



# DRACARYS

THE MAGIC AWAKENS

## PLAYERS' HANDBOOK

A "GAME OF THRONES" INSPIRED LARP, FOR 350 PLAYERS - [WWW.DRACARYS.IT](http://WWW.DRACARYS.IT)



# DRACARYS

## PLAYERS' HANDBOOK

## TABLE OF CONTENTS

### Intro .....3

Dracarys

*What larp is about*

*How to play*

*The three Golden Rules of larp*

Game of Thrones

*When Dracarys is set*

### Practicals .....4

Castle maps .....5

*Accommodation* .....8

*Encampment maps*.....9

Meals.....11

*Swimming pool's cocktail*

Corvée

Character's description

Coins and jewels .....12

*Appearance of the coins*

Languages: English and High Valyrian

### Conventions .....13

Characters with special powers - the 5 "Archetipi"

*Alchemist*

*Healer*

*Tough*

*Wealthy*

*Arcane powers*

Combat

*Weapons and shields*

Death and Healing

*The art of healing*

*Mortality level*

*Special cases*

*Death*

*Corpses*

*Torture and imprisonment*

Potions and poisons.....15

*Effects, briefly*

*Milk of the poppy*

*Shade of the evening*

*Strangler*

*Basilisk's blood*

*Scorpion Poison*

*Moon Tea*

*Lotus Incense*

*Antidote (red or green)*

*Create potions and poisons*

*Alchemy lexicon*

Magic .....18

### Intensity and safety .....19

*Safewords*

Risky stuff

*Getting Drunk*

*Stolen items and latex weapons*

*Sex*

OUT OF GAME

*Nobody cares about the Kitchen Servants*.....17

### Credits .....20

*About us*

*Sponsor - Bux Leather Art*



# INTRO

## DRACARYS

“**Dracarys** - il risveglio della magia” (Dracarys - The Magic Awakens) is a larp inspired by *Game of Thrones* for 350 players. Dracarys will come to life on August, 12-14, in the Rezzanello Castle, near Piacenza.

**Dracarys** is a project by *Terre Spezzate* - [www.grv.it](http://www.grv.it)

## WHAT LARP IS ABOUT

**Larp** (*Live Action Role-Playing*) is like being on a film set without any script. This means that the outcome is determined solely by the choices and actions of the players. Let's say it's a more sophisticated and more grown-up version of *let's pretend...* where you are the main character in your own fantasy saga, and at the same time the friend, nemesis, brother in arms, or lover of other players.

## HOW TO PLAY

**Dracarys** is a high quality larp, with special effects, carefully-designed costumes, well-developed characters, dramatic plot twists and an enthralling storyline.

Each of the **330 players** will be given a detailed character with their own ambitions, secrets, a complex personality, social position and relationships with other participants. For three days you will act, speak, eat, sleep and fight as if you were your character in what promises to be an unforgettable experience. The game is straightforward and anybody can take part: you do not need to be able to act, there are no obscure rules, all you have to do is play along and let yourself be carried away by the world of *Game of Thrones*. A few simple rules will allow you to safely and realistically simulate combat and magic.

## THE THREE GOLDEN RULES OF LARP

**1) Always stay in character:** in your words, actions and thoughts. Do not talk about anything else, avoid anachronisms: the game is fun and exciting if everybody makes it **real and brings it to life** for the sake of the other players.

**2) For every action there must be a reaction:** if another character tells you a secret, slaps you, appoints you captain of the guard, stabs you in the back ... **react**. It doesn't matter what you do or say, but do something, preferably something appropriate, entertaining, dramatic. In a larp no action can go without having some sort of effect.

**3) Accept the actions of others:** in a larp everyone is their own director. Never doubt the actions or goodwill of others, and never expect a specific reaction from them. Always **accept the events or what others do to you as it happens** and play accordingly. In a larp there is no script, no rehearsals and no retakes. It's not that everything has to be perfect, but everything can be convincing if you decide to play along with it.

## GAME OF THRONES

**Dracarys** is inspired by the HBO television series *Game of Thrones* and *A Song of Ice and Fire* by George R.R. Martin. It is an event organised by fans of the saga and live action role playing with ten years' experience in creating some of the best larps played in Italy through a number of different associations. We will give you all you need to live in Westeros, but only you can bring it to life!

A world of intrigue, war, blood and grudges held for decades which have been kept burning beneath the ashes. A continent torn by treason, where alliances change like the weather, feeding the ambitions of Septons, mercenaries and Lords. This is the Westeros of **Dracarys**, a ruthless land where contestants fight to the death in a game with no holds barred.

The death of King Robert Baratheon has triggered the War of the Five Kings, a scourge which has devastated the Seven Kingdoms. Far from the heat of battle lies Summerhall - a derelict mansion in the Stormlands, once destroyed by an otherworldly fire unleashed by the folly of the Targaryens - now rebuilt in secret. Behind its walls, shadowy figures are working feverishly in the hope of unearthing long buried mysteries. It is rumoured that a forgotten fire lights the halls of Summerhall: the same fire which once forged the Throne of Swords for Aegon.

Dragonfire... *dracarys*.

