

# - Dragon Crest -

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## Introduction

This is a sample rulebook. Not everything is represented here. Examples are given of some skills and abilities to give you an idea of how some things work and to give a feel for the game. When you register as a player you will receive the complete rule book. For schedules and more information check out our web page at [www.dragoncrest.com](http://www.dragoncrest.com) or call 1-888-DRAGN CR. Live Action Role Playing

If you are familiar with role-playing games, such as Dungeon & Dragons from TSR, or similar games from Palladium, you have an idea of what a live action game would be. If you are not familiar with such games, then imagine yourself on stage, you have no script, no lines but the ones you make up, no character but the one you choose to create. Pretend you are a thief, careful not to get caught; or a Mage arguing with a colleague over the properties of a particular spell, or perhaps you are a warrior standing shield to shield with your companions holding off a horde of monsters. You can be anyone or anything. Who you are and how you act is up to you.

## Costume and Character

In a Dragon Crest game, you design your character. To help you and other players stay in character, you must have a costume. Costumes need not be expensive or elaborate. Sweat pants and a loose shirt, or boots and a simple tabard are all you need. Avoid things blatantly 20th century, zippers, sneakers, printed T-shirts.

## Creating a Character

In this fantasy world, you need to create a persona with some type of abilities and characteristics. The class is like a career concentration. You are not restricted to certain skills for a particular class, but there are skills easy to learn and some that are very difficult for each class.

**Warriors:** These are the fighters, the gladiators and the soldiers. Weapon skills are easier for them to learn and they have more body points. They can wear the maximum amount of armor (unless restricted by race), up to 45 pts of armor. Magic is very difficult for this class to learn. Some examples of the warrior class are medieval knights and samurai.

**Rogues:** These are the thieves, scouts and assassins. They can easily learn to set and create

traps. Many rogues are expert alchemists. Assassinations and back-stabbing are their preferred combat methods. These are the scoundrels you guard your belongings against, even if you are one of them. Rogues may wear up to 25 pts of armor. One example of a character of the rouge class is The Gray Mouser.

**Mages:** Magic is the realm of the Mages. They can learn additional paths of magic rather easily. Mana, the source of magic power, is easier to accumulate and manipulate. Weapon skills, however, are very difficult to learn and they cannot wear much armor. They also have fewer body points. Mages may wear up to 20 pts of armor. Some examples of characters of the mage class are Merlin, Morgan Le Fey and Prospero.

**Battle Casters:** These are fighter/mages. Weapon skills are slightly more difficult to learn than for warriors, and magic is slightly more difficult than for Mages. The ancient Paladins, who were supposed to have magic power, would have been battle casters. Battle casters may wear up to 30 pts of armor.

**Rangers:** This class is a combination warrior/rogue. Not quite thief, not quite warrior, the ranger is someone who likes to fight and enjoys a lucrative side trade. This class should not be confused with a Ranger found in other role-playing games and LARPs. They do not get any bonuses for forestry or tracking. Rangers may wear up to 35 pts of armor.

**Bards:** A bard is a rogue/mage. A dabbler in both the skills of stealth and magic, the bard finds it just as easy to pick a lock as to create a magic key. Also, bards are not necessarily musically inclined. Bards may wear up to 23 pts of armor.

## Character Costs

A beginning character starts his adventuring career with 25 character points that are used to purchase his initial skills and racial abilities (if any). Once a character enters a Dragon Crest event, such as a weekend event, that character earns a number of experience points (or XP) equal to a portion of his or her current Character Points (or CP). On a weekend event, this is an amount of XP equal to his or her CP. At the end of the event, the character can turn in an amount of in-game money to pay for further training, which gains the character a number of XP equal to the amount of silver turned in. Once this is done, the XP is traded in for CP. A character begins to purchase CP with XP at a rate equal to that listed on the table below. Each subsequent CP bought increases the cost by a multiple of that rate. For example, a first level character turns in XP and money that equals 50 XP. The first CP bought is 5 XP; the second is 10 XP (5x2); the third is 15 XP (5x3), the fourth is 20 XP (5x4). This gives the character 29 total CP (25 initial +4 earned) with no

# Dragon Crest

XP left over. The rate of exchange is reset at the next event the character attends.

The base XP to CP rate increases as the character gains in level. For every 10 CP the character earns, the character increases in level. This increase in level is also accompanied by an Experience Levels

increase in the character's Body Points (this is the amount of damage a character can take before falling unconscious). The amount of Body Points the character gains depends on the character's class.

TOTAL CHARACTER POINTS	LEVEL	XP/CP	BODY POINTS / LEVEL					
			W	R	M	BC	RN	B
25-34	1	5	10	6	4	8	9	5
35-44	2	10	13	8	5	10	11	6
45-54	3	15	16	10	6	12	14	8
55-64	4	25	19	12	7	14	16	9
65-74	5	35	22	14	8	16	19	11

W = Warrior; R = Rogue; M = Mage; BC = Battle Caster; RN = Ranger; B = Bard

## Races

There are five basic types of races, each type has several variants.

**Changelings** – these are animal-human races. Some examples are Avariens, Rakasha, and Wolffen.

**Dwarves** – these are fantasy type dwarves. These are Errock, Deep Dwarves; Kelnor, Hill Dwarves; Terrakin, Mountain Dwarves; and Urthen, Stone Dwarves.

**Elves** – these are typical style elves with a few variants. They are Ikonesti, Frost Elves; Pyresti, Fire Elves; Typhonesti, Storm Elves; Kindari, Wild Elves; Silvani, High Elves; Nulvari, Dark Elves; and Solinari, Sun Elves.

**Humans** – these are just what they describe. There are normal humans and several variants, such as Gypsies, Jann, Barbarians, Paxan, and Wandrakin.

**Humanoids** – these are monstrous variations of humans. They are Lizardmen, Merr, Orc Kin, Ogre Kin, and Troll Born.

Here are sample descriptions of the Solinari and Lizardman.

### Solinari

Solinari are a proud, long-lived race, who respect age, accomplishment and heredity. They have golden skin and pointed ears. The longest lived of the elfin races, Solinari live for more than 1,000 years. Solinari society is organized in a strict hereditary structure. The sun elves make their home on the Sunset Isles, an island chain off the coast of Koth.

#### Advantages

1/2 Cost for Bow Skill  
Can buy Resist Glamour Effects  
Can buy Capture Magic

#### Disadvantages

-3 Body Points from 6 p.m. to 6 a.m.  
Cannot use two handed weapons except polearms

-1 to damage with weapons at night  
Darkness Spell causes pain for 3 seconds

### Lizardman

Lizardmen are a reptilian race that share some of the characteristics of humans and lizards. They can often have claws, can spit poison and are adversely affected by cold. They have green skin and scales. They are found almost exclusively in the Colonies, and are in the midst of a bitter racial war with the Merr.

#### Advantages

+3 to Body points  
Can buy Claws  
Can buy Spit Poison  
Can Breathe Water  
Can buy Natural Armor

#### Disadvantages

x2 effect from Ice.  
x2 Cost for Scholarly skills  
Cannot wear armor

Ogre Kin are relatives of the wild ogre tribes that exist across the world. Make no mistake, even though these kin are more civilized than their wilder cousins, they are just as strong. These people have yellow skin and large canine teeth. Some of the ogre kin even have horns. Most of the Ogre Kin live in close association with Orc Kin, in the 'civilized' lands of Orrock, within Koth, and can also be found in Culdroone.

#### Advantages

Can buy + 2 Strength  
+ 4 Body

#### Disadvantages

X2 Cost for Paths of Magic and Magic Skills except for Mana  
x2 Cost for Scholarly Skills  
Skill Costs

Here is a listing of all the skills available and the costs for each class. The prerequisites are the skills, racial abilities or race you must have or be before you can buy the specified skill.

