes. Also ships are assumed to have a defending crew.
6. A battering ram is represented by an object 8 feet to 12 feet long, which is not a weapon and must be manned by at least 5 people with both hands on the object. None of them can be wounded. The ram must be moved 10 steps to and from the gate to be considered a good hit. Gates must be hit three times before destroyed.
7. Only a country gains revenues for owning land. Individuals may not gain revenue; you must be part of a country to gain this benefit.
8. NPC Monsters who fight during a Land Search shall receive 5 sp per person if they defeat the players during a Land Search.
9. Adventure skills and spells are in effect during Land Searches but not Land/Sea Wars.
10. A country can only declare one land event per ORCS event.
11. If you possess a Relic the day of your land search you may use it.
12. You can only fight in one land war or land search per event.
13. 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.

Introduction

The world of ORCS consists of many Countries that actually own land and resources on the Realm Map. The Realm Map is a representation of all Countries and their Holdings in the game. It displays the land that countries own in units called Hexes. Hexes, called Provinces in character, 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 it can use to purchase goods and services in the game, and of course to improve itself on the Realm Map.

The following Land Rules establish the way in which countries conduct the business of their holdings. These rules govern how countries may interact on the realm map, and how they may gain and spend money.

O.R.C.S. Map Rules

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 equinox the strait is navigable, from autumn to spring equinox 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 equinox 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 and water is not a consideration). 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 in a straight line towards the country's capitol hex. If the Horde reaches the capitol hex and wins the final battle, the capitol is sacked and the Horde makes off with the defeated country's coffers.

Any Hex lost to the Orc Horde still belongs to the country but are considered razed. Razed hexes generate no income at the spring equinox 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 equinox.

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.

Orc Horde attacks occur every second event of each month. If they are successful in the first attack the attacks will occur on each consecutive event until stopped or the capitol hex is sacked. The Orc Horde will continue to attack a country as long as it continues to win battles, even past the spring equinox. 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. All normal battle rules apply during an Orc Horde invasion.

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.

Orc Horde Chart

Use this chart to determine the composition of an Orc horde.

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 summon Lightning/hold person by [Gruumish, Mork, Gork or any other suitable Orcish Deity]!"

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

New Countries

New Countries may be formed by meeting the criteria set forth earlier in the Rulebook. These criteria must be submitted and displayed to 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.

Each Country must designate one or two persons to be Liaison(s) to the Land Marshal. This person shall be responsible for notifying the Land Marshal of any Land Declarations made by their country. This includes the placing of original Hexes of Land, Land Searches, Invasions, and the placing and construction of Structures 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. Allowances will be made at the discretion of the Land Marshal if this is no longer feasible. The Capitol Hex is considered a fortified city, having both a Castle and a City placed on it. Each new Country will also be 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.

Revenues and Funds

Hexes of land produce Income in silver pieces, and all Land Events and construction cost money to undertake. In addition, Structures have an Upkeep Cost that is paid each season. There are also other things, such as Mines, which generate additional revenue. All of these factors shall be recorded and maintained by the Land Marshal. A Country's funds are also called its Coffers. The Land Marshal shall, upon request, provide each Country Liaison with his Country's current Balance.

Countries must designate a Castle that they own as their Treasury. This structure contains the entire Coffers of the Country. It may be the Capitol Castle or any other. The Coffers can be moved from one Castle to another just as Capitols are moved, 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.

Structures, Resources, Assets and Income

The Holdings of each Country consist of Resources, Structures or Assets. Twice a year, following the vernal equinox on March 21st and the autumnal equinox on September 21st, country balances will be 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 having Upkeep cost (i.e., A grove of Silver Apple Trees that produce 250 s.p. per season, 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 must be built or otherwise acquired by them (i.e. through war, adventure prize, etc.). Assets are usually 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 7 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 4 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 9 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 4 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 9 or less per Season.

Defender's entire force may be inside; 30' X 30', 1 Siege Weapon

Druid's Meadow: This is 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 4 or less per season.

No extra protection is provided by this structure.

Druid's Grove: This is 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 9 or less per season.

No extra protection is provided by this structure.

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. They can also be built or discovered by Land Declarations. A Land Declaration is an expressed intent to the Land Marshal to build a Holding, search a new Hex, or Invade another Country. Land Search and Invasion rules will be discussed later. These two actions can acquire new hexes for a Country. Other Holdings, like Ships, Settlements, and all of the Structures, can be built and paid for by making a Land Declaration. To build either a Structure or Asset, a Country's Liaison

must inform the Land Marshal of the Country's intent. 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.

Frigate: 1,500 silver pieces to build: 3 events to complete.

Man O' War: 5,000 silver pieces to build: 8 events to complete.

Tower: 1,250 silver pieces to build: 2 events to complete.

Keep: 5,000 silver pieces to build: 5 events to complete.