**Dracarys** is not an official *Game of Thrones* product and is in no way backed or approved by George R.R. Martin or HBO. It is an improvised game which we will create and experience together, a tribute to the fantasy universe and characters created by George R.R. Martin. It is not a commercial product, there is no public and nobody is paid for creating it: the overheads for rental of the castle, costs of food and preparation of the sets will be shared among all the participants.

## WHEN DRACARYS IS SET

The story of Dracarys is roughly set at the same time as the “final episodes” of the **fifth** season, but not at any specific moment. Some things we have seen in the season finale have already happened, others have not (and maybe, in our story, they never will, or else will go slightly differently)...

In order to clarify what is going on in Westeros in the simplest and most satisfying manner possible, we have decided to establish where some of the main characters are and what they are doing so that all players are on the same wavelength.

- At the Wall, **Jon Snow** is Lord Commander of the Night's Watch.

- **Stannis Baratheon**, pretender to the throne is in the North and alive. He is believed to be at Castle Black.

- The **Boltons** have taken control of Winterfell.

- Sitting on the Iron Throne is **King Tommen** Baratheon, first of his name.

- **Margaery Tyrell** is queen of Westeros, married to King Tommen, currently held by the Faith Militant together with her brother Loras.

- The Queen Mother Cersei Lannister, after her arrest and imprisonment by the Faith Militant, did her “walk

# DRACARYS

of shame” and returned to the Red Keep.

- Across the Narrow Sea, **Daenerys Targaryen** is living in Meereen where she has taken control of the city.

- Nobody knows what has become of Sansa Stark after she fled from King’s Landing.

- **Myrcella Baratheon** is a guest in Dorne under the protection of the Martells.

- **Tyrion Lannister**, after killing his father Tywin and his nephew, King Joffrey Baratheon, has managed to get away as has Lord Varys, who would clearly appear to be an accomplice.

- **Beric Dondarrion** and the Brotherhood without Banners are in the Riverlands. It is said that Lord Beric has been killed 6 times.

- **Lysa Arryn** is dead; the Vale is under the command of Lord Petyr Baelish who acts as guardian of the young heir Lord

Robin Arryn.

- At King’s Landing, the **Small Council** of King Tommen is made up of Kevan Lannister (Hand of the King), Pycelle (Grand Maester of the Citadel), Mace Tyrell (Master of Coin and Ships), Qyburn (Master of Whisperers), Jaime Lannister (Lord Commander of the Royal Guard).

- **Euron Greyjoy** is King of the Iron Islands. The Greyjoys have recently raided and conquered the Shield Islands, under the control of House Tyrell. In the North, the ironborn control Deepwood Motte.

... and what about the other characters? What the other characters in the novels or the series are up to has no relevance to the larp. Or perhaps it does, but only a few are privy to this information...

## PRACTICALS

**Dracarys** will take place in the exclusive setting of the castle **Castello di Rezzanello**, in the province of Piacenza, an elegant fortress which dates back to the 11th century and has been transformed into a luxury hotel. The castle has a number of courtyards, numerous halls and 17 suites; it is surrounded by 7 hectares of grounds with woods, lawns and monumental fountains. It is situated in Gazzola (PC), [GPS coordinates 44.911856,9.516635](https://www.google.com/maps/place/44.911856,9.516635)

**Arrival** on Friday 12th August by **11:30 at the latest**. By 1:00 p.m. we will all be in costume and we will begin the explanations and workshops for the larp. The game will get started at 4 p.m. on Friday and continue until the same time on Sunday. The larp will be continuous without any interruptions for meals

or sleeping but there will be a few areas “out of play”: bathroom facilities, the large pavilion at the back which serves as a dormitory. From 2 a.m. to 8 a.m. the intensity of play will decrease considerably and we recommend that you use these hours to get some rest; we ask you not to make noise, especially near the bedrooms and dormitory. On Sunday afternoon, after the game ends, we will offer a buffet and a dip in the pool so we can hang out together for a while before we go our separate ways. You need to take all your personal effects out of your room or the dormitory by 7 p.m.

If you live far away and need to get to Rezzanello on Thursday evening, contact us: there are a **few** spaces available which you can book for the night before the game begins.





CASTLE MAPS





# DRACARYS

## SUMMERHALL, GROUND FLOOR

- 1 NOBLES' DINING HALL
- 2 COURTYARD
- 3 TEMPLE OF THE SEVEN
- 4 OLD ICE-HOUSE
- 5 MAIN COURTYARD
- 6 SMALL COURTYARD
- 7 EMPTY ROOM (FORBIDDEN)
- 8 REDWYNE - TYRELL ROOM
- 9 BOLTON ROOM
- 10 HAND OF THE SEVEN ROOM
- 11 TARLY - TYRELL ROOM
- 12 HIGHTOWER / NORRIDGE -  
TYRELL ROOM
- 13 TYRELL COMMAND ROOM
- 14 ALCHEMY LAB
- 15 INFIRMARY
- 16 MARKET
- 17 STAIRS (UP AND DOWN)
- 18 MAIN ENTRANCE
- 19 NOBLES' LOUNGE
- 20 SMALL LOUNGE
- 21 SECONDARY  
ENTRANCE

● RUINS  
(FORBIDDEN)

