

How to Play

Theme:

Welcome to the masquerade.

Who you were and who you will be, is all certainly but up to thee.

Or if that notion does indeed hold true, it doth depend on your point of view.

Revels a plenty to quaff or to prance, as the hour holds still giving ample chance.

Familiar sights are now shrouded in darkness after the stars danced away.

Will you break free of the everlasting night or embrace the end of day?

Points: Each action players engage in will result in the accumulation of points and the team with the most points at the end of the event is declared the winner. Dagor Dagorath is designed to be an open world, unscripted adventure during which players are presented with a setting and asked to create their own story. Your job as a player is to make use of what is available in the world and bring to life the character you are portraying. Every action is worth more points if the judges can see that you are clearly acting in character and going out of your way to engage in creative storytelling. Participation in quests, unlocking shrines, good management of resources, trading in the town with the merchants, being in character, and the actual combat all play a part in deciding the winning team. A team stops accumulating more points once their Champion has fallen, but their points total remains and if that team has more points at the end of the game than any other team has managed to gather, then they would still claim the victory. Any players who form a new team after their Champion has fallen will be starting at zero points under a new team name.

Honor: Dagorath operates on the honor system. Since many of the magical items unlocked during gameplay alter the way players take damage, it is necessary to have a certain amount of trust that players are acting appropriately. The Game Master might also suddenly grant character bonuses to players as a reward for outstanding roleplay, therefore it is very likely that a character's abilities might change throughout the event. Instead of assuming that someone is cheating, players are asked to give the benefit of the doubt, reach out and communicate with each other if they are confused about what abilities someone might have, and then bring any concerns to the Game Master if something seems questionable. The Game Master has the right to revoke any abilities a player has if they feel those abilities are being misused whether intentionally done or not. Clear cheating and abuse of the trust all players are afforded will result in exclusion from further events. While it would be beneficial to memorize the list of character bonuses, it is completely understandable if a player forgets how to respond to some of the various game mechanics. When in doubt a player should default to taking the types of damage outlined in the regular rulebook, but players will be rewarded with roleplay points if they manage to utilize the different abilities in their roleplaying.

Honor Points: In addition to the regular points awarded by non-player characters and the Game Master, each team can award a player that is not on their team bonus points to be taken into consideration during the final points tally. These points are called Honor Points and are given to players who go above and beyond to follow the rules earnestly and look out for the fun & safety of their fellow players. This does not have to do with in character behavior but rather sportsmanship as a participant. Each team's Champion will be responsible for coordinating their team's nomination for who they wish to grant Honor Points to. To award these points you will be required to cite examples of the behavior that inspired your nomination. The Game Master reserves the right to veto these points if the nomination does not have a good enough accompanying example. An example of behavior that would deserve honor points would be a player choosing to warn an opponent if they are backing into an obstacle and stopping advancing out of respect for the other player's safety.

Teams: There are two types of teams. Player character teams led by a Champion, and the non-player character team Clan Malice. The player character teams are the ones earning points and competing in the event. You can be your own team of one and therefore your own Champion, or you can band together with others to form a larger team. Every year there are a few Champion teams that are led by players who have been approved for special resources by the Game Master due to their dedication to the game called Sponsored Champions. These Champions are required to show up early on Thursday and spend the time between events recruiting players for their team. Many people do not pick a team before the event begins and will choose their team by where their roleplay takes them. New teams under a new

Champion may form at any point and you can also change teams during the event. It is legal to usurp your Champion and replace them. The new Champion will adopt however many revivals the previous Champion had remaining, but the points previously earned by that team remain designated to the prior Champion. It is legal to betray your Champion and sabotage them, to secretly be a spy for another team, or to defect to another team at any time. When forming a team or switching teams you should inform the Game Master so that your points will be recorded under the appropriate team. If you join a new team during the course of the event any points you have earned prior to that switch will remain attributed to your previous team. Any time you complete a transaction with a shop they will ask which team you would like your points attributed to and characters who are spies or betraying their team may not be able to answer honestly if there are other witnesses around. It is the responsibility of that player to later come back and inform the shopkeeper of the correct team or those points will remain on the prior stated team's tally.

