

DrachenFest

Freunde „treffen“ Freunde



Das DrachenFest Rulebook

Version 7.2

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For the sake of readability, no distinctions in English Language are made between masculine and feminine forms in translating from the German Language. Language used is to be understood as gender-neutral and pronoun inclusive.

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Chapter 1 - Introduction

The DrachenFest rules define a uniform global system using verbal 'Calls' (announcements of game effects). DrachenFest is an international event, therefore all Calls are in English language. To maximize freedom in character design: Magic, Shamanism, Prayers, Blessings etc. and all other supernatural abilities and spells are uniformly referred to as 'Spirituality'.

1.1 - BASIC PRINCIPLES

- Any character race, class or archetype is allowed.
- The rules apply to the creation of a new character and for converting an existing character into the DrachenFest rulesystem.
- Special or unique rules or abilities for individuals are not granted.

1.2 - SPIRITUAL ITEMS AND POTIONS

Spiritual items and potions at DrachenFest and the Dragon World only exist if they are created at the DrachenFest event.

Chapter 2 - Character Creation

2.1 – CHARACTER POINTS AND SKILLS

- All character skills can be freely chosen.
- Selecting a skill has costs character points (ChP).
- The total number of available ChPs is:
 - 10 base character points
 - 2 additional character points per attended DrachenFest.
 - ChPs can be used to select skills until there are no more character ChPs available.
- Selectable skills are divided into five different skill trees: Combat, Medicine, Crafting, Spirituality and Alchemy.
- Every standard skill can and must be acquired only once!
- Some skills and most special abilities have skill prerequisites. Prerequisites are noted in the description.

- „Resistance to Spirituality“ and „Resistance to Alchemy“ are also learnable skills. They are represented by character resistance ranks and are selected using ChPs.

2.2 – SKILLS

- Formerly learned guild skills are retained without using ChP. Former guild skill cards must be presented for confirmation.
- Formerly learned guild skills that were removed give an additional + 2ChP. Former guild skill cards must be presented for confirmation.
- At baseline, the use of melee weapons up to a maximum length of 50cm does not have to be purchased using ChP.

Combat skills

ChP

| | | |
|--------------------------------------|-----------------------------------|---|
| Waffen nutzen | Use Weapons | 1 |
| Schild nutzen | Use Shield | 1 |
| Nutzung Fernkampfwaffen | Use Long Range Weapons | 1 |
| Belagerungswaffen bedienen | Use of Siege Weapons | 2 |
| Tragen leichter Rüstung | Wear Light Armour | 1 |
| Tragen mittlerer Rüstung | Wear Medium Armour | 2 |
| Tragen schwerer Rüstung | Wear Heavy Armour | 4 |
| Besondere Fertigkeiten | Special Abilities | |
| Regeneration | Body Regeneration | 2 |
| Zähigkeit | Toughness | 2 |
| Zusätzlicher Lebenspunkt I | Additional Life Point I | 2 |
| Zusätzlicher Lebenspunkt II (*L I) | Additional Life Point II (*L I) | 3 |
| Zusätzlicher Lebenspunkt III (*L II) | Additional Life Point III (*L II) | 4 |

Medicine

ChP

| | | |
|-------------------------------|--------------------------|---|
| Erste Hilfe | First Aid | 1 |
| Heilkunde (* EH) | Healing (* FA) | 2 |
| Arztkunde * | Medicine (* FA+H) | 4 |
| Besondere Fertigkeiten | Special Abilities | |
| Voraussetzung Heilkunde | Requirement Healing | |
| Meister der Heilung (*HK) | Master of Healing (*H) | 4 |
| Lebensrettung (*HK) | Lifesaving (*H) | 2 |
| Heiler des Gefechtes (*HK) | Healer of Battle (*H) | 2 |

Crafting

ChP

| | | |
|---|---|---|
| Holzarbeiten / Schild und Wehranlagen reparieren | Wood Work / Repair Shield and Defence Constructions | 1 |
| Lederarbeiten / Lederrüstung reparieren | Leather Work / Repair Leather Armour | 1 |
| Metallarbeiten / Metallrüstung reparieren | Metal Work / Repair Metal Armour | 1 |
| Schlösser herstellen / entschärfen | Pick / Build Locks | 2 |
| Fallen entschärfen/bauen | Disarm / Build Traps | 2 |
| Besondere Fertigkeiten Unterschiedliche Voraussetzungen | Special Abilities Different Requirements | |
| Sappeur (* Holz) | Sappeur (* Wood) | 5 |
| Meistersattler (* Leder) | Master Saddler (* Leather) | 4 |
| Meisterschmied (* Metall) | Master Smith (* Metal) | 4 |
| Meisterschlosser (* Schlösser) | Master of Locks (* Locks) | 4 |
| Meisterfallenbauer (* Fallen) | Master of Traps (* Traps) | 4 |
| Palisadenbaumeister (* Holz) | Master of Palisades (* Wood) | 4 |

Spirituality

ChP

| | | |
|---|---|---|
| Spiritualität I | Spirituality I | 2 |
| Spiritualität II (* S I) | Spirituality II (* S I) | 3 |
| Spiritualität III (* S II) | Spirituality III (* S II) | 4 |
| Ritualspiritualität (* S I) | Ritual Spirituality (* S I) | 1 |
| Schriftrollen erschaffen (* S I) | Create Scrolls (* S I) | 3 |
| Spirituelle Schutzaura (* S II) | Spiritual Protection Aura (* S II) | 3 |
| Wächter des Zwilichts (* S II+RS) | Guardian of the Twilight (* S II+RS) | 2 |
| Meister der Regeneration | Master of Regeneration | 2 |
| Besondere Fertigkeiten Voraussetzung Spiritualität III und ggf. „Ritualspiritualität“ | Special Abilities Requirement Spirituality III and sometime „Ritual Spirituality“ | |
| Meister der Spiritualität (* S III) | Master of Spirituality (* S III) | 6 |
| Untote erschaffen (* S III) | Create Undead (* S III) | 6 |
| Ritualmeister (* S III+RS) | Master of Rituals (* S III+RS) | 2 |

Alchemy

ChP

| | | |
|---|--|---|
| Kräuteranbau/Tierzucht | Herb/Livestock Cultivation | 1 |
| Alchemie I | Alchemy I | 2 |
| Alchemie II (* A I) | Alchemy II (* A I) | 3 |
| Alchemie III (* A II) | Alchemy III (* A II) | 4 |
| Alchemistische Öle (* A I) | Alchemy Oils (* A I) | 2 |
| Alchemistische Pulver (* A I) | Alchemy Powders (* A I) | 4 |
| Besondere Fertigkeiten Voraussetzung Alchemie III und/oder ggf. andere Voraussetzungen | Special Abilities Requirement Alchemie III and/or eventually other requirements | |
| Meister der Kräuter (* KräuterA) | Master of Herbs (* HerbC) | 2 |
| Meister der Bestien (* TierZ) | Master of Beasts (* LivestockC) | 2 |
| Meister der Alchemie (* A III) | Master of Alchemy (* A III) | 6 |
| Alchemistische Klingengifte (*A III) | Alchemy Blade Poisons (* A III) | 4 |
| Sprengmeister (* A III + AP)) | Demolition Expert (* A III + AP)) | 4 |

| | | |
|--|-------------------------------------|------------|
| Resistenzränge bis maximaler Rang 9 | Resistance to maximum rank 9 | ChP |
| + 1 Rang Resistenz gegen Spiritualität | + 1 Rank Spiritual Resistance | 2 |
| + 1 Rang Resistenz gegen Alchemie | + 1 Rank Alchemy Resistance | 2 |

2.3 – SKILLS - DESCRIPTION

The skills that can be selected with character points are described here in terms of effect, prerequisites, and framework conditions.

The specific role play of the skills in practice can be individualized by a player, as long as the mechanics conform to the rules.

COMBAT

Use weapons

With this skill, the character may wield all weapons except siege weapons and ranged weapons.

Use shield

With this skill the character may use a shield.

Use ranged weapons

With this skill the character may wield bows, crossbows and firearms.

Wearing light armor

With this skill, the character may use real or alternative simulated light armor. This gives a total of 3 armor points to the covered areas.

Armor only applies where it is worn.

Note: Physical representation of simulated armor must be convincing (i.e., no thin cloth shirts, visible tape, etc.)

For more information, see the „Armor“ chapter.

Wearing Medium Heavy Armor

With this skill, the character may use real or alternative simulated medium-heavy armor. This gives a total of 6 armor points to the covered areas.

Armor only applies where it is worn.

Note: Physical representation of simulated armor must be convincing (i.e., no thin cloth shirts, visible tape, etc.)

For more information, see the „Armor“ chapter.

Wearing Heavy Armor

With this skill, the character may use real or alternative simulated heavy armor. This gives a total of 10 armor points on the covered areas.

Armor only applies where it is worn.

Note: Physical representation of simulated armor must be convincing (i.e., no thin cloth shirts, visible tape, etc.)

Operating siege weapons / oversized firearms.

With this skill the character may use large artillery weapons (e.g. ballistas) and siege equipment (catapults etc.).

Special abilities

Regeneration

With this skill, the character can no longer bleed to death. Lost health automatically heals after at least 6 hours of sleep, should the wounds not be taken care of otherwise. This skill does not prevent the character from becoming unconscious in case their life points drop to \leq zero.

Toughness

With this skill, the character does not lose consciousness when his Health points have dropped to \leq zero. The character can still utter single words in a low voice. However, movement, except for weak crawling, is no longer possible.

Additional Life Point I

This skill gives the character an additional +1 hit point.

Note: This skill is a prerequisite for the special skill „Additional Life Point II“.

Language note: The Terms 'Life point', 'Hit point' and 'Health point' share the same meaning. In the German Language, this is [Lebenspunkt] or LP, ie Lifepoint.

Additional Life Point II *

Prerequisite for selecting this skill, is selection of the skill „Additional Life Point I“.

This skill gives the character a further additional +1 hit point.

Note: The bonus adds to the skill effect of „Additional Life Point I“.

Note: This skill is a prerequisite for the special skills „Additional Life Point III“.

Additional Life Point III *

Prerequisite for selecting this skill, is selection of the skill "Additional Life Point I" and "Additional Life Point II" skills.

This skill gives the character a further additional +1 hit point.

Note: The bonus adds to the skill effects of „Additional Life Points I and II“.

MEDICINE & HEALING

Healing includes, the use of bandages, as well as simulated and real harmless (safe) herbs, powders, ointments, or liquids to treat or cure injuries.