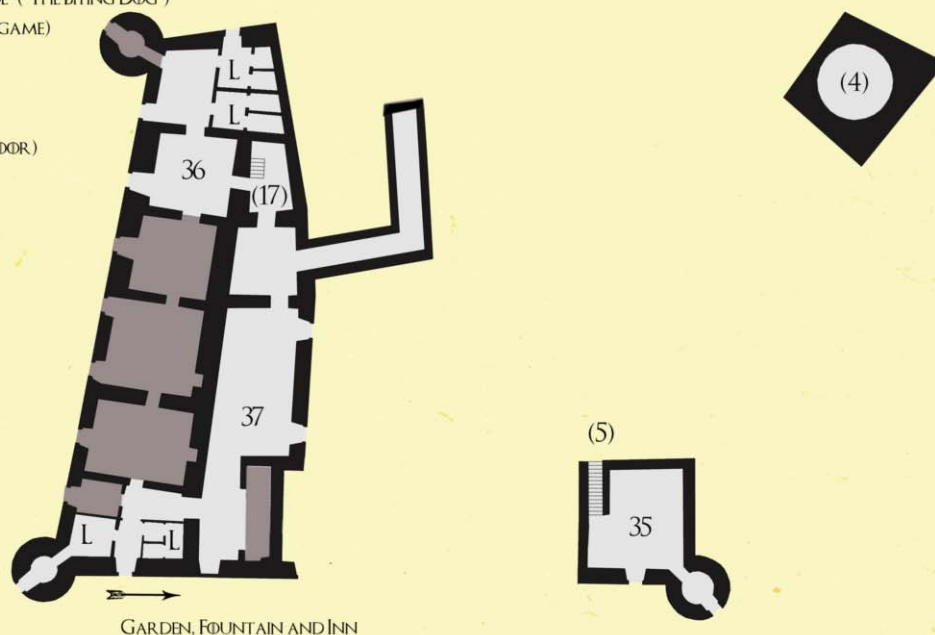


## SUMMERHALL, BASEMENT

- 35 JAIL  
36 BRØTHEL  
37 PUB "IL CAN CHE MØRDE" ("THE BITING DOG")  
38 RUINS (FØRBIDDEN OFFGAME)

(4 OLD ICE-HOUSE)  
(5 MAIN COURTYARD)  
(17 STAIRS TO GROUND FLOOR)

L - TOILETS (LATRINE)



# THE MAGIC AWAKENS

## SUMMERHALL, FIRST FLOOR

- 22 SUMMERHALL BUILDERS' ROOM
- 23 WEDDING ROOM (FORBIDDEN)
- 24 EMPTY ROOM (FORBIDDEN)
- 25 MAESTER'S LIBRARY
- 26 MARTELL COMMAND ROOM
- 27 MAGISTER-FREE CITIES ROOM
- 28 TIANA MARTELL ROOM
- 29 RHILLOR - FREE CITIES ROOM
- (30 NOBLE HOUSES OF THE NORTH ROOM, SECOND FLOOR)
- (31 LANNISTER COMMAND ROOM, SECOND FLOOR)
- (32 TYWIN LANNISTER'S HEIRS ROOM, SECOND FLOOR)
- 33 NOBLEWOMEN'S HALL
- 34 NOBLEMEN'S HALL

● RUINS (FORBIDDEN)

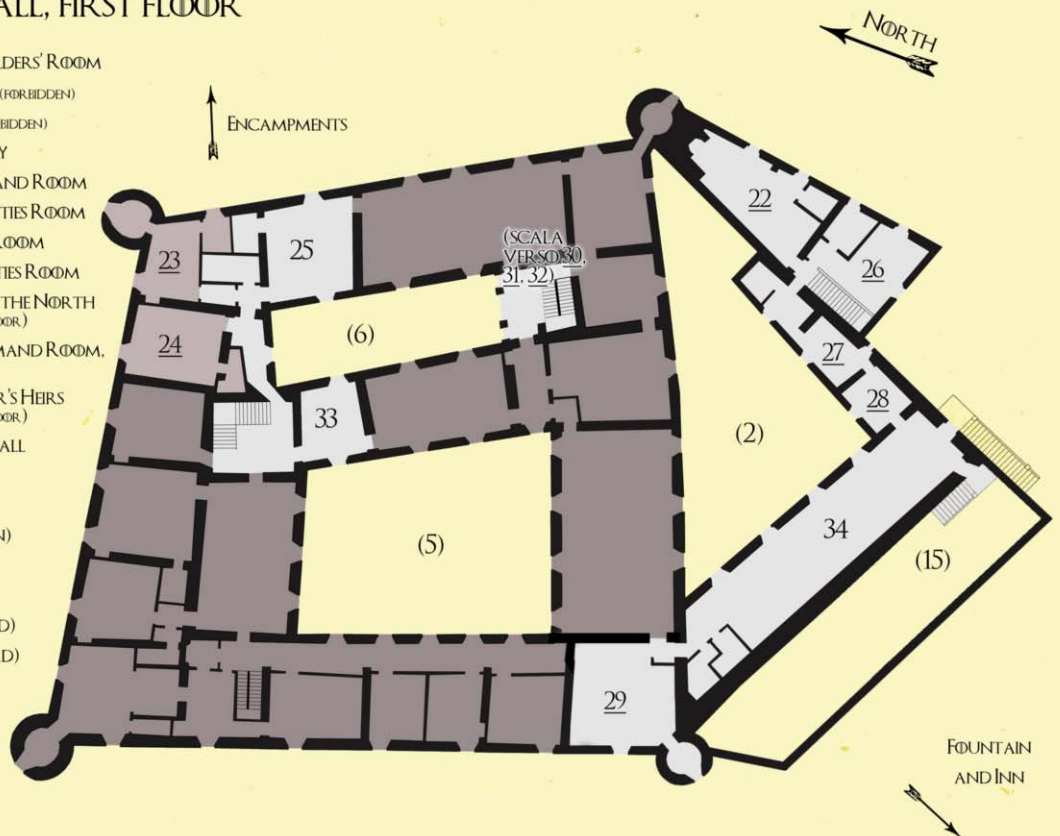
(2 COURTYARD)