Champions and Seconds: All teams consisting of more than one player are led by two players called the Champion and the Second. A designated Champion is essential to a team and if a Champion is held prisoner, then the Championless team can no longer revive using their base's tombstone. If they exhaust all of their other means of revival, they must enter negotiations to have their Champion released. A Champion can escape capture on their own by sacrificing one of their 3 lives, so that they can revive at their team's tombstone.

Revivals: All players, including all Champions, will have unlimited revivals during the game on Friday. On Saturday all players other than Champions continue to have unlimited revivals, but anyone acting as a Champion will be limited to 3 revivals (there are in-game ways to get more) and once those are exhausted, the Champion and any fallen members of their team will take part in a ceremony to rise as part of Clan Malice's forces and assist them in tormenting the remaining teams. The remaining players from the fallen team can form a new team, join another, or follow their Champion in Clan Malice and become undead. Each team will revive by touching their team's tombstone as long as their Champion is alive and not being held prisoner. The location of the tombstone is chosen by the Game Master and cannot be moved. Players must lay on the ground and count for 10 seconds prior to returning to their base to revive unless they have an ability or magic item that allows them to revive sooner. Revival might be further delayed if there is currently a penalty on the team. This will be indicated by a counter sign posted at their tombstone stating the additional seconds that must be counted as a wait time prior to returning to the game. If a sponsored team's fortress is captured, they can plant their official team banner in any location at least 20 feet from a shrine, shop, or other fortress to serve as the new revival point for their players. The revival point must be stationary in order to be active and planted on the ground. The team banner can also be used to set up a second revival point even if a team's main fortress is not captured. The banner can be planted anywhere on the battlefield, including inside an enemy base. That banner will function as a second revival point for their team so long as it is stationary, planted on the ground, and either the Champion or Second is touching the banner with two hands. If the Champions or Second operating this secondary revival point becomes incapacitated, then the revival point ends, and the banner will return to the main team base. Players who are not on a sponsored team will revive at the tombstone in the town.

Resources: Each Sponsored Champion's team will be given a basic amount of resources including: walls to build their fortress, props to represent food stores & armory, and a well to represent drinking water. Teams are encouraged to amass their own additional supplies and will see an in-game advantage in doing so. For example: Champions are free to build more resources and use them as recruitment tools to persuade players to join their side instead of their adversary's. Non-Champion players can also amass their own supplies and use them to encourage Champions to recruit them. The design specs of any items being used as resources must be approved by event staff in advance. Players can loot movable resources from fortresses they infiltrate which include barrels, livestock, grain sacks, and treasure chests. When looting a resource, you must not have any other items in either of your hands, including weapons or shields, and must be touching the item with both hands. "Large" or "heavy" resources like barrels and treasure chests require that the looter can only walk while carrying them, unless the player has a character ability or magic item that allows them to run. "Smaller" or "mobile" items like grain sacks or livestock can be carried at any pace the player can carry them safely. A team that has no movable resources left now has a 5 seconds delay on their revival tombstone.

Food and Drinking Water: Food-based resources include barrels, livestock, and grain sacks. Drinking water is represented by an immovable well inside of each fortress. Food can be destroyed by being set on fire, represented by a red sticker being placed upon it and remaining there for 15 seconds without being removed. The player trying to destroy the resource should remain in the area defending the fire, counting for the full 15 seconds. If they become incapacitated, they continue counting unless the fire is interrupted by the sticker being removed. Any destroyed food must then be moved to stand beside the designated waste basket for that team which can be found next to the revival tombstone. Food can become poisoned by a green sticker being placed upon it and the well's drinking water can be poisoned by placing the plague skull inside of the bucket that represents it. Poisoning happens instantly when the green sticker or the plague ball is placed. If any of these items become poisoned the team now has a 5 second delay on their revivals for each poisoned resource. Consuming individual food items such as eggs or loaves of bread from the general goods store lets a player bypass the delay for a single revival. To represent consuming an item you move it from your stockpile to the designated waste basket for your team. Removing poison from a resource requires the discarding of that resource or paying a non-player character with the ability to remove poison to do so. When you have poisoned or destroyed a resource, you should alert the Game Master so that they can confirm and adjust the revival delay accordingly.

