

May 29th RW Althing Voting Agenda

A Rising Winds Althing will be held on May 29th at Gryphon's Perch.

1.	<input type="checkbox"/> For <input type="checkbox"/> Against	Add to Section X.6.b. "Hydras" so that Section X.6.b. would read: "Subgroups may not award Dreamkeepers, Hellriders, Hydras, Masks, or Walker of the Middles."
2.	<input type="checkbox"/> For <input type="checkbox"/> Against	<p>Change section IV.1.b.ii: "Place first in the Champion's tournament at the Crown Coronation event." To State: "Place first in an election during Crown Elections of the participating members in good standing"</p> <p>And</p> <p>Change section VIII.2.g.iv.2 "Requirements: any two of the following honors: Warlord, Defender, Weaponmaster (equivalent tournament and/or battlefield skills will be considered.)" To State: "Requirements: Warlord and Weaponmaster (equivalent tournament and/or battlefield skills will be considered.)"</p>
3.	<input type="checkbox"/> For <input type="checkbox"/> Against	Remove the Althing Decision "The Rising Winds uses Atomic Clock"
4.	<input type="checkbox"/> For <input type="checkbox"/> Against	Remove all previous "Rules Clarifications". They were intended for Rules of Play 6.0 which we no longer play by.
5.	<input type="checkbox"/> For <input type="checkbox"/> Against	Adopt Althing Decision: "The entire length of bamboo weapons must be taped (including under the foam)."
6.	<input type="checkbox"/> For <input type="checkbox"/> Against	Remove all instances of Armorer Credit from the Corpora. Anyone currently having Armorer Credits will have them changed to Owls up to a maximum of a seventh Owl.

7. For
 Against

Adopt updated Relic List. This relic list updates all the relics to the new Rules of Play v7.0.

Kingdom Relics

Coronation Relics:	
Sword of Flame	Is considered flame (as per <i>Flameblade</i>) and will kill a victim if it strikes any legal unprotected area (as per <i>Imbue Weapon</i>). Confers upon itself and its owner <i>Protection from Flame</i> . May only be used by one person, for one life, per game.
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 thee". In the hands of any other class it allows the user to cast the heal spell as per healer.
Gauntlets of Ogre Power	The Wearer gains the Strong trait. Strong: Melee weapons become Red. Melee weapons that are already Red do an extra point of damage to armor for a total of three.
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)
Heimdall's Horn	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 battlegame. Counts against weapons and any enchantments only, it is ineffective against spells and magic balls. 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: Death, Subdual, Control, Poison, Disease
Holy Sword	A long 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: Subdual and Death
Dagger of Infinite Penetration	When thrown destroys all non-invulnerable armor on the hit location struck and continues through to hit the target. Counts as one hit against invulnerability and invulnerability armor. If it strikes a shield the shield is destroyed without affecting the wielder.
Shield of Reflection	Is completely indestructible. Will negate any effect that strikes it, even siege weapons and magic. Any magic ball of the Subdual school striking the Shield of Reflection instead affects the caster.
Home Stone	Allows the holder to <i>Mend</i> broken weapons and shields (I: .I mend this item. x 10). It also allows the person's dead teammates to come back alive at his location rather than having to return to their base.
Orb of Negation	Grants upon the bearer immunity to all schools of magic and all magical effects. May only be used one life per game.

<p>8.</p> <p><input type="checkbox"/> For</p> <p><input type="checkbox"/> Against</p>	<p>Adopt new Role Play Rules. This updates the Role Play Rules to the new Rules of Play v7.0</p> <p><i>Role Play Rules</i></p> <p>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.</p> <p><i>When role play and combat do not mix</i></p> <p>Just a note on unsafe situations. If a person is carrying live steel (even “peace bound”) or any other unsafe equipment they may not engage or be engaged in any form of combat (this includes magic). Safety is always first.</p> <p><i>Class Abilities and Lives</i></p> <p>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:</p> <ol style="list-style-type: none"> 1. Lives. You only have one life. You may be resurrect, re-animated, etc., but you have only one class given life. If you die you may continue role play as a Peasant (as per the 7.0 rules) until Reset (described below). 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 Improved Weapon, 6 Repair Item, but only 2 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 Imbue Shield he will gain 12 uses of Heat Weapon (a per life spell) and only 4 Imbue 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.
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9.	<input type="checkbox"/> For <input type="checkbox"/> Against	<p>Adopt new Looting Rules This updates the Looting Rules to encompass Althing decisions.</p> <p>Looting Rules</p> <p>In the Rising Winds we allow the "looting" or taking of certain items from players.</p> <p>Looting - You must touch their body with an empty hand and state "searching" as follows:</p> <ol style="list-style-type: none"> 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 "searching1, searching 2..." through "searching 10". <p>Reminder - count is synonymous with seconds.</p> <p>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. If a player is shattered he must remain on the field for a 150 count or until searched, safety permitting.</p> <p>Warning - If you leave a battle game with a relic before you are shattered, or before your 150 count is completed after being shattered, the relic is considered forfeit and goes to the local monarch for redistribution through quest or tourney.</p> <p>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.</p> <p>Special Note - Only active combatants of the battle game may loot.</p>
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