



DrachenFest^{U.S.}

War Book v2.1

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What's all in here anyway?

This document is designed to teach you the rules behind the DrachenFest competition.

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“What war?”

At DrachenFest, five great dragons and their armies compete to capture and hold each other's banners. Successful teams will win Dragon Eggs, a type of scoring token. Whoever has the most at the end of the week will rule the Dragon Realm for the coming year. This document presents rules for these large-scale war games.

The war game is a critical aspect of the DrachenFest contest. It ties into plots, politics, and other realms of gameplay - all driven by you! But you can contribute without picking up a sword. Diplomacy, sabotage, or even walking the runway—everybody has a way to influence which cosmic force deserves to rule.



Learn the battle basics.

What's a battle?

A battle is a conflict where there are at least 50 people (in total), or when a camp is threatened (regardless of the number of combatants). Anything else is called a skirmish.

Battles may only be initiated after the Opening Ritual, and no later than 9pm. On Thursday and Friday, battles can take place between 9am and 9pm. Battles on Saturday morning may only be initiated until 11am.

Saturday afternoon is reserved for the Final Battle.

Initiating a Battle?

When your army is getting ready for war, referees (Refs) must be informed of your intentions. You can't "schedule" battles ahead of time - when your group is starting to assemble, that's the right moment to tell a Ref. That formally "initiates" the battle, and triggers the back-end communications which move Battle Referees to the right spot.

If you are organizing a battle-whether you are part of a large army, or are in a group of over 20 people with the intent to get into a fight, go on a raid, or just look for some action, inform a Ref as soon as you can.

Skirmishes can happen spontaneously. Sometimes they escalate into battles. That's why you should tell a Ref if you're looking for trouble with a big group!

Battle Basics



What do battle refs do?

A battle Ref's ultimate goal is safety. They may use their body and arms to secure and block safety hazards, form safe exits out of potential 'crush' situations, or interrupt the battle with a global "time out" call if they see a situation that needs to be addressed.

Battle Refs also check fairness in combat and game mechanics, calling out individual players who they see as either 'not taking hits', (ie not reacting), using faulty or dangerous equipment, or potentially endangering other players with their playstyle. They may remove potential issues (player or equipment) from the battlefield as required.

Arrows and Orbs

During a battle, Refs will also collect arrows off the ground. Arrows with broken nocks should be handed to Refs. After the battle, arrows and Orbs of Power will be dropped off in a pile by the edge of the battlefield or nearest camp.

It's a good idea to put your name or an identifying mark on your own arrows. Archers will often meet up after the battle to return arrows to their owners.

Treat them well

Some calls made by a Ref may feel unfair. For example: a call to evacuate a portion of the battlefield due to a potential crush situation (where one force pushes another against a barrier, or into a crowd of downed players) may feel like a lost opportunity for the attackers. These calls are made for safety and fairness, based on what the Refs can see. When a call is made, do not argue. Follow the Ref's instructions as quickly and safely as possible. Refusing or ignoring a Battle Ref's calls on the field may result in disciplinary action.

- If you feel a call was unfair, approach the Battle Ref team after the battle to discuss. Refs are only human and can make mistakes! We are open to feedback, and can only improve with your help.

Let's talk about banners & eggs.

Banners are Important

Each camp has a unique banner which is usually kept on their Banner stand. There are special rules for moving banners and everyone should be familiar with them.

Most importantly: To transport a banner outside of a camp, it must be moved by a banner carrier. An Avatar can designate one banner carrier at a time.

The character must be blessed by the Avatar while wearing the banner carrying belt (provided by the game) and only one banner carrier per camp can be anointed at a time.



Carrying Them

The belt cannot be stolen or in any way withheld from its team; it can always be summoned by a brief ritual at a Dragon Shrine. While blessed and wearing the banner carrier belt, and carrying a banner, the banner carrier cannot be attacked. The camp can change banner carriers, but can only designate one at a time.

While carrying a banner, a magical force prevents weapons, spells, and poisons from affecting the banner carrier. But in this state, they may not carry weapons or cast spells either. They cannot move faster than a slow walking speed. If surrounded by enemies, the banner carrier is considered “captured” and must go wherever they are led. A banner which is outside of a camp cannot be “dropped”.

Sneaky Captures?

Can a banner carrier steal a banner in a sneaky way? During normal war hours, yes. But only if the gate is open, and nobody is on guard in the enemy courtyard.

If the banner isn't contested, then it's not anchored; a banner carrier may take the banner and walk home with it. As usual, a Ref needs to be present to supervise, and the banner carrier can only walk away at a slow pace.

Banners & Eggs

Dragon Eggs

are DrachenFest's scoring tokens. They don't contain baby dragons - the dragons created these eggs as symbols of victory. They are about 10 inches tall, but in-game, we roleplay that they weigh hundreds of pounds.