# - Dragon Crest -

## Racial Abilities

	<b>COST</b>	<b>PREREQUISITE</b>
+1 Strength	10	Ogre/Orc kin/Troll Born/Merr
Battle Rage	5	Kindari/Wolffen/Rakasha/Barbarian/Errock
Capture Magic	10	Solinari
Claws/Talons	3 one/6 two	Rakasha/Lizardman/Wolffen/Avarien/Troll Born
Cloak	6	Nulvari
Detect Magic	2	Barbarian
Elemental Form	8	Jann
Feather Fall	2	Avarien
Mind Touch	4	Paxan
Natural Armor	1/2 points	Lizardman/Troll Born/Merr
Natural Attack	1/5 points	Pyresti/Ikonesti/Typhonesti/Urthen
Poison Spittle	1/3 points	Lizardman
Resist [specific path] and Effects	3	Elf/Urthen/Merr/Gypsy
Resist Disease	2	Orc kin/Kelnor
Resist Magic	8	Dwarf
Resist Poison	5	Wolffen/Rakasha/Barbarian/Terrakin/ Wandrakin
Taunt	4	Wandrakin

## Craftsman Skills

	<b>LEVEL</b>	<b>W</b>	<b>R</b>	<b>M</b>	<b>BC</b>	<b>RN</b>	<b>B</b>	
Craftsman Other	1-10	2	2	2	2	2	2	
Furrier	1-10	2	2	2	2	2	2	
Herbalist	1-10	2	2	2	2	2	2	
Merchant	1-10	2	2	2	2	2	2	
Miner	1-10	2	2	2	2	2	2	
Tracking	1-10	2	2	2	2	2	2	

## Scholar Skills

	<b>W</b>	<b>R</b>	<b>M</b>	<b>BC</b>	<b>RN</b>	<b>B</b>	<b>PREREQUISITE</b>
Estimate Value	6	3	4	6	3	4	None
First Aid	4	4	2	2	4	3	None
Instruction	3	3	3	3	3	3	None
Poison Lore	6	3	4	5	3	4	Read/Write
Read/Write	6	6	3	3	6	3	None
Scholar [Area]	3	3	3	3	3	3	Read/Write

## Trade Skills

	<b>LEVE</b>	<b>W</b>	<b>R</b>	<b>M</b>	<b>BC</b>	<b>RN</b>	<b>B</b>	<b>PREREQUISITE</b>
Alchemy	1-10	5	2	3	4	3	2	Poison Lore
Armor smith	1-10	2	3	4	2	2	3	None
Potion Making	1-10	5	4	2	3	5	3	Spell
Scroll Making	1-10	5	4	2	3	5	3	Read/Write and Spell
Trap making	1-10	5	2	3	4	3	3	None
Weapon smith	1-10	2	3	4	2	2	3	None

## Magic Skills

<b>MAGIC COSTS</b>	<b>W</b>	<b>R</b>	<b>M</b>	<b>BC</b>	<b>RN</b>	<b>B</b>	<b>PREREQUISITE</b>
1st Path	5	4	2	3	5	3	None
2nd Path	10	8	4	6	10	6	1st Path
3rd Path	15	12	6	9	15	9	2nd Path
4th Path	20	16	8	12	20	12	3rd Path
5th Path +	25	20	10	15	25	15	4th Path and up
CP per Mana Point 1-50	3	2	1/2	1/2	2	1/2	1st Path
CP per Mana Point 51 & up	3	2	1/2	1	2	1	50 Mana Points

## Rogue Skills

# Dragon Crest

	LEVELS	W	R	M	BC	RN	B	PREREQUISITE
Disarm Traps	1-10	5	3	5	5	4	4	None
Pick Locks	1-10	5	3	5	5	4	4	None
Escape Bonds		8	4	8	8	6	6	None
Waylay		12	6	12	12	9	9	A weapon skill
1-5 Sneak Attack +2		2	1	3	2	1	1	A weapon skill
2nd Sneak Attack +2		2	1	3	2	1	1	1st Sneak Attack +2
3rd Sneak Attack +2		2	1	3	2	1	1	2nd Sneak Attack +2
4th Sneak Attack +2		2	1	3	2	1	1	3rd Sneak Attack +2
5th Sneak Attack +2		2	1	3	2	1	1	4th Sneak Attack +2
Back Stab +2		10	5	10	10	5	5	5th Sneak Attack +2
1st Sneak Attack +4 & up		2	1	3	3	2	2	Back Stab +2
Back Stab +4 & up		10	5	10	10	5	5	5th Sneak Attack +4 & up
1-5 Master Sneak Attack +2		4	2	6	4	2	2	A weapon skill
Master Back Stab +2		12	5	14	12	5	5	5th Master Sneak Attack +2
1-5 Master Sneak Attack +4		4	2	6	5	3	3	Master Back Stab +2
Master Back Stab +4 & up		12	5	14	12	5	12	5th Master Sneak Attack +4 & up
1-5 Paired Sneak Attack		4	2	6	4	2	2	A Weapon Skill
Paired Back Stab +2		12	5	14	12	5	12	5th Paired Sneak Attack
1-5 Paired Sneak Attack 4		4	2	6	5	3	3	A Weapon Skill
Paired Back Stab +4 & up		12	5	14	12	5	12	5th Paired Sneak Attack +4
Evade		10	5	10	10	8	8	As a Standard Special Defense
Execute		8	5	10	8	5	8	As a Standard Special Attack

## Weapons

	Dam age	W	R	M	BC	RN	B	PREREQUISITE
A Small Weapon	1 pt	2	2	2	2	2	2	None
A Short Weapon	2 pt	2	2	4	3	2	3	None
A Long Weapon	3 pt	3	4	5	4	4	5	None
A 2 Handed Weapon	4 pt	4	5	6	5	5	6	None
All Thrown Weapons	1&2	4	4	4	4	4	4	None
Crossbow	3&5	5	9	15	12	7	12	None
Bow	6 pt	6	10	15	12	8	13	None
Sling/Spear Thrower	+2 pts	2	3	8	5	2	6	Thrown Weapons
All Short Blunt	2 pt	3	4	8	5	3	6	None
All Long Blunt	3 pt	4	6	10	6	5	8	None
All 2 Handed Blunt	4 pt	6	8	12	8	7	10	None
All Blunts		10	12	16	12	11	14	None
All Short Blade	2 pt	5	5	10	7	5	8	None
All Long Blade	3 pt	6	7	11	8	6	9	None
All 2 Handed Blade	4 pt	8	12	16	12	10	14	None
All Blades		13	13	18	13	13	16	None
1 Handed Master		9	11	15	11	10	13	None
2 Handed Master		12	14	18	14	13	16	None
Weapon Master		15	18	20	18	16	19	None
Ranged Master		12	15	18	15	13	16	None

# - Dragon Crest -

	Dam age	W	R	M	BC	RN	B	PREREQUISITE
Grand Master	3 0	38	50	38	38	45	None	
Shield	5	10	15	7	7	13	None	
Florentine	6	6	12	8	6	9	A Weapon Skill	
Two Weapons	2	4	4	4	3	4	Florentine	
Blades	2	3	3	3	2	3	Two Weapons	
Style Mastery	1 0	15	25	15	13	20	A Weapon Skill	
Feint	2	3	5	3	3	4	A Weapon Skill	
Blind Fighting	3	3	6	4	3	5	None	
Ambidexterity	5	5	10	7	5	7	A Weapon Skill	
Wear Extra Armor	1	2	4	2	2	3	None	