Terrain: Each Sponsored Champion's team will start the game with 4 terrain walls, and some teams such as Clan Malice have built additional fortifications. Players may engage in both melee and projectile combat around the walls so long as they do not actually damage them or knock them down in any way other than those outlined by character bonuses. If a player does happen to damage a wall, for example by knocking a pole out of place in the PVC pipe & cloth loaner walls, then that player is incapacitated and must go revive after setting the wall back properly. Players should not climb on any terrain other than the platforms of the Clan Malice fort towers, and only if they feel reasonably safe that it will support their weight. Some player teams have tents, trailers, and other fully enclosed areas within their base and there is no combat of any kind allowed within the space under the roof of these enclosed areas. Any of that team's game items that other players are allowed to interact with, such as team resources, in-game food & water, and any loot must be stored in a combat allowed space. For player teams, a player that is not on that team cannot enter any enclosed space without the invitation of one of the team members and items within the enclosed space cannot be looted. Players are allowed to freely enter the front of Clan Malice tent without needing permission, but items in the main tent, the Decay Druid's Den and the Shade Demon's Forge are not lootable. Players are allowed to set up water as a form of terrain around their forts and only all blue tarps or blankets can be used for this. Players must walk on their knees when going through water unless they can jump over it or if they have a character bonus or magic item that will let them cross. If you fail a jump and touch the water at all you will have to go revive. The only uncrossable water is the Jail's moat which has trained attack fish in the water. All player fortresses surrounded by water must have at least two land access points that are 2 loaner javelins wide at all times.

Town: There is a town with non-player characters (NPCs) who roam around with mini-quests for the adventurers and stationary shops where teams can purchase more resources, potions, enchantments, etc. utilizing the in-game currency. Players are welcome to participate as NPCs or shops, but they must provide all of their own props, though they may be given additional items by the Game Master to help the players in their quests. Shops are required to have a tent or canopy and all props & services provided by any NPCs must be approved by the Game Master prior to the event. Some enchantments and services sold by merchants will require raw materials such as gemstones, plants, or bugs and these items can be found in the loot carried by the monsters of Clan Malice or as rewards for completing quests. In addition to the items for sale, players can also benefit from earning roleplaying points through their interactions with the townsfolk. Though your actions in town might also result in penalties such as being arrested by the sheriff and imprisoned in jail. Combat is not allowed in town. The boundary of where combat ends is marked by a rope signifying the edge of town. To engage in combat, you must be outside of that rope and at least 20ft from any shop or other structure such as the tavern. The only exceptions to this are specific characters during certain situations, such as the Sheriff arresting a shoplifter. If a player wants to fight someone in a town, they can initiate a fight by paying a gold to the sheriff to challenge their target to a fight. The player being challenged must accept unless they have a luck token they can give to the sheriff in exchange for being escorted back to their base safely, avoiding the fight. If they do not have a luck token to avoid the encounter, then all fighters participating will step out of the non-combat zone and move to the closest fighting

area. Any allies of both the attacker and defender may join in a fight started in a non-combat zone if they were within 20ft of either the attacker or defender when the challenge was made.

Shops: Each merchant area will have an open or closed sign hanging from their canopy. While this sign is displaying “Open” players are free to interact with the shopkeeper and the items in that area, including trying to shoplift even if the shopkeeper is away. However, if the sign displays “Closed” this means the player in charge of that area needed to step out of game for a real-life reason and the shop and associated items cannot be interacted with until the shopkeeper switches the sign to “Open” again. Shops can be found in both the town and inside of team bases. If a shop is allied with any of the player teams, then that shop cannot award any points to that team for any purchases or interactions with the shop. Shops inside of bases are still non-combat zones and this zone extends to 10ft in any direction of the canopy or tent containing the shop. If a player wants to attack a player inside of a shop that is within a team’s base, they must pay a tribute to the leader of Clan Malice. If he accepts their offering, then the demons will come and take the target to the Clan Malice base where the fight will take place. Any allies of both the attacker and defender may join into a fight started in a non-combat zone if they were within 20ft of either the attacker or the defender when the demons entered the shop to take their target.

Loot: The in-game currency and all other small loot items such as gemstones, potion vials, etc. must be kept in your loot pouch. During the rules discussion before games start each player will receive a pouch specifically for this purpose and a wooden token with their name on it. Loot pouches must be worn clearly displayed on your belt at all times during the game. Players without a belt will be provided with a bit of rope to use as a belt. The name token should be kept separate from other loot. Name tokens are to be surrendered to an opponent immediately after they incapacitate you and only if they specifically ask for it to complete a quest. Players are allowed to loot each other by removing the contents of the loot pouch but should never remove the loot pouch entirely. Looting can only be conducted upon the game-designated pouches and players are never to handle or attempt to handle the contents of any other personal pockets, bags, or pouches on another player. When a player is incapacitated during play, they must lay on the ground for 10 seconds before leaving to revive, unless they have an item or ability that allows them to revive faster. During this time another player may loot them. If you are attacked the looting process is interrupted and you do not get to claim the loot unless you are able to resolve the conflict before the 10 seconds is up.

Clan Malice: Clan Malice is the main group of antagonists who spend the event trying to prevent the other players from earning points and players are welcome to join this team from the start if they don’t care about winning. They have unlimited revivals and revival portals scattered around so that they can revive outside of their fort. The Clan Malice encampment is a fighting area, however combat must remain at least 10ft away from the Druid of Decay’s Den and the Shade Demon’s Forge. A few characters within Clan Malice have services that they will sell to players who manage to barter with them, but this will be much more difficult than buying from a typical merchant such as those in town. Unlike the items found in the shops in town, items in the Druid of Decay’s Den and the Shade Demon’s Forge cannot be shoplifted. Loot bags carried by the monsters of Clan Malice will occasionally contain rare items, as well as items helpful to complete quests. While any damage taken during combat with one of the members of Clan Malice should be taken according to the normal combat rules, any time a Champion is slain by a member of Clan Malice it does not count against their limited number of revivals.

Shrines, Quests, and Magic Items: There are several magic items available to earn in the game through the unlocking of shrines and the completion of quests which all grant the players a variety of abilities or rewards. Magic items cannot be looted but can be willingly traded between players. Lower powered magic items can be earned through quests that players can discover either in town or through exploring the world in general. Solving shrines is the game mechanic that has the highest potential of points awarded depending on how a player roleplays through the solution. The magic items unlocked by shrines are called Relics, which are some of the most powerful magic items in the game. However, shrines will also react to the characters that attempt to solve them and presenting a wrong solution will result in a penalty for whoever is involved. Items from a shrine cannot be moved prior to summoning the Game Master. Combat is not allowed within the boundary of a shrine in a neutral area. The boundary will be marked with a circle of Celtic knots staked into

the ground surrounding the shrine. The boundary protects those inside from all harm, including projectile weapons and magic effects. Shrines within non-neutral zones like the Clan Malice base are unprotected and open to combat.

Dagor Dagorath: Toward the end of the day on Saturday, just before sunset, the battle for the Silmarils begins. This will be a side-on-side unlimited revival battle divided into teams "good" and "evil". Each team will be defending a piñata that represents that team's relic. Your team's goal is to destroy the opposing team's relic but doing so will also release the defending team's siege weapon inside. The glowing orb counts as an instant incapacitation when it touches any part of an enemy, including the target's weapons, shield, garb, or any other part of them. The 3 Silmarils will be scattered around the battlefield and each one has 3 ping pong balls inside of it which are redeemable for prizes at the end of the event. Players are not able to loot the opposing team's siege weapon relic, however, all ping pong balls are lootable by anyone.