Castle: 10,000 silver pieces to build: 10 events to complete.

Village: 625 silver pieces to build: 2 events to complete.

Town: 2,500 silver pieces to build: 5 events to complete.

City: 10,000 silver pieces to build: 10 events to complete.

Mage Tower: 2,000 silver pieces to build: 3 events to complete.

Wizard Tower: 7,000 silver pieces to build: 6 events to complete.

Chapel: 2,000 silver pieces to build: 3 events to complete.

Temple: 7,000 silver pieces to build: 6 events to complete.

Druid's Meadow: 2,000 silver pieces to build: 3 events to complete

Druid's Grove: 7,000 silver pieces to build: 6 events to complete

Road: 100 silver pieces per movement cost of terrain being built on: 1 event per movement cost of terrain 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 which 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, but keep in mind that Upkeep can be very costly.

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. Also, 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. Then 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 as described above, 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 are 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 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 supercede any and all transfer declarations. So a declaration of war will nullify a declaration of transfer if they both are to 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.

Acquiring Land

Hexes of land may be acquired by performing a Land Search or an Invasion. In either case, a Country's Liaison must notify the Land Marshal 1 Event prior and designate the Hex to be invaded or searched. 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:

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. Also, if a Search or Invasion party consists only of Rangers and/or Druids, the party receives 9 Movement Points with which to move instead of 6.

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.

ORCS Relics may be taken on Land Searches and Invasions. During Invasions, the Player 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 rest of the day event.

Any warriors who use spell points during Land searches and Invasions must consider all of the battles to be "one day" for purposes of tallying your spell points. Therefore, your spell points must be conserved from one battle to the next and they do not replenish themselves from battle to battle. However, when the Land Event is over, you may start over and consider your spell points replenished for the rest of the normal day Event. Spellcasters 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 duration. Spellcasters may enter the field with such spells in effect, paying the appropriate amount of spell points required. Other spells with time limits or other considerations, such as Spell balls, must be cast normally after the battle begins. After a successful land search, the Land Marshal will determine whether the Hex is fertile or not using the following Chart.

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

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 type of Hex is in the row on the top, with the resulting condition in the column at the left:

	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

You may only participate in 1 Land Event per day, whether it is a Land Search or Invasion, and you must play the same character that you checked in as.

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 1 Event prior to the Land Search taking place and select the unexplored hex to be searched. 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 wished 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, he then cannot lead another Land Search for the next 2 Events. During Land Searches, and also during Invasions following failed Land Searches, ORCS Adventure Rules are in effect. 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 then 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.

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.

Invasions and War

A country may invade the Hexes of another Country by declaring War. When this occurs, the 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.

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 pays 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 it's Invasion, then the Defender may counterattack and reinvade it's 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.

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 a Siege battle, the Attackers are still in possession of the Hex; at the discretion of the Defender they may sally forth and

attempt to defeat the attackers and end their war, or continue to remain inside the structure and continue the siege. If the Defender sallies and loses, they do not retreat back to the structure but lose the hex.

Depending on the type of Structure various protection is offered to the Defending forces (See Structures on page 49). 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. 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, 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 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 2 Countries may never invade the same Hex at the same time.

During Land War or Invasion, normal ORCS Battle Rules only are in effect with the exception of Assassination. 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 player will no longer be able to use that character for the remainder of THAT DAY'S 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 they also have great strategic value. They are built like Structures. Ships may travel the seas, transporting Search or Invasion Parties, and even blockading 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 of course 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 coastal Hexes (a Hex on the land map with both land and sea) but may not stop on a coastal Hex. 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, set at a size relative to the type of ship and available field space, 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. Thieves and Assassins may 'swing across on ropes' and pass onto the other Ship freely. To do so, both hands must be free and the Thief or Assassin holds both hands above their head while running across. 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 fall, or are thrown, into the water are considered to sink, as are any other weapons or objects that fall into the water, this includes missile weapons. 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 AC 3 is considered drowned if they are knocked off into the water. Others wearing AC 3 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 no light wounds to the arms. Warriors may also jump from one Ship to another, but must land fully on the other Ship or be considered in the water. Anyone hit by an Ice Storm spell will float and can be dragged back to their ship by 2 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 Realm Map

The Realm Map is the written documentation of all Countries' Holdings and the geographic location of all holdings. The Land Marshal maintains this information, along with the Balance of all Countries' Cooffers. While Cooffer 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 as a rule change, i.e. with the approval of the Senate and Executive Board. The Realm Map is considered the true and accurate account of all Countries' Holdings

New Holdings

New Holdings may be introduced into the Land Rules by being passed through the proper channels of ORCS legislature. New Holdings are to be considered Resources, Structures, or Assets depending on whether or not they require an Upkeep cost. Resources never have Upkeep, Structures always do. New Holdings, upon approval, are listed along with the other Resources, Structures, and Assets in their respective section above.