## Weapon Attacks

	W	R	M	BC	RN	B	PREREQUISITE
1st Expert Attack 1	1	2	3	1	1	2	A Weapon Skill
2nd Expert Attack 1	1	2	3	1	1	2	1st Expert Attack 1
3rd Expert Attack 1	1	2	3	1	1	2	2nd Expert Attack 1
4th Expert Attack 1	1	2	3	1	1	2	3rd Expert Attack 1
5th Expert Attack 1	1	2	3	1	1	2	4th Expert Attack 1
Skill +1	5	5	10	5	5	5	5th Expert Attack 1
1-5 Expert Attack 2	1	3	3	2	2	3	Skill +1
Skill +2	5	5	10	5	5	5	5th Expert Attack 2
1-5 Paired Expert Attack 1	2	3	6	2	2	4	Florentine, Two Weapons, or
Paired Skill +1	5	5	10	5	5	5	5th Paired Expert Attack 1
1-5 Paired Expert Attack 2	2	4	6	3	3	5	Paired Skill +1
Paired Skill +2	5	5	10	5	5	5	5th Paired Expert Attack 2
1-5 Master Expert Attack 1	2	3	6	2	2	4	A Weapon Skill
Master Skill +1	5	5	10	5	5	5	5th Master Expert Attack 1
1-5 Master Expert Attack 2	2	4	6	3	3	5	Master Skill +1
Master Skill +2	5	5	10	5	5	5	5th Master Expert Attack 2
1-5 Grand Master Expert Attack	3	4	9	3	3	6	A Weapon Skill
Grand Master Skill +1	5	5	15	5	5	5	5th Grand Master Expert Attack 1
1-5 Grand Master Expert Attack	3	5	9	4	4	7	Grand Master Skill +1
Grand Master Skill +2	5	5	15	5	5	5	5th Grand Master Expert Attack 2
Death Strike **	7	10	13	11	9	12	As a Standard Special Attack
Disarm *	3	4	7	4	4	6	As a Minor Special Attack
Greater Disarm **	4	5	8	5	5	7	Disarm
Parry **###	3	5	7	4	4	6	As a Standard Special Attack or
Sever/Maim **	5	8	10	7	7	9	As a Standard Special Attack

\* This is a Minor Special Attack. # This is a Minor Special Defense.

\*\* This is a Standard Special Attack. ### This is a Standard Special Defense.

## Skill Descriptions

### Racial Abilities

#### Capture Magic

This ability allows the character to absorb spell energy directed at him, granting the character the ability to cast the spell that was absorbed at any time within the same spell day. The character generates the same effect that he absorbs, for

example, a spell strike Quench Flame is generated as a spell strike Quench Flame. The use of this ability triggers the appropriate spell defense if the character possessed it. For instance, if the character absorbs a fire spell while carrying an active fire shield, the fire shield is used and the character absorbs the spell. The Capture Magic

# Dragon Crest

ability is usable on one spell per day each time the skill is purchased. The ability that is captured is released in the same form as it was absorbed except for area of effect spells, although these may be captured to prevent damage, it would generate a single packet delivered spell effect. For example, a Magical 50 Ice burst attack is returned as a single Magical 50 Ice attack. If the character currently has a captured effect and dies (bleeds out or is killing blowed), the captured effect is lost. This ability is announced "Capture Magic." You may not keep a captured effect longer than a single game day (this means you cannot release a captured effect and time it perfectly to recapture the same effect when your skill resets).

## **Cloak**

This ability is a natural form of the spell Spirit Form (page 52). It functions as the spell in all ways while in effect. This ability cannot be used during daylight hours unless underground or in an area under a darkness effect. A character using this ability will be forced out of Cloak if he enters or is subjected to daylight or directly effected by a light spell. A Cloak is unaffected by Dispel Enchantments, Suppress Enchantments or Exorcise spells. This ability is announced as "Cloak" and may be used once per day each time the skill is purchased. A character with this ability may use it, even though they cannot physically make the hand gesture in-game. The hand gesture is an out-of-game component of this ability and still must be done to use the form. Breaking the hand gesture releases the Cloak.

## **Elemental Form**

This ability allows the character to invoke one of the following effects upon himself without having to cast it: FIRE AURA, WATER FORM, STONESKIN or GASEOUS FORM. This ability can invoke one effect, chosen by the character at the time of use, per day for each time the skill is purchased. This ability does not trigger a spell shield. This ability is announced "Natural <Elemental Form>." A character with this ability may use it, even though they cannot physically make the hand gesture in-game. The hand gesture is an out-of-game component of this ability and still must be done to use the form. Breaking the hand gesture releases the Elemental Form.

## **Natural Armor**

This ability means that the character possesses a naturally tough hide, such as scales. Natural armor acts like man-made armor, protecting the character from a specified amount of damage. Once the natural armor takes damage equal to its rating, all subsequent damage is taken as Body damage. The natural armor is healed twice as fast as Body points. If a character with Natural Armor is healed for 6 points of damage, the character receives 12 points of Natural Armor. However, all Body damage must be healed before

natural armor is repaired. This type of armor is never breeched. If the character has enough natural armor left to absorb all the damage of a waylay, the waylay has no effect except damage. Also, Natural Armor will protect a character from the effects of weapon delivered contact poisons, so long as the character has enough Natural Armor to absorb all the damage from the weapon. (I.e. if the character has 5 pts. of Natural Armor and is hit with 5 Paralyze, the character will lose 5 pts. of Natural Armor but is protected from the Paralyze poison.) The maximum value of a character's natural armor is limited to the character's class.

## **Skills**

### **Ambidexterity**

This skill allows the character to use his weapon skills, expert attacks, sneak attacks, back stabs and special attacks with either hand (not both). A character with this skill and +3 weapon skill can use it in either his right or left hand (all or nothing). If the character is fighting with two weapons, he must choose which hand will have the skills before engaging in each battle. If a character using two weapons has one of his arms severed, he may switch his skills to the other hand during the fight if his skills can be used in the other weapon (i.e. he is using the same weapon, Master or Grand Master skills)

### **Back Stab**

This skill allows the character to continuously inflict +2 damage with a specific type of weapon (i.e. long sword, hand axe, mace) in a specific hand (right or left) when attacking any opponent from the rear. This ability is cumulative with other skills in the same weapon.

### **Craftsman**

Each level of a craftsman skill gives the character a different ability. In addition, it gives the character 5 cp per level per game day. For craftsmans that allow a character to identify items, components, creatures, etc., the character must complete a 10 count to use the skill. For craftsmans that allow a character to obtain items, components, etc., the character must complete a 30 count to use the skill unless otherwise specified.

### **Herbalist**

This skill gives the character knowledge of herbs, plants, fungi and other plant or animal products and how to properly harvest them to produce alchemical substances, scroll ink, magical potions and other products. A character with this skill can determine if a substance is natural or magical. Harvesting a Special Component precludes harvesting any other components from the creature or plant.

- 1st Detect/Identify natural plant product
- 2nd Detect/Identify natural animal product
- 3rd Harvest natural product
- 4th Detect/Identify magical plant product
- 5th Detect/Identify magical animal product

# - Dragon Crest -

6th Harvest magical product

7th Detect/Identify alchemical poison

8th Detect/Identify magical potion

9th Harvest Special Components, Detect natural substance in blood [Alchemize blood]

10th Detect magical substance in blood [Alchemize blood]

## **Death Strike**

This skill allows the character to reduce the victim's Body points, armor and protective spells to -1 total. Death Strike acts as an instant killing blow and requires a Renew spell to cure. To activate this ability, the character must announce "Prepare to die!" When the character lands a legal blow he must declare "Death Strike" to his opponent. This skill remains active for 5 minutes or until it is used up, whichever comes first. If the weapon the character is using to deliver the Death Strike is destroyed or removed from his hands the skill is still active. So long as the character can find a new weapon or get his old weapon he may still use the skill if he lands a blow within the original 5 minutes. This ability is blocked by a Deflect Weapons, Parry, Evade, Riposte and Magic Armor. Fire Aura and Lightning Barrier can also stop this attack, see the spell descriptions. This is a Standard Special Attack. This ability is usable once per day for each time the skill is purchased.

