

Kingdom Relics

Coronation Relics:	
Sword of Flame	It is considered flame and will kill a victim if it strikes any legal unprotected area (as per the enchantment, enchant weapon). Confers upon itself and its owner protection from flame. It is itself impervious to an iceball and entangle. May only be used by the owner for one life per game. (Note: May not be shared between players during a game. Unlike Flameblade, is not red and does not free iceball/entangled players.
Orb of Healing	Allows a healer to cast the heal spell by saying "Sword cut, spear stab, mace smash, arrow jab, the white light of healing has healed thou". In the hands of any other class it allows the user to cast the heal spell as per healer.
Gauntlets of Ogre Power	Weapons wielded by the wearers gauntleted hand(s) are considered to be bladesharp/bludgeoned while meleeing.
Mithril Chain	A gray tabard that grants 3 points of armor to anyone who wears it. This is NOT invulnerability. The armor only protects where the tabard covers. May be worn by any class. (Except Barbarians of course)
Odin's Hammer	A one handed "red" weapon only usable by barbarians, and in fact, the only relic allowed to barbarians.
Ring of Power	Negates the first hit from each separate opponent per battle game. Counts against weapons and any enchantments only, it is ineffective against spells. Does work against class abilities.
Midreign Relics:	
Shard of the Dracolich	A black dagger that grants undead immunities to the bearer while wielded. These immunities are: Charm, Subdual blows, Stun Arrow, Stun Weapon, Sleep, Mass Sleep, Poison, Touch of Death, Curse, Mutual Destruction, Finger of Death, Doomsday, and class abilities that steal lives.
Holy Sword	A short sword that when wielded by a Warrior, Monk, Healer, or Paladin, grants Paladin immunities to the wielder, only. The weapon itself is immune as well when wielded by one of the classes listed above. The immunities are: Immune to all wizard spells except the following- iceball, magicbolt, lightning bolt, sphere of annihilation. Note- they may still be effected by enchantments.
Dagger of Infinite Penetration	When thrown will pass through all armor values except invulnerability and damage the target. If it hits a shield the shield is destroyed. MUST be thrown to use. Will not destroy the Shield of Reflection. Will destroy "warrior improved" and Hardened shields (but not shields bearing Enchant Shield).
Shield of Reflection	This relic is indestructible and the effect is permanent. Will negate any effect that strikes it, even white weapons and magic. Magic striking the Shield does not affect the wielder. A druid Flesh to Stone, or a wizard Petrify, striking the Shield causes the caster to be petrified (as denoted in the spell description).
Home Stone	Allows the holder to mend broken weapons and shields ("I mend this item" x10). It also allows the person's dead teammates to come back alive at his location rather than having to return to their base. Armor and enchantments, may not be mended by this relic.
Orb of Negation	Grants upon the bearer immunity to all magic and magical effects, including beneficial magics such as heal. May only be used one life per game.

Looting Rules

In the Rising Winds we allow the "looting" or taking of certain items from players once they are shattered. Before we continue we must define shattered:

Shattered - a player is in the state of being shattered once he dies and his life count is 0. If a player is resurrected or brought back into the game by any other means he is no longer in the state of being shattered.

Looting - To loot a player they must be in the state of being shattered. You must touch their shattered body with an empty hand and state "searching" as follows:

1. If you use one empty hand you must count "searching 1, searching 2..." through "searching 20".
2. If you use two empty hands you must count "searching 1, searching 2..." through "searching 10".

Reminder - count is synonymous with seconds.

If the player has a relic, in game item or talon he or she must relinquish one of them, the looter's choice, to the looter unless stated otherwise in the rules of the current battle game. A person may only be searched once per battle game unless stated otherwise in the rules of the current battle game. If a player is not searched when they are shattered, but later resurrected or brought back into play by any other means, they may be searched once they are again shattered. If a player is shattered he must remain on the field for a three hundred count or until searched, safety permitting.

Warning - If you leave a battle game with a relic before you are shattered, or before your three hundred count is completed after being shattered, the relic is considered forfeit and goes to the local monarch for redistribution through quest or tourney.

Quest Monsters - Personal relics and talons cannot be looted from participants playing a non-persona monster for quest. A quest monster may not loot, exception - in game items. If you choose to play a monster in a battle game or quest, but are not a quest monster, or became a monster through a transformation or reincarnation you may be looted.

Special Note - Only active combatants of the battle game may loot.

Role Play Rules

Every Kingdom handles role play combat and “Feast Rules” in a wide variety of ways. We here in the Rising Winds have created a standard for role play combat outside of battle games. These guidelines are not designed to limit or confine role play, but set rules for when the RP situation moves into combat and spells. Hopefully you will enjoy your role play experience as much as the battle field.

When role play and combat do not mix

Just a note on unsafe situations. If a person is carrying live steel (even peace bonded) or any other unsafe equipment they may not engage or be engaged in any form of combat (this includes magic). Safety is always first.

Class Abilities and Lives

When at a Rising Winds event it is requested that you choose a class for role play situations (it may be different from the class that you have chosen to sign in as) and remain in that single class during role play situations until the completion of the event. When playing your class within the bounds of role play there are several differences from the battle game rules:

1. Lives. You only have one life. You may be resurrect, re-animated, etc., but you have only one class given life
2. Abilities. For your one life you receive use of your class abilities as if all your class lives were combined into one. Example: A 6th level warrior would receive 6 warrior improved weapons, 6 mends, but only one warrior improved shield. Note: A barbarian may become berserk or become not berserk as many times as they may become berserk during a normal battle game. Berserk armor does not reset but may be healed.
3. Spells. Allocate spell points as you would for a normal battle game. Once you are complete you will receive uses of the spells as if you had all of your lives. Example: a first level Wizard purchases 3 Heat Weapon and 4 Enchant Shield he will gain 12 uses of Heat Weapon (a per life spell) and only 4 Enchant Shield (a per game spell). Note: The only effect of Wizard’s Vivify is that the wizard will gain an extra life worth of spells (purchase one Heat Weapon and receive 5 uses vice 4)
4. Reset. At 6:00am each morning of an event all role play lives, abilities, and spells are reset. If you died the previous day and have been playing as a “peasant warrior” you may now go back to being your persona with all class abilities. If you had not died the day before you gain the use of all spells, abilities, etc... as if you had just started fresh. On another note all spells and enchantments cast the previous day, as well as persistent class abilities, are now gone.
5. Tents, cabins, and campers are off limits unless invited in.