



DrachienFest^{U.S.}

2024 Rule Book

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What's in this book anyway?

This document is designed to teach you about DrachenFest-US, and how to play it—not just to the letter of the rules, but to the spirit of them too.

First, you'll learn what it is...

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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, and winning grand tournaments.



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

Learn the Calls: our safety phrases.

"Oh Mother"

is an In-Game (IG) phrase that signals out of game discomfort. If you hear it... Immediately take your foot off the gas and de-escalate the roleplay without arguing or negotiating. When someone uses the Oh Mother call, it can't be held against them IG. If someone ignores an 'Oh Mother', go Out-Of-Game (OOG), and report it to a Ref as soon as possible.

"Time-In! / Time-Out!"

Whenever you hear the Time-Out call, loudly echo it. You can call a Time-Out for safety issues, and a Ref 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

is an important phrase referring to the real world. 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!"

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 IG terms like "healer."

More Safety Calls

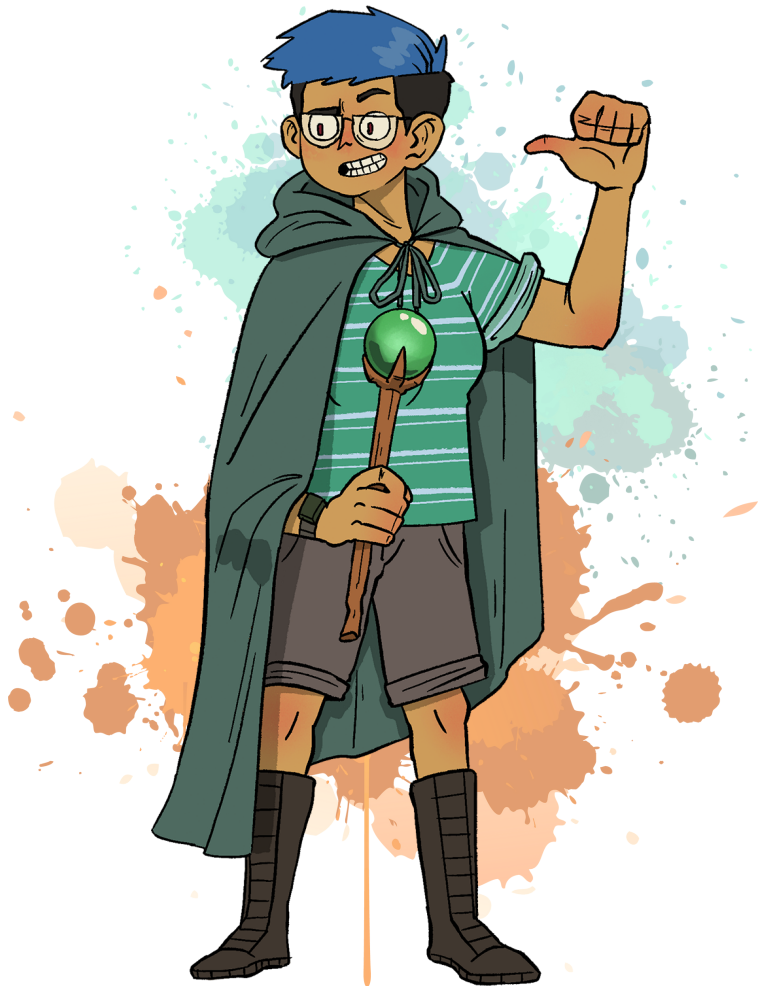
When can I use "Oh Mother?"

You might use it if... Some guards are OOG gripping your arm too tight. You could say, "Oh Mother, their grip is like iron!" They must then ease up a bit or let go!

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.

You can even use it in combat!

- If someone has hit you too hard, you might say "Oh Mother, they hit hard!" This also lets our Refs know when someone might be fighting in an unsafe way.
- Or, if you're struck by an arrow at a full draw, you could say "Oh Mother, that bow is too strong!"



So, what's fighting like?

It's stylized.

DrachenFest is all about epic battles. This means every swing should look cool! We want you to express maximum effort with minimal force, with every exchange between combatants adding drama and atmosphere to the battlefield.

On the flip side, even heavily armored fighters should 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, or not react at all.

React how?

Sell it. 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!