## **Evade**

This skill allows a character to dodge any one attack with a weapon or packet per day for each time the skill is purchased. This skill is used after the attack is landed. The player must announce "Evade!" to indicate the attack missed. This skill will use up a death strike or other skill that lasts for the duration of a combat.

## **Execute**

The skill allows the character to reduce the victim's Body points, armor and protective spells to -1 total. It is good for one strike only and must come from behind. If successful, it acts as a killing blow. A character using this skill announces "Execute." It is usable once per day for each time the skill is purchased. Any ability, spell or skill that negates an attack before it delivers damage will negate an Execute such as Parry, Evade, Magic Armor, Riposte or Deflect Weapons. Fire Aura and Lightning Barrier can also stop this attack, see the spell descriptions.

## **Expert Attack**

This skill allows the character to inflict +1 damage with a specific type of weapon (i.e. long sword, hand axe, mace) in a specific hand (right or left) for the duration of the battle or 5 minutes, whichever comes first. This ability is cumulative with other skills in the same weapon except other expert attacks.

## **Feint**

This skill allows the character to find the most vulnerable point of an opponent's armor and strike

a natural attack or weapon blow through it causing damage directly to the body of the target creature. This skill works against creatures with natural armor. Feint works for a single strike per purchase, per day. The skill is used whether the strike lands or not. When using this skill, the player must announce "body" after his attack to signify use of the skill and that the opponent has taken body damage, which bypasses his armor. (i.e. 10 normal body.)

## **Paired <Ability>**

This allows the character to use the specified skill in both hands at once. This skill can only be used on one type of weapon (i.e. short sword, hand axe, mace). The same type of weapon must be used in both hands to gain the benefits of the skill. For example, if the character is using two short swords and possesses Paired Death Strike, he can use the ability in both hands until used, but not use it in each hand. (He cannot land two Death Strikes with this skill unless he has two.) If the character is using only one of his paired weapons (i.e. the short sword) he can still call all paired bonuses he has in that weapon only. This includes Paired Expert Attack, Paired Weapon Skill, Paired Death Strike, Paired Disarm, Paired Greater Disarm, Paired Sever/Maim.

## **Paths of Magic**

This skill allows the character to cast any spell from the appropriate path of magic so long as he possesses enough mana to fuel the spell. This skill also allows the character to read scrolls that contain spells from the path of magic. The skill grants the power to identify potions made from spells in that path.

## **Scholar [area]**

This allows a character to research a particular area, and find information about people or objects within that area. The area of expertise can be on foreign nations, ancient weapons, magical artifacts, history, warfare, or any subject. (Plot will provide researched information upon request)

## **Combat**

### **Physical Contact**

At no time should any player come into direct physical contact with another player. The only type of contact allowed is by spell packet or by boffer weapon. This means that hitting, kicking, punching, shoving, tripping etc. are all strictly illegal within the combat rules for obvious safety reasons. Therefore, all PCs and NPCs must have boffer weapons, even if those weapons are representing claws or fists. These natural type weapons cannot be disarmed by spell or skill.

### **Holds**

A hold is a call that immediately stops game. Whenever the word 'Hold' is called, everyone that hears the call should repeat it and go to one knee until everyone stops. Game stops the moment a

# Dragon Crest

hold is called, and all actions that occur after the hold is called did not occur. If someone approaches an area that is in a hold, inform them of the hold.

A hold can be called for specific reasons. The most important reason to call a hold is safety. A hold should be called for any situation that could be potentially dangerous to any player. This could be if a player is about to back into a table, trip, step on someone, or anything that could be harmful to any player. This includes damage to property as well, such as stepping on someone's shield, or someone loses a contact or eyeglasses. A hold can also be called when a marshal is needed for a rules clarification; you are unsure of the effects of a spell; someone is claiming outrageous abilities that you want verified; or someone is fighting in such a manner as to be dangerous to other players (such a person should be reported to a marshal for disciplinary action).

Reasons that are not valid for calling a hold are gathering spell packets, treasure, in-game information, or otherwise gaining an out of game advantage.

During a hold GAME IS STOPPED. Your character is frozen in time. Don't be looking around to see if someone is sneaking up behind you. Talking to companions in game, planning strategy, pointing out threatening NPCs to companions, and otherwise taking advantage of the lull is CHEATING. This brand of cheating is called metagaming and will not be tolerated. The only topics of discussion during a hold should be the reason the hold was called.

When the hold is resolved, everyone returns to their position before the hold was called. When everyone is ready to resume play, the person who called the hold or a marshal will call the lay-on. Typically: '3..2..1..Lay-on!' loud enough for everyone to hear, and play will continue.

## Production - Trade Skills

Trade skills are a type of skill that allows the character to manufacture a particular type of item, such as poison, potions, armor or weapons. Each level of a trade skill, such as alchemy or scroll making, allows the character to produce any item listed under that particular skill at the level of skill he possesses or less. For example, a character who has 5 levels of scroll making is capable of producing scrolls of any spell he knows of level 5 or less, the level of a spell being the mana it takes to cast. He is incapable of producing a scroll of any spell level 6 or higher. The total number of items the character is capable of producing in a single day is a pool equal to 4 times his level of trade skill. In the example above, a character with 5 levels of scroll making is capable of producing up to 20 levels of scrolls, so long as each one is of a spell level 5 or less. Therefore, he could make 4

level 5 scrolls or 20 level 1 scrolls, or any combination up to 20 total levels.

To make a particular item, the character must procure the components necessary to make it. For alchemists, herbal components are required. For armor smiths and weapon smiths, ore components are required. For scroll and potion makers, magical components are required. Each of these components is rated from 1 to 3, 1 being the least powerful and most common, 3 being the most powerful and rarest. The higher the level of the item, the rarer the components needed to make it. These components can be found almost anywhere from plants to mines, from monsters to shops. So long as a character has enough components to make the item and enough levels both to make it and left in his pool, he can create the item. When manufacturing an item, rarer components may be substituted for more common ones but multiple common components cannot be substituted for rare components. For example, a level 3 herbal component can be used in place of 3 level 1 herbal components or a level 2 herbal component and a level 1 herbal component. The reverse is not true. Component types (Herbal, Ore and Magical) cannot be mixed. All components are consumed in the process of making the item.

You may hold more than one dose of a particular poison or potion in the same container but all must be of the exact same type, (i.e. all Heal 6 Wounds, or all Intoxicant), or all are ruined. All tags must be attached to the phys-rep.

## Components - Scrolls/ Potions/ Alchemy

Components Needed			
Difficulty	Level 1	Level 2	Level 3
Level 1	2		
Level 2	3		
Level 3	4		
Level 4	5		
Level 5	6		
Level 6	7		
Level 7	3	1	

## Forges and Labs

A forge will increase the production of up to 3 people by x4 per day. For example, someone with level 5 in armor smithing has a base of 20. A forge will allow him to produce up to 80 levels, but he still cannot exceed his skill of level 5. Forges cost 60 gp. A forge can be used in the creation of weapons and armor. It cannot be used by 3 people producing armor and 3 producing weapons, but 3 people total.

A lab increases production for up to 3 people by x2 per day. A lab costs 30 gp and can only be bought for one purpose. The types of labs are potion, scroll, trap, weapon, armor, and alchemy labs. Once bought, you cannot change the function of a lab.