They can be earned through war, tournaments, and quests, among other things. Similar to banners, there are special rules for moving Dragon Eggs. Dragon Eggs are one of the most potent forms of diplomatic currency, as they can be traded between camps or sacrificed to further empower ritual magic in the great ritual circle, for example to create magical artifacts.

They're heavy...

and should be roleplayed as such. If you are holding one, you cannot move—the egg is fixed in its location. No passing the egg to others, either. Eggs have to be moved using a **Dragon Ark**. Dragon Arks are chests with handles for two people, provided by the game. It can only be carried by members of the camp it originated from. If there is an egg in the Ark, it cannot move unless two people carry it. They must move at a slow pace. Up to three eggs may be carried in an Ark at a time.

A Camp Ref must be informed any time an Ark is brought out of its camp.

They're magic

Each Dragon Ark is enchanted - when a Dragon Egg is in the ark, its carriers are immune to weapons, arrows, magic, and poison (but cannot take offensive actions either). If you surround a Dragon Ark with warriors, there is no need to hit the carriers - they must surrender the chest's contents to their attackers, or go where they are led.

The Dragon Ark cannot be destroyed in any way, and it cannot be withheld from its faction - like the Banner Carrier belt, they can summon it back to their camp with a brief ritual (providing that it is not currently holding a Dragon Egg).

Don't drop them

If a Dragon Egg is left on the ground for more than 60 seconds (which may happen if its holder is killed), it vanishes forever. Each camp has an Egg Stand, a space where their Dragon Eggs are stored. Once an egg is placed in one of the sockets on the stand, it counts towards that team's score. It can't be removed until the end of the game. If you want to trade an egg, or use it in a ritual, don't socket it! Unsocketed eggs can be kept in the Dragon Ark, or on a table next to the courtyard. On Saturday before the final battle, a team can summon their own banner back to their camp by performing a ritual that consumes 2 Dragon Eggs. Unlike other rituals, already socketed eggs can be used.

What about Alliances?

Your camp diplomats can forge relationships with other camps. One of their formal tools are alliances.

A war alliance is an agreement to siege together. A defensive alliance is a call to arms when a camp needs support while being sieged.

Alliances must be sealed in writing, and stamped by a camp Ref.

We won't call them in.

Refs will not call in an alliance for you. You must determine an attack is imminent on your own, and send a runner. The ally can then assemble their forces and march to your camp's defense.

If allied forces (or helpful bystanders) support the defenders during a siege, they can only do so via the front gate, surrounding the siege force from the outside. If the attacking army has already won—that is, they've captured the banner and is on their way back—then another force may engage them in a field battle and attempt to intercept the banner.

Field battles and Sieges?

Besides small personal skirmishes between a few people, there are three types of battles at DrachenFest: Field Battles, Sieges, and the Final Battle.

Field Battles

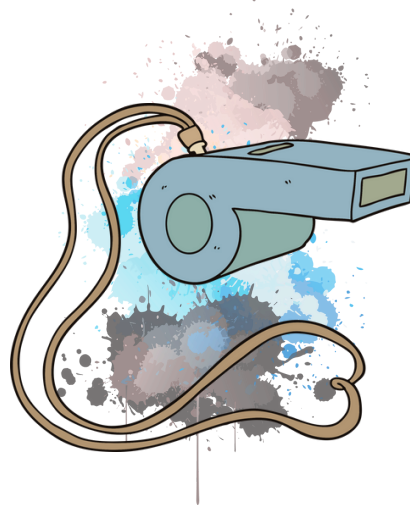
are planned or spontaneous battles between two camp armies that occur away from a camp's gate. Sometimes called "honor battles", these typically take place in a neutral location.

If planned, these battles may have terms or conditions prenegotiated by a camp's diplomats or warmaster.

For example, a camp may agree to wager a Dragon Egg or a banner on the results of the fight. Or two armies may meet on the road and exchange insults - if a fight breaks out spontaneously, and there are enough people involved (about 50 or more), it's a battle!

Always tell a ref

Traveling forces who know that a field battle could take place must inform a referee. Often times, a ref or a battle ref team may accompany them as soon as they leave their camp. Sometimes a battle may break out spontaneously, and sending for refs would spoil the moment. You don't have to wait for a ref to arrive, but do your best to loop them in when there is a chance of a battle occurring.



Battle Types

Sieges

A siege is a direct attack on a faction's camp. A siege can only be initiated against a camp which currently has a banner. All attacks must be directed at a camp's front gate—you can't snipe or cast spells into a camp by walking around it.

Players should treat any border ropes the same as large walls.

Siege Overview

The attacker's goal is to use a Large Monster or War Machine to break open the camp gate, take control of the defender's courtyard, and finally, seize the banner and return home. If the attackers defeat all the defenders in the courtyard, or if they occupy it with more combatants than defenders for a full five minutes, the siege is successful. A Ref will indicate when either of those conditions has been accomplished. Any banners present in the courtyard are no longer anchored to their Banner stand, and can be captured by a banner carrier (see rules about Banner Carrying). A siege cannot be initiated without a Large Monster or War Machine.