Fighting Rules

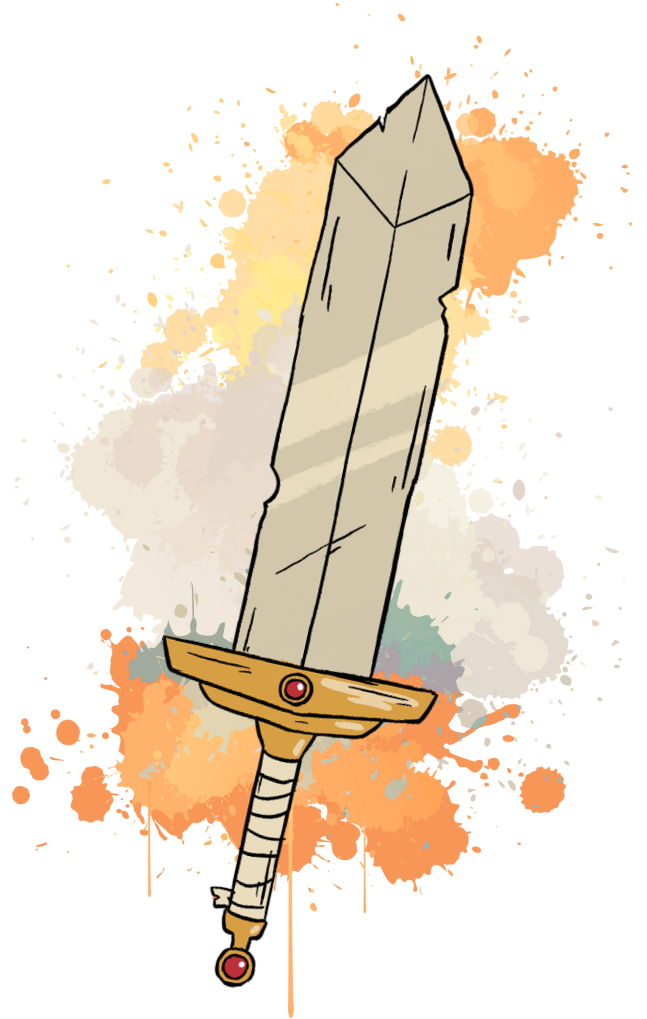


Safety is Important

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

Make sure to...

- Never hit Non-Combatants (indicated by a bright orange wristband or sash).
- Never push with your bodyweight, or touch anyone without permission.
- In armed combat, always stay at least arm's-length away.
- Swing big but pull your blows. Hits shouldn't cause pain.
- Step back after you land a hit. *Let them react.* Until they react, further hits won't count.
- Never stab with your weapon.
- Avoid the head, neck, groin, and hands. They're invalid targets and don't count.



Keep your hit points to stay alive!

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 attacks and weapons do 1 damage (Orbs of Power do 3).

Damage?

- 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.



Falling and Dying

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. If you're left alone for a few minutes, you can limp back to your camp, but if you take any damage after getting up, you die.

What happens when I die?

If someone 'executes you', your character dies. They might roleplay stabbing you through the heart, or slitting your throat, but shouldn't actually make contact with you. Make it dramatic!

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, dying permanently.

Death is tiring; you can't fight or cast spells for one hour. If the same battle where you died is still going on, you can't rejoin it.

What's the Limbus?

The Limbus is a 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 or a graveyard, with no memory of your death as well as 5 minutes before it.

What if the Limbus is closed?

The Limbus is open between 11am and 10pm, and may have other posted hours, but does occasionally close for logistical reasons. If you die when Limbus is closed, just reawaken in your camp or a graveyard as if you went through the Limbus.

When it re-opens, you will be pulled towards it, becoming a spirit as you are drawn in. You won't need to repeat your "death cooldown time".

What about fighting unarmed?

Unarmed Combat is theatrical.

You can play-act dramatic unarmed brawls if there's no one else fighting with weapons nearby. It's a performance first and foremost, so combatants can ignore these rules and play out brawls in their own way - but only if both of them agree.

Otherwise...

- Brawling ends when someone intervenes or if weapons get involved!
- Make sure you're not surprising your foe with grappling they didn't agree to.

There's an order to brawling that must be followed. First...

1. 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...

2. 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 get ready to...

3. Clash...

in a dramatic exchange 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.

What about weapons and armor? Are there rules or specs?