(5 MAIN COURTYARD)

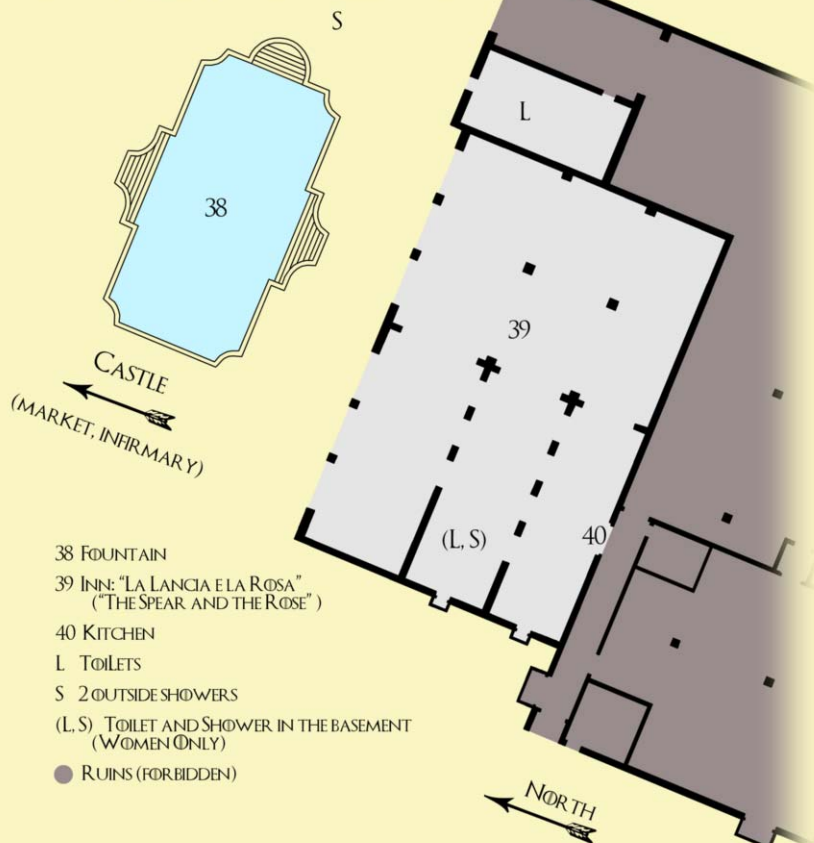
(6 SMALL COURTYARD)

(15 MARKET)

L - TOILETS



## SUMMERHALL, FOUNTAIN AND INN



38 FOUNTAIN

39 INN: "LA LANCIA E LA ROSA"  
("THE SPEAR AND THE ROSE")

40 KITCHEN

L TOILETS

S 2 OUTSIDE SHOWERS

(L, S) TOILET AND SHOWER IN THE BASEMENT  
(WOMEN ONLY)

● RUINS (FORBIDDEN)

# DRACARYS

## ACCOMMODATION

**Accommodation** in the pavilion around the back is included in the event fee: bring a sleeping mat or camp bed. If you prefer, you can always sleep in one of the luxurious suites in the castle which are furnished with four-poster beds and antique furniture. There are 11 double rooms and 6 triples and these will be allocated on a first-come first-served basis. The supplement for sleeping in a suite is €135 for a double or €95 for a triple for the entire duration of the event. You can use your suite during the game, as the quarters of your character. If you want to deck it out to use as headquarters of your group, there is no problem. Actually it would be a great idea! We do ask however that no more than three people sleep in the room. (**update:** please note that all the rooms inside the castle are **sold out**)

Finally, you can also book to camp in your own tent, stay in a bed & breakfast in the area or in the historic encampment in a **medieval tent** (your own or one rented from the Staff).

If you have rented a historic tent from us, we remind you that **we provide:**

- a place in a historic tent, or an entire "command tent", all for you and your group
- there are two command tents available 4x4m for 5-6 people; one command tent 3x3 for 3-4 people; and finally, 15 single places in smaller tents, for 3-4 people each.
- 1 large hessian sack to hide your "out of game" luggage.
- 1 piece of cloth about 2x2m to cover your bed.
- 2 torches (wax) for lighting; they are for use outdoors, not in the tent
- for each tent, one or two lanterns (not oil but glass with a candle inside)
- for each tent, minimum furnishings (e.g. such as a small table, cushions, ornaments, extra candles, parchments); for the "command tents", 1 table + 1 bench
- assistance putting up the tents: if we can, we will put them up for you, if not, we will have them ready on site and put them up together
- the option of arriving at the castle **park** from **Thursday morning** and sleeping in the encampment.

