

Iskork

The ruleset

It is important that every player understands that Iskork is a ruthless game based loosely on the teachings of Sun Tzu in the Art of War. Mr. Tzu states that war is deception. Therefore, players need to understand that in this game, lying, breaking oaths, making false promises, trickery, and other forms of deception are ALLOWED. You don't have to do these things, but you can't cry about it when other players do it. **Cheating is strictly verboten.**

Starting the Game

Players choose / assigned to be one of seven tribes. Each tribe receives a package containing all the items they need to begin the game (See appendix a).

The game of Iskork is divided into ten turns. (or 14 turns for optional rules)

Beginning a turn: At the beginning of each turn, the teacher must complete the following.

- 1) Have all tribes return their mercenary hires from the previous night.
- 2) Roll to check for a Dwarven cave in. Dwarves have a 1 in 6 chance to lose three resource items.
- 3) Roll to check if the Vampires slept in and missed the caravan. Vamps have a 1 in 6 chance to miss the caravan during a turn.

Middle of Turn: The turn commences. During a turn, each tribe may be involved in any number of tasks.

- 1) Negotiating with other tribes on how to write the next line of the Peace Poem.
- 2) Negotiating with other tribes for resources.
- 3) Assembling resources into useful party favors and party foods for victory points.
- 4) Building powerful magic items.
- 5) Planning a night raid or defense against possible night raids.
- 6) Planning how to bid on the caravan for that turn.

Each turn goes for approximately 15 minutes. At the end of a turn, all teams will be called to the assembly.

End of Turn (The assembly): At the end of each turn, the following must be completed.

- 1) Tribes prepare their diplomatic packages and give their package to the teacher.
- 2) The votes for the line of poem are tallied, the winner announced, the gold distributed.
- 3) Live auction of the Caravan shipment.
- 4) Live auction of the Mercenaries.
- 5) Night raids.

What do tribes put in their diplomatic packages?

- 1) The line of poetry the tribe is voting to be the next line in **The Peace Poem**.
- 2) Completed Builder Sheets.

The diplomatic packages are returned to the tribes before the next turn begins.

Elements of the game

The Peace Poem

Tribes can get gold for getting their inspirational words into the peace poem. There are several rules for what can and cannot be added to the poem.

- 1) All lines must make sense in the context of the whole poem.
- 2) All lines must be between 8 and 12 syllables long.
- 3) All lines must follow this rhyming scheme:

ABBA | CDDC | (*EFFE) | GG – *there is an option to add an extra stanza for 14 turns.

Each turn the tribes work to create a line of the poem. At the end of the turn, the tribes submit their vote for which line of poetry gets added to the poem. The line with the most votes is added. All ties are resolved with a dice roll. Each tribe is awarded 2 gold for every syllable of an inspirational word in the winning line.

Builder Sheets

There are three different builder sheets. One for regular items, one for food recipes, and one for unique items. Players will use these sheets to build their items. Powerful magical items have their own builder sheets. (see appendix c).

Caravan Auction

Each turn a caravan arrives with its contents in an envelope. Only the Dwarves have a chance to know what's inside (unless they shared the information). Teams bid gold in a live auction for the caravan. The winning bid gets the caravan cargo.

Mercenaries Auction

Each turn there will be a random number of mercenaries for hire (from 20 - 45). Roll a d6 to determine the total (1 = 20, 6 = 45) This will be a live auction, and the mercenaries will be auctioned off in lots of 5.

Night Raids

Each turn tribes can initiate or defend against night raids. Because the tribes of Iskork don't want to start another war, they always use mercenaries to remain anonymous.

Each turn the different races can pay for mercenaries. Mercenaries are always considered defensive unless a tribe initiates a night raid.

At the beginning of the night raids, attacking tribes must indicate they plan on raiding by having one player stand up and move to one side of the room with all the mercenaries to be used on the night raid and a piece of paper with the name of the tribe they will attack. Mercenaries to be used in defense must be left at the table. Once everyone has committed, the raiders can sit down at the table/tribe they will attack.

When a raid is initiated, the attackers go to the defenders table and declare their intent.

Defenders get to use mercenaries that are not on a night raid and roll a d6 to add to their ranks (this indicates how many citizens help the mercenaries defend the tribe. Citizen combatants do not get any bonuses added to their rolls.

If multiple raiders attack the same tribe, the raiders with the fewest mercenaries go first. For each mercenary, the raiders roll a d6, adding or subtracting from the roll based on their tribal bonuses and any magical bonuses they have acquired. The defenders will do the same. The highest roll wins and the defeated mercenary is removed from the table. The fighting goes until one or the other tribe runs out of combatants.