Yes on all counts! If you plan on fighting, 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 pages have some general guidelines to follow so that doesn't happen, as well as some of the mechanics of what equipment can do for you.

Armor & weapons keep you alive.

Shields block everything except Orb of Power... or a Monster's mighty blow!

You can't do anything else with your shield hand other than defend (even if it's 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. If a Large Monster strikes your shield, it breaks and must be repaired by a Crafter with the Carpenter specialty.

Requirements & Specs

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

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

If a location is mostly covered in Leather or Quilted Padding (i.e. a gambeson) 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 never more than 8 total ap.

Requirements & Specs

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

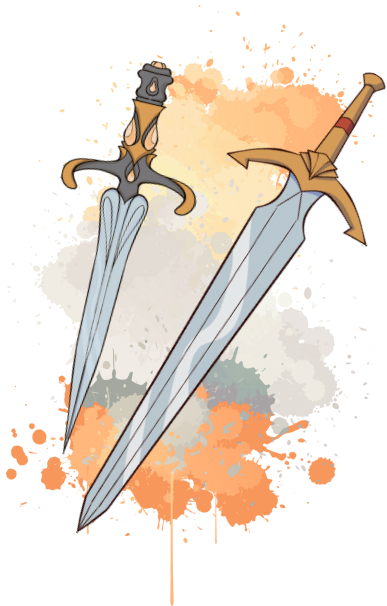
Gear

Melee & throwing weapons do 1 hp damage.

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

Requirements & Specs

- Thrown weapons must be coreless.
- Foam or latex weapons 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).



Ranged weapons do 1 hp damage, ignore armor, and don't affect Large Monsters.

Your shots must directly target a specific, visible person. Don't arc shots, fire blindly into a crowd, aim at the head, neck, or groin, or fire within 10'. You can re-use ammo, but always safety check them first. Bows and crossbows can't block weapons, and Melee Weapons can't block your ammunition.

Requirements & Specs [\(Read more\)](#)

- They must look medieval. No guns.
- Bow max draw strength is 30 lbs. Its max draw length is 28 inches.
- A Crossbow's max power stroke is 420 inch-pounds. Power Stroke = inches between the resting and cocked positions of the string, multiplied by the draw weight.
- [Ammo must be professionally made](#) with high-impact stops so the shaft can't pierce the head.
- Heads may be made with a cloth or dacron covered flat face of open-cell foam; or teardrop-shaped or flat-faced and made of sealed EVA foam. Heads can't move in relation to the shaft i.e. no twisting, wobbling, or rattling and Modular / screw-on heads must be permanently affixed.
- Ammo must have at least two full vanes or fletchings. Arrows must have a nock, and a "draw stop" (tape is fine) placed a maximum of 28 inches away from it on the shaft.

Can I take other people's stuff?

The short answer is no.

The long answer is sometimes. That's because everyone brings their coolest props and set-ups to DrachenFest, so it's really important that we respect each others' things, unless you've explicitly been given permission.

Generally, you should never touch or break anything without the ok to do so. However, that doesn't mean thievery and stuff doesn't happen—we just have specific rules for it!

Breaking in & stealing stuff

Firstly, don't break into personal tents.

Secondly, to engage with a camp, you have to use the front gate unless you're an Infiltrator (pg 23). No shooting or sneaking in!

Don't take coins or props!

Only ever take things with loot stickers (usually an item card). Coins and Props are a player's personal property. In-Game item cards are not.

Item Cards

Keys, Artifacts, and Alchemy stuff all have cards that are kept on or near the prop. These will be marked with a Loot Sticker.

Loot Stickers

These tell you that an object can be stolen. They can be on item cards or stealable props such as spell scrolls, diplomatic alliances, or plastic test-tube potions. Just remember, if an item card has a sticker, only take the card and not the prop!

- Lootable items 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.
- If you create a magical artifact, you'll supply the prop, and a Ref will give you an item card.
- If you don't mind potentially losing a prop forever, you can ask a Ref to slap a loot sticker on it.
- For sets of similar items, you can request up to 10 Loot Stickers at a time.

Theft



Chest Stickers

These denote a container that is In-Game and lootable. A knotted leather cord indicates it's locked. Locked containers can't be opened without the right key.