## Poison Production

# - Dragon Crest -

The art of alchemy is the manufacture of poisons and chemicals according to strange and mystical formulae. These formulae or recipes are more magic than science. These formulae can be read and recognized as poison recipes by anyone that has the Poison Lore skill, but are not easily reproduced. Due to the complexity of the recipes, only someone of sufficient skill in Alchemy to produce the poison may copy it without error. It costs 2 silver per level of the poison to copy it. A new book for recipes will cost 1 gold, not including the cost for any recipes.

	levels of difficulty		
	ingested	gas	contact
Acid - 5		3	
Acid - 10		4	
Poison - 5	1	3	5
Poison - 10	2	4	6
Vorpal - 3			2
Vorpal - 6			4
Healing Salve - 3			2
Healing Salve - 6			4
Antidote Ingested	2		
Antidote Gas		4	
Antidote Contact			6
Alchemy Shield	4		
Berserk	5	8	
Blindness	3		
Command	4	7	
Fear	3	6	
Feeblemind	4	8	
Forget	5		
Hate	5		
Instant Death	8	10	12
Intoxicant	1		
Liquid Light			1
Love	5		
Love 9	15		
Nausea	3	6	
Oil of Slipperiness			5
Paralysis	4	6	
Paste of Stickiness			5
Silence	4	8	
Sleep	3	5	
Slow Death	4		
Solvent			3
Weakness	2	4	

## Weapon Production

A character with the weapon smith skill can produce a number of weapons whose total components do not exceed 4 times his level of weapon smithing. For example, a character with level 5 weapon smith can produce a number of weapons equal to 20 components in size. However a character can not produce an item worth more components than 3 times his skill level. Therefore, in the example above, although the

character can produce items worth up to 20 components, none of these weapons can exceed 15 components in size. For example, the character above could produce a long sword (15), a small weapon (3) and 2 arrows (2). He could not produce a 2 handed club(18) and 2 arrows (2) because the Club exceeds his individual item limit.

## Master Crafted Weapons

A character who has reached a master level of weapon smithing [level 15] can construct an unshatterable weapon by spending a number of Ore 3 components equal to the number of Ore 1 components necessary to make the weapon, while using a full forge (all the slots of a forge). A character who produces a Master Crafted Weapon cannot produce any other weapons that day.

## Weapons of Quality

A character who has reached a master level of weapon smithing [level 14] can construct a non-magical +1 weapon by spending a number of Ore 3 components equal to the number of Ore 1 components necessary to make the weapon, while using a full forge (all the slots of a forge). This weapon will break normally. A character who produces a Weapon of Quality cannot produce any other weapons that day.

## Venom Weapon

A character who has reached a master level of weapon smithing [level 13] can construct a weapon capable of storing up to 2 doses of the same contact poison by spending a number of Ore 3 components equal to the number of Ore 1 components necessary to make the weapon, while using a full forge (all the slots of a forge). This weapon will break normally. A character who produces a Venom Weapon cannot produce any other weapons that day. A character with one of these weapons can decide on what strike he will use the poisons in the blade. Otherwise the poisons act as vorpals.

## Magic

### The Workings of Magic

Magic in the Dragon Crest game is based on Mana, ambient energy that flows through the entire universe, inhabiting all life and forms. The manipulation of this energy is known as Magic. Magic is divided into a number of Paths, ways of understanding and qualifying the ebb and flow of Mana through the universe. Each Path deals with one aspect or element, making it easier for the magician to deal with the raw Mana. When purchasing Mana, the character is really enhancing his ability to channel and control Mana, allowing him to create more or greater magical effects.

Magic is simulated using small squares of cloth filled with bird seed. To cast a magical spell, the caster must know the spell in question, have enough Mana to fuel the spell, speak the incant aloud, and have one hand free to cast the spell. The incant must be completed successfully without

# Dragon Crest

the caster taking body damage, being rendered immobile, knocked unconscious, or killed. Upon successful completion of the incant, the caster then has three seconds to throw the packet at his target else the spell is wasted. The incant, or spell verbal is in game and can be understood by anyone who hears it. The spell verbal, or incant is recited and the packet is thrown at the target. If the packet hits the target and the incant is correct the spell is successful. If the target successfully dodges or the incant is incomplete or incorrect, the spell fails. The whole body of the opponent is a legal target. The spell does take effect if it strikes a weapon, shield, or anything the target is holding or wearing.

A character does not have to memorize a spell each day to cast that spell, but the character must still commit each spell to memory at some point, so he can cast it. Each spell that a character knows will be listed on his spell knowledge card. This card represents the spells that character can cast. When a character wishes to commit a new spell to memory he must have access to a scroll with that spell on it. He reads the scroll, using up the magic of the scroll to imprint the knowledge of that spell to his memory. In the process, the scroll is destroyed.

Each spell or magical effect requires a specific amount of Mana to power it. This Mana either comes from the character's Mana Pool or from a magical item. Each day, the character's Mana Pool is replenished with the rest of his skills

Each spell has a duration of effect specified in the spell description.

When a character is first created and buys initial paths, that character gets randomly picked spells from each path to begin with. For the first path the character buys with the initial 25 character points a character starts with, 5 spells are randomly chosen. If that path has a damage effect (or healing effect in Spirit) then the character automatically receives the damage spell and that counts as one of the 5 picks. A character will receive only 4 spells from the second path bought with the initial 25 character points, the third will have 3, etc. In all paths bought the damage effect is automatically given and will count as one of the spells to be picked in the initial paths. After the initial 25 character points, any paths bought by the character will have only the damage effect if the path has it, else no spells in that path are known.

## Paths

The paths are divided into groups. There are the elemental paths, such as Fire, Water, Stone and Wind; the spiritual paths, such as Spirit and Curses, the kinetic paths such as Force, Warding, and Time, and a mental path, Glamour. Here are examples of spells in paths of Wind and Spirit.

### Path of Wind

#### Light of Wind 1 Day 1 Mana

I call upon the power of wind to Light my way

This spell creates a light source (glow stick or muted flashlight) which the caster can use until sunlight touches the physical representation or 24 hours have passed, whichever comes first.

#### Feather Fall Instant 2 Mana

I call upon the power of wind to Feather Fall

This spell allows the recipient to fall from any height without taking damage. This also allows the recipient to choose his location at the end of a WHIRLWIND if the spell is activated in the form of an item or is a natural ability.

#### Gust Instant 3 Mana

I call upon the power of wind to create a Gust

This spell blasts the target with a gust of wind that causes the target to drop all objects held in the target's hands. The spell effects the items for 5 seconds, after which time the items come to rest and then can be retrieved.

#### Saber Indefinite 4 Mana

I call upon the power of wind to create a Saber

This blade spell is cast upon a person, allowing him to deliver +5 lightning damage on one strike of a weapon. Up to 4 blade spells total can be active on a person at one time. The wielder has the choice to use this spell on any one strike, whether the strike is successful or not. Only one blade spell can be used per strike.

#### Wind Shield Indefinite 5 Mana

I call upon the power of wind to create a Shield

This spell creates a protective field that will negate the first wind spell or lightning effect successfully cast upon the recipient. This is called WIND SHIELD.

#### Vortex Line of Sight 6 Mana

I call upon the power of wind to create a Vortex

This spell surrounds the target in a cyclone of wind holding him in one position. The target can speak, but cannot move or cast spells. Any attempt to break the VORTEX forces the target back to his original position, preventing him from escaping unless the target possesses +6 or better strength. Breaking free will cause 6 points of wind damage and requires a three count. While under the effects of a VORTEX, the target is vulnerable to killing blows. The target of this spell can be searched while under its effects, but cannot be moved.