Stay in Courtyards

After the attackers break open a gate, the siege's final beats will take place inside. The courtyard border becomes important - attackers cannot pass the courtyard and enter the defending camp. Defenders must remain inside that box - they can't shoot or cast into the courtyard from outside of it.

During the battle, anyone who steps out of the courtyard border has forfeited and may not rejoin the battle. Refs who see people step over the border will remove them from the fight. This does not apply to the area immediately outside the gate - attackers can fall back, and defenders can push the attackers out and hold that area - without leaving the battle.

Damaged armor cannot be repaired during the battle. Defending healers tending to active combatants must remain within the courtyard. If someone is treated within the camp, outside of the courtyard, they cannot re-enter the battle.

The courtyard border will be marked on the ground with flagging tape.

What about Banner Protocol?

Banners may only be moved by a designated Banner Carrier wearing the banner carrier's belt. Make sure to bring one with you when you siege another camp!

If you are successful in conquering another camp and don't have a banner carrier with you, you will either have to leave without the conquered banner or wait until your banner carrier has arrived with their belt.

In the mean time...

You risk being expelled from the camp by defenders or other challengers.

If multiple banners are present within a camp, the attacking army's banner must be captured first (if present) and the defenders flag must be captured last. IE. Pink Camp has the Pink, Purple, and Teal banners on display. If the Purple army wins a siege, they must first take their own banner, then return to take the Teal banner, then the Pink banner. Remember: a Banner Carrier may only hold one banner at a time.

Let's talk about defending camps.

Building Defenses

Each camp is provided with a basic gate, with palisades on either side of it. Camp members can enhance (or replace) this structure during the pre-game days (up until the opening ritual) by decorating it and building features.

These determine the gate's "**Defense Timer**" or the amount of time it takes to destroy the gate.

Gate Crashing

When a camp sees an enemy force approaching, they may seal their gate. Tell a ref that it's sealed. It can't be opened and closed while under attack; if you open it during a siege, the gate can't be re-shut until the siege is over. War Machines, Siege Monsters, and other methods of attacking a gate have an "Attack Time". When they first hit a gate, they reduce the Defense Timer by that amount, to a minimum of 5 minutes, and then the clock begins ticking down!

An Explosive Barrel speeds up the process (but can't open a gate by itself). Monsters roleplay slow heavy attacks, and War Machines must fire at the gate at least once per minute. Referees pause the timer if attacks cease, if numerous attacks miss, if attacks don't reach the gate, or the gates are opened from within. Attack Times from multiple sources can be combined.

For example...

If a gate has a 20-minute Defense Timer, and is attacked by a Large Monster with a 5-minute Attack Time, the gate will open after 15 minutes of its sustained attack. These calculations and timers are tracked by the Referees. When the timer runs out, the Refs will call a Time-Out so the doors can swing open and be fastened in place before melee begins.

Broken Gates...

Once a gate's Defense Timer has been reduced to zero, the gate is broken. The combat near the gate will time-out, and resumes once the gate is lashed opened and securely out of the way.

Broken gates can't be sealed again until a Carpenter repairs at least 10 minutes of Defense Time.

Siege Breakdown



Sieges from attacker's position...

- Tell a Referee what camp you're going to siege, and what you're using to do it
- March to the enemy camp
- Get your Large Monsters / War Machines in position to attack the gate. When the first hit against the gate lands, the Defense Timer is decreased by the Attack Time (minimum: 5 minutes), and starts ticking down.
- When the timer runs out, the gate will open. Fight your way into the camp.
- Defeat the defending forces, or hold their courtyard for 5 minutes.
- Banners are now unanchored, the banner carrier takes one.
- Go home and celebrate!

Sieges from the defender's position...

- Spot the enemy army approaching.
- If you have a defensive alliance, send a runner to call it in
- Seal your gate by barring it shut. Tell a Ref it's sealed.
- Archers and spellcasters who have some means to see over / through the wall attack the enemy, especially the War Machine crew.
- If that doesn't work, you've only got a few minutes before the gate is bashed open - call your forces to the courtyard, get ready to rumble!

The final battle is a big deal.

Almost everyone fights or watches.

The final battle of DrachenFest takes place on Saturday afternoon, in an open field featuring a castle facade. All camps bring their banner to the battlefield. Each force tries to capture each other's Avatars and banner carriers, and bring them through the castle gate.

Nearly everyone prepares for it.

Diplomats and the camp council should work especially hard on Friday and Saturday morning to secure written alliances for the final battle.

Last minute betrayals and side-switches can be pre-planned—"If our camp's part of the final 3, let's team up against the third, then have a final showdown!"

At the beginning...

of the Final Battle, camp armies begin on the field, in a position determined by the Referees. Refs may permit allied teams to start together, but will make the final call about army starting positions. Camps can set up their own water/shade stations at the edge of the battlefield.

Each team assembles around their Avatar and banner carrier. The Avatar and banner carrier are treated as a unit and must remain within 20 feet of each other throughout the final battle (so that the Avatar's position is visible to all). Once the battle begins, teams confront each other, attempting to capture each other's Avatars. Avatars and banner carriers should not be attacked directly, and may not flee or intervene in the battle. If they are surrounded, they will surrender and are considered Captured.

What if we have no banner?

A faction can only score in the Final Battle if it can bring its own banner. If not, the faction can cast a ritual at its Dragon Shrine, spending 2 Dragon Eggs to summon its banner (for this ritual only, you can use "socketed" eggs). If a faction does not have 2 Dragon Eggs, we recommend using diplomacy and bartering with other camps for them.

Failing that, they can only join the Final Battle by supporting another faction's army.

The Final Battle



The Objectives

The goal of the final battle is to capture each other's Avatars and then bring them to the castle gate. Once the Avatar steps into the castle gate, they are removed from play and that faction is considered defeated.

Surviving members of that faction may continue to fight by joining their allies. The faction who delivered the Avatar to the castle gate will be awarded 1 Dragon Egg.

Dying & Knockout

During the final battle, if you are killed, you don't go to Limbus—head to the spectator area. There will be an area designated as an off-game spectator area. You may watch the remainder of the final battle from there.

Scoring

Dragon Eggs are also awarded to the last three camps standing on the battlefield with their Avatars. The last Avatar standing receives 4 Dragon Eggs. The second-to-last Avatar on the field earns 3 Dragon Eggs, and the third-to-last earns 2.

After the final battle, no more official battles may be initiated, save for small skirmishes or honor duels. The results of the final battle will be announced at the closing ceremony ending the DrachenFest contest on Saturday night

Final battle ranking - Eggs Awarded

The Last Camp Standing	4
2nd Place	3
3rd Place	2
4th & 5th Place	0

+1 Dragon Egg per Avatar delivered to the Castle gate.

What about the camp set up?

Each camp has a few elements and locations that are part of warfare. The most important of which are the Front Gate, Palisades, and Borders.

The Front Gate is a camp's only access point. Players who wish to enter, exit, or attack the camp must do so through the gate - you cannot walk around the camp's boundaries, or enter through the sides or back of the camp. The gate can be opened and closed, and can be improved to withstand attacks.

We take camp borders very seriously.

The front of the camp has a gate and palisade walls on either side. If you want to observe the camp, or fight it, you have to go through that gate—no going around, or through the back.

Camps may have a border marked with stakes and twine. Outside players should treat the camp's boundaries like a big wall - you can't spy on a camp or shoot at people over the border.

A camps' setup has some rules.

Camp Gates

are tactical elements. The game will set up a basic framework, which may be enhanced and decorated by players of that camp during the "early arrival" days, before the opening ritual.

Before the game begins, the gate will be evaluated by Referees and assigned a "Defense Timer", the amount of time needed to force it open.

The courtyard

is an area at least 30' x 30' which begins immediately inside of front gate. The borders are marked with flagging tape.

If a siege begins, this area must be cleared of all tents and structures immediately.



Camp Setup



The Egg Stand

is a board with holes in it, provided by the game, where captured Dragon Eggs are displayed. These are, essentially, a team's "score". Dragon Eggs can be traded or stolen or used in rituals until they are socketed into the Egg Stand. Then, they are locked in place until the end of the event. Socket eggs into the stand by performing a short (~3-5 min) ceremony.

A Referee must be present, and this can't happen during a battle (once the enemy force is in view of the gates, it's too late).

The Banner Stand

is adjacent to the courtyard. The camp's banner is displayed here. Enemy banners can be displayed near here, or in front of the camp, displayed on the palisade wall.

All Banners are "anchored" in place until the courtyard has been captured by an attacking force. If multiple banners are present, follow the [Banner Protocol](#).

You'll defend your Gates.

Defense Time can be increased

The gate's Defense Timer can be increased by constructing features on pre-game setup days. The max Defense Timer is 60 minutes.

Construction should be planned collectively by the camp, before everyone arrives. Wrap it up by the Opening Ritual! If you plan to replace or significantly reconstruct a camp gate or palisade, let the Build Team know before the event, so they can account for that in their plans.

The Gate Itself

The basic gate starts with a 10-minute Defense Timer. You cannot attack (using weapons, spells, or arrows) through any holes in the gate.

Tier 1

Basic gate provided by camp. Includes two doors, and a canvas covering.

Base Timer: 10 minutes

Tier 2

Basic gate is painted and decorated.

Base Timer: 15 minutes

Tier 3

The camp constructs their own custom gate.

Base Timer: 25 minutes

Tier 4

Fortress-style gate, a significant construction project.