Game items (herbs, spell scrolls, item cards) not carried on your person must be stored in an IG container. IG containers must remain in play areas, and not your tent, bunk, or any space that is considered Out-Of-Game. They cannot be covered or hidden in a way that hides the sticker.



Loot Sticker



Locked Container

Locked Containers

If an IG container has a knotted cord attached to the front, it's locked. You'll see a four digit number on a sticker.

To open the box, you must use the key with the corresponding number, or pick the lock (requires the Lockpicking Guild Skill, and wooden sewing needles as picks).

They can be crafted

Locks can be created by a Crafter with the Engineering specialty. They can spend 15 mins at a workshop making a key prop. Their camp ref will assign it a 4-digit code, which they'll attach to both the key and the locked chest.

The ref will also provide a knotted string. The key will be marked with a loot sticker, and will become a lootable In-Game item. Don't lose it, as each lock only has one key!

Want to loot someone?

You can search downed enemies by patting at their arms and pouches. After a brief search (no more than 1 min), they have to hand over all their stuff with loot stickers.

Remember that coins are a bit of a different story...

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

Did you steal an item card?

Let a Ref know that you have it (we like to keep tabs on who stole what). If you can provide your own (similar-looking) prop for the item, you can start using it.

If you don't have a prop or know what the original looked like there's a fence character in the bazaar who, for a small fee, will 'exchange' the 'theoretical item' associated with the stolen card with a new prop you provide. This lets you to use your own different-looking prop for the item with the same item card effect.

It's time to make a character.

Pick two different roles (total)...

from the next few pages. Healer, Crafter, and Spellcaster are marked with * and can be picked twice.

- You start with 2 hp total, but some roles add more.
- Anyone can wear armor and wield a one-handed weapon.
- Pick carefully—you can't change mid event!
- Roles marked with a * are prop reliant. Crafters bring their own tools or props to contribute to their camp's workshops, healers should bring props for surgery, and spellcasters can contribute to their camp ritual altars.



Alchemist (Role)

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).

Defender (Role)

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

Champion (Role)

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

Marksman (Role)

You can use bows, crossbows, and thrown weapons.

Warden (Role)

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

Striker (Role)

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

Skirmisher (Role)

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

Roles

Crafter (Role)*

In a camp or bazaar workshop, you can repair an item with 5 minutes of roleplay, or up to 5 items with 10 minutes of roleplay. You can't repair armor for active combatants - if you fix their gear during a siege, they're out of the battle. Crafters enjoy producing tangible things like armor, accessories, utensils, and furniture, as part of the festival atmosphere. The Crafting Guild can teach you how to repair items while working on your own projects, and how to make stuff out of rare, exotic materials.

Each time you take crafter pick 2 of the jobs below...

- **Needleworkers** use leatherworking tools to restore ap to leather armor and gambesons.
- **Smiths** use metalworking tools to restore ap to metal armor.
- **Carpenters** use woodworking tools to fix broken shields and camp gates.
- **Engineers** build, repair and lead the operation of War Machines. You can determine gate strength by observing within 30' for 5 minutes (See Warbook for specifics). You can make a lock for in-game containers (pg 16) with 15 minutes of crafting roleplay.

Healer (Role)*

Roleplay First Aid on a stationary target for 5 minutes with appropriate props (splints, fake blood, needle and thread, scalpels etc). Only after First Aid is complete, does healing (like surgery, magic, or alchemy) let them recover hp.

During surgery scenes, your patient heals 1hp every 5 minutes.

Each time you take healer you pick either Leech or Surgeon...

- **Leeches** can use antiquated medical props (leeches, hand drills, etc) to perform a treatment scene that removes one status effect (usually spells) from your patient every minute. You can't cure Poison—that needs an antidote!
- **Surgeons** heal faster. Your surgery scenes heal 2 hp every five minutes instead of 1.

Spellcaster* (role)

It's different.

Spellcaster (Role) is Versatile

If you pick spellcaster as one or both of your roles, you're able to cast spells and conjure minor magical effects (light/sound). Spellcaster is a great role to take for playing fantasy species—the spells could represent anything from a half dragon's breath weapon to a vampire's dark gifts! Each time you take spellcaster pick 5 of the spells below to know & Cast.