#### Wall of Wind 1 Day 7 Mana

I call upon the power of wind to create a Wall

This spell creates a wall of wind up to 10' across which expands from the point of origin until 10' or prevented from continuing by a barrier. Any weapon or object that passes through the wall will be affected as if hit by a GUST OF WIND. Creatures that attempt to cross the wall will be thrown 20' away from the wall, taking no damage. Any creature standing on the physical representation of the wall when the spell is cast will take the effect from the wall and must decide which side of the wall to land on. Any creature that has

# - Dragon Crest -

an active WIND SHIELD that comes in contact with a WALL OF WIND is completely protected from the negative effects of the wall and may decide which side of the wall he wishes to end up on. If the individual does not immediately move out of contact with the wall, the shield will be used and he will take all effects normally. Spells pass freely through the wall. This spell requires that a length of rope or tape (preferably white) be used to mark the position of the wall. This spell lasts one day (24 hours).

## **Disperse Air Instant 8 Mana**

I call upon the power of wind to Disperse Air

This spell causes all wind effects still existing on the target to be negated. A WIND SHIELD will stop this spell if cast upon a person, but will be used up in the process. DISPERSE AIR will cause 50 points of damage to creatures of elemental air or GASEOUS FORMS. This spell will render one gas attack or gas poison useless and ineffective if cast upon an alchemy globe or similar container.

## **Gaseous Form 10 Minutes 9 Mana**

I call upon the power of wind to create a Gaseous Form

This spell causes the body of the recipient to become a gaseous form. While in this form, the recipient is immune to all physical attacks and most spells. VORTEX, WHIRLWIND, DISPERSE AIR, VACUUM, GLYPHS, WIZARD LOCK, STASIS, TIME STOP, DISPEL ENCHANTMENTS, SUPPRESS ENCHANTMENTS, CIRCLE OF FORCE, THOUGHT spells & effects, and Wall spells except WALL OF FIRE, WALL OF ICE, and WALL OF STONE affect a gaseous form normally. A gaseous form can pass through the smallest of openings effortlessly. This form actually floats and enables the recipient to cross pits and other things safely. This form is forcefully ejected from a body of water if submersed taking no damage, nor can the form enter a body of water. While in gaseous form the recipient must use this hand gesture, hands crossed down against his torso, until he wishes to end the spell. The recipient is unable to attack while in GASEOUS FORM.

## **Thunder Strike Instant 10 Mana**

I call upon the power of wind to create a Thunder Strike

This spell causes the target to be stunned for 10 minutes unless protected by a WIND SHIELD or immune to air effects. While stunned, the target is vulnerable to a killing blow and cannot move or use any game skills.

## **Whirlwind Instant 11 Mana**

I call upon the power of wind to create a Whirlwind

This spell creates a great wind that picks up the target and hurls him 100' in a direction chosen by the caster. If there is not enough room to complete the 100' then the target takes 20 pts of massive damage. Another character hit by a character under the affects of a WHIRLWIND also

takes 20 pts of massive damage. If the target can travel 100' without striking another object, then no damage is inflicted. If a character is under the effects of a binding spell or effect, the character is not ripped free of the effect and takes 20 pts of massive damage. If the character is under the binding effects of a creature such as binding strike, both creatures take 20 pts of massive damage. Only the racial ability Feather Fall will save the character from damage.

## **Vacuum Instant 12 Mana**

I call upon the power of wind to create a Vacuum

This spell removes all air from the target's area. The resulting vacuum reduces the target's current body, armor and spell protections to -1 total, unless protected by a WIND SHIELD. However, the target is still affected by a life spell and SPIRIT ANCHOR. This spell acts as a killing blow.

## **Lightning Damage Instant (any) Mana**

I call upon # Lightning

This spell allows the caster to call forth elemental energy and direct it at an opponent. '#' is the damage caused and is equal to 5x the spell points used in the attack. No matter how much damage is inflicted at once, it is still negated by an active WIND SHIELD.

## **Path of Spirit**

### **Aid indefinite 1 Mana**

By the strength of my spirit, I Aid you

This spell acts to strengthen the target's body allowing the recipient to add 3 body points to his character's current Body total. These points are the first Body Points that the recipient loses to any attack. As long as these points last, a Mage may cast while taking damage. AID spells cannot be stacked with other AID spells.

### **Detect Spirit instant 2 Mana**

By the strength of my spirit, I Detect Spirits

This spell allows the caster to determine if a body or an item possesses a spirit. This spell will not reveal the exact spirit, but subsequent castings may reveal the nature of the spirit, living, elemental, etc. This spell will also allow the caster to determine if more than one spirit is present.

### **Empower indefinite 3 Mana**

By the strength of my spirit, I Empower you

This spell is a more powerful form of the AID spell. EMPOWER allows the recipient to add 6 body points to his characters current body total. These are the first body points that the recipient loses to any attack, before AID. This spell may be stacked with the spell AID, but cannot be stacked with other EMPOWER spells.

### **Cure instant 4 Mana**

By the strength of my spirit, I Cure you

This spell will cure the recipient of all types of disease and infections. CURE will not replace any Body Points or parts lost to the disease, however, it will remove any penalties caused by the disease.

# Dragon Crest

## **Regenerate instant 7 Mana**

By the strength of my spirit, I Regenerate your <part>

This spell regrows or heals the target's body part, no matter what spell or effect was used to render the limb useless.

## **Heal instant 8 Mana**

By the strength of my spirit, I Heal you

This spell heals the target's body of most poisons, both alchemical and magical. HEAL also cures the recipient of many Carrier Effects, such as paralysis, poison and nausea. It will not, however, remove damage done by these effects.

## **Spirit Form 10 minutes 9 Mana**

By the strength of my spirit, I create a Spirit Form

This spell causes the body of the recipient to become a spirit. While in this form, the recipient is immune to all physical attacks and most spells, except SPIRIT ANCHOR, this spell will act as a CONFINE spell on a SPIRIT FORM, trapping the target in SPIRIT FORM for the duration of the ANCHOR or the SPIRIT FORM, whichever comes first. EXORCISE, DISPEL ENCHANTMENTS and SUPPRESS ENCHANTMENTS will return a SPIRIT FORM to physical form. A SPIRIT FORM is affected by GLYPHS, TIME STOP, and all THOUGHT spells & effects normally. While in this form, the recipient may pass through normal walls not more than 3' thick and other obstructions with little effort. The recipient cannot pass through WALL OF FORCE, CIRCLE OF FORCE, and WIZARD LOCK. While in SPIRIT FORM, the recipient must use this hand gesture, hands folded in front of him against his torso, until he wishes to end the spell or the duration ends.

## **Anchor instant 10 Mana**

By the strength of my spirit, I Anchor you

This spell allows the caster to strengthen the bond between a spirit and a body. ANCHOR will not return a being who has been killing blowed to life, but it will allow for a field resurrection which takes ten minutes to perform, to bring the character back to life without the usual side effects, the recipient's spirit is still weakened by the effort and receives a death. For the purposes of resurrection this spell only effects willing targets. When cast upon someone who has been affected by an EXORCISE within 1 minute, it will restore the exorcised spirit to its body.

## **Renew instant 12 Mana**

By the strength of my spirit, I Renew you

This spell will restore to life a person who has died from damage, poison or spell within the last 4 minutes. RENEW will restore a spirit to his body if there is still a body for the spirit to return to. A person who has been brought back to life with this spell will return the character to 1 Body Point with no protectives or enchantments in place.

## **Speak with Spirit 10 minutes 13 Mana**

By the strength of my spirit, I Speak with you

This spell will allow the caster to communicate with a spirit deceased within 24 hours. The caster may ask the spirit up to three questions that it can choose to answer truthfully or not. This spell will also work on non-corporeal entities.

## **Heal Wounds instant (any) Mana**

By my spirit, I Heal # Wounds

This spell allows the caster to heal the wounds of another character whether caused by damage, poison or magic. '#' is equal to 3x the spell points used in the spell and is the amount of damage healed.