Important: When using herbs, powders, ointments, or liquids, it is essential to inform the person being roleplay-treated about the ingredients and the nature of the substances and to obtain their consent, because of possible allergies.

First Aid

With this skill, the character can clean the wounds of- and stabilize another character, whose life points have dropped to, or below zero. A character successfully treated with first aid does not bleed to death. This skill does not restore life points.

Note: This skill is the prerequisite for the skill „Healing“.

Healing *

Prerequisite for selecting this skill, is selection of the skill „First Aid“.

With this skill, the character can treat injuries.

When successfully treated, a single wound is healed immediately and all additionally treated wounds are completely healed within 1 hour.

This skill can **not** be used to „reattach“ severed limbs.

Note: This skill is a prerequisite for the Medicine skill.

Medicine (Physician)*

Prerequisite for selecting the skill „Medicine“ is selection of both skills „First Aid“ and „Healing“.

With this character skill, the character can treat injuries.

When successfully treated, 2 wounds are healed immediately and all additionally treated wounds are completely healed within 1 hour.

This skill can be used to „reattach“ severed limbs.

Note: The skill serves as a prerequisite for the learning of the special abilities in the field of „Medicine“.

Special abilities

Prerequisite for the selection of these skills is selection of the „Medicine“ skill.

Master of healing *

By acquiring this skill, the character is able to treat serious injuries and provide expert treatment. If the treatment is successful, this restores all life points to the person being treated.

Lifesaving *

By acquiring this skill, the character is able to save seriously injured people.

A character who would have died by standard rules and should already be on their way to Limbus can still be saved with this skill.

The skill „Lifesaving“ should be used immediately after death occurs and at maximum no later than within 2 minutes of death. Following successful life-saving, a character's wounds must be treated separately.

Note: This skill does not restore hit points.

Healer of battle (Triage)*

By acquiring this skill, the character can prevent up to 5 other characters that have ≤ 0 hit points from bleeding to death.

The skill „Healer of Battle“ has a similar initial effect to „First Aid“, but can be used on up to 5 other characters at the same time. The skill effect lasts only as long as the healer can focus on the „patients“ being cared for. However, this skill only allows the user to keep the wounded alive until other healers can help. If the healer's concentration phase ends without another healer coming to help, the bleeding-out period is not further extended. Therefore, if any patient is not individually stabilized or treated (beyond the normal 10 minutes), that patient will die as soon as the healer of battle skill effect ends. This is different from the character skill „First Aid“!

Note: This skill does not restore hit points and its effect is not increasable.

CRAFTING

Wood Work / Repair Shield and Defence Constructions

With this skill, the character can repair a shield damaged in-game, and perform in-game woodworking. After performing 5 minutes of repair, the shield is successfully repaired. Additionally, with this skill, the character can estimate the strength of enemy palisades, provided he has the opportunity to examine them from both inside and outside.

Note: For repairing fortifications and siege weapons, see the „Battles and Sieges“ chapter.

Note: This skill is a prerequisite for the special abilities „Sapper“ and „Master palisade builder“.

Leatherwork / Repair leather armor

With this skill, the character can repair armor damaged in-game, made of leather and perform in-game leather working. For each 5 minutes of repair roleplay, the damaged leather armor regains one armor point, but only up to the normal maximum armor value of the leather armor.

Note: This skill is a prerequisite for the special ability „Master Saddler“.

Metalwork / Repair Metal Armor

With this skill, the character can repair metal armor damaged in-game and perform in-game metalwork. For each 5 minutes of repair roleplay, the damaged metal armor regains one armor point, but only up to the normal maximum armor value of the metal armor.

Note: This skill is a prerequisite for the special abilities „Master Blacksmith“, „Sapper“ and „Master Palisade Builder“.

Pick / Build Locks

With this skill, the character can make and open in-game, labelled lock mechanisms. In-game locks are physically represented by an Ref-stamped small envelope that has the word „lock“ written on it. Inside the envelope is a number, with which the user interacts in determining success or failure. This number does not represent the direct difficulty of a lock, instead is a component of the lock-picking mechanism, which involves guessing the number.

When creating the lock, a number between 0 and 9 is assigned to the lock.

The number assigned to a lock is determined by the manufacturer of the lock.

The number i.e. the digit allowed to be selected in creating a lock, is limited by the 'lock level'.

Simple locks start at 0 and complex locks go up to the number 9, thereby expanding the guessing range for lock-picks.

When attempting to pick a lock, the player writes and guesses any number between 0 and 9 on the envelope. Players can write one number per 'opening level' (see below).

Lock level:

The lock level affects the difficulty of a lock, by expanding the guessing range for lock-picks.

The lock-level is selected by the crafter, as a the function of effort and time they put in. A higher lock-level allows a greater range of digits to be chosen from for the lock mechanism, making lock-picking more challenging.

At lock-level 1 only the digit 0 can be selected. At each higher level, the next higher digit can be used up to a maximum of the number 9, at lock level 10.

For every 10 minutes of crafting roleplay, the lock gains one lock level.

This means for example, that after 20 minutes of crafting a lock, at lock-level 2, the crafter can assign a digit between 0 and 1.

At 100 minutes of crafting, any digit between 0 and 9 can be assigned.

The maximum lock level is 10 (exception: „Master Locksmith“).

Opening level:

The user attempts to pick a labelled in-game lock, by using and increasing their opening level. Every 10 minutes of lock-picking roleplay generates one opening level.

Different to the lock level, the lock-picker can write any single number between 0 and 9 on the lock envelope. Every further opening level allows the lock-pick to write a further single digit, and thereby gives the lock pick another potential guess. A maximum of 10 digits can be written on a lock for opening level 10.

The maximum opening level is level 10 (exception: „Master Locksmith“).

Success or failure of the opening attempt:

If any of the individual numbers written by the lock-picker on the envelope matches the number in the envelope, the lock is successfully opened.

If none of the lock-pick guesses match the number in the envelope, the lock is blocked and can only be repaired and opened by a master locksmith.

Note: The attempt to open the lock must be made in the place where the item with the lock is located. The item may not be moved to another location. Exception: The item with the lock is on the move, e.g. due to a transport, or has a corresponding „thief card“. In this case, the card may be moved to another location together with the lock's physical representation, ie. the ref-stamped lock envelope, to another place. (For more details see „Thieves and Burglaries“).

Finding/Disarming/Building Traps

With this skill, the character can find, make and disarm traps in-game. The physical representation of a trap's mechanism is a sealed envelope with a referee stamp, which on which the word „Trap“ is written. Inside the envelope is a number, with which the user interacts in determining success or failure. This number does not represent the direct difficulty of a lock, instead is a component of the lock-picking mechanism, which involves guessing the number.

In-game traps can be found by role playing searching for traps, and possessing this skill.

Trap level

The Trap level determines the difficulty of a trap. Similar to lock-picking, when crafting a trap, the crafter determines the trap level as a function of time and effort.

Each 10 minutes of crafting roleplay increases the trap level by one.

For each trap level, the range of selectable numbers increases, starting at 0 for trap level one, up to a range of 0-9 for trap level 10.

A higher trap level allows a greater range of digits to be chosen from, thereby making disarming traps more challenging.

This means for example, that after 40 minutes of crafting a trap at trap-level 4, the crafter can assign a digit between 0 and 3. At 100 minutes of crafting, any digit between 0 and 9 can be assigned.

Note: Players who want to craft a trap must inform and discuss their plan with a referee before they begin. After completing the crafting roleplay, the trap must be reviewed and stamped by a referee. The effects of the trap are discussed with and approved by the referee. Crafting time can not be expedited by multiple crafters.

The maximum trap level is 10 (exception: „Master of Traps“).

Disarming level

A user can attempt to disarm an in-game trap that they have identified in-game through searching roleplay, by generating disarming levels.

Every 10 minutes of roleplay disarming generates a disarming level.

For each disarming level, any single digit between 0 and 9 can be written on the physical representation of the trap's mechanism i.e. the envelope. A maximum of 10 digits can be written at disarming level 10.

Success and Failure in disarming traps:

If any of the individual digits written by the disarmer on the envelope matches the number in the envelope, the trap is successfully disarmed.

If none of the disarm guesses match the number in the envelope, the trap is activated and the trap effect, written in the envelope affects the disarmer.

Trap effects must be role played precisely and honestly.

Note: The time it takes to craft traps can not be shortened with multiple crafters working on the same project.

If a large trap is being crafted, and wood or metal materials are needed for the construction, then crafting the specific trap has additional prerequisites of 'wood working' and/or 'metalworking'. However, the trap crafter can be assisted by other crafters who have these skills in order to create the trap.

The maximum disarming level is 10.

(Exception: See 'Master of Traps')

Special abilities

Prerequisite for the selection of these skills, is selection of the corresponding crafting skill: 'Wood working', 'Leather work', 'Metal work', 'Pick / Build locks', 'Disarm / Build Traps'

Master Saddler

Prerequisite for the selection of this skill, is selection of the skill 'Leather work', and additionally, access to- an alchemical compound in order to grant a permanent bonus armor point for the duration of the duration of the event.

A character with the master saddler skill has the following special abilities:

- The time it takes to repair leather armor is halved. It now takes 2.5 minutes instead of 5 to repair one armor point.
- A master saddler can use their artisan skill alone to improve a set of leather armor with an additional bonus armor point. The corresponding roleplay takes 20 minutes. The bonus armor point lasts only until it is 'worn out' after being hit for the first time.
- In addition to using their artisan mundane skill to improve leather armor, they can use an alchemical 'Increase armor' compound, to give leather armor an additional permanent armor point, **which lasts for the duration of the event.**

The entirety of the leather armor set must be treated with the compound, and the additional armor point must also be repaired when damaged. This effect does not alter standard armor rules: Armor is only effective and counts where it is worn.

After completing the role play of imbuing an armor set, the crafter hands the alchemical compound 'Increase armor' card to a referee, who creates a 'armor card' with a finite time duration. The 'armor card' confirms the +1 maximum armor, and should be kept together with the armor, and be given back to the owner of the armor.

This skill can only be used once per armor set.

Note: This skill can be applied to simulated alternative leather armor sets.

Master smith

Prerequisite for the selection of this skill, is selection of the skill 'Metal work', and additionally, access to- an alchemical compound in order to grant a permanent bonus armor point for the duration of the duration of the event.