Administration

All regulation regarding the running of Land Events is subject to the Rules of ORCS, the By-Laws of ORCS, and the administrative policy of the Land Marshal. This includes 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. Interpretation of the Land Rules is the discretion of the Land Marshal. In cases of dispute, the rules interpretation official designate by the By-Laws of ORCS makes settlements. Land Events shall be conducted at one-day battle events only.

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. To learn about and construct 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 16 years or older may be a member of the Club.
 - 2. Each member must pay an initial \$5.00 membership fee. In return, each will receive a Rulebook.
 - 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 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.
 - B. Countries:
 - 1. For purposes of game realism and to allow for various teams, 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 3-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.
 - 2. Senate: Two representatives from each country.
 - 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 with the exceptions as outlined in Article IV. Nobles may not be Senators.
 - 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 2/3-majority vote, if not attained then a re-vote will be taken between the two candidates with the most votes, eliminating the other candidates.
 - 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 his/her 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 3/5th 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 officials. They are the President, Vice-president, Secretary, Treasurer, and Magistrate.
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 than at least once every 3 months.
 - a) Any member unable to attend a monthly session may send their elected assistant in his/her 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 4 board members must be present for a quorum to exist, for it to legally take any action.
6. The President or Vice-president may convene an emergency meeting if conditions requiring such exist.
7. 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.
8. Any references to the “Cabinet” or “Council of Five” in Club publications are to be interpreted as references to the Board.
9. 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.
 - (5) Preparation of the Board meeting agenda.
 - (6) Service as honorary “King” at special events.
 - (7) Appointment of an Assistant called “Information Technology Marshal”, who will be responsible for the establishment and maintain I.T. networks (website, message board, hotline, etc.).
 - b) The Vice-President’s responsibilities are:
 - (1) Represent the President in his absence.
 - (2) Chairman of the Noble Council.
 - (a) The Vice-President shall determine the 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) 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, announcement, advertisement 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.
 - 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 purchase 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 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 secretary and 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.
 - (9) Appointment of an assistant to the Treasurer, who will be known as the “Banker of ORCS”. His/Her 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. The “Banker of ORCS” shall also work with the “Land Marshal” on all individual country accounts.
 - 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) Land Marshal (1)
 - (3) Review of legitimate country status.
 - (4) 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.
 - (5) Final Interpretation of Club Bylaws.
- B. The Senate:
1. The Senate consists of two representatives from each country of the Club. They shall be known as Senators.
 2. All countries must decide on two members for duty on the Senate.
 3. Two-thirds of the active countries’ Senators must be present for a quorum to exist for the Senate to legally take any action.
 4. All Senate meetings shall be chaired by the Magistrate, and in his absence, the Sergeant at Arms may chair the meeting, and in his absence, a Senator may chair the meeting.
 - a) The Magistrate may vote only if there is a tie.
 5. The Senate shall meet once per month unless business dictates otherwise.
 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 March 21st, and second on September 21st 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 first must pass the Senate by majority vote, before it's sent to the Executive Board.
 - d) The Senate may override an Executive Board veto with a $\frac{3}{4}$ majority vote.
9. The Senate shall nominate members for positions of 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 referenced to the Senate.
- C. Noble Council:
1. Noble is defined as one who has been recognized by the Club for outstanding sportsmanship, contribution and distinction. Thus acknowledged, then one is rewarded the title of "Knight" within the Realms of ORCS. As Nobles, these members are acknowledged for their excellence and experience.
 2. The 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.
 4. The Vice-President shall vote on issues discussed by the Council only if there is a tie, unless he/she is also a Noble then they retain their vote and are exempt to Art. III, Section C.
 5. The Council shall convene every three months, unless business dictates otherwise.
 6. Nobles shall be responsible for disciplining themselves, and not being 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 pass 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. Each Noble must elder an event at least twice a year. Not to include the Spring/Fall Noble Tournaments.
 10. Nobles will support/augment the elders and officials in the game and intercede and mediate between said officials and uncooperative and unruly players to help provide for the smooth flow of events.
 11. 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).
 12. 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.).
 13. Nobles must submit newly accepted candidates for nobility to be confirmed by the Executive Board by a $\frac{3}{5}$ th majority vote.
 14. Nobles must accept and understand their status is bestowed upon them by the very concept and nature of the Club. Without the Club your titles are meaningless. Therefore, if the Noble Council fails to uphold the integrity of the Club, the senate with a $\frac{3}{4}$ majority vote, and then the Executive Board with at $\frac{3}{5}$ th 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.
 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 countries right to equal representation will be compromised, the President shall act as Chairman.
- V. Amendments to the Bylaws
- A. Any proposed amendment to the Bylaws must pass in the Senate by a $\frac{2}{3}$ -majority vote.
 - B. Any amendment approved by the Senate must then pass the Board with a $\frac{3}{5}$ -majority vote to become official.

