

Kingdom of the Rising Winds - March 2023 Spring Coronation

Phoenix Fire West: Underground Pass

Comprehensive War Schedule

Trinkets from [Raven's Event Magic Item Book](#) are allowed beginning at Maze Haze Friday afternoon. Maximum 1 per player each game. Bring your own magic item.

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Battlemaster Tournament - 12 PM, Main Field

Vaughn Ulfgar

Game mode: Full Class

Base game type: Control Points, Single Elimination Bracket

Teams: 2 teams of 3, randomly sorted

Respawn: 15 seconds at base, 60 if you voluntarily take death

Objective: Control the most of 3 points at the end of 10 minutes.

Field: 80' x 60' rectangle, with infinite walls.

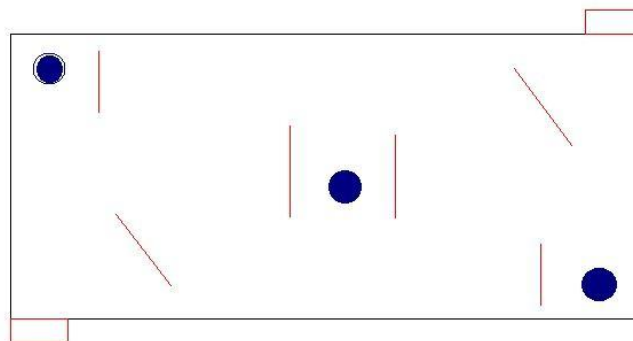
Rules:

Players must determine their class and spell list before teams are sorted. Players enter their names into a hat, where the game runner will randomly pull them out to create teams of 3.

Players have unlimited lives, and respawn with a 15 second count that begins after they return to base. If a player voluntarily takes a death (such as after being frozen), the respawn time is extended to 60 seconds.

Take control of a point by physically moving the flag with an empty hand so that your team's color is fully displayed. Players may not voluntarily enter states (including FaD) as a result of their own or their teammates actions within 5' of an objective. At the end of time (10 minutes), the team that has control of the most flags wins. If no team has more points fully captured, a sudden death round, with only 1 central point and no base respawn, begins. First team to capture the point wins.

If at any point the reeves determine a team is trapped in spawn, they will proactively move the other team back until the first team can easily reenter the battlefield.



Map for reference - subject to variation

Post-game variant: Shorter time and bigger teams if desired.

War for the Fallen City - 2 PM, Main Field

Vaughn Ulfgar

Game mode: Militia

Base game type: Control Points

Teams: 2 teams of independent squads

Respawn: Resurrection by designated medics only

Objective: Hold the most control points at the end of 30 minutes

Field: Fallen City (hugue, with walls, houses, bridges and river)

Each team is composed of numerous squads. Each squad is a group of 5 players, 1 of which is a designated medic, who is marked (by the game runner). The medic can use Heal and Resurrect, using the normal magic casting rules, at unlimited frequency. The medic **can only** Heal and Resurrect members of their own squad. Squad medics are not restricted from armor, weapons, and combat. Medics cannot Heal themselves, nor be Healed nor Resurrected by other medics.

Standard RoP rule for repairing equipment after 60 seconds at base applies. Additionally, non-combatant armorers at base can cast Greater Mend with unlimited frequency on teammates. However, each player can only receive armorers' Greater Mend 3 times.

Walls block line of sight, are infinitely tall, and can be traversed while Insubstantial. The river is an infinite pit that can be jumped, swung, and cast over, but players die if they set foot in the river at all.

Each point is captured by physically moving the flag with an empty hand so that your team's color is fully displayed. At the end of time (30 minutes), the team controlling the most points wins.

Post-game variant: No medics, shorter time, with respawns if desired.

Maze Haze - 4 PM, Main Field

Vaughn Ulfgar

Game mode: Full Class

Base game type: Control Points

Teams: 2 teams

Respawn: Instant unlimited respawn in groups of 3

Objective: Seize all 4 control points

Field: Dense Maze

Rules:

Two teams vie for control of all 4 points in a maze. The maze walls block line of sight, are infinitely tall, and cannot be crossed in any circumstances (i.e. insubstantial effects). Each control point is marked by red tape. A player captures an unoccupied control point by standing with both feet fully within the point (or both knees in the case of a legged player). A player must continue standing in the point with both feet and not be Frozen, Insubstantial, etc., to maintain control of the point. To capture a point from the other team, there must be no living, non-Frozen, etc., players with both feet in the point. You cannot contest a point the enemy controls; you can only fully capture it.

Archery Tournament - 11:30 AM Main Field

Kage Noyone

Scoring

There are no deaths. A hit to any part of the body, weapon or garb scores a point as per the rules of volatile, this includes foot on ground. ANY CONTACT, except to head or neck, to your opponent by an arrow head scores a point.

In the event of a tie, the winner will be determined as the person who shot all of their arrows first.

Rules

Bow-people shall start with 9 arrows.

Bow-people can start with an arrow(s) in their draw hand.

Prior to lay on bow-people will start in a resting position, defined as no arrows nocked and both arms by their side.

Bow-people can carry their arrows in any fashion they choose.

The round is over once either bow-person has loosed all 9 arrows.

Points are totaled based on hits. Most hits wins the match.

There are no boundaries. Bow-people must stay engaged with their opponent. Bow-people can not flee in an attempt to gain an unfair advantage. If a reeve believes they are doing so they can call for a reset with remaining arrows. A point may be awarded if necessary.

Stare downs. If a bow-person has not fired an arrow for 30 seconds his opponent shall be awarded a point. This prevents scoring a point and then playing "dodge ball".

Fallen City Loot War - 12:30 PM, Main Field

Vaughn Ulfgar

Game mode: Full class

Base game type: Resource collection

Teams: 2 teams

Respawn: 30 seconds at base, 5 lives (4 respawns at base)

Objective: Collect the most gold in your team's chest

Field: Fallen City

Rules:

Gold is scattered throughout the city. Players must gather gold and deposit it into their team's chest (the Ark). Players can only carry 1 piece of gold, with an empty hand, and must walk heel-toe. If affected by any forced-movement, Insubstantial, Frozen, etc., effect, player must immediately drop gold. Gold **can** normally be stolen from the other team's Ark.

Only special noncombatants - Levites - can (1) carry the team Ark and (2) enter a Tabernacle. Each team has a mobile Tabernacle. After 5 minutes from the start of the game, a Tabernacle activates for each team. Tabernacles can only be entered by Levites of that team, and Arks can only be interacted with by friendly Levites while inside a Tabernacle (i.e. they are protected from theft, normal players cannot deposit). Every 30 seconds, the Tabernacle deactivates and reactivates at the next location. This repeats until the end of game. The Ark must be constantly moved to continue to receive the benefits of the Tabernacle.

Levites **can be** casted on, but cannot be wounded nor killed. If a player hits a Levite, that player dies and cannot be resurrected. Do not hit the noncombatants. If an enemy player comes within 10 feet of a Levite, the Levite is "Frozen" and should evacuate the immediate area, dropping any game object. When all enemies are dead or gone from the area, the Levite can return to play. Alternatively, a Levite can "call dead" and return to base at any time.

Walls block line of sight, are infinitely tall, and can be traversed while Insubstantial. The river is an infinite pit that can be jumped, swung, and cast over, but players die if they set foot in the river at all.

Post-game variant: War again! But full class

Phoenix Fire West! Underground Pass

Mourning's End - 2:30 PM Woods

Saturday, following Loosha's Knighting (~2:30pm)

Amdair Lassider

"As Adventurers in the Pass explore and pilfer the ancient ruins, they come across a mysterious construct of arcana. Stone tablets that seem to fit together speak to an unknown purpose, and the Seer would see it revealed. As the adventurers begin to search for the pieces to this mysterious puzzle, however, the shadows deepen and the ruin's protectors emerge, determined to put these would-be scholars to the test."

This is a Full Class battlegame.

Teams

- Players will be divided in a 1:1:1 ratio between three groups, using Pick 3, Take 1/Take 1
- Players with Paragons and 7+ Orders of Battle will be divided first, followed by all other players.
- Teams will be oriented by class groups
 - Casters (Bard, Druid, Healer, Wizard)
 - Heavy Martial (Antipaladin, Paladin, Barbarian, Warrior)
 - Light Martial (Archer, Assassin, Monk, Scout)
 - Non-combat
 - Monsters will be allowed on a per-player basis determined by game-runner. Write-ups will be required, and garb will need to make an effort to reflect the Monster being played. Monsters will be assigned a team.
 - Players who do not conform to any class requirements will play Peasant, and in that unlikely event, will be assigned a team.
- For each round, teams will be labeled "Adventurers" or "Mobs". Two groups out of three will be assigned as "Adventurers", with one group as "Mobs". Each group will have one turn at being "Mobs", and two turns at being "Adventurers".

Life/Death/Respawn

- Adventurers have individual lives. 5 life tokens each. These tokens may not be traded, stolen, looted, or otherwise reallocated.
- Adventurers have a 30 second respawn count.
 - Respawn counts do not begin until a life token is given to the respawn point reeve.
- Adventurers who run out of life tokens may become non-combat players on their team.
 - They must leave all weapons, class sashes, and non-armor equipment at their base to do this, to avoid as much confusion as possible. They will collect a headband from the respawn point Reeve.
- Mobs have unlimited lives.
- Mobs have a 30 second respawn count, and may only come alive in groups of 3.

Time Limits / Round Length

- Each round has a hard time limit of 30 minutes, though may end before that.
- A round ends when all Adventurers are out of life tokens, or the Arcane Puzzle is solved.
- The winning group of Adventurers will be, in this order:
 - The group that solves the Arcane Puzzle the fastest.
 - If only one group solves the Arcane Puzzle, that group is the winning group.
 - If no group solves the Arcane Puzzle, the winning group will be the group with the most correct pieces on the board.

Game Objective Counts

- All game objective counts require an uninterrupted 30-second count that is audible to 20ft.
- All game objective counts require the counting player to have an open hand touching the ground within 2ft of the objective.
- Each game objective count may only be active by one player at a time.
- Each game objective count is interrupted if an enemy player places a foot on the ground within 2ft of the game objective.

Game Rules

Battle Royale Ring

- Starting at “Lay-On”, the ring will shrink every 7 minutes.
 - The central plaza will always be inside the ring, but the ring may be offset in any direction.
 - Adventurers who cross the barrier of the ring become Frozen with an unlimited duration. They may take a death to escape this state, unless otherwise removed from it. This applies each time the barrier is crossed towards the outside and each time the whistle blows at a 3-minute interval of the game round.
 - Mobs will not be able to enter the Central Plaza.

Puzzle Pieces

- There will be an unknown number of puzzle pieces hidden amongst treasures of the ruins. Treasure, and the puzzle piece underneath, may be lifted by an Adventurer who is also not a Non-Combat player, performing a Game Objective Count
 - Lifted treasure/puzzle pieces should be delivered to the central plaza immediately, and the player who counted it out is allowed to drop them off even if they die.
 - Not all puzzle pieces are part of the solution. There are decoy puzzle pieces.
- Only Non-combat players may place Puzzle Pieces on the board, or manipulate their placement.

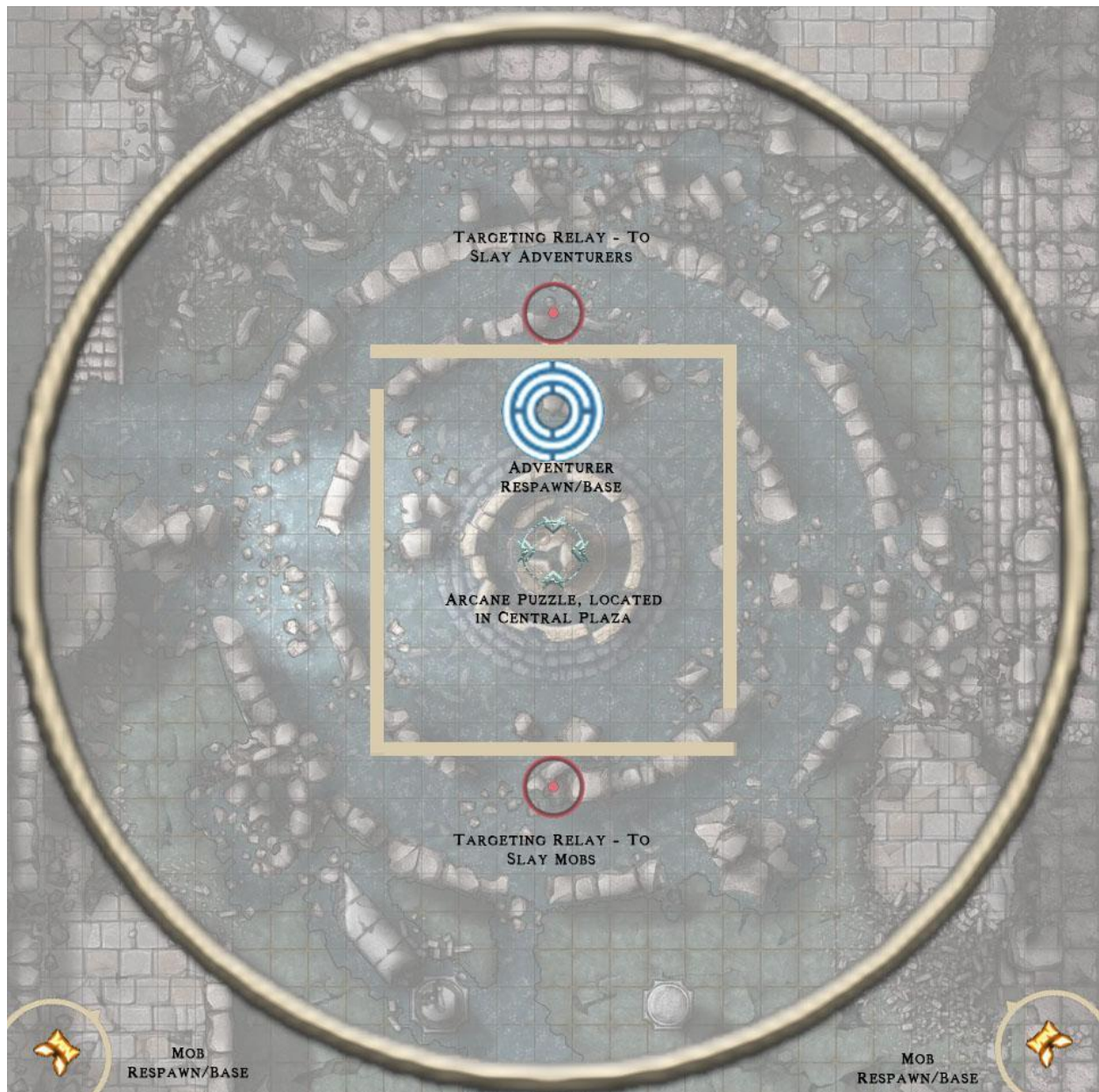
Non-combat players

- Non-combat players may not be attacked or targeted in any way except by use of a Targeting Relay, and will be marked with special protective headbands.
- If Non-combat players perform a Game Objective Count at the specified Arcane Targeting Relay, they may target an opposing Non-combat player and strike them dead. Example: “Rieux - Targeting Relay” or “Non-com in the blue tunic - Targeting Relay”
 - This effect has no line of sight requirement, and may be used, and must be audible out to, 50 feet.
- Non-combat players on the Mob team will have access to a small supply of Siege Weapons they can fire from the edge of the map.

Starting Game Map

In addition to terrain and objectives shown here, the following will be on the field, but placement will be determined on site:

- Golden treasure piles with Puzzle Pieces underneath
- Miscellaneous line-of-sight breaking walls
- An “Underground River” terrain effect that induces slow-walking (1 step / 3 seconds)
- Mob-team Siege Weapons, located at map’s edge



Desert Treasure - 4PM, Woods and Main Field

Vaughn Ulfgar

Game mode: Full Class

Base game type: Payload Escort

Teams: 2 Teams, defenders escort the payload, attackers delay it

Respawn: 30 seconds at base for defenders, 5 lives. Instant at an active node, unlimited, for attackers.

Objective: Escort your payload out with the most gold

Field: 3 stages

Rules:

Defenders must carry 2 loaded chests from the beginning (base) to the end of 3 stages. Each chest starts with 25 gold pieces, and is a very heavy object that must be carried by 2 people with an empty hand each, walking heel-toe. If a carrier is hit with any forced-movement, Insubstantial, Frozen, etc., effect, they must immediately drop the chest. If fewer than 2 people are carrying the chest, it drops and must be returned to base. Whenever a chest is dropped and returned, 1 gold piece is removed. Round ends when both chests have been successfully escorted or run out of gold. Each stage is played twice, with roles switched between rounds. Players must set spell lists at the beginning of the game, **cannot change between stages**, but **may swap between a defender and attack list**.

Defenders have 5 lives (4 respawns at base) per stage. For the first 2 stages, attackers have unlimited respawns, respawn at any active node, are Fragile, and cannot be affected by Gift of Air.

Stage 1: Cave Run

Defenders must fight through the unstable strip mine (woods battlefield). Attackers emerge (respawn) from side tunnels along the path to the exit. When a heavy chest is carried past that side tunnel, it permanently collapses and cannot be used to respawn again.

Stage 2: City Run

Defenders must fight through the Fallen City. Attackers emerge (respawn) from the cursed dens scattered throughout the city. Cursed Dens can be sanctified by placing one foot in the room and counting "Destroying 1, Destroying 2...Destroying 5". This can be interrupted by forced movement, etc., effects, or simply an interrupted count. Once a cursed den is sanctified, it can no longer be used to respawn. **All cursed dens must** be sanctified to exit the stage.

Stage 3: Maze Run

Defenders must fight through the maze. Attackers are no longer Fragile with Unlimited respawn. Bases for Defenders and Attackers will be 15" from the entrance and exit, outside the maze. All players have only 5 lives.