Whoever runs out of mercenaries first loses. If more than one tribe attacks the same tribe, the winner of the first battle faces off against the tribe with the next lowest number of mercenaries. This continues until all raids are completed.

The winner of the raid gets to select 3-8 (d6 +2) magical resources. The winner also gets two regular resources or food items for each surviving mercenary. If the defenders win, they get to keep their stuff.

Gold

Players can use gold to purchase caravans, mercenaries, or trade it with other tribes. More gold can be earned by getting "inspirational" words into a line of **The Peace Poem**.

Victory

The tribe with the most victory points at the end of 10 turns wins the game.

Appendix a

Starting Package

At the beginning of the game, each tribe starts off with a diplomatic package (which is just a large envelope), an assortment of resources (described in chart below) and 30 pieces of gold, a list of their “inspirational” words for the poem, a list of their tribal bonuses. The resource distribution table below should be used when creating the starting package.

| Race | 30 | 20 | 10 | 7 | 5 each |
|----------|---------|--------|----------|----------|-----------------------------|
| Orc | Wood | Gems | Silk | Hide | Yew/ silver/ beetle |
| Elves | Metal | Fabric | Pigment | Clay | Beeswax /silver /beetle |
| Dwarves | Metal | Silk | Fabric | Feathers | Beeswax /beetle/ flowers |
| Giants | Metal | Dye | Hide | Feathers | Reed /yew/ Bones |
| Vampires | Wood | Dye | silk | Fabric | Yew/ reed/ Flowers |
| Danks | Pigment | Gems | Clay | Fabric | bones /silver /Flowers |
| Spenz | Wood | Silk | Feathers | Hide | Beeswax /reed /bones |

Appendix b

Orcs

Inspirational Words: Blood, Bone, Claw, Porterhouse

Tribal Bonus/Weakness:

- When bidding on a caravan, Orcs can add 2 free gold to their bid courtesy of the caravan manager.
- -1 attack rolls when defending
- Orcs cannot talk to Elves

Elves

Inspirational Words: Sun, Light, Flower, Celebrate

Tribal Bonus/Weakness:

- Elves get 4 free mercs at the beginning of the game. Can use them until free mercs die.
- Elves get -1 on attack rolls when raiding.
- Will not speak with orcs.

Spenz

Inspirational Words: Book, Pen, Write, Intellect, The, Here

Tribal Bonus/Weakness

- Spenz have two extra inspirational words [the / here].
- Spenz take too long to rally a defense. -2 on attack rolls when defending against raids
- Will not speak with Danks

Giants

Inspirational Words: Sigh, Sky, Cry, Traumatic

Tribal Bonus/Weakness

- Giants are friendly with everyone
- Giants must pay one extra gold (on top of their bid) when hiring mercs because the mercs hate listening to their drama

Danks

Inspirational Words: Rage, Spite, Trick, Mischief

Tribal Bonus/Weakness

- +1 attack rolls when raiding or defending
- Danks pay 2 extra gold for bids on caravans. Caravan managers take advantage of their lack of understanding.
- Cannot speak with Spenz

Vampires

Inspirational Words: Grave, Blood, Night, Romantic

Tribal Bonus/Weakness

- + 2 attack rolls on raids
- Vamps have a one in six chance of missing a caravan because they overslept
- Will not speak with Dwarves

Dwarves

Inspirational Words: Hair, Dark, Future, prognosticate

Tribal Bonus/Weakness

- Can see of caravan before it arrives
- Cave-ins can cause the loss of between 1-3 resources.
- Will not speak with Vampires

Appendix c

Circle One



Circle One

Archery | Drama | Games | Thankyou Notes
Ceremony | Decorations | Music

| | | | |
|---------------|----------------|----------------|------------------|
| What is this: | Ingredient one | Ingredient two | Ingredient three |
| What is this: | Ingredient one | Ingredient two | Ingredient three |
| What is this: | Ingredient one | Ingredient two | Ingredient three |

Total Victory Points for this page: +8 +12

Circle One



Primary Recipe Food What is this: _____

| | | | |
|----------------|----------------|--|-----------------------------|
| Ingredient one | Ingredient two | Ingredient three Name of ingredient: _____ | Ingredient four (if needed) |
|----------------|----------------|--|-----------------------------|



Secondary Recipe [Food]

What is this: _____

| | |
|--|--|
| | |
| | |

Circle One



Magic Item What is this: _____

| Ingredient one | Ingredient two | Ingredient three | Ingredient four (if needed) |
|----------------|----------------|------------------------------|-----------------------------|
| | | Name of ingredient: _____ | |