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.

01-75 Encounter: Roll Below.

76-00 No Encounter.

Percentile	Encounter
01-03	5 Hobgoblins in leather armor
04-05	3 Orcs in leather armor, plus 1 Ogre (6 hits, giant)
06-07	3 Orcs in leather armor, plus 1 Ogre Magi (6 hits, giant, 2 lightning bolts) +5% Mines & Ruins
08-10	4 Bandits in leather armor, plus 1 in chain mail armor
11-14	4 Bandits in leather armor, plus 1 in chain mail armor and 1 in plate armor
15-18	4 Knights in Chain mail
19	4 Ghouls (AC 3, Turned by Turn Undead spell, Blessed hits cause double damage, 1 min paralysis w/each attack that cause damage, poison component) +5% Mines & Ruins
20	2 Manticore (6 hits, giant, 3 - 1 min agony spell balls (purple), poison component) +10% Mines & Ruins
21	1 Banshee (8 hits, Turned by Turn Undead spell (as Specter), Blessed hits cause double damage, 3 feeble mind (to simulate siren), poison component) +20% Mines & Ruins
22	1 Red Dragon (10 hits, giant, does black damage, 3 fireballs) +25% Mines & Ruins
23-25	5 Brigands in leather armor
26-29	4 Barbarians in studded leather armor (1 extra hit)
30-32	5 Barbarians in studded leather armor (1 extra hit)
33-36	3 Trolls (6 hits, giant, heals self at rate of 1 hit per minute, fireball kills instantly). +15% Mines & Ruins
37-40	2 Hobgoblins in leather armor
41-43	2 Hill Giants (8 hits, giant) +10% Mines & Ruins
44	1 Hydra (11 hits, giant, 2 fireballs, 2 ice storms, 2 lightning bolts) +20% Mines & Ruins
45-47	1 Troll (6 hits, giant, heals self at rate of one hit per minute, fireball kills instantly)
48-50	5 Brigands with no armor
51-54	5 Brigands in leather armor
55-57	6 Gnolls in studded leather armor (3 have shields)
58-60	Another Scouting Party: Pick 4 people.
61	Land Marshal's Choice
62	3 Wyverns (4 hits, Use spears, no throwing, no pikes, successful wound cause instant death, poison component) +15% Mines & Ruins
63	Giant Spider (6 hits, giant, two handed black damage, 3 entangle no radius, poison component) +15% Mines & Ruins
64	5 Giant Fire Ants (3 hits, white damage, successful wound cause 5 minute agony, immune to white damage (exoskeleton), poison component) +5% Mines & Ruins
65	4 Zombies (AC 4, turned by turn undead, blessed hits do double damage), 1 Mummy (AC 1, 2 curse (pink), turned by turn undead, blessed hits do double damage, poison component) + 10% Mines & Ruins
66-69	10 Goblins (1 hit)
70-73	6 Orcs in studded leather armor, plus 1 in chain mail armor.
74-77	4 Hobgoblins in leather armor
78-81	4 Knights in chain mail armor (2 have shields)
82-84	3 Bugbears in leather armor
85-88	2 Bugbears in leather armor, 1 Shaman in chain mail (1 lightning bolt, 1 cure light wounds)
89-92	6 Armorless adventurers
93-95	5 Bandits in leather armor
96-99	6 Brigands in leather armor
00	Roll again, doubling number of Monsters, ignoring any further roll of 00.

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.

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 s.p. to drain
Overgrown	1,000 s.p. to thin
Rocky	1,000 s.p. to clear
Barren	1,500 s.p. 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. Ruins do not provide any value or assistance, nor do they cost any Upkeep, until they are rebuilt. They can be rebuilt at any time by the Country by spending half the time and half the cost of building a new Structure of the same type. This is to be treated just as building a new Structure in all regards except cost and duration. Ruined Towers cost 625 s.p. and take 1 event to restore. Ruined Keeps cost 1250 s.p. and take 3 events to restore. Ruined Castles cost 5000 s.p. 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 s.p. per season.

Castle: The largest type of defensive Structure. Has an upkeep of 500 s.p. per season.

City: The largest type of Settlement. Has an income of 500 s.p. 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.

Frigate: The mid-sized ship. Has an Income of 250 s.p. 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 either 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	Cutting	Sword & Axe
Yellow	Smashing	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

Rank System Chart

Rank	Battle Credits
First	1-5
Second	6-10
Third	11-15
Fourth	16-20
Fifth	21-25 etc.