**You must bring:**

- a mat or camp bed to sleep on
- Wool or plaid blankets or furs, if possible not too modern in appearance; a sleeping bag is acceptable if you absolutely must, but bring a sheet to cover it with).
- Remember that even if it is August, it will be cool at night, especially if you are sleeping on the grass in a historic tent which, although it is waterproof, is not particularly well insulated;
- Candles and matches, or a lighter (to be used without letting it be seen).
- Your personal effects and luggage in a bag that is not too big. Don't bring too much stuff and leave your luggage and change of clothes in the car it is not that far away. If you really want to bring more stuff into the encampment then carry it in sacks or trunks.
- If you want to, you can personalise and furnish the tent and encampment. Some ornaments or decorations, or just cloth or pieces of firewood to make a place for hiding luggage or a "woodpile"...

### Rules of the encampment: fires and toilet facilities

**Fires:** there will be a couple of braziers in the encampment, but **no fires** or bonfires may be lit on the grass - we're not in the woods, we're in a castle's garden. Whoever sleeps in the encampment will, like everybody else, eat the food prepared in the castle kitchens.

**Toilet facilities:** you will use the same toilets in the castle used by those sleeping in the off-game pavillion or the out of game campsite. The encampment is a short distance from the castle, but we will do our best to provide a direct water supply

**Nighttime rest:** not surprisingly, the nightlife in the encampment will be a bit more lively than in the main pavillion. However, event rules still apply: from 2 in the morning to 8 a.m. nothing of any significance will happen, so we advise you to use these hours to rest for the next day and remind you that it is forbidden to make noise around the encampment, the main pavillion or in the bedrooms.

**Taking down the tents:** at the end of the event, you must leave the **tent dismantled and left in good order**; and clean up the site, collecting any litter or rubbish. If in doubt ask our staff but do not run away leaving the site a mess.

