

Drachenfest

Rulebook from 2022

WHAT TO EXPECT

In this book...

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- 6 - 7... How to fight
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Learn about Magic...

- 18... How to cast spells
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BASED ON

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“What is it?”

DrachenFest is a four day medieval fantasy festival where warriors and adventurers from across the cosmos are called by five great dragons to fight on their behalf.

These champions gather together into camps of like-minded individuals with similar philosophies, under the banner of their Avatar.

The camps compete to earn dragon eggs through battle, completing quests, winning grand tournaments.

The camp with most eggs at the end wins the DrachenFest and rules the Dragon World for the coming year!

HOW TO PLAY

1 | Learn the calls...

“TIME OUT” pauses gameplay. **“TIME IN”** unpauses.

Whenever you hear the Time-Out call, loudly echo it. You can call a Time-out for safety issues, and Refs can call one to adjudicate gameplay. During a Time Out, stay quiet, and in one spot until the person who called it, or a Ref unpauses gameplay by calling Time In.



“OUT OF GAME” or OOG, refers to stuff thats out of play.

Go OOG by crossing your fingers or weapons in front of your forehead. You can also use this to exit a scene with no questions asked or have a brief OOG conversation. The reverse of this **In Game** or IG, means something is part of gameplay.

“MEDIC” calls for real life medical help.

When you hear it, stop moving and take a knee or sit down. If you're close to the injured, stay standing but make room so our medics can get to the problem. Never use the word “medic” during normal gameplay; use in-time terms like “healer.”

Oh Mother...

Is an IG phrase that signals OOG discomfort. If you hear it...

Immediately take your foot off the gas and de-escalate the roleplay without arguing or negotiating.

Some examples of use might be...

- **If...** someone has hit you too hard in combat, you might say, “Oh mother, they hit hard!”
- **Or if...** Some guards are OOG gripping too tight. You could say, “Oh mother, their grip is like iron!” They must then ease up a bit or let go!
- **And perhaps...** A person at the tavern might say, “Oh mother, your advances are tiresome,” when dealing with an unwanted admirer. This signals to the suitor and everyone else nearby that the person saying it is uncomfortable.

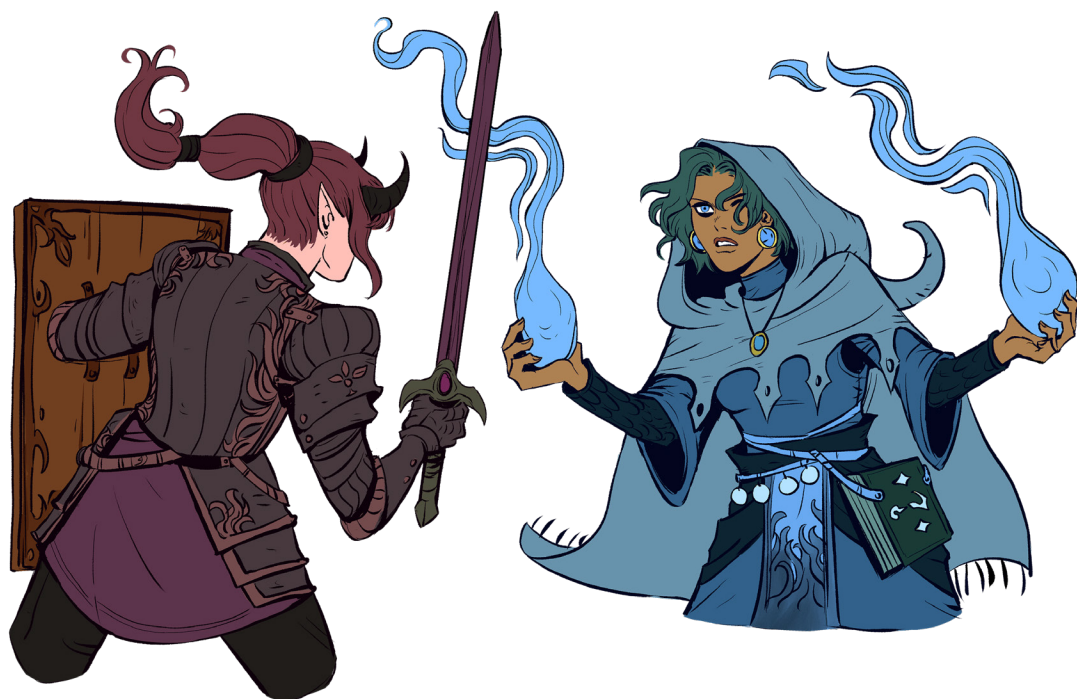
When someone uses the Oh Mother call, it can't be held against them IG. If someone ignores an ‘Oh Mother’, report it to a Ref as soon as possible.