Armor Arm Band Chart

Armor	Armor Class	Arm Band Color
Plate mail/Banded Mail	AC 0	Yellow Armband
Scale mail/Butted mail	AC 1	Orange Armband
Chain mail	AC 2	Red Armband
Studded leather/Ring mail/Splint mail	AC 3	Green Armband
Leather	AC 4	Blue Armband
No armor	AC 5	Costume

Weapon Damage Chart

Class	Color	Torso	Limbs	Head
AC 5	White	1 st hit Mortal	1 st hit Light 2 nd hit Mortal	1 st hit Death
	Yellow	1 st hit Mortal	1 st hit Light	1 st hit Death
	Black	1 st hit Death	1 st hit Mortal	1 st hit Death
	Red	1 st hit Death	1 st hit Light 2 nd hit Mortal	1 st hit Death
AC 4 Blue	White	2 nd hit Mortal	2 nd hit Light 3 rd hit Mortal	1 st hit Mortal
	Yellow	2 nd hit Mortal	2 nd hit Light	1 st hit Mortal
	Black	1 st hit Mortal	1 st hit Light 2 nd hit Mortal	1 st hit Mortal
	Red	1 st hit Mortal	1 st hit Light 2 nd hit Mortal	1 st hit Death
AC 3 Green	White	3 rd hit Mortal	3 rd hit Light 4 th hit Mortal	2 nd hit Mortal
	Yellow	3 rd hit Mortal	3 rd hit Light	2 nd hit Mortal
	Black	2 nd hit Mortal	2 nd hit Light 3 rd hit Mortal	2 nd hit Mortal
	Red	1 st hit Mortal	1 st hit Light 2 nd hit Mortal	1 st hit Mortal
AC 2 Red	White	3 rd hit Mortal	3 rd hit Light 4 th hit Mortal	3 rd hit Mortal
	Yellow	3 rd hit Mortal	3 rd hit Light	3 rd hit Mortal
	Black	2 nd hit Mortal	2 nd hit Light 3 rd hit Mortal	2 nd hit Mortal
	Red	2 nd hit Mortal	2 nd hit Light 3 rd hit Mortal	2 nd hit Mortal
AC 1 Orange	White	4 th hit Mortal	4 th hit Light 5 th hit Mortal	3 rd hit Mortal
	Yellow	3 rd hit Mortal	3 rd hit Light	3 rd hit Mortal
	Black	3 rd hit Mortal	2 nd hit Light 3 rd hit Mortal	2 nd hit Mortal
	Red	2 nd hit Mortal	2 nd hit Light 3 rd hit Mortal	2 nd hit Mortal
AC 0 Yellow	White	4 th hit Mortal	4 th hit Light 5 th hit Mortal	4 th hit Mortal
	Yellow	4 th hit Mortal	4 th hit Light	4 th hit Mortal
	Black	3 rd hit Mortal	3 rd hit Light 4 th hit Mortal	3 rd hit Mortal
	Red	3 rd hit Mortal	3 rd hit Light 4 th hit Mortal	3 rd hit Mortal

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 5	1 st Hit Death
AC 4	1 st Hit Death
AC 3	1 st Hit Death
AC 2	1 st Hit Mortal
AC 1	1 st Hit Mortal
AC 0	2 nd Hit Mortal

Spell Reduction Chart

Rank	Energy Level	Spell Length Reduction
1	3	None
2	6	None
3	9	None
4	11	None
5	13	None
6	15	Reduce 1 st Rank by 10%
7	17	Reduce 1 st -2 nd Rank by 10%
8	19	Reduce 1 st -3 rd Rank by 10%
9	21	Reduce 1 st -4 th Rank by 10%
10	23	Reduce 1 st -5 th Rank by 10%
11	25	Reduce 2 nd -5 th Rank by 10%
12	27	Reduce 3 rd -6 th Rank by 10%
13	29	Reduce 4 th -7 th Rank by 10%
14	30	Reduce 5 th -8 th Rank by 10%
15	30	Reduce 6 th -9 th Rank by 10%
16	31	Reduce 6 th -10 th Rank by 10%
17	31	Reduce 7 th -10 th Rank by 10%
18	32	Reduce 8 th -10 th Rank by 10%
19	32	Reduce 9 th -10 th Rank by 10%
20	33	Reduce 10 th Rank by 10%
21	+1	No Spell can be reduced by more than 50% of original length.

