

Non-Corpora Althing Decisions

These are Althing decisions that we enacted that do not change the copora but are still in effect. Decisions that have been superseded have been removed.

8-26-01

Every other month Treasury report at Althing and online.

Result: Motion Passed

03-24-02

Shadow questioned if ten entries are required for qualifying, what happens if eleven entries are made? The monarchy agreed the ten highest entries would go toward qualifying. (This was a Monarch decision that has not been overturned)

05-18-02

Create a yearly calendar skeleton to provide approximate dates for all known major events.

For: 19

Against: 0

Abstain: 0

10-05-02

Should the Rising Winds subgroups be able to collect dues, and have it count towards the individuals Kingdom dues?

For: 9

Against: 4

Abstain: 5

Standardize relics as of Coronation I with a 6 month rotation.

For: 16

Against: 1

Abstain: 1

Should declaration for officers not be finalized until after qualifications?

For: 17

Against: 0

Abstain: 1

01-11-03

Allow Regent to be able to spend over 10% of funds for future feasts as long as an "expected expense report" is submitted prior to the event at an Althing. The Althing may veto his expected expense report and require the Regent to revise.

For: 23

Against: 0

Abstain: 2

02-08-03

Once an A&S entry receives an award, it cannot receive another of the same award at any other Quals or Dragonmaster.

For: 11
Against: 2
Abstain: 0

Should subgroup wins in a row be separate from Kingdom winds in a row.

For: 13
Against: 0
Abstain: 0

03-15-03

Allow spending of over 10% of kingdom funds for use of the Fallen Rock campground for all future kingdom events that are held at Fallen Rock.

For: 17
Against: 0
Abstain: 1

07-19-03

Vote: \$100 may be paid for dues to make the member dues paid for life. This is a non-transferable from previous dues paid records and only applies at a one time full donation of \$100.

For: 23
Against: 2
Abstain: 1

09-06-03

Future Kingdom Weaponmaster/Dragonmaster events are to be held at Gryphon's Perch.*

For: 14
Against: 1
Abstain: 1

* A Corpora Change has added that the Weaponmaster/Dragonmaster may be held at the Monarch's Midreign Event.

05-22-04

Kingdom Coronations and Midreigns shall be held at Fallen Rock.

Vote:
For: 23
Against: 15
Abstain: 5

11-24-04

Revert section 1 of the Monetary Document to "Kingdom level Dues Paid Members (DPM) will receive 10 Talons upon becoming dues paid."

Vote:
 For: 59
 Against: 9
 Abstain: 6

5-29-05

The entire length of bamboo weapons must be taped (including under the foam).

Vote:
 For: 49
 Against: 5

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

Vote:
 For: 42
 Against: 1

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.

Adopt new Role Play Rules. This updates the Role Play Rules to the new Rules of Play v7.0. Rules included below.

Vote:
For: 39
Against: 2

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 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.

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. 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.

7-17-05

Adopt new Looting Rules This updates the Looting Rules to encompass Althing decisions. Rules included below.

Vote:

For: 40

Against: 3

Looting Rules

In the Rising Winds we allow the "looting" or taking of certain items from players.

Looting – While the player is “dead” you must touch their 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 "searching1, 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. If a player is shattered he must remain on the field for a 150 count or until searched, safety permitting.

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.

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.