A character with the master smith skill has the following special abilities:

- The time it takes to repair metal armor is halved. It now takes 2.5 minutes instead of 5 to repair one armor point.
- A master smith can use their artisan skill alone to improve a set of metal armor with an additional bonus armor point. The corresponding roleplay takes 20 minutes. The bonus armor point lasts only until it is 'worn out' after being hit for the first time.
- In addition to using their artisan mundane skill to improve metal armor, they can use an alchemical 'Increase armor' compound, to give metal armor an additional permanent armor point, **which lasts for the duration of the event.**

The entirety of the metal armor set must be treated with the compound, and the additional armor point must also be repaired when damaged. This effect does not alter standard armor rules: Armor is only effective and counts where it is worn.

After completing the role play of imbuing an armor set, the crafter hands the alchemical compound 'Increase armor' card to a referee, who creates a 'armor card' with a finite time duration. The 'armor card' confirms the +1 maximum armor, and should be kept together with the armor, and be given back to the owner of the armor.

This skill can only be used once per armor set.

Note: This skill can be applied to simulated alternative metal armor sets.

Master of Locks

Prerequisite for the selection of this skill, is selection of the skill 'Pick / Build locks'.

With this skill, the time it takes to craft, and pick locks is halved. It now takes 5 minutes instead of 10 minutes to generate a lock-level or opening-level.
Additionally, only a master of locks is able to craft and pick level 11 locks.
Creating a level 11 lock takes 11 x 5 minutes, and allows the number '10' to be written on the physical representation of the lock, i.e. the envelope.
Similarly, when picking a lock, a master of locks is able to guess the number '10' when attempting to pick a lock only after 11 x 5 minutes of roleplay.
All other lock picking rules apply as described in 'Skills - Pick/ Build locks'.

Master of Traps

Prerequisite for the selection of this skill, is selection of the skill 'Disarm / Build traps'.

With this skill, a the time it takes to craft and disarm traps is halved.
It now takes 5 minutes instead of 10 minutes to generate a trap-level or disarm-level.
Additionally, only a master of traps is able to craft and disarm level 11 traps.
Creating a level 11 trap takes 11 x 5 minutes, and allows the number '10' to be written on the physical representation of the trap, i.e. the envelope.
Similarly, when disarming a trap, a master of traps is able to guess the number '10' when attempting to pick a disarm a trap only after 11 x 5 minutes of roleplay.
All other trap rules apply as described in 'Skills - Disarm /Build traps'.

Master of Palisades

Prerequisite for the selection of this skill, is selection of the skill 'Wood work'.

With this skill, a master of palisades is able to repair or improve palisades and siege weapons in a group, together with other characters who have the 'wood work' skill.
Note: Palisade & siege weapon information is in the 'Siege rulebook'.

Sappeur

Prerequisite for the selection of this skill, is selection of the skill 'Wood work'.

With this skill, a sappeur is able to reduce a palisade's level through sabotage.
Note: Palisade & siege weapon information is in the 'Siege rulebook'.

RESISTANCE RANKS

Resistance ranks give a character an additional +1 resistance per rank, against spirituality or alchemy. This skill can be taken multiple times, up to a **total maximum of 12 combined resistance ranks** including both spirituality and alchemy resistance.

Additional Rank - Resistance against Spirituality

This skill gives a character +1 resistance to spirituality per rank, up to a maximum of 9 ranks against spirituality.

Note: See resistance rules in the chapter 'Resistance - Resistance against spirituality'

Additional Rank - Resistance against Alchemy

This skill gives a character +1 resistance to alchemy per rank, up to a maximum of 9 ranks against spirituality.

Note: See resistance rules in the chapter 'Resistance - Resistance against spirituality'

Chapter 3 – Spirituality

3.1 – GENERAL RULES

To maximize freedom in character design: Magic, Shamanism, Prayers, Blessings etc. and all other supernatural abilities and spells are uniformly referred to as 'Spirituality'.

Spirituality is split into three tiers, and ranks. At spirituality tier 1, a character is able to use spells at spirituality ranks 1-3, at Tier II = ranks 4-6, and tier III = ranks 7-9. The character can choose what spell level they cast up to their tier maximum.

Spiritual skills and abilities which are not listed in the rulebook, but generated through unique narrative plot or special situations may NOT be used during battles, during a siege or for operations to steal a camp's banner.

3.1.1 SPIRITUAL SKILLS - FORMULA - VERBAL & PHYSICAL COMPONENT

Use of spiritual skills requires the roleplay of a verbal and physical component. The roleplay of these components should be individualized and created by the player for their character. There are no standardized phrases for the roleplay of spirituality. However, the verbal roleplay component must involve 10 distinct words, which are repeated as a phrase, once per spirituality rank.

At the end of the final repetition, and not before hand, the caster points to the target and makes a loud and clear 'Call'. **All calls are made in the English Language**, and are found in the Table 'CALLS'. In addition to stating the call word, the user also states the spirituality rank. E.g. 'Sleep rank four!'

3.1.2 SPIRITUAL RANK

- The spiritual rank represents the strength of the spiritual skill in use. The user can choose the level of the spiritual rank, up to a maximum that their tier allows.
- **The maximum spiritual rank is 10.**
- The higher the spiritual rank, the higher the exhaustion after use. In practice: The user is exhausted for the duration of one minute per spirituality rank, and is unable to use a spiritual skill during this time. The rank also determines if the skill successfully effects the target, or whether the target resisted. (Resistances in chapter 'Resistance')
- If the spiritual rank of the call is higher than the spiritual resistance of the target, then the effect takes place. If the rank is the same or smaller, the target is resistant and the call fails and has no effect.
- The spirituality rank determines how often the verbal casting component's 10 word formula is repeated i.e. once per rank.
- **Note: Failed use of a spirituality skill** still exhausts a user to a full duration of one minute per rank.

Example: The user has Tier II spirituality, and has access to a maximum of rank 6 spirituality skills. They choose to use a spirituality skill at rank 4. They then repeat 10 words they invented as their formula i.e. the verbal component four times, and finally make a loud call 'Sleep rank four!' in the English language while pointing at their target.

If the target has rank four or higher spiritual resistance, the target isn't effected by the call. However, if the target has lower than rank four spiritual resistance, then the target must safely roleplay the effect. In both cases, the user is exhausted for four minutes and can't use a spirituality skill during that time.

3.1.3 - INTERRUPTING THE USE OF A SPIRITUAL SKILL

If a user is interrupted while reciting the verbal component of their formula for any reason, or if the user chooses to stop reciting the verbal component for any reason, then the use of spirituality fails and no effect takes place.

A user is still exhausted when interrupted in their use of a spiritual skill.

3.2—SPIRITUAL SKILLS - OVERVIEW

Prerequisite for selecting spirituality skills, is the skill 'Access to spirituality'.

If this is the first skill branch that is chosen, then there is no character point cost for selecting 'Access to spirituality'.

Spirituality Tier I

This skill allows characters to use all spiritual abilities up to and including rank 3.

Spirituality Tier II

This skill allows characters to use all spiritual abilities up to and including rank 6.

Prerequisite for selecting this skill, is the skill "Spirituality I"

Spirituality Tier III

This skill allows characters to use all spiritual abilities up to and including rank 9. Prerequisite for selecting this skill, is the skill "Spirituality I" and "Spirituality II".

Ritual spirituality

Prerequisite for selecting this skill, is the skill "Spirituality I".

The spiritual skill 'Ritual spirituality' allows the user to actively take part in rituals.

Without this skill, participation in a ritual is only allowed under certain conditions:

One or more participants are allowed to take part in a ritual. Participants who do not have the ritual spirituality skill can be allowed to participate if a 'Ritual master' is engaged in running the ritual.

The level of exhaustion for ritual participants, and determining what components are required for a ritual is determined by referees.

Expect the duration of exhaustion from participating in a ritual to be in the realm of hours, not minutes.

Referees will supervise rituals and determine whether or not a ritual was successful.

Rituals may have spiritual effects, which may otherwise not be possible at all through the use of standard ritual abilities, or not possible in the scope of the effect.

Spiritual items can only ever be created or banished through very large rituals in the great ritual circle or in a camp's font of power (i.e. the camp ritual circle or camp dragon shrine).

Only plot referees [Plot-SLs] can approve spiritual items. Rituals involving spiritual items must be communicated to a Plot referee before the ritual starts.

At DrachenFest, the only spiritual items that exist are ones created at DrachenFest.

Note: This skill is the prerequisite for being able to use the spiritual abilities 'Spiritual armor', as well as the skills 'Ritual Master', 'Spiritual aura of protection', and 'Twilight watcher.'

Create Spell scroll

Prerequisite for selecting this skill, is the skill "Spirituality I".

This skill allows the character to bind a spiritual ability (i.e. spells from the spirituality abilities list) into a spell scroll, as a spritual 'focus'. Also commonly referred to in German Language as a Foki (Pronounced Foe-kee).

In order create a focus which can be used by other characters, the creator is exhausted for tripple the amount of time use of the ability would cause.

The maximum rank of the spell scroll is the same as for a character's spiritual abilities i.e. 'Spirituality tier I, II or III', or 'Master of spirituality'.

A user can only create one spell scroll per hour. The final product must be approved by a referee.

The focus or spell scroll can be used by any character.

3.3 Spiritual Abilities - Spells

Spiritual abilities, i.e. spells which can be used by characters with the skills 'Spirituality I, II and III' can be divided into temporary 'curses', offensive abilities, influencing abilities and direct or indirect self-targeting abilities.

| Ability/Spell | Call |
|--|-----------------------|
| Temporary „Curses“ | |
| Blindness | Blindness |
| Muteness | Mute |
| Deafness | Deafness |
| Sleep | Sleep |
| Offensive abilities | |
| Gust of Wind | Gust of Wind |
| Energy Ball | Energy Ball |
| Influencing abilities | |
| Friendship / Goodwill | Goodwill |
| Fear | Fear |
| Heavy Weapon | Heavy Weapon |
| Confusion / Delusions | Confusion/Delusion |
| Truth | Truth |
| Healing abilities | |
| Neutralize Poison | Neutralize Poison |
| Spiritual Healing | Spiritual Healing |
| Directly or indirectly self-targeting abilities | |
| Dispell Spirituality | Dispell Spirituality |
| Light | Light |
| Identify spirituality | Identify spirituality |
| Spiritual Armour* | Spiritual Armour |
| Ritual Spirituality* | Ritual Spirituality |

3.4 DESCRIPTION OF EACH SPIRITUAL ABILITY / SPELL

- This section describes each spiritual ability's effect and requirements. The way in which the roleplay effect takes hold is up to each individual.
- The term 'successful use' of an ability requires the user to have successfully recited the verbal component, and that the target was not resistant (resistance rank lower than spirituality ability rank).
- Spiritual items have their own spirituality rank, and is used in practice the same way a spiritual ability is made, with a call and rank, and weighed against spirituality resistance ranks.
- In order to dispel or counteract some spiritual effects, alchemical potions and compounds can be used, and visa versa. Here, if the spiritual rank is above the alchemical resistance rank of the potion, then the spiritual dispel effect works. If the alchemical rank is higher than the spiritual rank of the ability effect, then the use of alchemy to dispel spiritual effects was successful.

