



DFAU RULEBOOK





Written by Brendan Faithfull

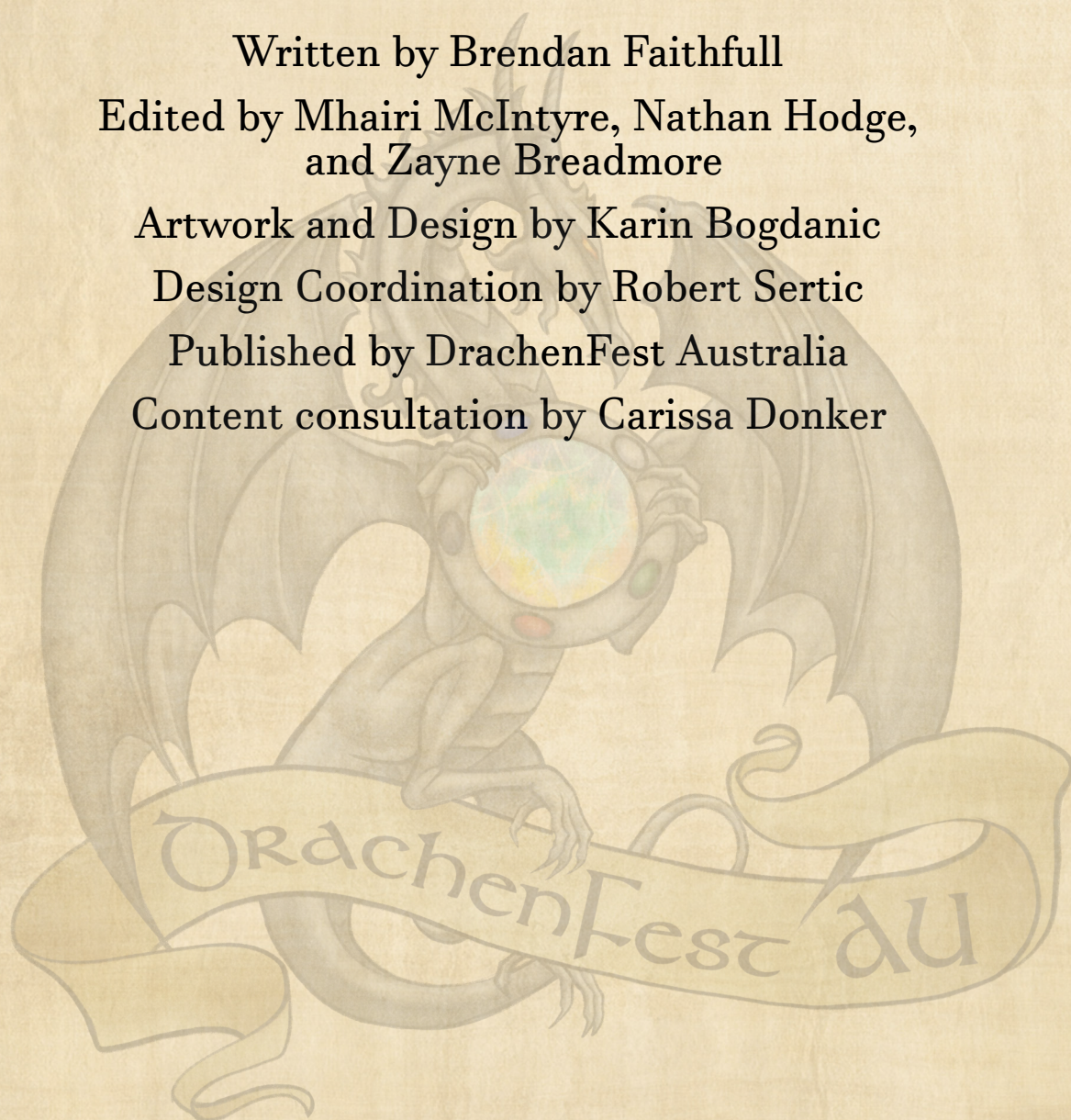
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CONTENTS



INTRODUCTION	1
The Basics	1
Returning Players	2
Armour Zones	2
Hit Points	3
Death and Limbus	4
SAFETY IN GAME	5
Safety Rules	5
Combat Safety	5
Safety Calls	6
Important Game Terms	7
Weapons and Equipment	8
Kids Under 16	8
CHARACTER CREATION	9
Vocation	9
Skills	10
SKILL DESCRIPTIONS	13
Combat	13
Medicine	16
Crafting and Performance	18
Magic	19
Alchemy	19
PERFORMANCE.....	20
Using Performance Magic	20
Performance Magic Spell List	21
MAGIC.....	23
Using Magic	23
Ritual Magic	23
Spell List	24
ALCHEMY.....	27
Using Alchemy	27
Alchemy Product List	28
VICTORY CONDITIONS	30



THE GAME AT ITS CORE

Everyone should be playing to lift, aiming to make DrachenFest great for them and others. The best way you can play to lift is by following the Core Game Principles outlined in the Play Guide.

When you're in character you should be selling and reacting to others in the game. If you are targeted by a hit in combat, a magic spell or a skill effect, make a show of it!

THE BASICS

"MAKE A SHOW OF IT"

You should aim to be in character whenever possible and roleplay your best in all situations. Even though participants have journeyed here to win the contest of the Dragons, your own roleplay is its own reward. The adventures you go on, the friends you make, the enemies you slay - it's all part of your personal achievements.

This roleplay focus may, as a bonus, have in game results as well. This does not necessarily mean "do X, receive Y". The results could be that as a Sappeur you repair your camp gate right before a siege begins, or your conversation with a dryad from another camp leads to an alliance.

DrachenFest encourages everyone to roleplay their best, to give everyone the most enriching experience of the game possible.

RETURNING PLAYERS

No character skills or items carry over between events. If you purchase character skills one year, you have to spend from your character points the next year to buy those abilities again, or buy new ones if you so wish. Items made or acquired, like healing potions or herbs, in the Dragonlands are lost at the end of the event and do not carry over to the next year. These will need to be crafted or acquired at each year's DrachenFest.

If you obtained a certain standing with a Guild, you should return to that Guild the next year to continue your journey.