Base Timer: 30 minutes

There are safety Requirements

Gates must easily close and open: specifically, the hinges attaching the gate to the palisade anchors must be of sufficient strength to support the weight of the gate, without sag, & in good oiled working condition.

Must be light enough to be opened by 1

person: No extremely heavy materials or stakes & ground anchors into the middle of the gate opening, which may hinder opening the gate for emergency processes, or require 2+ people to move the gate.

The Gate latch must be a simple unlocking

mechanism, such as a sliding wood 2x4 or similar - opening & closing the gate via cracking real-life locks or playing with complex unlocked puzzle mechanisms is not allowed. Puzzle mechanisms can be attached to the gate to represent the 'lock', but must not be part of the mechanism itself.

Gate Defense



Repairing Gates

Crafters who know Carpentry can repair gates. Time spent working on the gate recharges the Defense Timer. This cannot be done during battle, and the engineer must work on both sides of the gate (inside and out). A repair session takes a minimum of 10 minutes, even if the gate requires less than 10 minutes of repairs.

During a repair session, multiple Carpenters may work together as a team. For example, two engineers working together restore 2 minutes of Defense Timer for every minute they work.

Broken Gates

If a gate has been broken down (ie, its Defense Timer has been reduced to zero), the gate can't be closed until the timer has been repaired to at least 10 minutes.

For example, if a destroyed gate had a 20 minute Defense Timer, repairing it takes one Carpenter 20 minutes, or two Carpenters 10 minutes. Additional Carpenters can't help, because the minimum repair time is 10 minutes.

Spying on Gates

An engineer can spy on a gate to evaluate its Defense Time. First, they should contact the camp's Referee, to let them know their goal. The engineer must study the gate and palisades, making sketches and calculations, while remaining within roughly 30 feet of the gate for five continuous minutes. If successful, the camp Ref will reveal the Defense Timer.

Decorations

Up to six decorative elements contribute to the Defense Timer. Each unique element can add up to 4 minutes to defense. Multiple elements of the same type (ie six arrow slits, four matching gargoyles) generally count as one element. These could include:

- Military Decorations - murder holes or arrow slits on the palisades, portcullises, larp-safe spikes, etc. Any holes in canvas must be anchored to a wooden frame.
- Civil Decorations - Artwork, sculptures, clocks or clock towers, material covering, gargoyles, plant life.

Palisade Protocol must be followed.

Palisades

The game provides canvas covered walls for 15-20 feet on either side of your gate. These can be expanded, decorated, or replaced completely. If the camp palisades have holes or windows, anyone can attack through them with ranged attacks and spells but not melee weapons.

Any holes must have a wooden frame anchored to the canvas. These gaps can be blocked by things like shields. Don't lean on the palisades or push on them during combat. A hole in the wall must be at least 3 feet by three feet for a War Machine to fire through it.

Shooting Over Walls

For defenders to shoot over the wall at attackers, they must be able to clearly see over the wall. Cooper's Lake (the campsite) does not permit us to build structures that can be stood upon, however existing campsite structures or objects may be approved by a Ref on a case by case basis. Please be aware that shooting over a wall may, (purposely or not) make your face a target. If you can shoot out, they can shoot in. Plan accordingly.

Attackers outside the wall can't hit archers with melee weapons, even if they can reach.

Decor Matters

Palisades can also be decorated or improved to increase your gate's defense timer.

- **Tier 1:** Basic walls with no additions: +0 minutes
- **Tier 2:** Walls are completely repainted: +5 minutes
- **Tier 3:** Walls are completely replaced with custom camp construction: +15 minutes.
- **(Any tier)** Extending walls, at least doubling their total length: +5 minutes
- **(Any tier)** Building crenelations along the top of the wall: +5 minutes

Gate Houses



The Gatehouse

Each camp gate swings open against a backstop, five feet away from the wall, which blocks it from opening further than 90 degrees.

This backstop creates a small empty space just inside of the gate, which can be decorated and built into a gatehouse. A small gatehouse could stow equipment and checked weapons, and larger gatehouses could even host entire guard enterprises.

Gatehouses have limits

They can't be used as a defensive position to shoot inwards at the battle square (after the camp's gate has been breached). However, with an arrow slit or two, it could be used as a defensive position to fire outwards. You can't build on the courtyard, but gatehouses attached to the wall are an exception as long as they don't complicate camp entry. You can't turn the entryway into a corridor or funnel.

- **Tier 1:** Backboard covered with canvas, canvas awning and pole create a roofed area. Has a table and chairs or other basic decorations. +5 minutes
- **Tier 2:** Gatehouse has walls on all sides, and a door. +10 minutes
- **Tier 3:** Gatehouses on both sides of the gate, decorated, built into wooden constructions, highly decorated. +15 minutes.

You can sabotage camps.