Cleric Undead Turn 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	C	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

Prayer Touch Spell Chart

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

Stored spells are identified by the following glove color:

Spell Stored	Gloves Color
Curing Spells	White
Protection Spells	White
Divining Spells	White
Turn Undead	Yellow
Word of Holding	Orange
Curse	Pink

Poison Typse 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)	5 minutes	2 silver	50%
Animal (Lion Fish, Scorpion, Fire Ant)	10 minutes	4 silver	33%
Supernatural (Giant Fire Ant pincher, Manticore Spine)	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	Type	Damage	Material Component	Length
Cavalier	Cure Light Wounds	1	Battle	N/A	Holy Symbol	1 min
Cavalier	Cure Disease	1	Adventure	N/A	Holy Symbol	1 min
Cavalier	Purify food and Drink	2	Adventure	N/A	Holy Symbol	1 min
Cavalier	Speak with Dead	2	Battle	N/A	Holy Symbol	250
Cavalier	Sanctuary	3	Battle	N/A	Prism/Crystal	700
Cavalier	Truth Speak	3	Battle	N/A	Holy Symbol	75
Cavalier	Turn Undead	4	Adventure	N/A	Yellow Spell ball	300
Cavalier	Last Rites	8	Adventure	N/A	Green headband w/Black cross in center	500

Class	Spell	Rank	Type	Damage	Material Component	Length
Cleric	Cure Light Wounds	1	Battle	N/A	Holy Symbol	300
Cleric	Light	1	Adventure	N/A	Flashlight	170
Cleric	Speak with Dead	2	Battle	N/A	Holy Symbol	200
Cleric	Sanctuary	2	Battle	N/A	Prism or crystal	650
Cleric	Truth Speak	2	Battle	N/A	Holy Symbol	75
Cleric	Word of Holding	3	Battle	N/A	Orange Spell ball	150
Cleric	Consecrate	3	Adventure	N/A	Water	150
Cleric	Cure Disease	4	Adventure	N/A	Holy Symbol	150
Cleric	Turn Undead	4	Adventure	N/A	Yellow Spell ball	150
Cleric	Cure Serious Wounds	5	Battle	N/A	Holy Symbol	450
Cleric	Neutralize Poison	5	Adventure	N/A	Holy Symbol	175
Cleric	Prayer Touch	6	Adventure	N/A	Colored Gloves	300
Cleric	Cure Mortal Wounds	7	Battle	N/A	Holy Symbol	600
Cleric	Holy Weapon	8	Adventure	N/A	Silver Weapon	400
Cleric	Curse	9	Adventure	Lt wound to all limbs	Pink Spell ball	500
Cleric	Last Rites	9	Adventure	N/A	Green headband w/Black cross in center	500
Cleric	Resurrection	10	Battle	N/A	Holy Symbol	1000

Class	Spell	Rank	Type	Damage	Material Component	Length
Druid	Feign Death	1	Battle	N/A	Magic Symbol	30
Druid	Mending Wood or Leather	2	Battle	N/A	Mending Dust	100
Druid	Light	2	Adventure	N/A	Flashlight	170
Druid	Detect Traps (Woodland)	2	Adventure	N/A	Y shaped branch	100
Druid	Cure Light Wounds	3	Battle	N/A	Magic Symbol	350
Druid	Protection from Lightning	3	Battle	N/A	Blue cape	225
Druid	Call Lightning	4	Battle	Black and destroys shields	Blue Spell ball	175
Druid	Barkskin	5	Battle	N/A	Brown headband w/white circle	250
Druid	Neutralize Poison	5	Adventure	N/A	Magic Symbol	175
Druid	Warp Wood	6	Battle	Destroys all shields and wooden objects in 3' radius	Gray Spell ball	300
Druid	Cure Disease	7	Adventure	N/A	Magic Symbol	150
Druid	Commune with Nature	7	Adventure	N/A	Leaf or foliage	300
Druid	Entangle	8	Battle	N/A	Brown Spell ball	300
Druid	Cure Serious Wound	9	Battle	N/A	Magic Symbol	500
Druid	Nature Love	10	Adventure	N/A	Green Spell ball	500
Druid	Magical Stone	10	Adventure	N/A	Small Stone	1000

Class	Spell	Rank	Type	Damage	Material Component	Length
Mage	Feign Death	1	Battle	N/A	None	30
Mage	Mending	1	Battle	N/A	Mending Dust	125
Mage	Light	1	Battle	N/A	Flashlight	150
Mage	Magic Shield	2	Battle	N/A	Yellow Buckler Shield	250
Mage	Truth Speak	2	Battle	N/A	None	75
Mage	Comprehend Languages	2	Adventure	N/A	Small square of parchment	75
Mage	Burning Hands	3	Battle	Double white per hand	Red gloves	100
Mage	Protection from Lightning	3	Battle	N/A	Blue Cape	200
Mage	Detect Traps	3	Adventure	N/A	Lens	100
Mage	Lightning Bolt	4	Battle	Black and destroys shields	Blue Spell ball	150
Mage	Hold Portal	4	Battle	N/A	Bright green String	100
Mage	Protection from Ice	4	Battle	N/A	White cape	300
Mage	Dispel Magic	5	Battle	N/A	Small jar or bottle	175
Mage	Ice Storm	5	Battle	Freezes target for 5min	White Spell ball	250
Mage	Release Portal	5	Battle	N/A	Key	100
Mage	Stone Skin	6	Battle	N/A	Gray headband w/black circle	200
Mage	Feeble mind	6	Adventure	Special	Plaid Spell ball	300
Mage	Protection from fire	7	Battle	N/A	Red cape	375
Mage	Growth	7	Battle	N/A	White headband w/letter G in center	500
Mage	Fireball	8	Battle	Green 3' radius	Red Spell ball	325
Mage	Charge item	8	Battle	N/A	None	500
Mage	Gaseous Form	8	Adventure	N/A	White hood	400
Mage	Animate Dead	9	Adventure	N/A	Black headband w/white circle	1000
Mage	Passwall	9	Adventure	N/A	Ring	500
Mage	Enchant Item	9	Adventure	N/A	Green ribbon or tape	500
Mage	Pouch	10	Adventure	N/A	Pouch	1000
Mage	Time Stop	10	Adventure	N/A	Hour Glass	1000
Mage	Spell of shielding	10	Adventure	N/A	Silver Cape	1000