3.4.1 TEMPORARY „CURSES“ AND „INFLUENCING ABILITIES“

These spiritual abilities/spells have a temporary effect on their target. The rank of the ability determines the duration of effect. Success requires a higher spirituality rank than the target's spirituality resistance rank.

These effects can only be counteracted with the ability 'Dispel spirituality'.

Blindness

The user points to a target within five meters. On successful use, the target becomes blind for a duration of one minute per spiritual rank.

The target lowers their head, so they can only see their own feet for safety.

Muteness

The user points to a target within five meters. On successful use, the target becomes mute for a duration of one minute per spiritual rank.

Deafness

The user points to a target within five meters. On successful use, the target becomes deaf for a duration of one minute per spiritual rank.

Sleep

The user points to a target within five meters. On successful use, the target falls asleep for a duration of one minute per spiritual rank.

Goodwill (Friendship)

The user offers a gift to their target. If the target accepts their present, and the spell is successful, the target becomes the user's 'best friend' for the duration of one minute per spiritual rank.

The verbal component must be used within five minutes of offering the gift to the target. If more than five minutes pass, the gift loses its spiritual characteristics and has no effect.

Fear

The user points to a target within five meters. On successful use, the target runs away screaming from the user until they are out of site. Afterwards, for a duration of one minute per spiritual rank, the target must stay at least 10 meters away from the user.

Heavy weapon

The user points to a target weapon within five meters. On successful use, the weapon becomes so heavy that it can not be wielded, even with two hands. (Please do not drop the weapon in order to avoid injury)

Confusion / Delusions

The user points to a target within five meters. On successful use, the target is confused and affected by strange hallucinations for the duration of one minute per spiritual rank. This ability alters the sensory perception of their target, so that they are unable to understand their immediate environment. Sounds are wrongly interpreted, shadows seem to move and take strange forms, visual senses are wrongly interpreted, and individual people aren't recognized or only partially recognized as such.

Truth

The user touches their target. On successful use, the target is compelled to answer one question truthfully per spiritual rank, for the duration of five minutes per spiritual rank. The ability ceases to work after one question per rank is answered, or after the duration ends.

If the effect is dispelled using the 'dispell spirituality' spell, then any answers that the target has already provided aren't affected and are not retrospectively changed.

3.4.2 - OFFENSIVE SPIRITUAL ABILITIES

These abilities/spells work offensively against other individuals. Success is determined when the ability spirituality rank is higher than the resistance rank. (For Gust of wind, each of the multiple target's spirituality resistance ranks is individually assessed).

Gust of wind

The user points to a target within five meters. On successful use, the target and individuals directly adjacent to the target are caught by a gust of wind, and must move back at least five meters from their original location.

Energy Ball

This spiritual ability only affects a single person. The type or nature of the target doesn't play a role (spiritual or mundane). The user throws a larp safe throwing component at the target. On successful use, and if the thrown component hits the target:

The target takes two damage points.

Energy ball **ignores armor and shields, and directly damages life points**, which are base life points + additional life points).

3.4.3 - Spiritual HEALING ABILITIES

These abilities have a physical healing effect. Their success is not dependent on overcoming a spirituality resistance rank.

Neutralize Poison

The user touches a target. The target can be a person or an item. If the spirituality rank is higher than the alchemical poison rank, the poison is neutralized.

Example: A person is affected by a rank 6 'Potion of Blindness'. If the spirituality rank of neutralize poison is above rank 6, the potion is neutralized. The person's own spirituality resistance rank doesn't affect the ability in any way.

Spiritual Healing

Prerequisite for successful use of spiritual healing, is that the target had a successful treatment with the mundane 'First Aid' skill. First aid does not have to be applied by the same person using spiritual healing.

The user touches the target.

The user restores one life point per spirituality rank, up to a maximum of the target's normal maximum life points.

Example: A character has the skill 'Additional lifepoint I', and has 3 base + 1 = 4 lifepoints. They are hit three times and lose three life points and are now at 1. First aid is applied, and they are then affected by the use of spiritual healing rank 2, restoring 2 life points. They now have 3 life points, and one more wound that needs to be treated or healed elsewhere.

3.4.4 - DIRECTLY OR INDIRECTLY SELF-TARGETING ABILITIES

Dispel Spirituality

This ability only works to counteract temporary effects of spiritual abilities/spells. Successful use of the ability is determined when the spiritual rank of dispel spirituality is higher than the rank of the original spiritual ability that is being dispelled. Resistance ranks do not play a role.

The user points to a target within five meters. On successful use, a temporary spiritual effect is counteracted and removed.

This ability does not affect spiritual items i.e. permanent Artifacts, or spiritual abilities with immediate effects (e.g. 'Energy Ball' or 'Spiritual Healing').

Light

This ability has an indirect effect on the user: On successful use, the user can create spiritual light, simulated using a small flashlight which the user can use to light their path. The user is allowed to use a flashlight (with the maximum power of a mini-mag light) for the duration of 5 minutes per spiritual rank. Afterwards, the light disappears. If the user with an active light uses any other spiritual ability, or takes any form of damage, the light goes out.

Identify Spirituality

This ability has an indirect effect on the user. Success is determined by the spiritual resistance rank of the target.

The user touches a target of their choice, that they wish to investigate.

The target can be a person or an item.

On successful use, the user gains the information of whether or not the target is spiritual in nature or not. If the target is spiritual in nature, they can gain more information (e.g. The character can look at the attached artifact card).

Example: The user uses 'Identify spirituality' rank 8 on a target of their choice. If the target's spiritual resistance rank is lower, or if the target is a spiritual item or artifact and it's spiritual rank is lower than 8 - then use of the ability was successful and the user gains information about the spiritual nature of their target.

Spiritual Armor

This ability has a direct effect on the user. Success is not determined using a spirituality resistance rank. Prerequisite for successful use of the ability, is selecting the 'Ritual spirituality' skill. The user targets themselves when using the skill.

Unlike other spiritual abilities, spiritual armor requires a small ritual.

The user can hold the ritual anywhere, and the duration of the ritual is five minutes per spirituality rank.

The user creates a force field around their body, and gains bonus one armor point per spirituality rank.

However, spiritual armor's effect doesn't allow the user to do damage with melee weapons. The effect lasts until the user has taken hits equal to the number of armor points, or until dawn ie. 6am, or after 6 hours of sleep.

In using this ability, visual physical representation is important to minimize misunderstandings. Therefore, a user must wear a visible blue band on their torso.

This simulates an easily visible force field around the user which protects their body.

After all bonus armor points from spiritual armor are lost, the user must remove the blue band.

Note:

- Spiritual armor doesn't require active upkeep or concentration, and exists until all bonus armor points or lost, or until 6am the next day or 6h of sleep.
- Only after spiritual armor's bonus points are lost, are any (leather) armor points worn by the user affected.
- However: As the force field is maintained very close to the user's body, **only armor that has the thickness of standard leather armor can be worn while using spiritual armor (A maximum 3 armor points)** wearing any heavier armor prevents spiritual armor from successfully creating a forcefield, or destroys the active effect.
- Changing into, or putting on more armor while a user has spiritual armor active, **immediately destroys the forcefield, canceling the effect of spiritual armor.**

Master of Regeneration

This ability allows a character to speed up their own exhaustion time from using spiritual abilities and skills. Exhaustion times are halved.

Twilight watcher

Prerequisite for selecting this ability, is selection of the 'Ritual spirituality' skill.

This special ability allows a character to bring a character who recently died back to life in their camp's font of power (ie. camp ritual circle / Dragon shrine).

Unlike other spiritual abilities, twilight watcher requires a small ritual, with a duration of at least 20 minutes. This ability can only be used to bring one deceased character back at a time.

Unique feature: If a character is brought back to life through the twilight watcher ability, they are unable to remember the last 30 minutes of their life leading up to their death.

Special spirituality skills

Prerequisite for selecting the following skills, is selection of the skill 'Spirituality III'.

Ritual Master

Prerequisite for selecting the following skill, is selection of the skill 'Ritual spirituality'. This skill allows a character to include any number of individuals as active participants into a ritual, and to use their power. These individuals do not need to have the skill 'Ritual spirituality' in order to participate.

Master of Spirituality

This skill allows a character to use spiritual abilities/spells at rank 10.

Create undead

This skill allows a character to 'create' and 'control' an undead.

The user approaches a dead player on their way to limbus, and asks for consent to raise the character as an undead, instead of going through limbus.

If consent is given, the character is raised as an undead with their full set of skills, for the duration of one hour. After one hour, or if the undead is destroyed, the body turns to dust. The character doesn't need to pass through limbus, and re-awakens back to life and re-enters the game normally at the exit of Limbus.

The undead has one life point at baseline, which is increased by one for each spiritual rank of the ability.

Undead can not be healed, are immune to spiritual influencing abilities and can only move at walking speed.

Spiritual Aura of Protection

Prerequisite for selecting this ability, is selection of the skill 'Ritual Spirituality'.

This ability directly affects the user. Success is not determined by overcoming a spirituality resistance rank.

Unlike other spiritual abilities, spiritual armor requires a small ritual.

The user can hold the ritual anywhere, and the duration of the ritual is five minutes per spirituality rank.

This skill allows a user to increase their spiritual resistance by one rank per spirituality rank of the ability.

The user creates a spiritual aura, which adds to a character's spiritual resistance, and can only be reduced by offensive spiritual abilities. A maximum of spiritual resistance of rank 9 can not be exceeded. Offensive spiritual abilities which target the user have to be higher than the combined resistance rank of the user + the rank of spiritual aura of protection in order to be successful. This applies to all offensive spells which target the user. The aura can not be applied to others.

The physical representation of aura of protection is a visible white sash or band worn on the torso.

The begin of the exhaustion timer for using spiritual aura of protection begins when the aura is destroyed.

Each time the user is targeted or attacked by offensive spirituality - whether successfully or not, the bonus resistance is reduced by one, until it is destroyed.

Example: A user with a spiritual resistance rank 4 uses 'spiritual aura of protection' rank 2, and increases their spiritual resistance to rank 6. They are then hit by an energy ball rank 1, and take no damage, but lose one rank of their spiritual resistance and only have spiritual resistance rank 5 now. The user then gets hit by an energy ball rank 7, which penetrates their aura. They take damage, and the aura loses it's last level and is destroyed.