There's a process for Sabotage

You want to sabotage another camp's tactical elements, like their alchemy lab, herb garden, dragon shrine, or war machines? First, check-in with that camp's Ref. They will give you the parameters of your task. If you succeed, check-in with that Ref again. They will review whether the goal has been fulfilled (ie placing fire ants in the herb sabotage receptacle, or completing a 5-minute desecration ritual).

Refs may also disallow sabotage if a camp is having a very rough time OOG, or has already been the target of relentless sabotage and would not benefit from the roleplay.

In these cases, we ask that you respect a Ref's discretion and pivot your nefarious intentions elsewhere.

You can't sabotage everything

Player projects and spaces, your own props, or any form of sleeping tent, can never be a target of sabotage. If you create tactical elements for your camp, such as an armory tent, or a great magical obelisk which is involved in camp rituals, you may **choose** to tell your camp Refs that this item can be sabotaged. If the item provides some kind of boon, this will increase its effect.

Saboteurs should bring well-contained props to leave as evidence of their mischief. The target camp's Ref will give the parameters about how to use that prop (ex: "You must place your locust props in the sabotage receptacle in the corner, but don't step on the dirt."). **Saboteurs may never damage props, or spill liquid, flour, or any other materials on a camp's tactical elements.**

Sabotage



Some spaces can be sabotaged...

You do not need special skills to sabotage an enemies' herb garden or alchemy laboratory but sabotaging an enemies Dragon shrine requires a 5 minute ritual and the Ritual Magic skill. Rumor has it, some Alchemists know how to raise special animals which can harm an enemy's garden. Other creative sabotage gameplay is potentially possible, but at the target camp Ref's discretion.

Gardens, Alchemy Labs, and Crafting Workshops

Gardens, Labs, and Crafting Workshops will also be adjacent to the courtyard. These areas and props may only ever be touched by their owners. However, the garden, laboratory, and crafting workshops have a sabotage receptacle where enemies can place game items, like fire ants, to devastating effects.

Dragon Shrines

The Dragon Shrine is a sanctified nexus of magical power, allowing a camp to cast smaller rituals. The shrine can be desecrated by an enemy ritualist casting a 5-minute long ritual there. Then, it cannot be used again until it is re-sanctified by a Ritualist.



What about the big guns?

Each Camp's army can include Large Monsters or deadly War Machines (sometimes called Armaments).

- Large Monsters are towering mobile combatants representing fantasy creatures such as giants and treants or magical constructs like golems and elementals.
- War Machines are portable heavy ranged weapons like catapults, cannons, and ballistae.

The more detailed, large, and impressive the prop/costume, the more powerful it is.

You need to register them.

Take your armament to the design team for evaluation. They will assign it a “tier”, 1-4. Evaluation takes place during the following hours outside the Design Team HQ.

- *Tuesday 4-6pm*
- *Wednesday 11-1pm*
- *Thursday 11-1pm*

While this is a subjective rating; it factors size, operator equipment, visual appearance, and the atmosphere it brings to the battlefield. They will also check armament safety by looking for structural integrity (does it fall apart if hit?), sharp edges, hard spikes/exposed nails or screws, or any caustic/staining pigments. All striking surfaces and projectiles must be sufficiently padded. They'll test fire at a referee. If it fails any of these tests, a Referee will discuss suggestions to bring the construct within compliance. (So bring your tools!)

By default, all armaments are immune to spells. During evaluation, some may negotiate special weaknesses or vulnerabilities. This information will be written on a card and attached to the War Machine or carried by the monster handler.

How do you use Armaments?

One at a time

A War Machine must be “built” or Large Monster “summoned” to “activate” it before it can be brought to a battle.

The higher the tier, the more roleplay should go into its building or summoning.

Each Camp is only allowed to field one War Machine and one Large Monster at a time. Want more on your side? Have your diplomats get help from other camps!

They're counters

War Machines and Large Monsters are foils for one another and act as direct counters.

- War Machine projectiles that score a direct hit on a Large Monster deal 5 hp damage.
- War Machine projectiles that score a direct hit on another War Machine disable them for five minutes.
- Large Monsters destroy a War Machine by roleplaying striking it in melee.
- When Large Monsters fight, they brawl to the death. Like any brawl, it can be interrupted.. But Monsters hate it when people interfere, and sometimes unite to kill distractions.

Getting Help from the Bazaar

The Dragons care deeply about balance, so only one Large Monster AND one War Machine from the bazaar can join a given side in a conflict (whether that side is a single army, or a coalition). There can never be two bazaar Monsters or two bazaar War Machines on the same side.

If a side arrives with multiple bazaar Monsters or multiple bazaar War Machines, they must choose which one to field. The other can't join that battle, even if the first one is defeated. If there's time, two bazaar Monsters who happen to have been hired to fight on the same side could choose to have a brawl for dominance to see who gets to join the battle. (Because this is just a cool showcase duel, the winning monster wouldn't lose any hp for the upcoming battle).