Class	Spell	Rank	Type	Damage	Material Component	Length
Ranger	Feign Death	2	Battle	N/A	None	30
Ranger	Light	3	Adventure	N/A	Flashlight	200
Ranger	Cure Light Wounds	5	Battle	N/A	Herbs	375
Ranger	Neutralize Poison	7	Adventure	N/A	Holly or Mistletoe	200
Ranger	Enchant Arrow	9	Adventure	N/A	Red ribbon	200

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.

Spell Energy: the amount of magical energy a Spellcaster may use in one day. Each Spellcaster has an energy level based upon their rank.

Tunic: part of your costume that fits over your head and ties at the waist.

BASIC SWORD CONSTRUCTION

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 than you want it, the mat will compress when you tape it. Repeat step 2 twice more.

Step 3: 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 than 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: Cut a piece of soft cell foam the size of the pommel and glue onto the pommel.

Step 12: Cover. The blade and pommel must be covered in black or gray cloth (brown can be used if you making a club). 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 than 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)

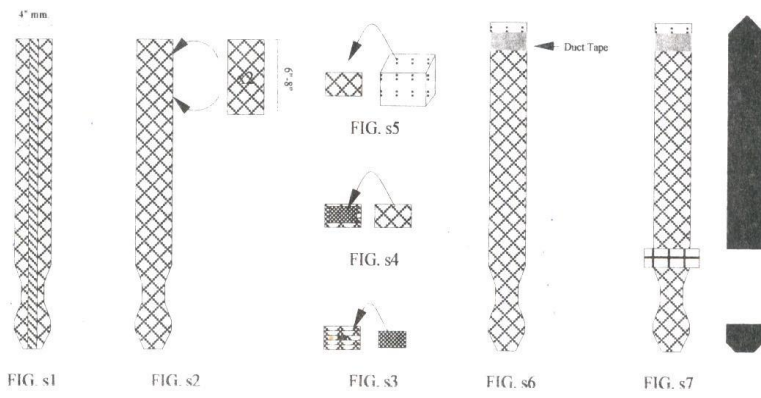
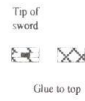
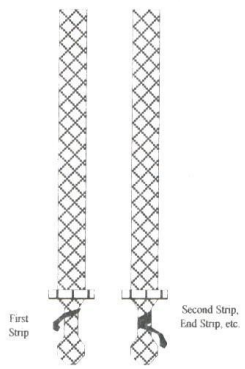
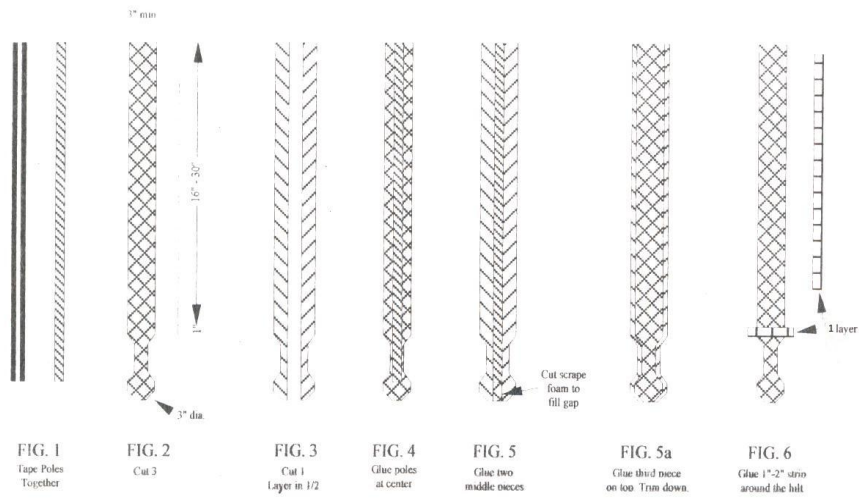
Step 6: You will need a thin piece of wood, 1/8 inch thick, or a piece of 5-6 oz. leather for a washer. Cut the washer so that it is about 1/2 inch from each edge of the sword tip and glue (Fig. S3).