Chapter 4 – Alchemy skills

4.1– ALCHEMY SKILLS - OVERVIEW

Alchemical recipes which are not listed in the rulebook, but generated through unique narrative plot or special situations may NOT be used during battles, during a siege or for operations to steal a camp's banner.

4.1.1 - BASIC PRINCIPLES:

- Selection of the skill 'Alchemy I' grants a character basic alchemical knowledge. Each alchemical recipe gives a character the ability to use in-game ingredients (including game herbs and non-plant game items), to produce alchemical compounds: brew potions, create powders or oils.
- Each recipe's product has a specific form: Either as a potion, an oil or a powder.
- Sealed potions last for the duration of the event.
- A potion with a broken seal, which has been opened loses its effect after five minutes.
- There is no cap on the number of alchemical compounds that can be produced. The only restriction is the time it takes to make the potions and availability of alchemical ingredients.
- **Note:** Only characters who have selected the skill 'Access to Alchemy' and/or 'Herbalism / Livestock cultivation' can use the in-game herbs of the Dragon world. Characters without the skill are unable to differentiate herbs from weeds. In-game herbs only function as ingredients for alchemical recipes, and have no other function.
- **Important:** Only potions brewed at the current event, which are approved by referees have an effect.

4.1.2 - Success in ALCHEMICAL PRODUCTION:

- Success in creating alchemical products is determined by the duration of production, correct use and correct quantity of ingredients and access to the required skills.
- Alchemical products must be reviewed and approved by a referee. Here, an alchemist who has completed role play of creating their alchemical product, goes to a referee with the required number of in-game herbs, and shows their character sheet. They hand the ingredients over to the referee, and inform the referee what they have just made. The referee checks the ingredients and the intended alchemical effect-level of the product, and marks the container (For potions, a small vial, and for powders a small bag or tin/can).
- **Note:** The player is allowed to design the method of role play in which the alchemical product is created, and is required to bring their own container for the product.
- **Note:** It is also possible after creating an alchemical product, to split the product into multiple products: For example, a compound with the Effect level 10 can be split into five different vials at effect level 2.
Compounds which have been split can not be re-combined to increase the alchemical effect level.

4.1.3 - SUCCESSFUL USE AND ALCHEMICAL EFFECT LEVEL

- Just like the successful use of spiritual skills: The alchemical effect level must be higher than the target's alchemical resistance rank. If the resistance rank is the same or higher, there is no effect.
- An alchemist chooses the intended alchemical effect level of their product. Here, each effect level requires 10 minutes of roleplay, as well as the effect level times the number of ingredients for a given rank.
- The alchemical effect level determines the duration and/or severity of the effect. (The exception to this is gunpowder). The effect level also determines whether an antidote or counter-effect is successful in neutralizing the effect: If the level of the antidote is higher than the original effect level, the effect is neutralized. If the level is the same or lower, there is no change in the effect.
- Unsuccessful alchemical production is determined by a referee. The referee can decide if the product has no effect, or has a different effect to the one intended.
- Some alchemical effects can be countered by the spiritual ability 'Neutralize poison'. Here, in order to be successful, the spiritual rank has to be higher than the alchemical effect rank of the product.
- Containers for compounds (except for potions) can also be small cloth bags or made of cloth rags. These don't have to be expensive containers or tiny treasure chests. Players are responsible for providing their own containers.

•For safety reasons **including allergic reactions: potions are only allowed to contain water and food safe dye. No other ingredients can be used.** Drinking a potion should only be simulated, where a potion's seal is broken, the roleplay implies that the player is drinking the potion, and the contents are poured out to the side.

Example: An alchemist wants to create a potion with an effect level 4. They require 40 minutes of roleplay producing the potion, and 4 times the number of ingredients listed in the recipe. A neutralizing potion requires at least effect level 5, and a neutralizing spiritual ability also requires spiritual effect level 5.

4.1.4 - INTERRUPTING THE PRODUCTION OF AN ALCHEMICAL COMPOUND

If an alchemist is interrupted during production of a compound for any reason, or if they choose to stop during production of a compound - they then have a total of 10 minutes before they have to continue with production. If more than 10 minutes pass, the compound (whether potion or powder etc.) will lose all effect, and a number of herbs equal to the intended level of the potion are consumed, as these are all processed at the beginning of alchemical production. All herbs used must be given to a referee.

4.2 – ALCHEMICAL SKILLS - OVERVIEW

Alchemists should check in with their camp referees. Here, alchemists receive three potion stickers for healing potions level 1, which they can create without herbs.

The Alchemy and Herbalism / Livestock cultivation skills use the Alchemy-Appendix, which is downloadable on the Drachenfest homepage under 'Rules'.

Herb gardens or Livestock pens must also be registered with their camp referees. Players will receive starter game herb coupons and the important yearly 'Alchemy Handout' information sheet.

- Prerequisite for selecting the skill 'Alchemy II' (Rank 4-6) is selection of 'Alchemy I' (Rank 1 to 3). Prerequisite for selection of the skill 'Alchemy III' (Rank 7-9) is selection of the skills 'Alchemy I and II'.
- Prerequisite for selecting the skills 'Alchemical Oils' and/or 'Alchemical powders' is selection of the skill 'Alchemy II'.
- Prerequisite for selecting the skill 'Alchemical blade poisons' is selection of the skill 'Alchemy III'.

Herbalism / Cultivating Livestock (Animal Husbandry)

This skill allows characters to grow and cultivate a garden or livestock pen to generate in-game ingredients for Alchemical production. The skill also allows characters to recognize in-game herbs by their potential use, and allows for herbs to be harvested.

Important note: No digging, or pouring soil directly onto the event site ground is allowed when creating gardens. The local region is a legally defined nature reservation. Real plants may not be taken out of the forest.

- An herb garden must have a minimum surface area of at least one square meter, and be fenced in. The garden bed should be decorated using at the discretion of the gardener or herbalist, using imitation prop plants, common garden herbs etc.
- In-game herbs only grow, when at least two sapling herbs are planted.
- Cultivating and taking care of a garden requires active roleplay.
- Additionally, in-game herbs have **plant rules**, which are required to be followed to grow specific herbs in the camp garden. These are found in the Alchemy appendix.
- 'Master Herbs' can only be grown with the skill 'Master of Herbs'.

For animal husbandry and livestock pens, the same rules apply as for herbalism:

- With adequate roleplay and physical representation props, livestock pens can provide alchemical ingredients for harvesting.
- However, there are no specific animal game tags. Instead, 'herb equivalent' ingredients can be harvested.
- 'Master ingredients' can only be harvested with the skill 'Master of beasts'.

Herb gardens and Animal are reviewed for approval on Wednesday. Referees need to be informed as to the location and setup for all camp gardens and livestock pens by Wednesday morning at 10am.

Gardens which are registered after Wednesday will not retrospectively receive herb props or starter coupons for any time period before they are registered.

The skill 'Herbalism / Livestock cultivation' allows a character to find and harvest in-game herbs in the forrest. These are physically represented by game props in the form of small chests or cointainers as 'herb colonies'. A herb colony contains herb coupons. Herb coupons are an addition form of physical representations for in-game herbs, and can be used as sapplings to grow in a camp garden, or as ingredients in alchemical production.

When a herb colony is found, only one coupon can be taken! Herb coupons can be exchanged for standard in-game herb physical representations at camp referees.

When harvesting certain herbs, in-game safety measures need to be taken. See Alchemy appendix.

Alchemy I

Allows a character to produce alchemical products with alchemical effect levels 1-3.

Alchemy II

Prerequisite for selecting Alchemy II, is selecting the skill Alchemy I.

Allows a character to produce alchemical products with alchemical effect levels 4-6.

This is the prerequisite for selecting the skill 'Alchemy III', 'Alchemical Oils' and 'Alchemical powders'.

Alchemy III

Prerequisite for selecting Alchemy III, is selecting the skills 'Alchemy I and II'

Allows a character to produce alchemical products with alchemical effect levels 7-9.

This is the prerequisite for selecting the skill 'Alchemical Blade Poisons', as well as special Alchemical skills and abilities.

Recipies

| Recipe in German Language | Recipe in English Language |
|------------------------------------|-----------------------------------|
| Alchemical Potions | Alchemical Potions |
| - der Blindheit | - of Blindness |
| - des Schweigens | - of Silence |
| - der Taubheit | - of Deafness |
| - des Schlafs | - of Sleep |
| - der Wohlwollen | - of Goodwill |
| - der Verwirrung/Trugbilder | - of Confusion/Delusion |
| -der Wahrheit | - of Truth |
| - der Amnesie | - of Amnesia |
| - der Schädigung | - of Injury |
| - der Gegenwirkung | - of Counter-effect |
| - der Heilung | - of Healing* |
| - der Vitalität | - of Vitality |
| - der Meditation | - of Meditation |
| Alchemistische Klingengifte | Alchemy Blade Poisons |
| - des Schlafs | - of Sleep |
| - der Schädigung | - of Injury |
| - der Verwirrung/Trugbilder | - of Confusion/Delusion |
| Alchemistische Öle | Alchemical Oils |
| - Mechaniköl | - Mechanic Oil |
| - Korrosivöl | - Corrosive Oil |
| Alchemistische Pulver | Alchemical Powders |
| - Schießpulver | - Gunpowder |
| - Rüstung verstärken | - Increase Armour |

4.3 – ALCHEMICAL RECIPES - DESCRIPTIONS

4.3.1 - POTIONS

4.3.1.1 POTIONS, WHICH CAN BE NEUTRALIZED VIA SPIRITUALITY OR ALCHEMICAL METHODS

The effects of these potions can be countered and neutralized using the spiritual ability 'Neutralize poison', or use of the alchemical potion 'of Counter-effect', as long as the use is successful.

Potion of Blindness

Successful use causes causes the target to become blind for the duration of 5 minutes per alchemical effect level of the potion. The target looks down and keeps the vision focused on their feet.

Potion of Muteness

Successful use causes causes the target to become mute for the duration of 5 minutes per alchemical effect level of the potion.

Potion of Deafness

Successful use causes causes the target to become deaf for the duration of 5 minutes per alchemical effect level of the potion.

Potion of Sleep

Successful use causes causes the target to fall asleep for the duration of 5 minutes per alchemical effect level of the potion.

A shake or a hit will wake up the victim, but he will still be dazed for the rest of the potion's duration and will not be able to perform any offensive actions.

Potion of Goodwill (Friendship)

The victim looks at the user for 5 minutes per effect level with goodwill.

At the onset of the effect, the victim must have direct eye contact with the person to whom the Woolly Will is to be generated.

(Note: Even benevolence has limits and is always at the discretion of the OT person who took the potion IT).

Potion of Confusion / Delusions

Successful use causes causes the target to become confused, and be subject to strange hallucinations for the duration of 5 minutes per alchemical effect level of the potion.

Note: This ability alters the sensory perception of their target, so that they are unable to understand their immediate environment. Sounds are wrongly interpreted, shadows seem to move and take strange forms, visual senses are wrongly interpreted, and individual people aren't recognized or only partially recognized as such.

Potion of Truth

Successful use causes causes the target to be compelled to answer one question per alchemical effect level truthfully, within the duration of five minutes per alchemical effect level. If the time elapses without questions being asked, the potion's effect still wears off.

Potion of Amnesia

Successful use causes the target to permanently lose memory leading up to the moment the potion was drunk, equal to 5 minutes per alchemical effect level of the potion. This effect can only be countered with the spiritual ability 'neutralize poison' or the alchemical potion 'of counter-effect' if they are successfully used within 20 minutes of a potion of amnesia being used. Otherwise, these memories are permanently lost and can not be restored using common alchemical or magical means.

4.3.1.2 PPOTIONS, WHICH CAN NOT BE COUNTERED

Potion of Injury

Successful use causes the target to take one damage point per alchemical effect level. If a target's life points drop to, or below zero, the character dies using standard death rules (See chapter 'Death and Limbus').

Potion of Injury's effect is instantaneous and can not be countered. However, Life points can be restored using the skills 'Healing', 'Medicine' (Physician healing), 'potion of healing', and the spiritual ability 'spiritual healing'.

Potion of counter-effect

Successful use neutralizes the effect of a previously consumed alchemical potion or blade poisoned wound, as well as some spirituality effects.

Exception: Potion of counter-effect has does not counter the effect of 'Potion of Injury'.

Note: At least 15 minutes need to pass between consuming two potions of healing, or two potions of counter-effect. Otherwise, there is no effect and the user must roleplay overdose/feeling poisoned.

Potion of healing

Successful use of this potion does not require overcoming the alchemical resistance rank of the target. The target has life points rested equal to the alchemical effect rank of the healing potion, up to a maximum of the normal maximum.

The healing duration is five minutes per effect level, to a maximum of 30 minutes.

Mundane 'First aid' must be successfully performed before a healing potion can be used, otherwise the potion has no effect.

Note: At least 15 minutes need to pass between consuming two potions of healing, or two potions of counter-effect. Otherwise, there is no effect and the user must roleplay overdose/feeling poisoned.

Potion of Vitality

This potion gives the user an additional life point regardless of the potion's effect level.

The effect level only determines the duration of the potion's effect. Taking more than one vitality potion does not increase the effect and the potion that was taken last takes effect. The duration of the effect begins when the first potion is taken and is 10 minutes per effect level. At the end of the effect duration, the user automatically loses this life point. If that was his last life point, the user dies according to the general rule.

Potion of Meditation

Successful use of this potion does not require overcoming the target's alchemical resistance rank. The user is able to immediately reduce the exhaustion time caused by use of spiritual abilities by one minute per alchemical effect rank once.

The exhaustion time can not be reduced below zero minutes.

Example: A character uses a spiritual ability rank five. They then drink a potion of meditation rank 4, and can reduce the exhaustion time from five minutes to one minute.

4.3.2 - BLADE POISONS

Prerequisite for selecting the skill 'Alchemical Blade Poisons' is selection of the 'Alchemy III' skill. Blade poisons are subject to standard alchemy rules, with the following exceptions and added requirements:

- Blade poisons have a cream like or fluid oil-like consistency and are 'applied' to a weapon. Application of these to a weapon is only ever simulated (Never actually apply an oil or cream to a larp weapon!)
- Blade poisons can not be applied to ranged, firearms, munitions or throwing weapons.
- A character who wields a poisoned blade must keep the alchemical game sticker or seal with them.
- Blade poisons only affect the first successful hit which does life point damage. After the first successful hit, the poison is used up. The type and rank of poison is communicated through a loud and clear 'Call' in the English language. The use is successful when the rank is higher than the target's character resistance against alchemy rank. Even if the target is resistant to the blade poison, the poison is used up.
- Blade poisons only work when attacking an unarmored body part or once all the armor points are used up.

Blade poison of sleep

On successful use, the target falls asleep for 5 minutes per alchemical effect rank. The sleep effect can be neutralized by the spiritual ability 'Neutralize poison' or the alchemical potion 'of counter-effect', if their use is successful.

Blade Poison of Injury

On successful use, the target takes one damage per alchemical effect level. If the target's life points drop to, or below zero, the target dies following standard death rules (See chapter 'Death and Limbus'). The effect of blade poison of injury can not be countered.

Blade poison of confusion / delusions

On successful use, the target is confused and has strange hallucinations for five minutes per alchemical effect level. This effect can be neutralized by the spiritual ability 'Neutralize poison' or the alchemical potion 'of counter-effect', if their use is successful.

Note: This ability alters the sensory perception of their target, so that they are unable to understand their immediate environment. Sounds are wrongly interpreted, shadows seem to move and take strange forms, visual senses are wrongly interpreted, and individual people aren't recognized or only partially recognized as such.

4.3.3 - ALCHEMICAL OILS

Prerequisite for selecting the skill 'Alchemical Oils' is selection of the skill 'Alchemy II'. Oils are subject to standard alchemy rules, with the following exceptions and added requirements:

- **The maximum rank of oil recipes is Rank 3.**
- Oils may only ever be made of water and dye, and never real oil for safety concerns of being confused with potions. Oils are used on mechanical traps and locks.
- **Note: Application of oils to traps and locks is only ever simulated. Never really apply the oil prop to a trap or lock!**
- An alchemical oil product can only be used once on a trap or lock.

Mechanic Oil

Mechanic oil is used to lubricate (only simulated roleplay!) mechanisms in traps and locks.

The level of the trap / lock is increased by the alchemical effect level of the oil, during creation of the trap / lock. The maximum total level of the lock can not exceed level 10. The alchemical game sticker must be kept inside the lock's referee-marked physical representation envelope. The increased level of the trap or lock, increases the range of numbers that can be chosen when creating the lock.

Example: A trap/lock at level 2 is being crafted and mechanic oil level 2 is used. The resulting trap/lock level is now 4. The crafter can choose to write a digit now between 0 and 3 inside the envelope.

The guessing mechanic for picking and disarming locks and traps does not change, as described in the standard ruleset under 'Disarm traps' and 'Pick locks'.

Corrosive Oil

Corrosive oil corrodes and facilitates lock picking and disarming traps.

The opening-rank or disarming-rank is increased by the alchemical effect rank of corrosive oil. This increases the number of digits that can be written on the envelope when guessing the number inside, as a representation of picking or disarming traps. Any further lock-picking or trap-disarming attempts i.e. generating opening-ranks or disarming-ranks must be role played following the standard ruleset under 'Disarm traps' and 'pick locks'.

The potion sticker must be added and left in the referee-marked physical representation envelope.

Example: A player roleplays lock-picking for 30 minutes and generates opening-rank 3, which would allow them to write 3 digits to guess the number inside the envelope. They then use Corrosive oil level 3, and generate a further 3 opening ranks to a total of 6 opening ranks. They can now write six different digits on the front of the envelope as their guesses before opening the envelope to see if their lock-picking was successful. Success and failure are determined by the standard ruleset under 'Disarm traps' and 'Pick locks.'

4.3.4 - ALCHEMICAL POWDER

Prerequisite for selecting the skill 'Alchemical Powders' is selection of the skill 'Alchemy II'.

Powders are subject to standard alchemy rules, with the following exceptions and added requirements:

- Alchemical powders are dry and in a powder form.
- Powders are not to be consumed. These do not need to be made from food safe products.
- Alchemical powders do not have ranks.

Gunpowder

Gunpowder is required for the use of **firearms**. One packet/portion of gun powder can be used for five shots with a pistol or musket, or for a single shot with a cannon. (Referees will determine specifically how many packets/portions of gunpowder are required for each cannon).

Alchemically manufactured gunpowder must be approved by a referee, and be issued an alchemical product card.

Gunpowder is **not** equivalent or used for explosive barrels (see 'Demolition expert').

Firearm function without projectiles and without 'hitting' a target:

The firearm user points the weapon at their target at a maximum range of 10m, and simulates firing the weapon. The effect on the target is that of a 'Gust of Wind'.

The role play time for re-loading is one minute.

Increase armor

This alchemical product can be used by a master smith or master saddler to add one permanent maximum armor point to an armor set, for the duration of the event. The product can only be used once per armor set.

Explosive Powder

Prerequisite for selecting this recipe, is selection of the skill 'Demolition Master'.

All standard alchemy rules apply to powders. **Explosive powder can be used against palisade/gate fortifications and against siege weapons.** To simulate explosive powder doing damage, a recognizable, audible sound effect must be used. If a player is holding or adjacent to an exploding barrel or charge, while it detonates, the player takes one damage per portion/charge of explosive body. Players in the immediate vicinity are thrown back by a gust-of-wind, which can not be resisted.

Explosive powder can not be fired using canons, or delivered/shot using catapults or ballistas. If explosive powder is used by or fired by a siege weapon, the siege weapon takes damage, and players are thrown back by a gust-of-wind, which can not be resisted.

Detailed information on damage values against gates are found in the Siege rulebook.

Explosive powder can only be made by Demolition masters.

Special Abilities

Prerequisite for selecting the skill, is selection of the 'Alchemy III' skill, as well as other specific prerequisites listed below.

Master of Alchemy

A character with this special ability is able to produce alchemical recipes up to alchemical effect rank 10 (Exception: recipes which are not producible at rank 10, e.g. Oils).

A master of alchemy is able to speed up the production of alchemical products and the production time is halved, i.e. the preparation takes only 5 minutes per effect rank.

Master of Herbs

A character with this special ability can increase the growth rate of in-game herbs in a herb garden (see „Herb Cultivation/ Livestock Cultivation“).

Likewise, this skill allows the player to cultivate and harvest „Master Herbs“.

(Herbs used in the production of alchemical potions, blade poisons, oils, and powders).

Note: The player should communicate and register that they have selected the special ability „Master of Herbs“ with their camp SL/Ref, in addition to registering the Herb Garden so that the SL/Ref can respond to the skill use accordingly.

Additional prerequisite for selecting this skill is the selection of the alchemical skill „Herbalism / livestock cultivation“.

Master of Beasts (non-increasable)

This skill allows the character to increase the growth rate of creatures in a livestock pen or beast farm. (see "Herbalism / Livestock cultivation").

Likewise, this skill allows the character to breed and keep more „exotic“ animals and thereby obtain „master ingredients“. (These ingredients are used for alchemical potions, blade poisons, oils and powders). **Note:** The player should communicate and register that they have selected the special ability „Master of Beasts“ with their camp SL/Ref, in addition to registering the Herb Garden so that the SL/Ref can respond to the skill use accordingly.

Additional prerequisite for selecting this skill, is previous selection of the skill „Herbalism / Livestock cultivation“.

Demolition Expert

This skill allows for the production of blasting powder. Production must always be communicated to the SL/Ref before beginning the alchemy role play.

Additional prerequisite for selecting this skill is selection of the skill „Alchemical Powders“.

Chapter 5 - Character Resistance Ranks

Just as the spirituality rank determines the strength of the spiritual abilities/spells, and the alchemical effect rank determines the strength of the effect of alchemical products, resistance ranks reflect the character's resistance to these effects.

A character has two different types of resistance ranks:

Resistance to Spirituality and Resistance to Alchemy.

A character can have a total maximum of 12 resistance ranks distributed between both resistances. These 12 ranks can be selected using character points, distributed between the two resistance types. Each individual resistance type can have a maximum of rank 9.

- The resistance against spirituality rank is weighed against the rank of the offensive spiritual ability, and the resistance to alchemy is weighed against the alchemical effect rank of the offensive alchemical product.
-

- If the spiritual ability rank, or the alchemical effect rank of the offensive spell/product is higher than the corresponding resistance rank, then the spell or product is successful in it's use.
- **At an equal number, resistance wins.**
- If a resistance rank is equal or higher than a spiritual ability rank, or alchemical effect rank, the character is resistant to the effect, and use of the ability/spell or alchemical product fails.

5.1 RESISTANCE TO SPIRITUALITY

- Each 'resistance to spirituality' skill rank grants one additional resistance rank against Spirituality.
- The maximum resistance rank that can be acquired is 9.

5.2 RESISTANCE TO ALCHEMY

- Each 'resistance to alchemy' skill rank grants one additional resistance rank against Spirituality.
- The maximum resistance rank that can be acquired is 9.

Chapter 6 - ARMOR

6.1. ARMOR

- Armor protects its wearer from damage by any weapon except Ranged weapons (Exception: see heavy armor), and an unsuccessful use of the spiritual skill „Energy Ball“.
- **The corresponding armor values apply as a total armor value to all armor-covered parts of the body.**
- **Uncovered areas of the body have no armor value.**
- As an alternative to „real“ armor made of leather and metal, you can choose to simulate corresponding light, medium or heavy armor parts made of alternative materials, if they are convincing physical representations.
Here, the same rules apply as if the armor were made of „real“ material.

Example: The character has an armor value of 6, which means that the armor will resist 6 hits to a body part covered by armor. A hit on an unarmored legal hit zone does direct damage.

6.2 ARMOR VALUE

- **The maximum armor value is always 10 (without a helmet) or up to 12 (with helmet).** This value cannot be exceeded under normal circumstances (exceptions: see „Master blacksmith“).
- Wearing a helmet made of leather adds one armor point.

- Wearing a metal helmet gives two additional armor points.
- As the head is not a legal hit zone, wearing a helmet upgrades the armor points on the parts of the body that are covered by armor.

6.3 EXAMPLES OF ARMOR

Examples of the different types of armor or convincing alternative armor:

Light Armor:

Light armor (whether „real“ or „alternate“) grants protection for up to 3 hits.

„Light“ is defined as („real“ or „convincing alternative“) armor types that are soft, cushioning, and show no solid resistance to weapon effects.

Bows and crossbows ignore light armor and cause a direct hit.

Light armor includes, for example:

Padded armor/gambesons, leather armor, studded armor, etc.

Medium Armor:

Medium armor (whether „real“ or „alternative“) grants protection for up to 6 hits.

Medium“ is („real“ or „convincing alternative“) armor that is still flexible, but also cut-resistant.

Bows and crossbows ignore medium armor and cause a direct hit.

Medium armor includes, for example:

Chainmail, simple brigantines, scale armor, etc.

Heavy Armor:

Heavy armor (whether „real“ or „alternative“) grants protection for up to 10 hits.

„Heavy“ includes armor types (both „real“ or „convincing alternative“), which are not, or are hardly flexible, as well as made of visibly hard or solid material.

Heavy armor protects against direct hits from ranged weapons (bows and crossbows) with the exception of firearms and siege weapons.

Heavy armor includes, for example:

Plate armor pieces, legionaire's articulated plate armor, heavy plate armor.

Example 1:

Warrior A wears plate leg chausses, a chain mail hauberk, and a 14th century full plate armor on top, as well as a bascinet hounskull helmet [Hundsgugel]. They would be heavily armored and have 10+2 = 12 armor protection. The character can be hit 12 times, including hits with arrows or bolts before suffering a single wound.

Example 2:

Warrior B wears a padded gambeson, leather bracers, a cloth hood, and metal shin guards. Hits to the gambeson and leather bracers could be blocked 3 times by the armor, but hits to the shin armor could be blocked 10 times. The padded hood is not a helmet and therefore does not provide additional armor protection. If warrior B would wear an iron helmet instead of the hood, the armor protection would improve by 2 points for all armor hits.

Wearing an iron helmet would increase the global armor values: Instead of 3 armor for gambeson and bracers this would be 5 and instead of 10 for the shinguards, it would be 12.

7.1 GENERAL

7.1.1 BASE LIFE POINTS

- Each character has two basic life points. These „natural“ basic life points can be increased for specialized fighter characters by the skills 'Additional Life Points I, II and III“.
- The maximum number of basic life points for specialized fighter characters is 5 (2 basic life points + maximum 3 additional life points) and 2 for all other characters.

7.1.2 HIT POINTS

- From the sum of the basic life points, the additional extra life points and the armor value results in the total sum of the hit points.

7.1.3 COMBAT

A fight can be fought in many different ways. Most commonly by weapons.

Important:

- **Only larp-safe foam weapons allowed by our safety standards may be used.**
- To support players safety checking their own gear, **every SL/Ref can randomly ask you to show your weapon for safety inspection.**
- **Non-approved** foam weapons will be **immediately removed from the game** and may not be used under any circumstances!
- **Hitting the head is expressly forbidden!**
- **Stabbing, both with a padded weapon with a core bar and without a core bar, is strictly prohibited!**
- **Attacks and blows must be moderated and decelerated in force!**
- **Padded weapons may only be used for their appropriate use!**
- **Weapons which do not comply with the safety regulations may not be used or carried, and must be removed/kept away from the game (if necessary, store them in your car!)**

7.1.4 FIREARMS

Firearms that use gunpowder are subject to special rules. As there are no commonly accepted „hit indicators“ ie simulated projectiles for these weapons, and use of these (e.g. rubber bands) are an undesirable source of waste, they are not used at the DrachenFest.

The user points at a target up to a maximum distance of 10 meters and simulates a shot. The effect on the target corresponds to a gust of wind. There is no resistance rank that applies. The reload time of a firearm is 1 minute.

7.2 DAMAGE POINTS FROM WEAPONS

Weapons generally cause only **1 point of damage**.

Firearms (both oversized and normal) **ignore any armor** (including spiritual).

Ranged weapons (bows and crossbows) do 1 direct hit against light and medium armor, against heavy armor only 1 point of damage to the armor.

Special features of oversized ranged weapons ie siege engines:

Siege engines generally do 5 direct points of damage per projectile. In addition, the force of the projectile throws the character to the ground.

Oversized ranged weapons/ siege engines include: Catapults, Ballistas, and Trebuchets.

If a character deflects an oversized projectile with a shield, the shield is broken and unusable until it is repaired by the relevant skill.

In this case, the character „only“ takes 3 points of direct damage and is thrown to the ground by the impact.

7.3 Battles and Sieges

In a battle, siege, or fight within a camp, you must pay even more attention to your own safety and the safety of others. Especially in these situations, the SL's/Ref's overview is a better one than your own. Their instructions are therefore to be followed without any discussion. For rules on battles and sieges, please refer to the separate section „Siege Rulebook - DrachenFest“.

Chapter 8 - Death, Limbus and Guardians of Twilight

8.1 DYING

Dying means the loss of a character's life.

In the Dragon World, characters can die in the following ways:

- By reducing hit points to zero or below, and failing to receive healing assistance within 10 minutes.
- **Exception:** characters with the character skill „Regeneration“ cannot bleed to death, so they do not die if healing help fails to arrive.

If a character dies according to the criteria listed under „Dying,“ they are dead.

After a character has died, they continue to role play being dead and lie in place for **an additional 5 minutes** (in addition to the 10 minutes of bleeding out). Then, the player stands up and immediately walked to Limbus (with arms crossed - see chapter „Game Technical Statements“) or his camp's own font of power (ritual circle / dragon shine) **without making any detours** immediately after roleplaying being dead.

8.2. THE LIMBUS

The battle of the dragons once cost the lives of too many mortals. Therefore, the dragons have decided that death shall not befall the fighters at their feast. But Death is not so easily dismissed, and so they created the Limbus in order to exert some influence on the course of events.

By entering Limbus, the dead character re-enters the game. Since the character is not tangible as a dead person, they can not perform any character skills in Limbus. This includes combat skills. If they reach the EXIT of the Limbus, the re-emerge in the Dragon World alive.

Alternatively, a character may be drawn to their own camp's font of power (camp ritual circle / dragon shrine etc). (see „Guardians of Twilight - Alternative to the Limbus“).

Special Note: If a character returns to life by „walking through limbus,“ they cannot remember the last 15 minutes leading up to their death.

8.3 THE SPIRITUAL SKILL „GUARDIAN OF TWILIGHT“

The alternative to Limbus:

Alternatively, characters who possess the special spiritual ability „Guardian of Twilight“ can also bring characters who have died back to life at the camp's own place of power or at the Limbus graveyard. This requires a small ritual which takes at least 20 minutes. After the ritual has been successfully performed, the deceased character returns to life at the camp's own place of power, but cannot remember the last 30 minutes before his death.

Special Note: If a character returns to life by using the Guardian of Twilight skill, they cannot remember the last 30 minutes before his death.

8.4 - FINAL DEATH

The final death of a character at DrachenFest can only occur if the player decides to let their character die.