## **Miscellaneous**

### **Alcohol**

No, none, absolutely not. There is not to be any alcohol on site at any time under any circumstances. At the tavern, non-alcoholic beverages may be available. Other than this, any player found with alcohol on site will be acted against. This is serious, please report anyone drinking alcohol or using any controlled or illegal substances.

### **Marshals**

A marshal is someone who makes judgment calls or runs a particular event. There are certain types of marshals, each has powers specific to their area of expertise. Not all marshals can make calls in all areas. Make sure you consult the right marshal. Some types of marshals are as follows:

**Weapon marshal:** This person is responsible for checking weapons, shields and armor for safety at check in. If any of these is considered unsafe, they can refuse to allow it in game.

**Marshal (regular):** This is someone who can make rule judgments, clarify the effects of a spell, and settle disputes. They can be seen wandering around; to give credit where it is due to NPCs and players, and to catch cheaters. They also can be seen running modules.

**Rogue marshal:** This is a person who is trusted with overseeing In Game theft. This type of marshal can be used to oversee cabin break-ins, the theft of In Game items and the disarming of In Game traps and locks.

**Monster marshal:** This is a person in charge of monster camp, and has power over all NPCs.

**Plot marshal:** This is someone who can make sweeping decisions that are global or game orientated. They oversee the plots for a weekend and have jurisdiction over all other marshals.

### **NPCs**

An NPC is a non-player character. This means that an NPC does not pay for events. They do, however, need to pay for registration each year.

NPC's play the parts of monsters and bad guys and occasionally good guys (you can never tell) and basically make the game more interesting for the players. Because the NPC does not pay for events, he or she is under the complete control of

# - Dragon Crest -

Dragon Crest monster marshals (evil laugh). In other words, you cannot choose your own roles, what monsters you want to play, or do whatever you like. On the other hand, regular NPC's that are good actors can earn for themselves some of the nastiest and deadliest of the bad guys. (Always fun to play.)

Also, an NPC gets points for playing. Depending on the type of points, they are good for discounts on events, or experience for a character. Fires, Candles, Grills

A fire is not allowed at any event. This includes campfires, lanterns, candles, grills, or **ANY** type of flame. All of these are fire and safety hazards (especially if combat breaks out). If for any reason you wish to have or use anything that uses fire, you must ask permission first regardless of circumstances, and be given approval by an owner of the game, not a marshal, **each time** you wish to use the flame.

## **Out-Of-Game**

This is a term used to describe someone or something that is not present in the game scenario. A person that is out of game will be wearing a white headband or will have a hand placed on top of their head. Marshals will usually be out of game as they direct NPCs, make clarifications and judgements, and guide the story and the game as a whole. NPCs can be out-of-game after they die, as they move from one area to another for an encounter, etc. Players not part of the current scenario can also be out-of-game.

Anyone not a marshal **CANNOT** interfere with the happenings in-game whatsoever. This means any kind of interaction, the giving of information, items, etc. is not allowed. Also, the use of any information, items, etc. gained while out-of-game is forbidden. This is called METAGAMING. This is CHEATING. Cheaters are not welcome at Dragon Crest events.

## **Smoking**

Smoking is allowed in designated smoking areas. Please refrain from smoking outside these areas. Due to the nature of the camps (lots of old, dry, and very flammable pine needles), smoking poses a serious fire hazard. Also, smoking takes away from the medieval atmosphere.

## **Real Weapons**

Dragon Crest does not allow or condone its participants bringing real weapons to its events. Even if these weapons are only for decoration, show and tell etc., it is not permissible to bring weapons to an event. Peace-bonds, dull or unfinished blades and other attempts to make weapons "harmless" does not excuse you or the weapon. If you bring a real weapon, you will be asked to secure it, remove it from the camp, or leave.

## **Rogues**

In this world of high fantasy, rogues and thieves can thrive. Theft can be a respectable, if illegal, profession, and is not very uncommon. There are, however, restrictions and very strict rules governing theft within the game. This is to ensure the safety of out-of-game personal property that is not allowed to be stolen.

## **What can be stolen**

Only in-game objects can be stolen. These are marked with a permanent identification number. Tags for weapons and other items such as potions, etc. are also available to be stolen. All such items that a character has should be kept with other in-game equipment that the character owns. All of these items are the property of Dragon Crest.

Personal property and personal physical representation of in-game items should be marked as belonging to that player, an example would be swords or armor. These are both in-game items but belong solely to the player. Therefore, a thief cannot take these items but can take the tag that represents them. Any of these items that are taken **MUST** be returned to the player.

## **Searching Bodies**

To search a fallen character, you merely go to that character and say "I search you." That character must then either hand over all game items or ask for a more detailed search. For a more detailed search, you would describe what you are doing. Such as "I take off your boots, I search your vest pockets, I search in your pouch," etc. If an item is hidden on your body, it must actually be hidden there. If you have silver hidden in a secret pocket in your cloak, it must **BE** in a secret pocket in your cloak. Once the area containing treasure has been determined, the 'search' of that area takes as long as it takes the NPC to pull out the treasure (this is a matter of common courtesy). Also a player can wait 5 minutes to symbolize stripping the body and taking the valuables. A player cannot physically search another player without permission.

## **Searching Cabins**

A character can find his fortune and his death in searching cabins. To search any cabin, **INCLUDING HIS OWN**, a character or NPC must have a marshal present at all times. A player caught stealing from a cabin without a marshal present is subject to immediate and permanent expulsion from game and any legal charges the other player wishes to bring against the guilty player. This is to ensure the safety of personal items during a game where in-game theft is common.

Players may protect their cabins with spells or traps. A marshal will read the protection descriptions on the back of the door and judge if the thief is successful in disarming or bypassing these protections.

# Dragon Crest

All out-of-game items may not be disturbed. Any items a player places under his or her bed are considered out-of-game and may not be disturbed.

Upon exiting the cabin, the thief must show all stolen items to the marshal. The marshal can reward the thief with experience for exceptional burglary.

## Weapon Construction

Weapon	Max. Length	Grip	Min. Length	Blade	Max. Length	Blade	Min. Length	Total	Max. Length	Total
Small Weapon	5		8		14		14		22	
Bow	8		13		24		30		54	
Claws	8		13		22		23		34	
Short Blade/Blunt	8		13		22		23		34	
Long Blade/Blunt	12		23		36		34		46	
2 Handed Sword/Blunt	23		37		48		46		64	
Staff	-		-		-		60		72	
Axe	8		9		15		19		34	
Battle Axe	12		16		28		34		46	
Short Spear	12		8		12		40		50	
Long Spear	12		13		18		50		60	
Polearm	½ Total		13		18		60		76	

\* All measurements for weapon construction are in Inches.

## Color Coding

There are limitations on colors for some weapons. Magic weapons must be white, or have a white striking surface. No other weapons can have a white striking surface or blade. Normal metal weapons cannot be brown, green, or red (except on the hilt). Clubs and wooden weapons cannot be gray, silver, red, or blue. Claws are red and do not have a cross-guard. Weapons should resemble their real life counterparts as much as possible. The color blue is generally considered to represent a silver weapon. This is not a hard and fast rule, but the ability to visually identify the type of weapon being used adds to the flavor of the game.

## Legal Materials

Weapons must be constructed out of approved materials. The only standard approved materials for weapon construction are PVC and CPVC pipe for the cores. Other cores may be used but are subject to rigorous safety inspections. Any weapon made with non-standard materials must be brought to the attention of the Weapon Safety Marshall who inspects the weapon every event. Non-standard materials used in a weapon must be padded appropriately and extra effort must be made in their construction. At no time may metal cores of any type be used in the construction of any weapon less than 60 inches in total length. Fishing poles are not legal materials for cores and may not be used in the construction of any legal weapon.