HOW TO PLAY

2 | Fightin'...

DrachenFest needs to be filled with epic fights. This means every swing should look cool! We want you to express maximum effort with minimal force, with every swing adding drama and atmosphere to the battlefield.

On the flip side, even heavily armored fighters flinch or stagger when hit by a sword. In other words, put on a show! The worst thing you can do is downplay your reaction.



WEAPONS AND MAGIC

Most combat at DrachenFest happens with larp safe weapons and props made of foam and latex.

Make sure to...

- Never hit Non-Combatants. (orange wrist bands)
- Never push with your bodyweight, or touch anyone without permission.
- Always stay at arms reach in armed combat.
- Swing big, but pull your blows- hits shouldn't cause pain.
- Step back after you land a hit. Let them react.
- Never stab with your weapon.
- Avoid the head, neck, groin, and hands. They're invalid targets and don't count.

Selling and Reacting: Be flashy! The target of a hit, skill, or spell chooses how they react, but the response and intensity *must* mirror the effort that went into it, so more drama is better.

- This is especially important for spellcasters- if the target doesn't know you're casting a spell, they can't respond.
- If the attacker's effort was over the top, reward it with an equally over the top reaction!
- If you don't get the reaction you were hoping for, just move on.

UNARMED

You can play-act dramatic unarmed brawls if there's no one else fighting with weapons nearby. Brawling ends when someone intervenes or weapons show up. It's is a performance first, but there are rules!

Ask to Brawl...

by making eye contact and punching your-palm three times. They'll either consent with a thumbs up, or decline with a thumbs down.

If you get consent..

OOG Huddle up...

and discreetly reveal your current hp. The brawler with higher hp will win in the end, but you should talk about how you're going to play out the fight. If someone wants to do safe stage throws, they need to mention it. **If there's an objection, accept it and...**

Clash in Dramatic Exchanges...

and then separate, maybe even exchanging some witty banter! Every time you clash, you lose one hp. Keep going until someone falls. Unlike normal combat, armor doesn't count, and you can be healed without first aid.

HOW TO PLAY

Stay alive... Don't lose hit points.

Your character's life is measured in hit points, or hp. You lose hp when violent stuff happens to you. We call this damage and when you run out of hp, you can die!

Everyone starts with 2 hp, and you can get more with skills or potions, but never more than 6 total.

- Most things do 1 damage (Orbs of Power do 3).
- Melee attacks that hit armor do damage to your Armor Point (ap) total, instead of your hp.
- When you run out of ap, you take hp damage.
- You can't heal hp before getting First Aid.

...But death is not the end.



WHAT IF I HIT ZERO HP?

You fall in place and can only weakly cry for help.

- **In crowded battles**, go 'OOG' and head to the nearest safe place to fall down. Repeat if necessary.
- **If you get left alone for a few minutes** you can limp back to your camp. But if you take any more damage, you die!
- **If someone 'executes you'**, your character dies. Pretend to be a corpse for a few minutes before going OOG and heading to the Limbus.
- **You can choose a final death at any point.**

WHAT'S THE LIMBUS?

The limbus is the realm between the worlds of the living and the dead. Inside, you may accept a quest to return to life, or perhaps death will keep you, and you'll have to make a new character.

- **If you escape the Limbus**, go OOG and 'awaken' at your camp's shrine, with no memory of your death as well as five minutes before it.
- **Death is tiring; don't fight or cast spells for one hour.**

ITEMS & EQUIPMENT

3 | Get some gear...
you won't regret it.

If you want to stay alive, you're going to want to get a larp safe weapon and maybe even some armor. We don't pre-certify weapons or armor as safe, but our Refs can and will field check your stuff for safety and remove it from play if need be.

The next page has some general guidelines to follow so that doesn't happen, as well as some of the mechanics of what equipment can do for you.

MELEE

And thrown weapons do 1 hp damage.

- Anyone can wield a **one handed weapon** (any melee tool under 43" in size).
- Anyone can poorly defend themselves- but not attack with a **two handed weapon** (any melee tool 43" and over in size).
- Two handed weapons require both hands.

REQUIREMENTS

- Thrown weapons must be coreless.
- Foam or Latex weapon props should be from pro manufacturers. Self-made weapons will be heavily scrutinized.
- No weapons covered in cloth or tape and they should not visibly flex when swung.