Chapter 9 – Thievery and Burglaries

As a general rule, no items - of any kind - may be stolen at DrachenFest unless they are appropriately marked by the owner or an offer to steal is accepted.

Aside from the mechanisms mentioned in this chapter, the removal of any kind of objects of any kind will be considered real-world criminal theft.

Language note: In the German Language, in-game thievery and real-life theft are differentiated using two terms: Thievery is [Dieben], and Theft is [Diebstahl]. Similarly, in English Language, game-world stealing is called 'Thievery' and 'Thieving' as opposed to the real world criminal activity, theft.

9.1 IT THIEVERY

9.1.1 GAME MECHANIC FOR SIMULATING PICKPOCKETING USING A WHITE CONSENT RIBBON, TIED TO A RED BAG

The pickpocketing consent mechanism for the game must be exclusively made using a visually marked consent props, as physical representations of the mechanism.

The player wears a RED pouch attached to his garments. This color is the visual consent indicator that they are making an offer to engage in game-world thievery and agrees that this pouch and its contents may be thieved.

The physical representation of pickpocketing must follow this procedure:

- The „thief“ attaches a WHITE Consent Ribbon by tying a bow knot to the player's RED bag, unnoticed.
- They then addresses the target player and point out the ribbon they have attached.
- The target may then player reward the „thief“ with a reward of their choice.

Note: Any other type of pickpocketing is not allowed!

9.1.2 ITEMS MARKED BY A RED CONSENT RIBBON

An owner of an item attaches a RED consent ribbon with the inscription written on the ribbon: „Dieben erlaubt / thieving allowed“ to this item. This is the mark of consent, that they are making an offer to engage in thievery, and that the owner gives consent to this item being thieved, and that real life ownership of the item may be transferred to the thief through role play.

9.1.3 ITEMS WITH A BLUE RIBBON AND AN OFFICIAL DRACHENFEST CARD

At DrachenFest, there are various game cards that can be exchanged with a specific person for a specific prop, game item, game coins, or the like.

Plot or event items are marked by a BLUE ribbon, on which an official DrachenFest item card is attached. To engage in thievery, the „thief“ must remove the ribbon and card unnoticed. The card will state what this item is, where the item prop can be picked up, and possibly other information.

Important: The prop or item itself may not be stolen. A thief steals the physical representation of the item in form of the card.

9.1.4 THIEVERY BOARD

A 'thievery board' is a consent indicator, which signals an in-game offer to engage in thievery, specifically limited to the physical space of the board. This means that in no other area is there any other offer or consent given engaging in in-game thievery, and no other areas may be used for similar roleplay.

The size of the board is determined thereby by the owner of the board.

The color of the board is RED with a white border and a white circle.

The owner of the board gives consent, that the items on this board represent an offer for players to engage in in-game thievery. The red consent ribbons as described above must also be attached to the items on the board itself, which may be thieved.

This game mechanic specifically allows out-of-game merchant vendors to have a clear separation between in-game thievery and out-of-game criminal theft.

Symbol



9.1.5 ITEMS WITH A GREEN BAND:

Items which have a green ribbon (e.g. herb colony boxes) may not be moved or removed.

9.2 IN-GAME BREAKING AND ENTERING

Basic Information: A locked tent/house/etc. remains locked and may not be unlocked.
No tents/houses/etc. may be entered without request/consent/game markers.

In-game breaking and entering is the unnoticed intrusion into an in-game area, and is only allowed if an in-game area has been specially marked beforehand by the owner.

Spontaneous „just break in somewhere“ into someone else's game area, which is not marked by the owner beforehand, is expressly forbidden.

A game area that has been given consent by the owner for in-game breaking and entering is marked with a special sign: The „thieves' prong“.

Items that may be thieved must be marked as mentioned in „9.1 Thievery“.

Examples:

- 1.) The „thieves' prong“ hangs at the entrance of a group's camp area. Here only the outside area is allowed to be intruded into, but not the tents on it.
 - 2.) If the prong hangs on a tent, then consent is given for the tent, but no locked bags/chests, pouches, pockets of clothing, etc.
 - 3.) If the prong hangs on a door, it means the following room up to the next door.
 - 4.) If the prong is attached to a chest, this chest and its contents are indicated.
- This way, it is possible to define an exact path for an in-game burglar to be given consent by the respective game area owner.

Marking: The marking **MUST** be a red background with a specified WHITE symbol and must be the rough minimum size of 20cm x 20cm.

A wooden board is recommended for the outside, but fabric with a durable paint is also possible.

Symbol



**Note: Real life criminal theft must be immediately reported to a referee.
Tents may never be entered without consent of their owners!**

Anmerkung: Realer Diebstahl ist unverzüglich einer SL anzuzeigen. Zelte dürfen ohne die Erlaubnis des jeweiligen Besitzers nicht betreten werden!

CHAPTER 10 - GAME CALLS

10.1 SAFETY-RELATED CALLS:

STOP

May only be used in out-of-game unsafe situations, e.g. when a fight is taking place on a slope or between tent strings. However, not for in-game safety, for example when the character is in danger. The STOP call is used to clarify a situation. If a person has been injured, „MAN DOWN“ is to be applied in the following.

MAN DOWN

Is an addition to the STOP call. (Call: 'STOP MAN DOWN'). Raise your arms in the air while making the call to grab the attention of others. This is only used in emergency situations when a player is injured.

When you hear the call, immediately stop all combat and make room for the injured person.

„OH MOTHER“

„Oh Mother,.....“ indicates an out-of-game problem, with a request to resolve it in-game. „Oh Mother.....“ should be seen as a request to all bystanders to help resolve an out-of-game problem in game world.

It is possible to resolve minor out-of-game conflicts / misunderstandings / excessive demands / inconveniences without interrupting the game. This rule makes it possible to avoid out-of-game conflicts and generate gameplay instead. It also avoids the unpleasant situation after a stop and gives all parties involved the opportunity to save face.

Beispiele:

1) *A person is being dragged away roughly and finds the guard grabs OT too tightly:*

„Oh mother, what a ruffian!“

Depending on the emphasis, it can be pathetic or dripping with mockery and irony - as best suits the role of the person being taken away - yet everyone now knows „someone is being grabbed OT too hard.“

The guard might grip less tightly.

A bystander might attempt a release.

The guard's supervisor might find a reason why the person should be treated more gently (lady, old bag, of status, man of honor, dirty, looks sick, etc.).

2) *A person feels OT harassed by a clingy admirer in the tavern.... „Oh, Mother, you're so pushy!“ Now it should be clear, the in-game flirting is over.*

OT: All bystanders know that too.

Now, if the situation doesn't change, an outsider can invite them out for a beer, suggest a game of dice, chase them away, beat them up, engage them in conversation, etc.

3) *A guard is supposed to keep watch all night: „Oh mother, what a long shift is ahead of me“ or „Oh mother, I'm tired.“*

Now you know it's too much for the poor player. The guard's supervisor could create a different shift schedule. A comrade could relieve them, a love interest could steal them away to bed, for which they would surely get into trouble later, but never mind that... guard duty can wait until tomorrow. You know that the guard is now OT tired.

4) *You've been sitting in captivity for four hours, your stomach growling, no one is interested in you, the guards standing bored outside your cell, all attempts at interaction ignored.*

„Oh, Mother, what a terrible captivity.“ The guards might now start to engage with you, give you a chance to escape through a randomly lost cell key, or graciously send you to limbus.

Anyone who uses „Oh Mother“ to gain a game advantage is, and will always be, a fool. Please do not abuse „OH Mother“, but use it to treat yourself to a smoother larp experience.

10.2 GAME CALLS OF FROM STAFF MEMBERS

TIME FREEZE (time stop)

Used only by referees. All players stand still, lower their heads and hum.

TIME OUT

Used only by referees. The game is interrupted and the players can talk OT, sit down if necessary and „pause“.

EARTHQUAKE (Earthquake)

Used only by referees or avatars.

All players who hear the spell must drop. They can rise again after 1 to 2 seconds.

10.3 Special NPC skill calls or artifact skill calls

These skills are used only by very special NPCs and avatars.

These NPCs are equipped with a time-limited artifact card so that in case of doubt, this skill can be proven to the player. Avatars can always do this and do not carry an artifact card.

FATAL WOUND (Fatal Wound)

The person hit is immediately reduced to zero health and, according to standard death rules, dies within 10 minutes by bleeding to death. Armor provides no protection, but is not damaged either. Healers can heal the wound normally.

CRUSH (Destroy)

A hit destroys a shield or the armor on a body part. Each additional normal hit now causes the loss of one life point and a wound because the corresponding body part, is no longer considered armored. Unarmored body parts hit with CRUSH, are no longer usable. Arms hang broken on the body, legs are dragged behind, etc..

PARALYSIS (Paralysis)

The hit character cannot move or speak for 5 minutes. Armor does not protect against paralysis.

DIRECT THROUGH (Direct hit)

The hit character suffers a direct wound without taking the armor into account. However, the armor is not damaged.

MASS ... (Mass Spell)

This effect can be combined with any spell.

(For Energy Ball, Energy Field and Spiritual Armor. The spell will then affect a chosen number of characters in the user's field of view.)

10.4 GAME TERMS

In-Time/ In-game (IT):

This term refers to the period of time during which the player is „in-game“ with their character. In-game refers to the non-real-world state, or a non-real-world action. „Non-real“ here defines that character actions in the game world are not the action of the player in our real world. This term is used to communicate happenstances in the game. IT or in-game means that the player's character is physically present in the game world, and is available as a character to all other characters to interact with.

Out-Time/ Out-of-game(OT):

Out-of-game refers to the time period, state, or action of the participant outside the fictional game world, in the real world. In addition to the normal term, this term is used to communicate when a player's character or NPC's character is not physically present in the game for all other characters: For example, the player is standing there OT, but their character is not visible to the other characters. This term is also used when moving through the game area but not being in the game, e.g. the character has died and goes to the SL/Ref, NPCs are needed at a certain place but only appear physically at this place.

In order for this out-of-game state to be visible, players moving OT through the event must cross their arms in front of their chest, or better yet, above their head.

This then signifies to all that the player or character is „not present“. Players may only go OT on the instructions of the SL, or after the death of the character on the way to Limbo.

Linguistic note: In the German language, referring to out-of-game, is called 'OT' [oh-teh], and in-game as 'IT' [jee-teh].

Chapter 11 -Victory conditions

The victory conditions are extensive and can change annually, and have their own set of rules - see the document „Victory Conditions DrachenFest“.



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