Secondary Part

Material List

| | |
|--|--|
| | |
| | |

Appendix d

Builder Sheet

You can only build the set you have been assigned. So Only Danks can make the Archery Set. You get 15 victory points for each completed set.

| | |
|---|--|
| Archery Set: (+15 for Danks) <ul style="list-style-type: none">• Bows (yew, spider silk)• Arrows (wood, feathers, metal)• Targets (animal hide, dye) | Drama Set: (+15 for Giants) <ul style="list-style-type: none">• Costumes (fabric, spider silk, feathers)• Make-up (beeswax, clay)• Props (wood, metal, pigment) |
| Music Set: (+15 for Elves) <ul style="list-style-type: none">• Lyres (wood, spider silk)• Drums (wood, animal hide, spider silk)• Pipes (wood, reeds) | Thank You Notes Set: (+15 for Spenz) <ul style="list-style-type: none">• Paper (wood, dye)• Ink (pigments, beetle)• Pens (feathers, metal, gems) |
| Ceremonial Set: (+15 for Vampires) <ul style="list-style-type: none">• Medals (silver, spider silk)• Banners (fabric, pigment)• Ceremonial weapons (metal, wood, gems) | Games Set: (+15 for Dwarves) <ul style="list-style-type: none">• Dice (bone, pigment)• Game boards (wood, dyes)• Game pieces (wood, gems, pigment) |
| Decorations Set: (+15 for Orcs) <ul style="list-style-type: none">• Lanterns (metal, fabric)• Garlands (flowers, spider silk)• Tapestries (fabric, dyes, spider silk) | |

Food Sheet

You get 10 victory points per dish.

| | | | |
|--|---|--|--|
| Slaughter Chops * yak haunch * honey * hot sauce Description: Hot and deadly. | Yak Stew * yak haunch * potatoes * celery * blood gravy Description: Crock pots dream of this. | Sugar Rips * honey * fish * dark frosting Description: Puts the hyper in hyperbolic. | Salad * kale * celery * dressing Description: What your date is having. |
| Sun Cake * wheat * honey * gold frosting Description: Like a ball of fire in your mouth. | Fish Stew * fish * potatoes * brine Description: Mint gum will not help you. | Shovel Crunch * murder peppers * lemon juice * pie crust Description: Spoons are not big enough. | Inky Pie * squid ink * potatoes * pie crust Description: A dark secret from the sea. |
| Ka Ale * kale * wheat * brine Description: Healthy but bad. | Yafishca Stew * fish * yak haunch * brine Description: Better than it sounds. | Toast Soup * wheat * fire water * butter Description: Not just for breakfast. | Lavender Squish * Red Cow® * lemon juice * squid ink Description: This will wake you up. |
| Helper recipes – these are not worth victory points | | | |
| Gold Frosting * butter * honey * lemon juice | Dark Frosting * butter * honey * squid ink | Pie Crust * wheat * honey * butter | Brine * fish * salt * lemon juice |
| Dressing * fire water * salt * pepper juice | Hot Sauce * murder peppers * fire water * pepper juice | Blood Gravy * yak haunch * salt * fire water | Red Cow® * fire water * honey * pepper juice |

Magic Sheet

You get 25 victory points for each magic Party Favor. Caravans sell the unique ingredients.

| | | | |
|--|---|--|--|
| Firefly Lantern * Luminous Core * Dragon glass * Fabric Description: This lantern burns all night. | Shimmering Cape * Weightless Weave * Moon dust * Dye Description: A shimmering cape that puts the spotlight on you. | Bottomless Goblet * Endless Vessel * Portable hole * Dye Description: A goblet that's as deep as a well. | Disco Tablecloth * Shifting Fabric * Prismatic scales * Dye Description: Food tastes better if you can't see it. |
| Funhouse Mirror * Liquid Silver * Prismatic scales * Metal Description: A mirror that can show you as you truly are. | True Arrow * Iron feather * Cobra Tooth * Wood Description: It never misses. | Scrolling Banner * Walking Lights * Electric Eel * Fabric Description: Keeps the greetings rolling. | Goodbye Kiss * Deep Sigh * Turkey lips * Pigments Description: Pretend to care when they leave. |
| Helper recipes – these are not worth victory points | | | |
| Walking Lights * Essence of Firefly * Bone * Pigment | Deep Sigh * Cloud cotton * Flowers * Murder peppers | Endless Vessel * Void crystal * Metal * Clay | Iron Feather * Eagle feather * Metal * Pigments |
| Luminous Core * Essence of Firefly * Metal * Gems | Slick Silver * Liquid silver * Metal * Dye | Shifting Fabric * Mimic thread * Fabric * Spider silk | Weightless Weave * Cloud cotton * Spider silk * Feathers |