Armaments times & hp by tier



Tier	Large Monster	Battering Ram	Ballista	Cannon / Catapult	Trebuchet	Explosive Barrels
Tier 1	5 min 5 hp	0 min	5 min	10 min	15 min	5 min per barrel (max 3 barrels per siege)
Tier 2	10 min 10 hp	5 min	10 min	15 min	20 min	5 min per barrel (max 3 barrels per siege)
Tier 3	15 min 15 hp	10 min	15 min	20 min	25 min	5 min per barrel (max 3 barrels per siege)
Tier 4	20 min 20 hp	15 min	20 min	25 min	30 min	5 min per barrel (max 3 barrels per siege)

Combined Attack Times can't reduce a Defense
Timer below 5 minutes.

Large Monsters and their use.

They're big

Large Monsters are, as a rule, oversized costumes that should make one's frame appear at least seven feet tall. Large Monsters must be summoned or animated during a group ritual at the camp's Dragon Shrine.

One of the participants in this ritual is marked as the "handler" who will wear an orange "noncombatant" sash (supplied by the monster's "owner"), and accompany the Large Monster into battle. This role has a purely out-of-game purpose: to help 'count hits' for the monster and watch out for unsafe situations. Unlike other noncombatants, the handler cannot be captured or executed. They need to stay by the monster's side at all times. If the monster dies and the person in the monster outfit doesn't need more assistance, the handler can remove their sash and become a regular combatant.

A large monster's purpose

When a large monster is brought into play, they must be given a purpose, either "Siege" or "Combat".

- Siege monsters can only attack camp gates
- Combat monsters can only attack creatures and war machines.

To change the monster's purpose, the camp must complete a ritual inside their camp. This cannot be done during battle.

Large Monsters



Timers

Large Monsters have a number of hit points equal to 5 x their tier.

Large Monsters are not affected by weapons, spells, or arrows, except for the Smite Monster spell. Some monsters may have a secret weakness (negotiated at time of evaluation).

Lost hp can be recovered after battle by casting a 10 minute ritual in the dragon shrine, or by normal healing practices.

Monster Tiers

- **Tier 1 Monsters** have a costume covering the wearer's head, arms, and torso. A body suit, platform boots, and mask is not enough—the costume must include additional bulking or a frame so that the monster's silhouette is visually distinct from a regular combatant.
- **Tier 2 Monsters:** the full body is covered by the costume and the size and bulk is much larger than a person. The creature attacks with specially made monstrous weapons and appendages.
- **Tier 3 Monsters:** have 'massive' appearance, much much bigger than a human and include some special effects or extraordinary decoration.
- **Tier 4 Monsters:** are truly humongous, often requiring a vehicle or multiple people to pilot.

Monsters must fight and move slowly, using large deliberate motions. **When you're hit by any part of a Large Monster, you lose 3 hp and go flying back.**

Weapons and armor ap cannot block any Large Monster attacks. Shields struck by a monster are broken.

War machines and their use.

They're crafted in play

War Machines must be crafted in-play during a group roleplay scene where the device is “finished”. Most are large enough that they can’t be moved by a single person - a ballista or cannon needs a team to operate it. Only people who participated in the “building” scene can be part of the machine’s **crew**.

In order to attack, War Machine must have a crew with the War Machine’s tier + 1 members. This group must include someone with the Crafting (Engineer) role. ***War Machines can fire once every 30 seconds.*** They must be reloaded after each shot - no automatic or “multi-shot” weapons are possible!



Damaging them

War Machines do not have hit points, but they can be destroyed when the machine’s operators are defeated and at least 3 people with two handed weapons mime attacking it for one minute.

While roleplay is encouraged, never actually strike the War Machine prop with a larp weapon. The War Machine is “damaged” and must sit still or be walked directly back to its camp and remain there. It may not be reactivated for 2 hours. After that, an engineer can fix it by performing 10 minutes of repairs. If new members want to join the crew, they must help.

Getting hit by them

When you’re hit by a projectile shot by a War Machine, you lose 3 hp and go flying back.

- Weapons, shields and armor ap cannot block any War Machine attacks.
- War Machine projectiles no longer cause damage once they touch the ground.
- Never steal or kick War Machine projectiles on the ground.

War machines



War machine Types...

Catapult: tiers are largely determined by their frame's height. Catapult heights range from three feet (tier 1) to six feet (tier 4).

Cannon: tiers are determined by caliber, mass, and look. Tier 2 requires a wheeled carriage, tier 3 requires a "massive" look, and tier 4 requires special effects like smoke simulation, muzzle flash, etc.

Trebuchet: tiers are also based on size. They are the most powerful siege weapon due to their difficulty to construct and operate. We'll be generous with their tier ratings.