Blindness

Delay Poison

Dispel Magic

Energy Field

Fear

Friendship

Ritual Magic

Gust of Wind

Healing Touch

Weakness

Magic Armor

Orb of Power

Silence

Sleep

Smite Monster

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!



Casting Spells

Casting Rules and Tips

If you aren't getting your target's attention, your spell will be lost. At the end of your incantation, *shout* the spell's name.

- Casting is mentally exhausting; You can still fight, but you can't cast again for 5 minutes. The Magic guild can teach you how to recover faster.
- If your spell is resisted, or if you're hit while incanting- the spell fails and you're still exhausted.
- Touch-based spells must be delivered to the arm to willing or helpless foes.
- You can't cast in metal armor, unless it's from a spell scroll (even non-spellcasters can use scrolls).
- Spells cannot be 'pre-cast.' Once you finish your 15-second incantation, the spell must be cast (or abandoned, exhausting you).
- Spellcasters are vulnerable and are most effective when supported with teamwork.

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. Ie. 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. Ie. weakening a camp's front gate or creating a magical artifact. However...

- They require Magic Guild ref oversight.
- There is a cost; usually dragon eggs.
- Leading Rituals there requires the Magic Guilds' Ritual Master training.
- 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.

Learn the spells...

Know the list.

Blindness

Point and make someone blind for 5 minutes; they can't see or functionally attack. The victim doesn't actually close their eyes, but should act it out!

Delay Poison

Touch someone to temporarily suspend a poison's effect and related time count for 5 minutes.

Dispel Magic

Point at a target and dispel all Spell effects. However, it does not dispel the effects of artifacts, rituals, or poison.

Energy Field

Chant while swinging a foam prop on the end of a string (under 3') in a circle above your head. While the spell is active, you're immune to spells & damage but unable to attack or cast. If you stop chanting or swinging at any point, or if it's dispelled, the spell ends; exhausting you.

Fear

Point and make someone panicked and afraid of you for 5 minutes; your mere presence is so terrifying that they can't functionally attack at all if you're within thirty feet.

Friendship

Mark an item with a mystic symbol. You have 5 minutes to offer it as a gift. If accepted, the recipient believes you're their platonic best friend for 5 minutes.

Keep in mind that you can't control them, but they do trust you. If dispelled, or you attack, the effect ends.

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.

Magic Armor

Spend 5 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.

Spell List



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.

Ritual Magic

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

Smite Monster

Spend 1 minute stationary while empowering a 2-3 foot blue fabric strip inscribed with mystic runes and tying it to a one handed weapon. The weapon's next swing can damage a large monster. You can only empower one at a time, and only for 5 minutes. It is spent the first time anyone swings the weapon (whether it hits or not). This spell can't "stack" on the same weapon and the monster's handler will need to see the blue strip in order for the hit to count, so play it up!

Silence

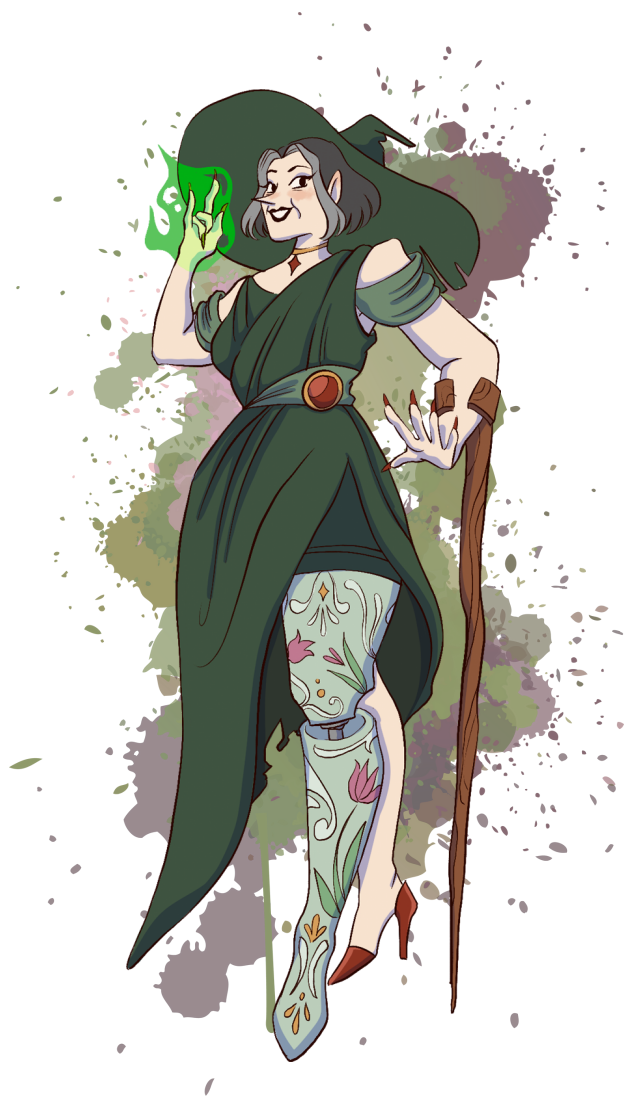
Point and make someone unable to speak or cast spells for at least 5 minutes.

Sleep

Point and make someone move to the nearest safe location and fall into a deep sleep for 5 minutes. They can only be roused prematurely with direct hp damage.

Weakness

Point and make someone weak for 5 minutes. They cannot functionally attack, and can barely move for the duration.



The Guilds offer powerful skills.

Guild Skills

DrachenFest has powerful Guilds in the Bazaar where characters of a similar bend can roleplay and train together. These are a springboard to build groups and shared story. Guilds also offer classes which can unlock Guild Skills and Guild Trainings. These are some of the only ways to gain new abilities. Not all 'character roles' have a linked guild, and some guilds aren't related to character role at all.

You can only gain one rank of one Guild skill per event.

Guild Trainings

Guild Trainings are "smaller" skills that don't block you from getting a Guild skill. (for example, the Ritual Master training is foundational for building magical rituals, we encourage all Ritual casters to take it!)

It's an open secret that the Guild skills are really a hook to get people engaged in rich lore and roleplay, to form little societies based on shared concepts, and to learn real life and historic crafts. Mechanical character progression is not necessary to enjoy DrachenFest.

It's not a sure thing

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 of a single guild can take years of effort, and there are several Guilds to choose from.



Guilds

Crafting Guild ([learn more](#))

The Crafter's Union is a guild for crafters. They host Guild Trainings in different types of Crafting, enabling characters to advance timers for armor & shield repairs while working on real-life crafting projects. You can even learn to forge a Dragon Mark, a symbol of craftsmanship which enhances a game item.

The Alchemists Guild ([learn more](#))

The Guild of Alchemical Arts teaches how to concoct powerful potions and tend deadly gardens. To learn how to craft substances like Potions, 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. You must have the Alchemist role to use any Alchemist Guild Skills or Trainings.

Magic Guild ([learn more](#))

Anyone with the spellcaster role can join the Lyceum Arcanorum to learn magical guild skill trainings and join a specialized collegium of magic, getting access to New Spells, or perhaps learning how to write Spell Scrolls. Ritual casters harness the raw power of the primordial stream through the great ritual circle.

Thieves Guild ([don't learn more](#))

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 Bardic Guild ([learn more](#))

The Bard Society is the guild of musicians, entertainers and storytellers who bring life and drama to the world of DrachenFest. Learn how to cast spells through musical performances, bolster rituals, and become an integral part of the atmosphere itself.

The Fighters Guild ([learn more](#))

The Warrior's Lodge guides you on a unique path towards transcendent self-realization, allowing warriors to deliver the might of the dragons in battle; Brawling, Knocking Down opponents, or using two-handed weapons to Break Shields.

Surgeons Guild ([learn more](#))

The Surgeons Guild is the center of medical advancement and teaching. They research advanced techniques for healing, like Triage & Resuscitation. They also offer community and protection to healers. Surgery Guild Skills and trainings require the Healer role.

Non-combatants wear orange bands.

To opt out of combat...

Wear a bright orange wristband (you can request one at game check-in), or a bright orange sash. Noncombatants can't be struck with weapons. They may not use offensive abilities or spells.

This is an out-of-game designation; it doesn't mean you can walk into danger risk-free. If someone points a weapon at you, they can capture you, "force" you out of an area, or even execute you. But if you feel you're being unfairly bullied, use "Oh, Mother," or contact a ref.

Noncombatants often help in battle by healing, collecting arrows, or carrying water--but if you step onto a battlefield, you must accept the risk of being confused with a combatant or being hit with stray arrows.