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: Cut a piece of soft cell foam the size of the pommel and glue onto the pommel.

Step 10: 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).



Don't forget to cover the pommel!

NOTE: Drawing not to scale!

SHIELD CONSTRUCTION

Materials:

1/2" 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 1/2" 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 then 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.

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, but you only need to use 1/4" 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

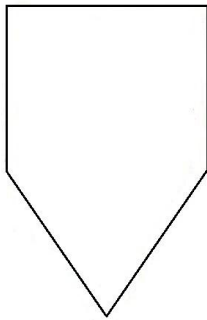


FIG. 1
Cut plywood to shape



FIG. 2

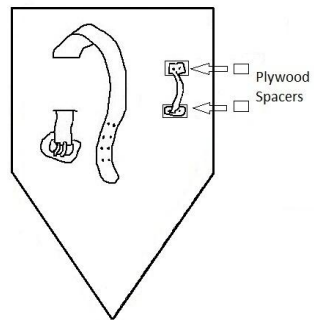


FIG. 3
Attach belt & handle

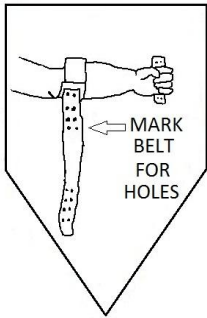


FIG. 4

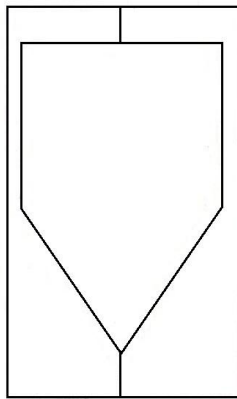


FIG. 5
Trace shield onto camping mat (2 mats for width) X's 2

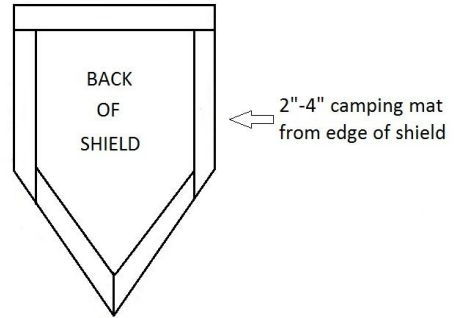


FIG. 6

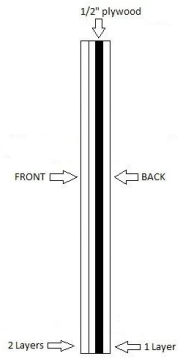


FIG. 7

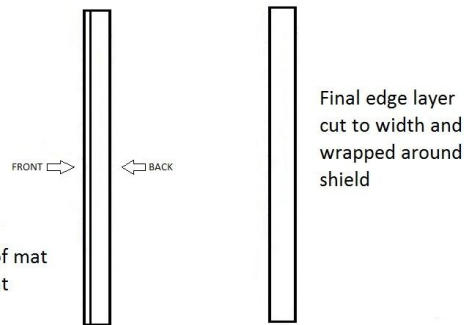
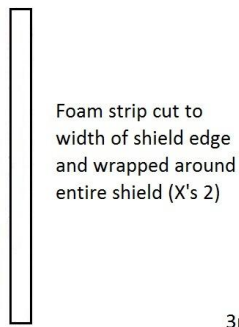


FIG. 8

Organized Recreational Combat Simulation (O.R.C.S.) Wargaming Club Waiver Form

I, _____, hereby agree not to hold the O.R.C.S. Wargaming Club, its officers, and/or its members liable in the event that I sustain injuries resulting from my participation in Club activities.

I fully understand that this is a full-contact activity and knowingly take upon myself the risks in participating in Club events.

While I realize that the organization tries to ensure the safety of all members, it is I who must be responsible for my own safety, and I release O.R.C.S. from any legal obligation for my personal safety and I fully accept the responsibility for my own well being.

_____, I understand that this is a role playing game. In order to maintain the aesthetic appearance of the game, I will have a costume that conforms to the O.R.C.S. Wargaming Club standards as outlined in the rulebook by my 10th event.

Players Name (Print): _____

Player Signature: _____

O.R.C.S. Officer Witness: _____

Date: ____/____/____

Players under 18 years of age must also have signed parental consent witnessed by an O.R.C.S. Officer. Proof of age will be required.

Name of Parent/Legal Guardian (Print): _____

Signature of Parent/Legal Guardian: _____

Birthday of Player: ____/____/____

O.R.C.S. Officer Witness: _____

Date: ____/____/____