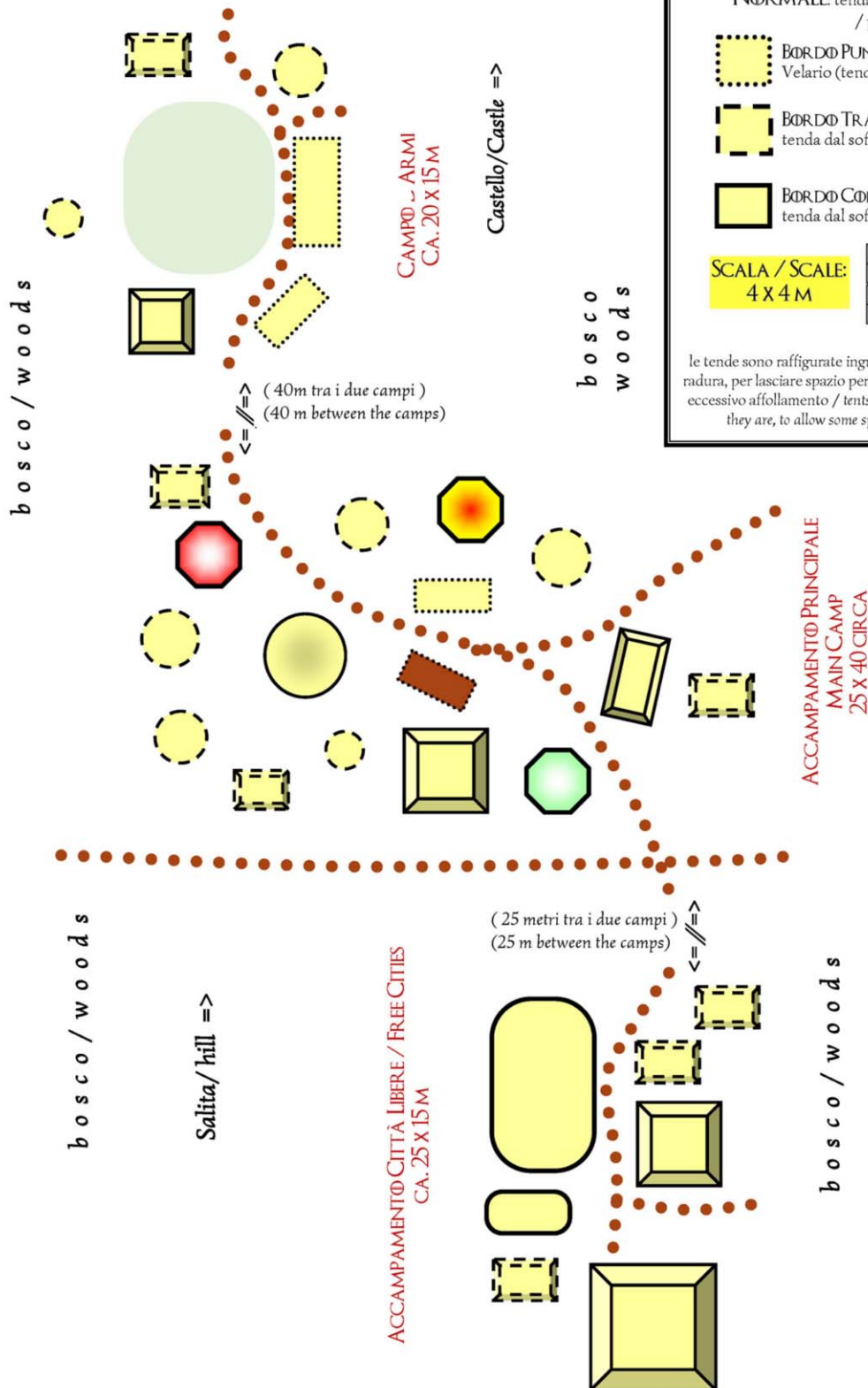


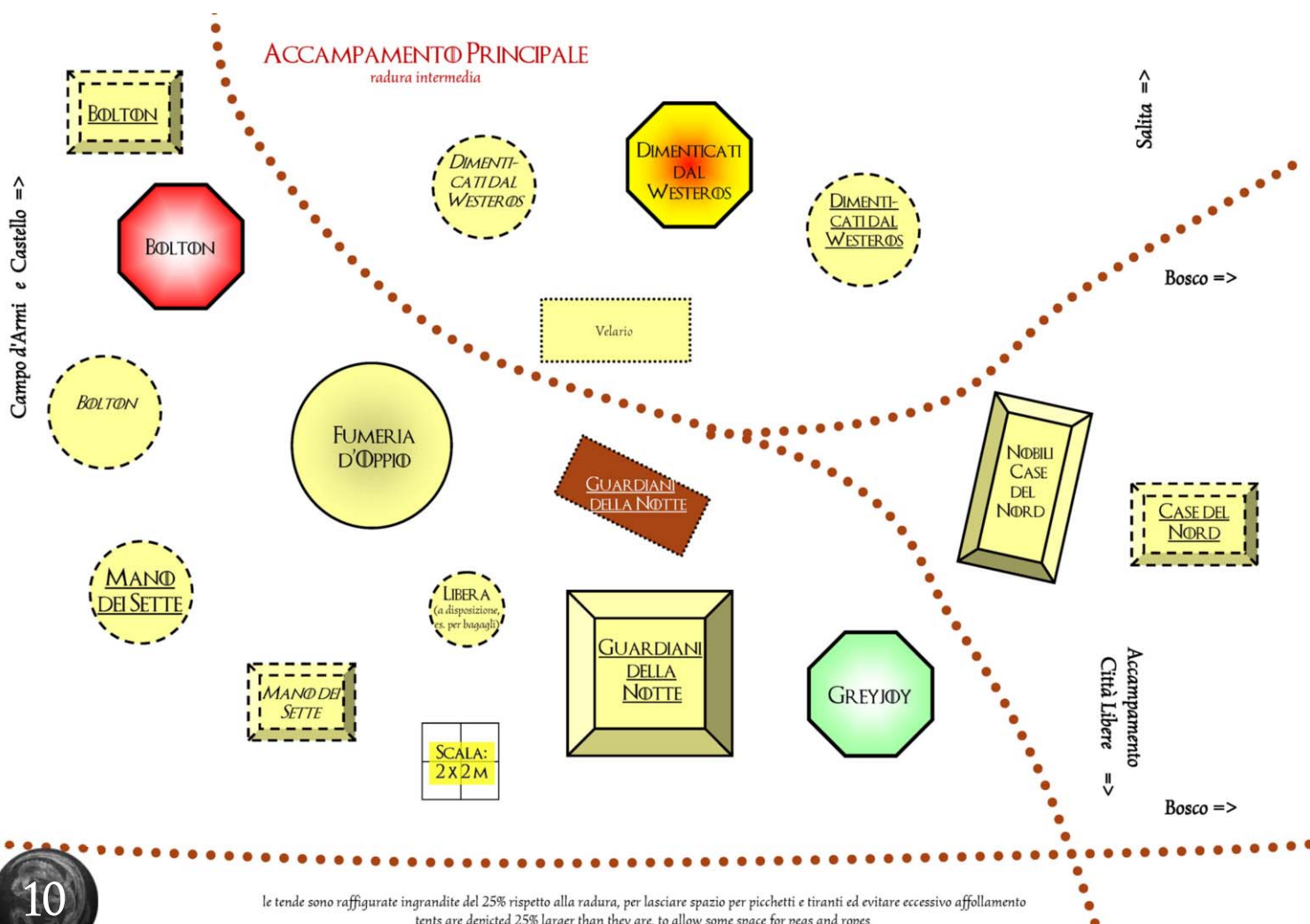
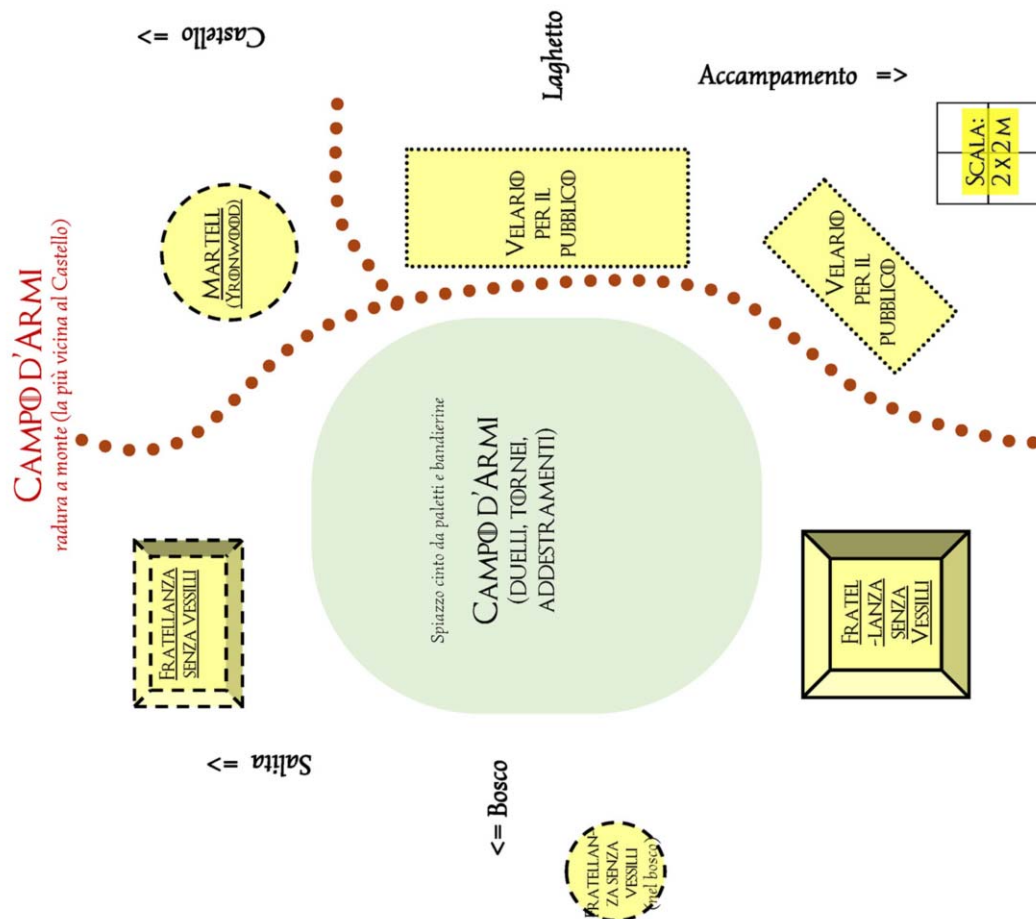


# THE MAGIC AWAKENS

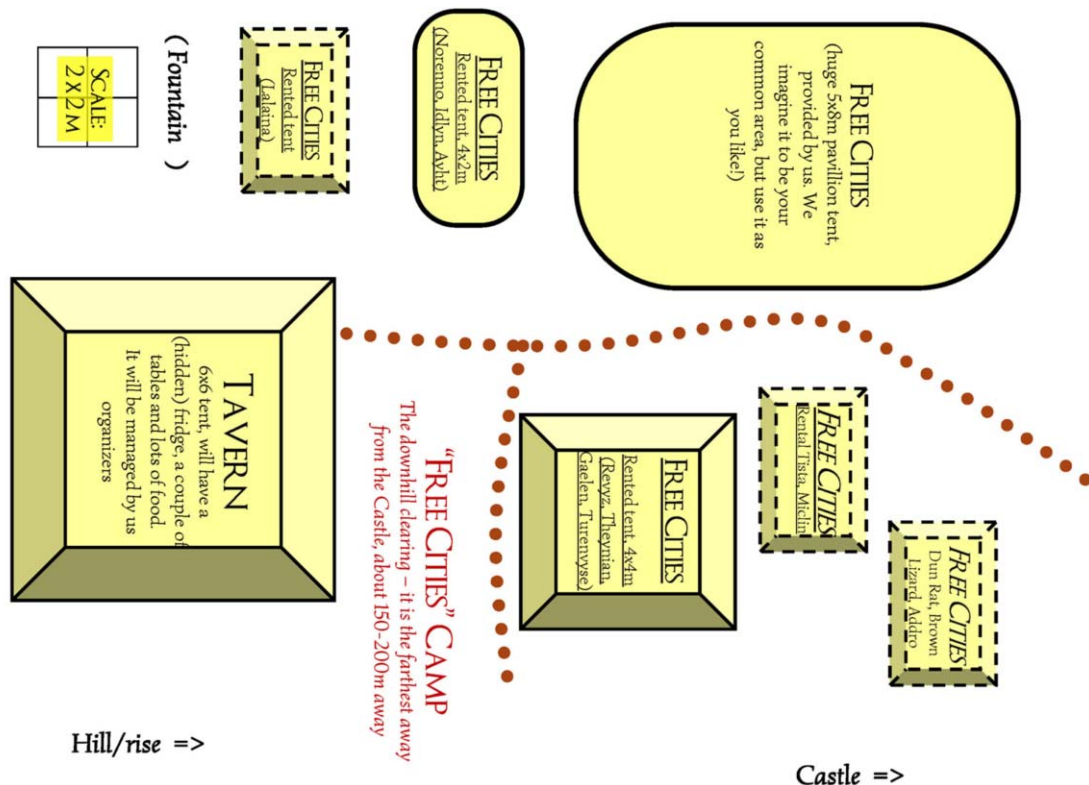
## ENCAMPMENT MAPS

### ACCAMPAMENTI - VISIONE D'INSIEME









## MEALS

The event fee includes all **meals** from Friday's dinner to Sunday's lunch. All meals are part of the game and will be served in a **medieval style**. In addition, we will offer refreshments before and after the larp.