Final Notes

Kids under 16...

Must stay near their guardians at all times. They don't have roles and can't independently interact with any game mechanics.

When supervised, the child can use their guardian's magical, healing, or crafting skills (often roleplayed as helping or training). Children can't carry in-game items or participate in battle, even on the sidelines.

We want children and their guardians to play together, but want to avoid circumstances where the child may become a target.

Be mindful of children and try to keep it PG-13 if they're around. If you have a problem with how a kid is behaving, talk to their guardian.

Special FX

If you want to add some zazz to your scenes using special effects...

- Don't startle people with sudden loud noises or flashes. Give a loud count-down before one goes off.
- No pyrotechnics or fire-based effects!
- Smoke/powder-based special effects must be cleared with all affected participants and a referee. If we see smoke, we assume fire unless told otherwise.
- Many smoke / powder/ fog effects are toxic in some fashion. Never use them on a battlefield, enclosed area, or any place people can't avoid them. Read the warning label thoroughly, and only use as directed.

Is there a list of game calls?


What about game effects?

Absoulutely! There are some verbal calls and game effects that need a bit of explanation or quick referencing. We've provided a non-exhaustive list of spells and abilities you might encounter (including the Guild Skills). This is by no means all of them, or you might find variations for non-combat abilities, but it is all the need-to-know stuff and everything you'll see come up in combat!

If you run into something else, it likely means someone is improvising. If it's cool, go with it!

Game effects to look for...

- **Dragon Mark (Crafters Guild)** An item marked with a Dragon Mark is “master crafted” until the end of the event. Shields can block an Orb of Power but are then damaged and need to be repaired (the mark remains). Gates get +5 min to defense time, War Machines get +5 min to attack time. Dragon Marks don’t “stack”—a person or thing can only benefit from one at a time.

*This is what the
Mark looks like.* 

- **Infiltrators (Thieves Guild)** Infiltrators can use a grappling hook to cross otherwise impassable barriers such as camp palisade walls or city walls. Coordinated with a camp referee first.
- **Lifeward (Magic Guild)** A magic white sash that grants one time protection from dying and lets you resist one Assassinate call. (Say "Lifeward" to let the assassin know)
- **Lockpicking (Thieves Guild)** Using a long thin wooden prop, such as a knitting needle, someone with the lockpicking skill can pick IG locks, and access otherwise locked containers.
- **Magic Armor (Spell):** A blue sash that adds ap.
- **Meditation (Magic Guild):** A technique which helps spellcasters recover from casting faster.
- **Orb of Power (Spell):** If a magic foam ball hits you, take 3 damage (ignoring armor) and fall down.
- **Scrolls (Magic Guild)** Anyone can cast a spell from a scroll even if wearing metal armor. This mentally exhausts you like a normal spell. Tear up the scroll when you use it.
- **Smite Monster (Spell)** A blue strip of fabric tied to a weapon indicates it can harm a monster.
- **War Machines:** A hit cannot be blocked, deals 3 damage (ignoring armor), and knocks you down.
- **Large Monsters:** A hit cannot be blocked except by a shield, which breaks immediately. It deals 3 damage (ignoring armor), and knocks you down.

Verbal calls to listen for...

- **Assassinate (Thieves Guild):** If a blade touches your shoulder and you hear “assassinate”, you drop to 0 hp (regardless of armor) and fall safely in place. Another strike will kill you.
- **Fear/Blindness/Weakness (Spell):** Don’t attack, and you must roleplay the name of the spell for 5 minutes. (pg. 19-21)
- **Gust of Wind (Spell):** Take 5 big steps back. If you can’t, struggle for 5 seconds.
- **Knockdown (Fighter’s Guild):** Fall down or act dazed; doing nothing for 5 seconds.
- **Poison (Alchemists Guild):** You’re sick and can’t do anything for 10 seconds. After, you can only walk and fight at half speed. If not cured in an hour, you die.
- **Delay Poison (Spell):** The effects of poison and any related time count are paused for 5 minutes.
- **Sleep (Spell):** Roleplay sleeping for 5 minutes. Damage wakes you up.
- **Friendship (Spell):** The caster is your best friend for 5 minutes.
- **Shield Breaker (Fighter’s Guild):** Your shield breaks; hold it behind your back or remove it from the battlefield.