ARMOUR ZONES

Armour Zones are:

- The torso
- The forearms
- The upper arms
- The lower legs
- The upper legs

You may pair different limb zones if they are the same armour type. You still need two items to make a "pairing" but can wear them asymmetrically, e.g.:

- Left Shin and Right forearm
- Left Shin and Left Thigh
- Left Shin and Right Upper arm
- Right forearm and Right upper arm

This isn't an exhaustive list, but examples of the mix and match of zones, provided they have the same armour type.

All types of helmets provide 2 Armour Points as long as it covers your entire head.

HIT POINTS

Hit Points are central in DrachenFest, but not everything. There are many ways to have fun that don't involve combat, but many of them involve Hit Points. Thus we all need to know how to calculate our Hit Points (HP).

Hit Points are made up of Life Points (LP), Armour Points (AP) and any special abilities or effects. A simple HP formula to help is:

$$LP + AP + Bonuses = HP \text{ total}$$

The maximum HP value without a helmet is 10 HP, and 12 HP with a helmet.

All weapons do 1 HP of damage, unless otherwise specified (e.g. Ranged Weapons, Gun Powder Weapons, War Machines and Large Monsters).

Life Points are the starting Hit Points of a character. Every character at DrachenFest starts with 2 Life Points, so every character has at least 2 Hit Points. All Hit Points (Life Points, Armour Points, Bonuses) are ablative, meaning that they require upkeep or replenishment if lost (see section Character Skills: Crafting and Performance, and Medicine).

Armour Points contribute to Hit Points for a character when armour is worn. Players must take the armour skill that corresponds to the armour type they plan to wear. The categories for armour and their values are in the Character Creation section of the Rulebook.

When you take damage, you take it from your Armour Points first, unless it is otherwise specified by an effect or Referee. Once you are struck, the armour you are wearing is also damaged and needs to be repaired by someone with the Armourer skill. Armour that is worn after it is damaged does not add to a character's Hit Points total. After Armour Points are depleted, then you begin taking from your Life Points. Once your Life Points are depleted, then you are considered to be Bleeding Out (see the Death and Limbus section below to find out what happens in Bleed Out).

DEATH AND LIMBUS

After you lose all your Hit Points and have been reduced to 0 HP, you are considered to be in Bleed Out. While you are in Bleed Out you cannot do more than speak in a whisper, and in mostly single syllable words.

You will Bleed Out for 10 minutes. After 10 minutes you are dead. You can choose to end Bleed Out earlier if you wish, and make your way to Limbus before the 10 minutes is up.

When you have died, through Bleed Out or some other IT means, you journey the Limbus. The Limbus is the mechanism the Dragons have put in place to ensure that death in the Dragonlands, during their contest, is not final.

Limbus is the in-game way that a dead character re-enters the game. While you are dead and on the way to Limbus, you cannot speak to anyone, use your character skills, abilities, items or equipment, including combat. You cannot use any of these within Limbus, either.

Once you have journeyed through the Limbus, you re-emerge in the Dragonlands alive as you were before.

Any death results in you not being able to remember the 15 minutes leading up to it.

The permanent death of your character at DrachenFest can only happen if you decide to let your character die during the contest.

After you've experienced the mysteries of Limbus, please don't speak about it IT or OT - leave your friends to be as surprised as you were!

Limbus does not open on the day of the Opening Ceremony. This day is considered the Dragon's Day of Peace, meaning that only honour battles can take place and no deaths will occur.



SAFETY IN GAME



SAFETY RULES

You may encounter stressors at DrachenFest like big battles and sieges, horror roleplay scenes, and other impactful events that could cause physical or mental stress. To minimise potential stressors and to keep yourself and others as safe as you can be during all activities at DrachenFest, be mindful of these safety rules:

- There will be people, referred to as Non Combatants, who are participating players but do not engage in physical combat. Non Combatants are expected to avoid willingly entering situations that may risk them being struck. You must not strike anyone if they are not participating in active combat.
- Follow calls from Referees.
- Touching without permission will be considered a breach of the Code of Conduct.

COMBAT SAFETY

Before entering combat, there are some crucial things to remember:

- Never fight intoxicated (drugs and/or alcohol).
- Hitting the head and groin is expressly forbidden.
- Bodily pushing and shoving is not permitted.
- No thrusting/stabbing.
- Weapons must follow the safety requirements outlined in the Safety in Game section of the Rulebook.
- Maintain about an arm's length in combat; approx. 40cm, or two A4 notebooks end on end.
- You should aim to fight with a theatrical roleplay style.
- Follow calls from Referees.

SAFETY CALLS

There are some important terms and calls everyone needs to know for DrachenFest.

MEDIC

At DrachenFest there is a distinction between healing and actual medical attention. For that reason, if you need medical attention, call out loudly 'Medic'.

TIME OUT

Time Out calls are initiated by Referees only. Do not initiate a Time Out yourself. Whenever you hear a 'Time Out' being called loudly, please echo it and stop whatever you are doing.

DOWN

Down calls are initiated by Referees only.

Whenever you hear a 'Down' being called loudly, please echo it. While echoing this to those around you, kneel down. The reason you must take a knee is because this will allow Referees and Medics to promptly identify situations that need their immediate attention.

'OH MOTHER'

'Oh Mother' is a phrase for you to safely signal to someone that something is making you uncomfortable or feel unsafe, while remaining immersive. Hard hits, uncomfortable game moments, things like this are where you will use 'Oh Mother.'

e.g. "Oh Mother, that hit was a bit too hard", "Oh Mother, you might be standing a bit close to be telling me this."

If someone says an 'Oh Mother' statement to you, consider what they've said and be mindful of it as you continue to play the game.

IMPORTANT GAME TERMS

IN-TIME/ IN-GAME (IT)

This term refers to the period of time during which you are “in-game” with your character. This term is used to communicate happenstances in the game. IT or in-game means that your 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 you being outside the game world, in the real world. This term is used to communicate when your character is not physically present in the game. For example, you are present OT, but your character is not present IT.

To indicate you are OT, you must cross your arms in front of your chest. This then signifies to everyone else that you and your character are “not present” in the game world.

You will only go OT when directed by a Referee, are on your way to Limbus after dying IT, or are going to the bathroom.