ARROWS

Ignore armor and do 1 hp damage.

- Aim for center mass.
- Don't fire within 10 feet or if the target is obscured.
- You can re-use arrows, but always safety check them first.
- Bows can't block weapons.
- Weapons can't block arrows.

REQUIREMENTS

- Bows must look medieval.
- The maximum draw strength is 30 Lbs.
- Only professionally manufactured larp safe arrows are allowed for use.

SHIELDS

Block everything except *Orbs of Power*.

- You can't do anything else with your shield hand other than defend (even if its a buckler).
- Never use your shield to strike, push, or hit someone. Conversely, never kick a shield.
- If an *Orb of Power* hits your shield, it does 3 direct hp damage to you.

REQUIREMENTS

- Can be any size, but know that bigger shields make you a target for spells.
- Must have a padded edge, foam leather, etc.
- Must be made of materials that don't damage foam weapons.
- No sharp protusions or metal.

ARMOR

Your legs, arms, and torso can be covered. Each covered location adds to your ap total.

- If a location is mostly covered in **Leather** it gives +1 to your ap, whereas mostly **Metal** gives +2 ap.
- A **helmet** or chain coif gives +1 ap.
- You can get more ap with alchemy and magic, but can never have more than 8 total.

REQUIREMENTS

- Synthetic and plastic armor is fine if it looks like the material it represents. It doesn't have to be real, but printed fabric doesn't count.
- No metal spikes or sharp protrusions.

ITEMS & EQUIPMENT

Breakin' in... And stealin' stuff.

DrachenFest is kind of like a festival where everyone brings their coolest props and set ups, so it's really important that we respect each others things.

Generally you should never touch or break anything without permission, but that doesn't mean thievery and stuff doesn't happen- we just have specific rules for it!

TENTS AND PROPS

Don't burglarize personal tents or props.

- To engage with a camp, you have to go through the front gate unless you're an infiltrator (pg 23). No shooting or sneaking in!
- Never take a prop. Only ever take a **Game Item Tag**. A prop is a player's personal property. The game card is not.

GAME ITEMS

Have cards to steal instead of a prop.

- Keys, Artifacts, and Alchemy stuff all have tags that are kept on or near the prop.
- They must be kept on your person or in an **IG container**.
- **Cocktail Umbrellas** are for alchemy. You can't pick them up without guild training

IN GAME CONTAINERS

Can't be opened without the right key.

- IG Containers must be kept out in the play area and not in your tent or bunk.
- Only the right key or someone with lockpicking (pg. 23) can open IG Containers.

MAKING IG CONTAINERS

Locksmiths spend 15 mins at a workshop making a key prop before having it marked with a 4 digit code and getting a lock sticker and knotted string from a ref. The code is put on the sticker and both are attached to a box; thereby 'locking' it.

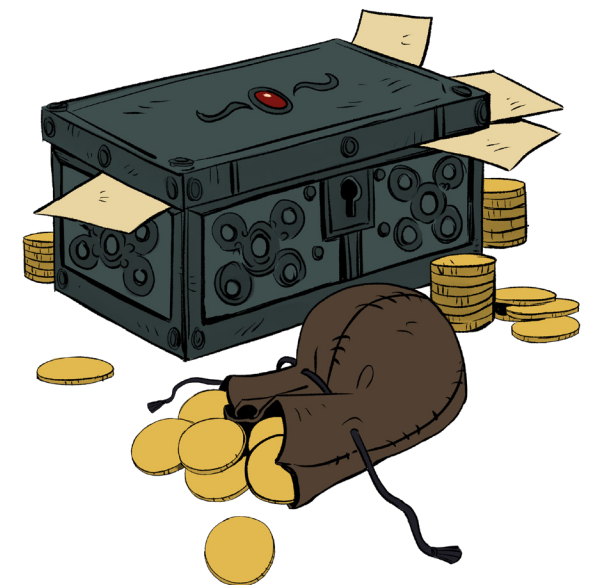
BANDITRY

Is a time honored tradition.

- You can search downed enemies by patting at their arms and pouches.
- After at least a minute of searching, they have to hand over any item cards they have!

COINS

You never *have* to give anyone your coins, but if someone does a good mugging scene, it's nice to 'tip' them anyway!



WHO ARE YOU?

4 | Making characters...

If it fits in a medieval fantasy setting and your kit and role-play are convincing- you can be anything! You can even play characters from other larps or table-top rpgs.