Ballista: tiers are influenced by their size, 'massive' look, and projectiles. A tier 1-2 ballista shoots small projectiles or larp arrows. To be tier 3, it must stand five feet tall, and fire specially made projectiles. Tier 4 requires a massive construction, larger than a person.

Battering rams: can only be used versus gates and cannot damage creatures or War Machines. They are carried by their crew, and must be made of larp safe materials (because they are used in close quarters, and may be dropped on feet). Battering rams include a base and a head. The head's size and appearance is a large factor in its tier. Tier 3 requires a wheeled carriage. A Tier 1 battering ram can be used without an Engineer.

Explosive barrels

Anyone can use a charge of blasting powder (which can be manufactured by some guild-trained alchemists) to make small explosive barrels. These can't open a gate all by themselves, but they can support a Large Monster or War Machine.

Props must be at least 2 feet high. To attack a gate using these explosives, first coordinate with a Referee. The explosive must be placed along the palisade wall next to the gate, but not in its footpath. These take a minute to set, and must be "lit" by some method.

Special effects using smoke or loud noises should be cleared with Battle Refs prior to use. Any effect that produces a sudden flash of light, a loud noise, or smoke should be preceded by a loud verbal countdown of "THREE, TWO, ONE."

Each Explosive reduces a gate's Defense Timer by 5 minutes (to no less than 5).

A maximum of 15 minutes per siege can be earned this way.

Kaboom!!

Smoke effects cannot include pyrotechnics or anything that can create burning or choking hazards. (remember, the wall is canvas!)

Safety and Restrictions.

Being safe with the big guns

Large Monsters and War Machines can only stay active and participate in battles if they are in good working order. Damage sustained in transport or during battle should be repaired as best and safely as able.

If the prop has become unsafe it must be immediately removed from the field of battle and inspected by a Ref before being used again.

Soft Monsters

Large Monsters must be constructed contact-safe in a similar way to a larp shield. No metal or wood can be exposed or unpadded. All participants should practice care when fighting near Large Monsters as the internal operators have a reduced capacity to perceive and balance. Never shove, push or swing hard at a Large Monster.

Take care not to damage the prop, all attacks on a Large Monster should be “big-dramatic-lightest touch” as the controller is counting the hits.

Hard war machines

War Machines that shoot projectiles are not contact safe for fighting and the crews operating them should keep the safety of others in mind when moving or firing the device. Never actually strike a War Machine. All participants should practice care when fighting near and especially in front of a War Machine. War Machines should not be fired at short ranges unless specifically built to do so.

If a Ref feels that any Large Monster or War Machine is too dangerous, they may pull it from play.

Restrictions



The last call to “initiate” a battle is 9pm

This doesn't mean the fighting needs to start by 9pm, it just means that by 9pm, your camp Referee has been informed of your intent, and your battle force is gearing up to march on their enemy.

In the interest of fair play, **you also can't voluntarily move your Banners or Dragon Eggs after 9pm**, as there is no opportunity for enemies to seize them in transit.

When it's over

Our Referees will go off duty at 1am. After that point, roleplay and diplomacy continue, but some mechanics become limited:

- You **can't steal** from camps or open enemy lockboxes
- You **can't sabotage** locations like the alchemy table, herb garden, or camp ritual shrine
- You **may have skirmishes and smaller fights outside of the camps**. Bandits (and bandit hunters) on the field are fair play! But be respectful of the player—if your victim is heading to bed or the showers, let them go.

Does your camp need to have guards posted 24 hours a day? No! But until 1am, there is a chance for thieves and saboteurs to sneak into your camp. **Full gameplay resumes in the morning at 9am.**

Need to close your camp and “Check Out”?

At the request and consensus of camp players, whole camps can be ‘checked out’ of the war game. This is primarily a safety mechanism to focus on enjoying other aspects of the game without having to worry about their camp being sieged, sabotaged, or otherwise attacked.

If your camp has been repeatedly besieged and just feels beaten down, wants to focus on shopping in the bazaar or is just too tired to continue - your camp can check out of the competition. While checked out, your camp remains in-game.

This safety mechanism may not be used to give your camp a benefit or edge in the contest, e.g. to avoid a hostile reaction to a siege, conflict plot, or great ritual you have just initiated.

The procedure...

This safety mechanism can be employed by...

- Talk to your camp leaders about how you're collectively feeling.
- Camp leaders talk to the Referees about closing your camp. Your Referees will discuss how long your camp will be checked out (for a few hours? or until the next day?).
- Tie up and cease any outgoing conflict plots which your camp has initiated. This includes sieges, sabotages, great circle rituals in the name of your camp. (Personal conflict plots may be continued, but outside of the camp.)
- Place all banners you currently have outside of your gate, or in the most central accessible location via banner carrier. These can be captured without siege by an enemy camp.
- Tell your Referees that your camp is ready to check out.
- Referees will let all teams know that your camp is checked out, and may not be attacked.
- Go and enjoy any other part of DrachenFest, or get some much needed sleep!