EXHAUSTION

All roleplay at DrachenFest needs to show the effort that goes into an activity. Effort is exertion, and when we exert ourselves, we tire. Thus, DrachenFest incorporates exhaustion.

Exhaustion is a common effect following many Character and Guild skills being applied. It may also be the effect of some spells, potions and other in game items.

Exhaustion leaves your character breathless and tired. Exhaustion means no combat, magic, alchemy, crafting, performing or healing for your affected character for 5 minutes. You cannot exert yourself fully until you have rested, or are given some other means to overcome it.

To roleplay this effect for your character, you should sit (preferably somewhere safely out of the way of combat or other people running or moving around). Then spend time slowly catching your breath, drinking water (roleplay or real) and recovering from your character’s recent exertions.

WEAPONS AND EQUIPMENT

Certain weapons and equipment are not allowed at DrachenFest. This is because they have been shown to be particularly unsafe, and would create increased risks to players.

The style of combat encouraged at DrachenFest is a mix of sport and theatre - the ultimate roleplay fighting style. Weapon safety is centred around this principle of thematic fighting.

Referees are empowered to remove any weapons or equipment from the game that they deem to be unsafe. Players must comply with these directions by Referees. This means that it goes back in your tent or car and stays there until after the end of the event when everyone has left the site.

For this reason the following weapons and equipment restrictions apply:

Bows are limited to 25lb draw weight at 71cm (or 28in).

Gunpowder Weapons cannot fire projectiles, only operate as a cap gun.

Players must use mainline manufacturers like Calimacil, Epic Armoury, Ateliers Nemesis, Freyhand, Forgotten Dreams, IDV, etc.

OR

All weapons that are home-made/self-constructed should follow minimum viable safe weapon building principles; a fibreglass core of 6-10mm diameter, Kevlar vacuum seal to close the tip, and polyurethane foam of appropriate softness to encase the structure.

Polearms, like halberds and spears should not have any haft exposed. The length of the haft should be encased in a safe amount of foam, as per above requirements, and only the handle may be exposed.

All thrown weapons must be coreless and made of polyurethane foam (or similar) of appropriate softness.

Shields must be made of foam. Shields may have a core to increase their rigidity. Shields in the Round category must not exceed 88cm in diameter. Shields in the Heater/Tower category must not exceed 66cm width at the widest point, or 110cm at the longest point generally following an X and Y axis principle of measurement, according to the usage orientation.

KIDS UNDER 16

Children are an important part of DrachenFest. They are often what helps to bring a sense of fun, wonder and inclusion for all. We have to be sure however that we are not doing things that may create risks for children at the event.

You should be mindful if children are around, and play appropriately if they are involved or watching roleplay or events.

Parents and/or Legal Guardians must keep their children under 16 years of age near to them at all times.

Children under 16 years of age cannot engage in combat.

Children can act like an apprentice to help their Parent or Legal Guardian's character, if that character has the appropriate vocation like Mage, Alchemist or Sappeur. This allows the child to assist and participate in crafting, magic or healing skills and tasks.



CHARACTER CREATION



Every type of character is welcome to be explored at DrachenFest Australia, within the limits of the Character Creation system. After Character Creation there are ways to continue to grow your character through lessons learned at the Guilds during each DrachenFest.

TO START

You will choose up to 2 vocations from which you then may spend points to invest in the associated skills.

VOCATIONS

The 2 vocations you decide on are key choices that will frame your character's abilities for DrachenFest.

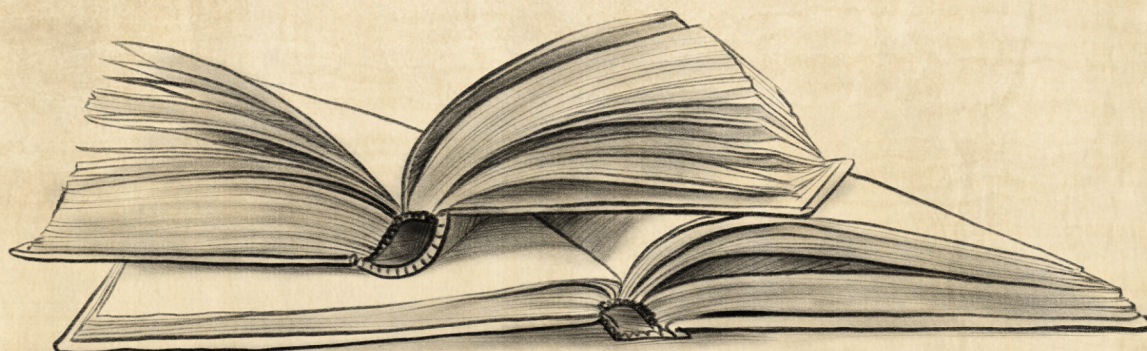
Combat

Medicine

Crafting and Performance

Magic

Alchemy



SKILLS

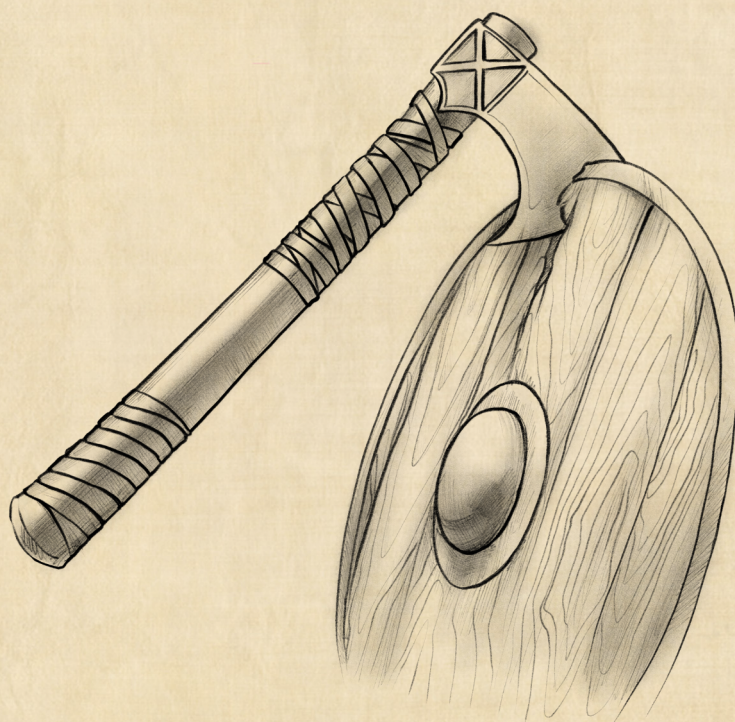
The skills you take are what define your capacities and abilities in the world of DrachenFest.