- Anyone can wear armor and wield a one handed weapon.
- For other stuff, you pick two different roles from the next few pages (but some can be picked twice*).
- Pick carefully; you can't change mid event!



Striker

You gain +1 total hp and can fight with two handed weapons.



Defender

You gain +1 total hp and can defend yourself with a shield.



Alchemist

You can spend 5 minutes prepping 'herbs' to apply a poultice that heals 1 hp. If it's not used, it spoils immediately. Many more abilities can be earned at the alchemists guild (pg 23).



Warden*

Resist a spell or status effect & indicate to the attacker you have done so with roleplay, ie. a spell ward, or wrenching poison. This ability refreshes at dawn and dusk.



Champion

Tougher than most, You get +2 to your hp total.



Marksman

You can use bows, cross-bows, and thrown weapons.



Skirmisher

You gain +1 total hp and can fight with a one handed weapon in each hand.

WHO ARE YOU?

Choose Wisely...

Some roles offer choices of abilities. If you pick them twice, you get most of or all of what they offer.

- Crafters should bring their own tool or props to contribute to their camp’s shared workshops.
- Spellcaster is great for playing fantasy species since the spells could represent anything from a half dragon’s breath weapon to a vampire’s dark gifts!



Crafter*

You can repair an item with five minutes of roleplay. If you’re at a workshop appropriate to the craft, you can repair up to five items at once over ten minutes.*

Pick Two

Tanner: Restore ap to leather armor.

Smith: Restore ap to metal armor.

Outfitter: You can fix broken shields.

Locksmith: You can make a locked box for game items (pg 13) over 15 minutes of roleplay.



Healer*

Roleplay **First Aid** for 5 minutes before bandaging someone. Once bandaged, their hp can be recovered.*

Pick One

Leech: you can use antiquated medical props (leeches, hand drills, incense, etc) to perform a treatment scene that removes one status effect from your patient every minute.

Or...

Surgeon: During surgery scenes with appropriate props (splints, fake blood, needle and thread, scalpels, etc) your patient heals 2 hp every five minutes.



Spellcaster*

You’re able to cast spells and conjure minor magical effects (light/sound).*

Pick Five

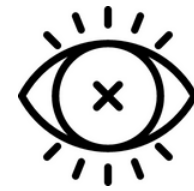
- Blindness
- Cure Poison
- Dispel Magic
- Energy Field
- Fear
- Friendship
- Ritual Magic
- Gust of Wind
- Healing Touch
- Weakness
- Magic Armor
- Orb of Power
- Silence
- Sleep

MAGIC

5 | Spellcasters... Wait, I can do magic?

Sure can. Spellcasters have magic powers like spells or supernatural abilities. To cast a spell, a Spellcaster spends 15 seconds making mystic gestures with at least one hand while chanting “magic words”. These words could be an incantation or prayer in any language, real or fictional. Then, they unleash the spell’s effect!

- Make sure to shout the spell’s name at the end of your incantation.
- Casting is mentally exhausting; You can fight, but you can’t cast again for five minutes. The Magic guild can teach you how to recover faster.
- If it’s resisted, or if you’re hit while casting- the spell fails and you’re still exhausted.
- Touch spells must be delivered to the arm to willing or helpless foes.
- You can’t cast in metal armor, unless its from a spell scroll (even non spellcasters can use scrolls).



Blindness

Point and make someone blind for five minutes; they can’t see or functionally attack. The victim doesn’t actually close their eyes, but should act it out!



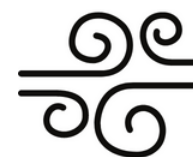
Cure Poison

Touch someone to cure them of all poisons and alchemical effects



Dispel Magic

Point at a target and dispel all Spell effects- but not the effects of artifacts or rituals.



Energy Field

Chant while swinging a foam prop on the end of a string (under 3') in a circle above your head to become immune to spells and damage. If you stop chanting or swinging, or if it’s dispelled- the spell ends; exhausting you.



Fear

Point and make someone panicked and afraid of you for five minutes; your mere presence is so terrifying that they can’t functionally attack at all if you’re within thirty feet.



Gust of Wind

Wave a hand fan to blow your target (& anyone next to them) backwards 5 big steps. If they can’t take the steps, they must struggle against the wind for at least 5 seconds.



Healing Touch

Touch someone who has already received First Aid to instantly heal them for 1 hp.



Ritual Magic

You can cast rituals at your camp's Dragon shrine or at the Great Ritual Circle.



Sleep

Point and make someone move to the nearest safe location and fall into a deep sleep for five minutes. They can only be roused prematurely with direct hp damage.



Silence

Point and make someone unable to speak or cast spells for at least 5 minutes.



Magic Armor

Spend five minutes empowering a blue sash inscribed with mystic runes. It gives +3 ap and protects the whole body. You can only empower one at a time and you can't attack in melee while it's on. If you remove it, fall asleep, or take 3 ap damage, the spell ends and it must be taken off.



Friendship

Mark an item with a mystic symbol. You have five minutes to offer it as a gift. If accepted, the recipient believes you're their platonic best friend for five minutes. You can't control them, but they do trust you. If dispelled, or you attack, the effect ends.



Orb of Power

Throw a foam spell orb or ball. It ignores shields and armor doing 3 hp damage and hits with the force of a cannonball, knocking them down.



Weakness

Point and make someone weak for five minutes; they can't functionally attack and can barely move.

What about Ritual magic?

If you selected ritual magic as one of your five picks- you can perform dramatic rituals at your camp's dragon shrine or the great ritual circle.

DRAGON SHRINE RITUALS can produce roleplay effects for members your camp. I.e. warding off nightmares, changing appearances, etc. Just run them by a ref first!

GREAT RITUAL CIRCLE rituals have a bit more power. They can affect other camps, and create rules advantages. I.e. rusting an entire camp's armor or giving your whole camp the warden role for an hour.

- They require Magic Guild ref oversight.
- There's always a cost; usually dragon eggs.
- If you die within the great ritual circle while a ritual is being cast, instead of going to Limbus, your soul is swept into the primordial stream and annihilated- permanently killing your character.

HOW TO PLAY

6 | Is that all?

Definitely not. DrachenFest has powerful guilds that offer unique trainings. After joining the Guild for Fighters, Alchemists, Magicians, or Thieves (shh! that one doesn't exist!) you can take courses which teach you secret skills and abilities.

Players approaching a guild asking for a quick 'skill up' will be turned away: only good roleplay will grant you access!

THE GUILDS

Guilds offer the only pathway to character skill progression, through special courses. Expect joining a guild and taking part in a course to take at least half a day, on a first-come, first-serve basis. Progression through the ranks can take years of effort.

THE FIGHTERS' GUILD guides you on a unique path towards transcendent self-realization, allowing warriors to deliver the might of the dragons in battle; breaking shields, or even knocking others down.

THE GUILD OF MAGIC is the paramount magical nexus on this plane, guiding you in the creation of Spell Scrolls and specialization in a collegium of magic; granting access to the raw power of the primordial stream, harnessed via the great ritual circle.

THE THIEVES' GUILD does not exist. There are no assassination, infiltration, or lockpicking skills. There most definitely is no platform for you to back-channel dirty diplomacy, coordinate special operations and master sabotage.

THE ALCHEMISTS' GUILD teaches how to concoct powerful potions and tend deadly gardens. To learn how to craft substances like poisons and oils, an alchemist should bring props for an alchemy lab. To study herbalism and botanical warfare, an alchemist should bring a collection of plants, real or fake, to contribute to their camp's garden. Your props will need to be shown to a guild representative before they can be used.

GAME EFFECTS

There are some verbal calls and game effects that need a bit of explanation. We've provided a non exhaustive list of some of the spells and abilities you might encounter (including the guild skills). This is by no means all of them, but all the need to know stuff!

KNOCKDOWN: Fall down or act dazed; doing nothing for five seconds.

SHIELDBREAKER: Your shield breaks; hold it behind your back or remove it from the battlefield.

LIFEGUARD: A magic white sash that resists Assassinate calls and grants extra hp.

MEDITATION: Some spellcasters cast faster.

ASSASSINATE: Drop to 0 hp regardless of ap. Life Ward makes you immune.

INFILTRATION: Infiltrators can use a grappling hook to enter a camp without using the gate.

LOCKPICKING: Lockpickers can open IG containers.

POISON: You're sick and can't do anything for ten seconds. After- you can only walk and fight at half speed. If not cured in an hour, you die.

FEAR/BLINDNESS/WEAKNESS: Don't attack, and you must roleplay the name of the spell for five minutes! (pg. 19-21)

SLEEP: Roleplay sleeping for five minutes. Damage wakes you up.

FRIENDSHIP: The caster is your best friend for five minutes.

GUST OF WIND: Take five big steps back. If you can't step back, struggle for five seconds.

MAGIC ARMOR: A magic blue sash that adds ap.