The only closed cell foam that is typically approved for weapon construction is 5/8" thick light green pipe insulation. There are other colors of this type of foam that are also usable. Pink closed cell pipe insulation of 5/8" thickness is also acceptable. Other varieties may be available to different areas and are subject to the Weapon Safety Marshall's decision. At no time and for no reason may the foam of the weapon be split lengthwise along the core. This is one of the quickest ways to have your weapon fail. It causes the rapid break down of the foam and allows the core to break free. Pipe insulation must have a minimum interior diameter of ½".

## Swords

Swords take practice to make. The materials are simple, and can usually be found at any hardware store and are inexpensive. The construction does take some trial and error, experience, and knowledge of what is needed to pass. Let's start with the materials.

3/4 inch CPVC pipe

Pipe insulation a minimum of 3/4 in thick; green is usually best, some pink and white is okay. Do not use black. If you do be very careful, most black foam is not very thick and is harder than the other foams. Your weapon probably will not pass. Only use black for the cross guard.

Open cell foam, about 2 inches thick

Duct tape

Optional: cushion foam

Razor or scissors

Hacksaw

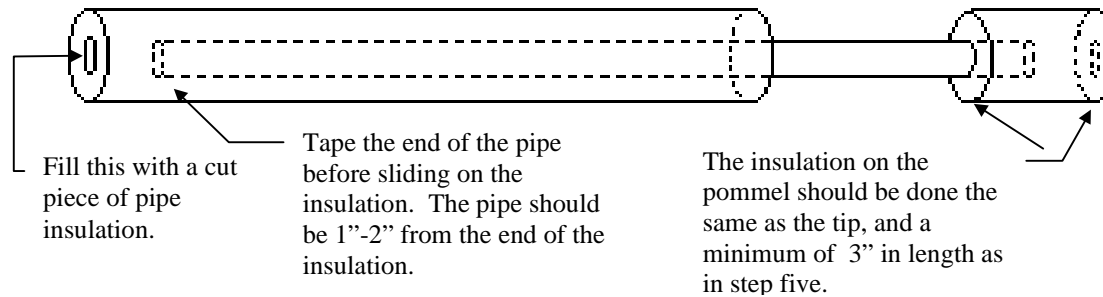
Electrical or sport tape

**Note:** When using non-standard materials for the core of a weapon you should never split the pipe insulation, as it allows the pipe to break out and possibly injure someone. Weapons with non-standard cores should be brought to the attention of a safety marshal for tagging.

# - Dragon Crest -

## Step One: Main Portion

First, cut the CPVC pipe 4 to 6 inches shorter than the desired length of the sword, including the hilt. Tape both ends of the pipe to prevent it from ripping the foam later. Slide the pipe insulation on the pipe and secure one end to where the blade will start. Fasten it securely with electrical tape. The insulation should extend past the pipe at least 1 inch but not more than 2 inches. Now cut a small piece of insulation to fill the hole at the tip.



## Step Two: The Edges (skip this part if you have never made a sword before)

This portion takes some artistic ability. To create the edge of the blade cut a wedge out of pipe insulation or cushion foam. The wide part of the wedge should be the inside curve of the insulation, allowing the wedge to lay flat on the blade of the sword. Cut two. Getting the wedges of equal size and even shape takes practice and is therefore not recommended for beginners.

## Step Three: Taping

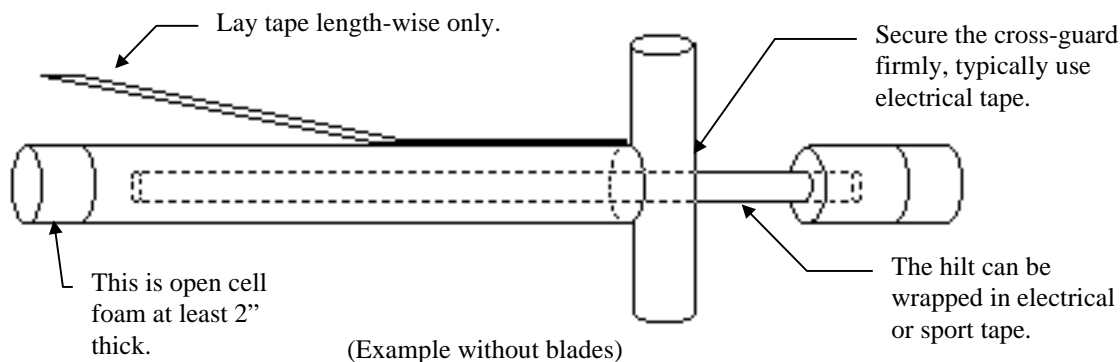
Using duct tape lengthwise along the blade, secure the wedges if you are using them and cover the length of the sword. Do Not spiral wrap the tape or compress the foam in any way. Lay tape lengthwise only.

## Step Four: The Cross-guard

If you want a cross-guard on your sword you would do so now. Out of black (or any color) insulation cut a piece about a foot long. There is usually a slit in the foam on one side, in the center of the foam open it along that slit and cut a hole opposite it. Then slide the foam up the hilt and secure it in place. Then tape it.

## Step Five: The Hilt

Now cut a short piece of insulation, about 3 to 4 inches. Slide this over the bottom end of the sword so that it overhangs it by at least an inch, same as the tip, and secure it with electrical tape. Fill the gap with green foam and tape it lengthwise as in step three.



## Step Six: Thrust Tips

Next cut two 2" squares out of open cell foam. Place one at the tip of the sword and gently, being careful not to compress the foam at all, lay duct tape over it and secure it to the blade. Do the same for the hilt end. Then with a pin or needle, punch hundreds of holes in the tips to allow air in and out. When squeezed, the tip should snap back to its original shape almost instantly.

One way to increase the durability of the foam in the thrusting tips is to wrap the foam in tissue paper before taping it.

## Step Seven: The Grip

Last, you can use electrical or sport tape to cover the grip of the hilt. You can also use cord to make a wider grip if it is securely fastened and will not come loose. Your sword should now be finished and any final decorations may be added to it. Keep in mind no points or hard edges.

## Spell Packets

Spell packets are very simple to make. The materials are: thin cloth, birdseed, scissors, and tape or elastic bands. Use **ONLY** normal birdseed **WITHOUT** sunflower seeds, **ANYTHING ELSE IS ILLEGAL!** Illegal materials include rice, beans, dried peas, starch, sand, or anything else. What you do is cut the cloth into

# Dragon Crest

squares approximately 6 in. by 6 in. Then using a 35 mm film canister fill the center of the cloth with bird seed. Then close the edges of the cloth around the seed and seal it using electrical tape or elastic bands. As some packets require tails, the tails should be constructed of ribbon, plastic safety or surveyors tape. Very light weight cloth can also be used, but isn't as good. The tails should not be more than one inch and not less than ½ inch wide. The tails are attached with the same tape or elastic band used to seal the packet.

## Shields

Shields can be made from several different types of material. One convenient and well-sized shield is an aluminum disk sled. Other shields can be made of plywood or panel board. All shields have 5/8" thick pipe insulation around the edge, duct taped lengthwise like a sword.

Due to the indestructible nature of a shield, there are size restrictions. No length in any direction of any shield can exceed 36 inches including the foam padding. Also the area of the shield measuring from the outer edges can not exceed 600 square inches. Gaps inside the perimeter of the shield will be counted as part of the surface area.

The handle of the shield can be made from drawer handles that can be found in most hardware stores. You can also use nylon strapping or similar material for both a handle and the arm strap.

Do not allow the construction materials such as screws, nuts, or any protruding pieces on the outside of the shield, and be very careful of such items on the inside. Have them covered with putty, use rounded screws or use smaller materials, whichever applies.

A few examples:

