

Darkon Reset

I am proposing, a Darkon 'reset'.

I am urging the senate to pass this bill resetting all country coffers to 10,000sp, destroy all holy weapons, destroy all enchanted weapons, destroy all non-standard structures and assets on the realm map.

All country coffers will become equal to exactly 10,000sp (1000gp) immediately upon passage.

All holy weapons are declared destroyed immediately upon passage, and must be recast by their respective clerics, and built and enchanted pursuant to the rules, clearly labeled with the casting cleric's god, alignment and name.

All enchanted weapons are no longer enchanted.

All non-standard sea-borne assets will become the sea-borne standard asset of its owning country's choice six events after passage. Individual countries may petition the senate on an asset-by-asset basis to retain any asset. To retain these assets the senate must pass the asset with a 2/3 majority, and a full, written copy of that asset's abilities, powers, functions, costs, productions, ECT. Must be presented to the Land Marshal, the EB and the NC for archival, in order to prevent future disputes regarding these special sea-borne assets.

All non-standard land-borne assets will become the land-borne standard asset of its owning country's choice six events after passage. Individual countries may petition the senate on an asset-by-asset basis to retain any asset. To retain these assets the senate must pass the asset with a 2/3 majority, and a full, written copy of that asset's abilities, powers, functions, costs, productions, ECT. Must be presented to the Land Marshal, the EB and the NC for archival, in order to prevent future disputes regarding these special land-borne assets.

All non-standard land-borne structures will become the standard structure of its owning country's choice six events after passage. Individual countries may petition the senate on a structure-by-structure basis to retain any structure. To retain these structures the senate must pass the structure with a 2/3 majority, and a full, written copy of that structure's abilities, powers, functions, costs, productions, ECT. Must be presented to the Land Marshal, the EB and the NC for archival, in order to prevent future disputes regarding these special land-borne structures.

NOTES:

Standard sea-borne assets are: Caravel, Galley, Man-O-War.

Standard land-borne assets are: Iron Mine, Copper Mine, Silver Mine, Gold Mine, Village, Town, City

Standard land-borne structures are: Ruined tower, Ruined Keep, Ruined Castle, Tower, Keep, Castle