Each year you have 12 points to spend on your character. The skills you buy and your skill points do not carry over to the next year's DrachenFest.

Each character starts with the skill Use Ordinary Weapons for free without needing to take a vocation or skill. This allows you the use of daggers, short swords, and one handed axes. You can wield any weapon under 115cm long without the need to take a skill.

COMBAT

Use Great Weapons		1
Use Shields		1
Use Ranged Weapons		1
Use Gun Powder Weapons	Requires taking Use Ranged Weapons	3
Wear Light Armour		1
Wear Medium Armour		2
Wear Heavy Armour		4
Additional Life Point I		2
Additional Life Point II		3
Additional Life Point III		4

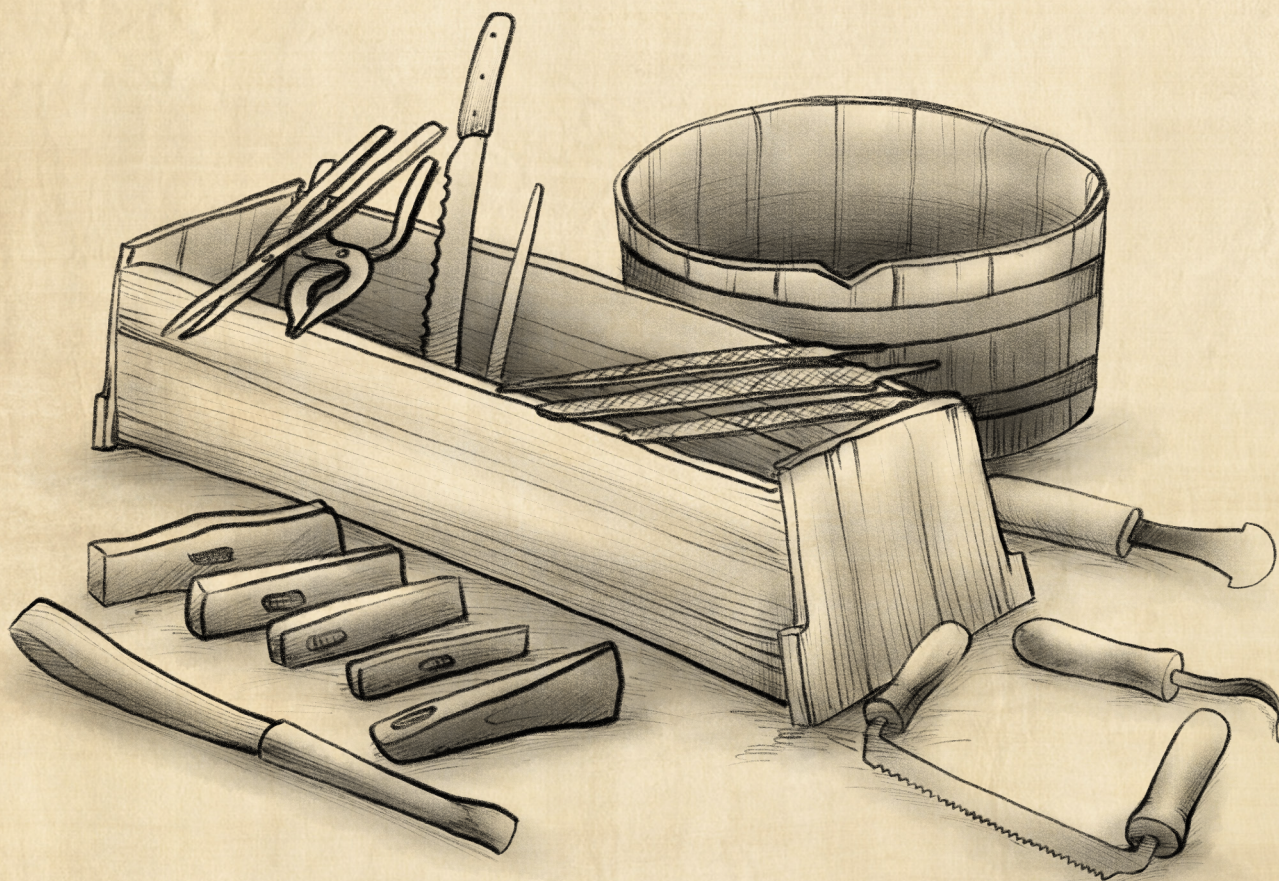


MEDICINE

First Aid		0
Healing	Requires taking First Aid	2
Medicine	Requires taking First Aid & Healing	2
Expert Healing	Requires taking First Aid & Healing	3
Triage	Requires taking First Aid & Healing	4

CRAFTING AND PERFORMANCE

Wood Work/Repair Shields & Defences		1
Sappeur	Requires taking Wood Work/Repair Shields & Defences	2
Armourer		2
Expert Armourer	Requires taking Armourer	3
Bardic Magic	Requires an instrument or book	2
Magic of the Laureates	Requires taking Bardic Magic and an instrument or book	3



MAGIC

Create Scrolls of Magic	Requires taking Magic I or Bardic Magic	0
Magic I		2
Magic II	Requires taking Magic I	2
Magic III	Requires taking Magic I & II	2
Ritual Magic	Requires taking Magic I, II & III	2

ALCHEMY

Herb/Livestock Cultivation		0
Alchemy I		1
Alchemy II	Requires taking Alchemy I	2
Alchemy III	Requires taking Alchemy I & II	3
Explosives Expert	Requires taking Alchemy I, II & III	4



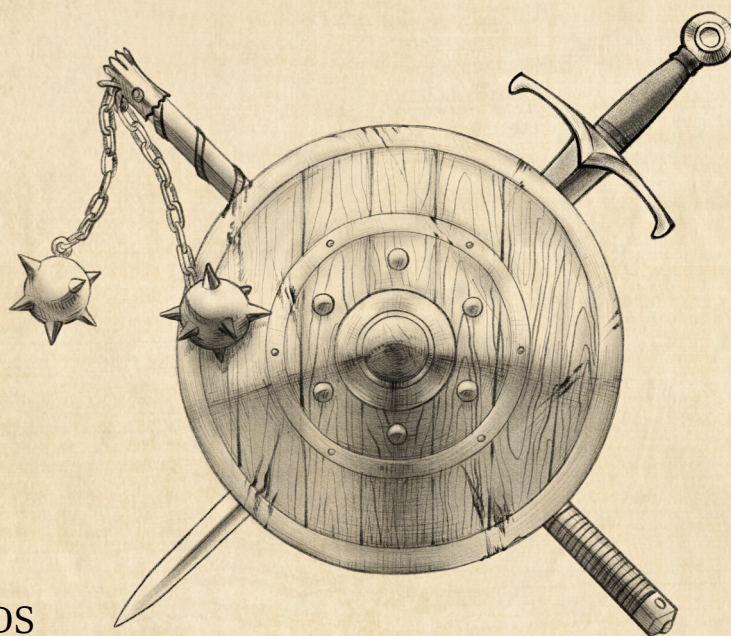
SKILL DESCRIPTIONS

COMBAT

Fighting is unquestionably a key element of the contest of Dragons. There are so many ways to build and become a skilled fighter.

USE GREAT WEAPONS

This skill allows you to use weapons above 115cm in length.



USE SHIELDS

This skill allows you to use a shield. Whenever your shield gets hit in combat, it will get battered and broken. After each battle, you will need to find a character with the Wood Work/ Repair Shields & Defences skill to get it repaired so that it can be used again.

(Shields at DrachenFest need to be made of foam or entirely foam covered.)

USE RANGED WEAPONS

This skill allows you to use bows, crossbows and throwable weapons.

USE GUN POWDER WEAPONS

This skill allows you to use Gun Powder Weapons.

Gun Powder Weapons do not use projectiles.

Gun Powder Weapons are guns that use a firing mechanism that is suitable for a medieval fantasy world, and uses either cap gun paper or caps to create a sound effect when firing.

The effect of a Gun Powder Weapon is a roleplay one, similar to the effects of magical spells. If a Gun Powder Weapon is levelled at you and fired, you must roleplay as though being hit - you could clutch your injured body part and stumble back a couple of steps (or even more dramatic, should you choose to!)

To use a Gun Powder Weapon, the user points at a target up to a maximum distance of 10 meters and simulates a shot.

The reload time of a Gun Powder Weapon is 1 minute.

You may only fire as many times as you have charges (shots) produced or had produced for you. Charges are produced using the Gun Powder rules under Alchemy in Character Creation.

WEAR LIGHT ARMOUR

Light armour (eg. leather, padded gambeson) gives 1 Armour Point for each armour zone covered.

Light armour does not protect Life Points from ranged weapons, Gun Powder Weapons, War Machines or Large Monsters. Ranged weapons and Gun Powder Weapons do 1 LP damage per hit. See the Warbook for information about War Machines and Large Monsters.

WEAR MEDIUM ARMOUR

Medium armour (e.g. chain, scale, laced lames, splint) gives 1 Armour Point for each limb zone covered, and 2 Armour Points for the torso being covered.

Medium armour does not protect Life Points from ranged weapons, Gun Powder Weapons, War Machines or Large Monsters. Ranged weapons and Gun Powder Weapons do 1 LP damage per hit. See the Warbook for information about War Machines and Large Monsters.

WEAR HEAVY ARMOUR

Heavy armour (e.g. plate, brigandine, overlapping segmented plates) gives 2 Armour Points for each armour zone covered.

Heavy Armour does not protect Life Points from War Machines or Large Monsters. Heavy Armour does protect Life Points from ranged weapons and Gun Powder Weapons, meaning ranged and Gun Powder weapons take from your AP first. See the Warbook for information about War Machines and Large Monsters.

ADDITIONAL LIFE POINTS I, II & III

For each additional Life Point taken, you may now add this to your Life Points, which increases your total Hit Points.



MEDICINE

When roleplaying all levels of medicine, you should aim to make your healing a great show for your patient and anyone else around. It should distract fighters going into battle so that they stop to look, and are cut down, giving you another patient to show off your cool props and roleplay skills.

Healing, Medicine, Expert Healing, and Triage can be performed on yourself - except when you're Bleeding Out or Exhausted.

FIRST AID

Taking First Aid means you are able to clean and prep the wounds of another character whose Life Points have dropped to zero. This stabilises the character and prevents them from dying as a result of Bleed Out.

First Aid takes 1 full minute of roleplaying cleaning wounds and staunching bleeding to take effect.

First Aid restores no Life Points.

HEALING

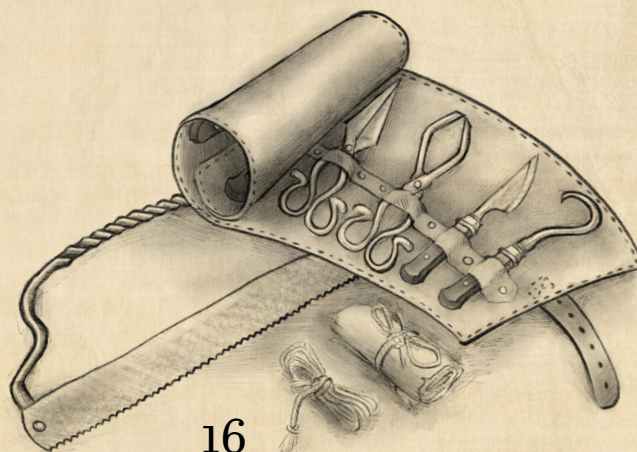
If you are trained in Healing, magical or mundane, you are able to suture and dress wounds and reset bones, and do what is necessary to repair damage to another character.

Healing cannot be performed on a character that has not received First Aid.

Healing takes 10 full minutes of roleplaying healing activities to take effect.

Healing restores 2 Life Points.

Any character that performs Healing must rest from Exhaustion. The target character of Healing must also rest from Exhaustion.



MEDICINE

Some of you will come to the DrachenFest with greater knowledge of how to heal the sick and wounded. Medicine, magical or mundane, can heal a character much more readily.

Medicine cannot be performed on a character that has not received First Aid.

Medicine takes 5 full minutes of roleplaying healing activities to take effect.

Medicine restores 2 Life Points.

Any character that performs Medicine must rest from Exhaustion. The target character of Medicine must also rest from Exhaustion.

EXPERT HEALING

Expert Healing is a skill that represents a healer's advanced ability to cure ailments and bring wounded characters back from the brink of death.

Expert Healing cannot be performed on a character that has not received First Aid.

Expert Healing takes 5 full minutes of roleplaying healing activities to take effect.

Expert Healing restores 4 Life Points.

Any character that performs Expert Healing must rest from Exhaustion. The target character of Expert Healing must also rest from Exhaustion.

TRIAGE

If you have superior skills in the healing arts, magical or mundane, with a lifetime of experience you would be able to perform Triage, and save up to five characters at once.

Triage acts as Medicine, but for up to 5 other characters simultaneously.

Triage takes 5 full minutes of roleplaying healing activities to take effect.

Triage restores 2 Life Points to each affected character.

Any character that performs Triage must rest from Exhaustion. The target characters of Triage must also rest from Exhaustion.

CRAFTING AND PERFORMANCE

The skilled artificers, engineers, musicians and performers are some of the most incredible characters that answer the Dragons' call. They bring so much life and colour through the things they bring into the world, physically or performatively, shaping the contest in so many ways.

WOOD WORK/REPAIR SHIELDS & DEFENCES

The Sappeur skill means you have at some point learnt the ways to shape and craft wood into functional, if rudimentary forms.

With this skill you can make repairs to shields. After 5 minutes of roleplaying repairs, the shield is considered repaired to full use.

This skill allows you to roleplay repairing the defences of a Faction Camp's walls and gates and any War Machines. Several characters with this skill working together can reduce the time it takes to repair those defences.

SAPPEUR

The Sappeur skill means you are someone experienced with field works and sieges from years of war and its related studies.

With this skill you can roleplay assessing a Faction Camp's defences for 5 minutes. After roleplaying this for 5 minutes you can ascertain the time it would take to break through that defender's gate in a Siege.

To initiate this skill you must inform a Referee and return to them for the answer after the required amount of time.

ARMOURER

The Armourer skill means you are able to repair armour that has been damaged in game. Armour repair requires the use of appropriate In Time tools and equipment. Armour must be removed from the body in order to undergo repairs.

After completing 5 minutes of roleplaying repairing the damaged armour, it is considered to have 2 Armour Points restored.

After 30 minutes total/cumulative of roleplaying repairing damaged armour, you must rest from Exhaustion.

EXPERT ARMOURER

The Expert Armourer skill means you are able to repair armour that has been damaged in game to a higher quality.

After completing 5 minutes of roleplaying repairing the damaged armour, it is considered to have 4 Armour Points restored.

After 60 minutes total/cumulative of roleplaying repairing damaged armour, you must rest from Exhaustion.

BARDIC MAGIC & MAGIC OF THE LAUREATES

These skills reflect the magic of song, verse, poetry and compelling tales, recited or sung with an accompanying instrument. For more information, read the Performance chapter.

MAGIC

The magic users who are called to the DrachenFest by their Dragons are all given the same spells from which to work. This is to keep the contest between the Dragons more fair. For more information, read the Magic chapter.

ALCHEMY

Oils, potions, powders and salves are ways for an Alchemist to store certain



PERFORMANCE

effects for a later use that may not be apparent then and there at their workstation. For more information, read the Alchemy chapter.

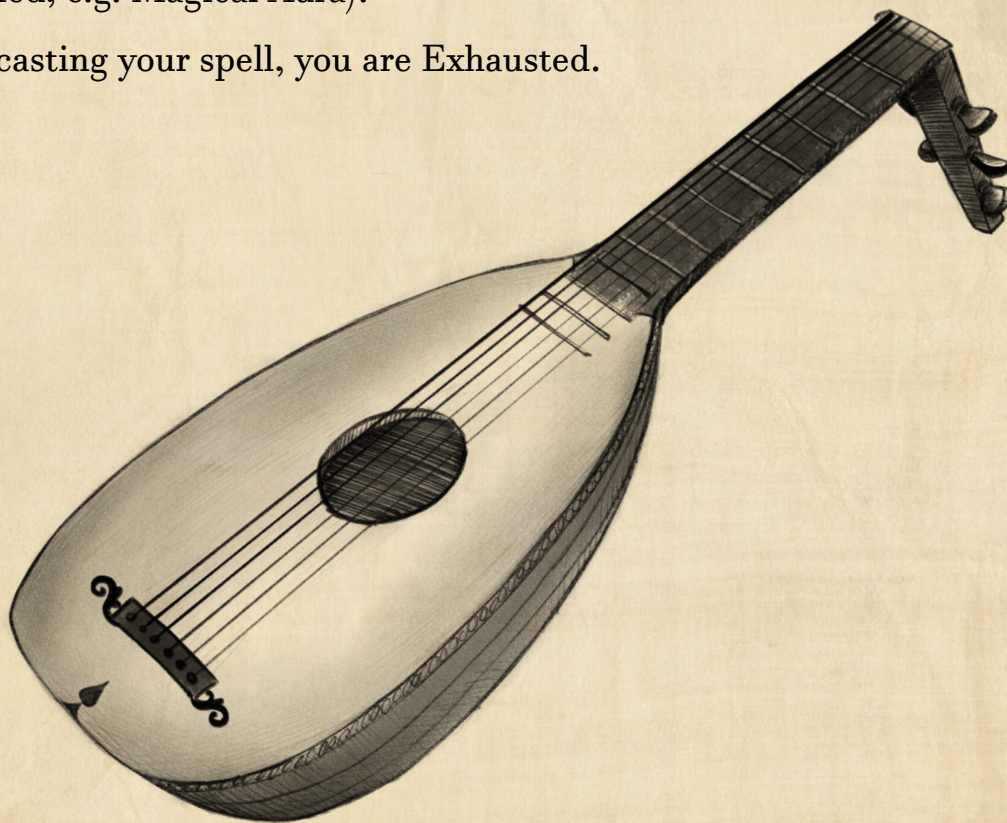
As a Bard, you will be well equipped to put on a show. Through your use of music and magic, you should aim to make every spell and every performance a memorable experience for those watching.

USING PERFORMANCE MAGIC

If you take Bardic Magic and Magic of the Laureates, you are required to use an instrument. An instrument is here defined as something string, percussion or wind that plays multiple notes. Or, you may choose instead to use a scroll or book with handwritten, epic verse from which you can read and recite as part of your magic casting.

You should play your instrument while chanting or singing, or read from your scroll or book, for 1 minute before casting your spell (unless otherwise specified, e.g. Magical Aura).

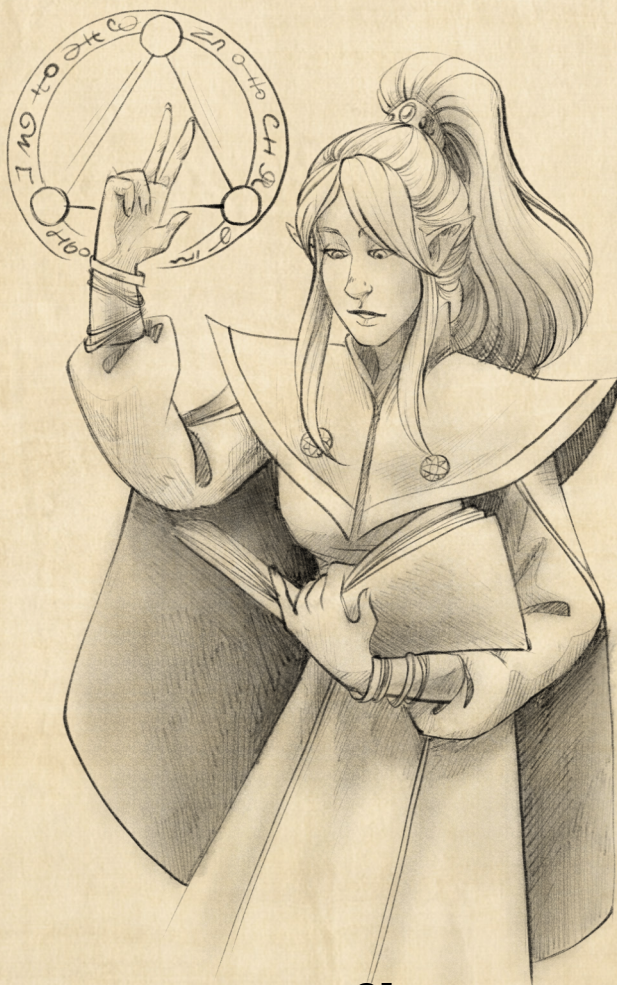
After casting your spell, you are Exhausted.



PERFORMANCE SPELL LIST

BARDIC MAGIC

Spell	Effect
Fear	The magic user points to a target within 5 metres and calls out the spell name. The target must roleplay that they cannot go near the magic user for 5 minutes, staying at least 10 metres away.
Spring Trap	The magic user may spring a trap without suffering any damage or effects.
Hallucinate	The magic user points to a target within 5 metres and calls out the spell name. The target must roleplay that they are seeing visions, and act erratically for 5 minutes.
Truth	The magic user indicates a target within reach to cast this spell (touching/hovering a hand just over). The target is compelled to answer one question truthfully.
Healing touch	The magic user points to a target within reach to cast this spell (touching/hovering a hand just over). This spell restores 2 Life Points to a target character when Life Points have been lost.



MAGIC OF THE LAUREATES

Spell	Effect
Dispel Magic	The magic user points to a target within 10 metres and calls out the spell name. This spell ends the effects of any spell a character may be under.
Magical Aura	This spell allows the magic user to create a magical barrier around them that acts like armour. This spell requires a small ritual to be completed, which requires another magic user with the 'Ritual Magic' skill. Upon completion of the ritual, you gain 3 Armour Points to add to your Hit Points. This total cannot exceed the maximum 12 Hit Points and you cannot have more than one Magical Aura spell on you at a time.
Create Revenant	This skill allows a magic user to 'create' and 'direct' a Revenant. The user approaches a dead player on their way to Limbus, who can be identified by crossed arms. The magic user must strike a bargain with the dead player and seek an agreement to which both parties must agree. If the bargain is agreed upon, the Revenant is raised as an undead version of their character with LP only, and their full set of skills, for the duration of one hour. The Revenant is immune to all magical influences and can only move, fight and speak slowly. After one hour, or if the Revenant is destroyed, they re-awaken back to life and re-enter the game as though they have woken up in their bed in their Camp. The character doesn't need to pass through Limbus. If the request is made in song, and the Revenant consents, the Revenant may receive one Armour Point to add to their LP for the 1 hour duration of being a Revenant. The magic user who offers the Hit Point loses a Hit Point for the 1 hour duration of the Revenant existing.
Friendship	The magic user marks an item with a mystic symbol. They have 5 minutes to offer this item as a gift to a target character. If accepted, the target character believes they are both platonic best friends for 10 minutes. The target character cannot be controlled by the magic user. However, they trust the magic user as though they think of them as their 'best friend'. The target character will feel heavily swayed to listen to suggestions and will answer questions truthfully. If dispelled, or the magic user attacks the target character, the effect ends.



It is important that as a magic user you provide a theatrical roleplay experience when casting and using magic. This is so your contribution to the game, particularly in combat, does not go unnoticed. Your roleplay, accompanied with props, costume and your own voice, should all create a grand spectacle of what you are trying to achieve.

USING MAGIC

Once you have completed your casting, which takes 1 minute of chanting or singing, you can then cast your intended spell (unless otherwise specified, e.g. Magic Shield).

After casting your spell, you are Exhausted (unless otherwise specified, e.g. Regeneration).

RITUAL MAGIC

Ritual Magic is the skill you must take to be able to perform or participate in rituals. For rituals to work in conjunction with the Ritual Magic skill, you must inform a Referee prior to initiating any magic that uses a ritual.

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

Magic items can only ever be created or banished through very large rituals in either the Great Ritual Circle or a Faction Camp's ritual circle.

Exhaustion for magic users performing rituals will always be greater and decided by Referees supervising the ritual. This Exhaustion should be expected to be in proportion to the scale of the ritual being performed and its objective.

SPELL LIST

MAGIC I

Spell	Effect
Blindness	The magic user points to a target within 5 metres and calls out the spell name. The target must roleplay that they are blind for 5 minutes.
Muteness	The magic user points to a target within 5 metres and calls out the spell name. The target must roleplay that they cannot speak for 5 minutes.
Deafness	The magic user points to a target within 5 metres and calls out the spell name. The target must roleplay that they cannot hear for 5 minutes.
Vital Energy	The magic user points to a target within reach to cast this spell (touching/hovering a hand just over). This spell grants the target with 1 additional Life Point, increasing their Hit Points for 1 hour. The target character's total cannot exceed the maximum 12 Hit Points and you cannot have more than one Vital Energy spell on you at a time.
Magic Shield	While chanting and swinging in a circle overhead, a foam prop at the end of a cord or string (no longer than 50cm), the magic user is immune to spell effects, damage, and physical interference. They are unable to cast other Spells or attack while casting this. This spell ends when the magic user stops chanting and/or swinging the prop.
Gust of Wind	The magic user points to a target within 5 metres and calls out the spell name. The target must roleplay that they are being blown back and take five big steps back

MAGIC II

Spell	Effect
Dispel Magic	The magic user points to a target within 10 metres and calls out the spell name. This spell ends the effects of any spell a character may be under.
Orb of Power	The magic user throws, without too much force, a coreless foam object at target within 10 metres and calls out the spell name. If the object hits the target, it removes 3 Hit Points from a target character.
Healing Touch	The magic user points to a target within reach to cast this spell (touching/hovering a hand just over). This spell restores 2 Life Points to a target character when Life Points have been lost.
Heavy Weapon	The magic user points to a target within 10 metres and calls out the spell name. The target of this spell must roleplay as if their hand is bound to their weapon and feels extremely heavy. They must walk slowly and cannot swing it to fight for 1 minute.
Gust of Wind II	The magic user points to 2 different targets within 5 metres and calls out the spell name. The targets must roleplay that they are being blown back and take five big steps back (approximately 5 metres).



MAGIC III

Spell	Effect
Fear	The magic user points to a target within 5 metres and calls out the spell name. The target must roleplay that they cannot go near the magic user for 5 minutes, staying at least 10 metres away.
Magical Aura	This spell allows a magic user to create a magical barrier around them that acts like armour. This spell requires a small ritual to be completed, which requires the magic user to take the 'Ritual Magic' skill. Upon completion of the ritual, a magic user gains 3 Armour Points to add to their Hit Points. This total cannot exceed the maximum 12 Hit Points and you cannot have more than one Magical Aura spell on you at a time.
Create Revenant	This skill allows a magic user to 'create' and 'direct' a Revenant. The user approaches a dead player on their way to Limbus, who can be identified by crossed arms. The magic user must strike a bargain with the dead player and seek an agreement to which both parties must agree. If the bargain is agreed upon, the Revenant is raised as an undead version of their character with their full set of skills and LP only, and their full set of skills, for the duration of one hour. The Revenant is immune to all magical influences and can only move, fight and speak slowly. After one hour, or if the Revenant is destroyed, they re-awaken back to life and re-enter the game as though they have woken up in their bed in their Camp. The character doesn't need to pass through Limbus.
Regeneration	This spell allows a magic user to speed up either their own or another character's current exhaustion time from using magical abilities and skills. The magic user indicates a target within reach to cast this spell (touching/hovering a hand just over). Exhaustion times are halved at the end of casting. This can be cast while Exhausted.
Gust of Wind III	The magic user points to 4 targets, within 5 metres and calls out the spell name. The targets must roleplay that they are being blown back and take five big steps back (approximately 5 metres).



Alchemy is a broad Vocation. The creativity and inventiveness in alchemy gives you plenty of opportunity for an impactful show, through props, costume and the roleplay you bring.

It is also worth noting that the potential recipes and results for Alchemy are not always listed in the Rulebook.

USING ALCHEMY

As an Alchemist you must first gather components. These are most often found in the gardens within your Faction Camp.

Once you have completed gathering your IT components, you must manufacture the Alchemical product for 5 minutes per Alchemy skill level, e.g. Any Alchemy II products will take 10 minutes to make after the components have been gathered.

After you have completed this process, you then approach a camp Referee to get your alchemy product signed off and given the appropriate tag.

When successfully produced, alchemy products remain viable for the duration of the DrachenFest in which they were made. They do not carry over to the next year.

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

ALCHEMY LIST

ALCHEMY I

Alchemical Product Effect

Potion of Muteness	The affected character may not speak IT for 15 minutes.
Potion of Vitality	Grants the affected player 1 additional Life Point for 1 hour.
Mechanical Oil	Increase the effectiveness of a trap or lock.

ALCHEMY II

Alchemical Product Effect

Expert Potion of Muteness	The affected character may not speak IT for 60 minutes.
Corrosive Oil	Decrease the effectiveness of (potentially even stop) a trap, mechanism or lock.
Poison Powder	Removes 2 Life Points from a target character and the target character must act sickened for 30 minutes or until they have received healing.
Healing Salve	Restores 2 Life Points to a target character when Life Points have been lost.
Gun Powder	Required to use Gun Powder Weapons. An Alchemist making Gun Powder for 30 minutes creates 10 charges (shots) they or another player may use in combat with a Gun Powder Weapon.



ALCHEMY III

Alchemical Product	Effect
Expert Healing Salve	Restore all Life Points to a target character.
Expert Poison Powder	Removes all Life Points from a target character. The target character must fall to the ground as though their Life Points have been reduced to 0, and Bleeding Out begins.

EXPLOSIVES EXPERT

Alchemical Product	Effect
Explosive Barrel	The alchemy user is able to produce highly powerful explosive barrels that lend to the effectiveness of sieges on Faction Camps. See the War Book for how these explosive barrels work.



VICTORY CONDITIONS

The way in which the winning Dragon of the contest is decided comes down to a number of different factors within the contest. Dragon Eggs are used to determine the success of the Faction Camps, and can be won through tournaments, quests, competitions and of course battles.

The Faction Camp with the most Dragon Eggs at the end of the event is the winner. That Faction Camp will see their Dragon announced as the victor of the contest for that year in the closing ceremony.