## SWIMMING POOL'S COCKTAIL

On Sunday afternoon, after the end of the game, a light brunch will be served in the swimming pool area. It will be the perfect chance to have a friendly chat with your fellow players, share tales, opinions, laughs and farewells.

Everyone is welcome to take a dive in the swimming pool, however, **it is mandatory to take a shower and to wear a swimsuit** before entering the water.

## CORVÉE

Dracarys is a nonprofit event, passionately designed by fans for fans. However, passion alone won't let us overcome the monumental effort a larp of this magnitude requires. Thus, we're asking all players to help us with small tasks, which we ironically call Corvee, like serving meals or cleaning up some rooms at the end of the game. Everyone can volunteer for one of those tasks from our website. Dracarys really depends on the passion and cooperation of its player and we're sure everyone will do his part. Valar Dohaeris!

However, **it is NOT MANDATORY for international players** to undertake any corvee, we know how tiring long trips can be and we don't want to put any more pressure on you.

## CHARACTER'S DESCRIPTION

### Prologue

The character sheet is not the only source of informations about your character. A few hours before the beginning of the larp you will be given a custom notebook containing a prologue to each day. Those prologues are tailored around your character to better introduce you to the game, with highlights on your character's feelings, goals, allegiances and a recap of the most crucial events.

Of course, you should read a prologue only at the beginning of the corresponding day, otherwise you'll spoil your own fun. No one likes to know in advance how a story will develop. You will receive the prologue to the very first day a week or so before the larp.

Each prologue can contain up to three sections:

**Informations:** This paragraph is a recap of events, deeds, reflections, goals, feeling and any other thing relevant to your story.

**Hints & Hooks:** In this section you'll find a list of advices and prompts about how to develop your character. As the name implies, those are just suggestions so feel free to follow or ignore them.

**FATE:** Fates are mandatory instructions the staff is giving to you as a player. Not all characters will receive a fate but, if you do have one in your prologues, **please do as it says**, since fates are often crucial to the unfolding of the general story. Fates don't usually have an in-game explanation, feel free to make one up if you so desire. For instance, your fate could be something like "Go in the woods at midnight", and you

# DRACARYS

can pretend your character has seen something between the trees, heard a voice or anything else you deem fit. The only important thing is that you'll go in the woods.

## COINS AND JEWELS

Coin	Value
Copper Star	a pint of ale, a meal at the Inn
Silver Stag	1 Stag = 7 Stars
Golden Dragon	1 Dragon = 7 Stags
Diamonds	varies: 2-10 Dragons or more, according to the diamond's size. Characters with a deeper knowledge in jewelry have more precise informations

Moneta	Valore
Stella di rame	una birra, un pasto in locanda
Cervo d'Argento	1 Cervo = 7 Stelle
Dragone d'Oro	1 Dragone = 7 Cervi
Diamanti	varia

## APPEARANCE OF THE COINS

Stella di rame | Copper Star



Cervo d'Argento | Silver Stag



Dragone d'Oro | Golden Dragon



Diamanti | Diamonds



## PRICE LIST OF GOODS AND COMMON SERVICES

During the game, you'll decide if and how much get paid. For the sake of consistency we suggest you remember these guidelines!

- **Free:** water, Brown Soup ( the humblest meal, always available in the taverns).
- **1 stars :** a mug of beer, normal meal, tip
- **2 stars:** daily wage of a servant, a glass of wine or a shot of a bitter liqueur, short services of 30/60 minutes of a professional (healer, soldier, whore, priest).
- **3 stars :** luxurious meal, generous tip, milk of the poppy
- **1 stag:** bottle of good wine, corruption of a servant, daily wage of a mercenary, potion, the reward for a thief, send a message by crow .
- **3 stags:** simple jewelry ( a golden ring), the dowry of a lowborn.
- **1 dragon:** rare or deadly poison (The Strangler), a nice piece of jewelry, a rare book, a relic.
- **2 or 3 dragons:** corrupting a noble or a rich officer; the dowry of a lady, the bounty for a famous bandit.
- **5 Dragons:** buy a farm surrounded by fertile land
- **50 dragons:** buy a noble title

## LANGUAGES: ENGLISH AND HIGH VALYRIAN

Italian will represent the Common Tongue of Westeros. English will represent High Valyrian; we'll use it as a *lingua franca* shared by all characters from Essos (i.e. the difference between the language of Qarth and Dothraki won't be relevant in the game).

If you, as a player, speak Italian and/or English you can decide that your character speaks the Common Tongue and/or High Valyrian. If your character is not very well-educated and he is not much of a traveler, you should limit yourself to just one language: that is, you should pretend that your character does not understand or does not speak well the Common Tongue, or High Valyrian, even though as a player you speak both Italian and English. Remember to ask for translations and use "interpreters" characters during the game: it is funny!



# CONVENTIONS

## CHARACTERS WITH SPECIAL POWERS – THE 5 “ARCHETIPI”

**Dracarys** is not a “skill-based” larp and most actions can be performed by any character, if their player so wishes. Most character won’t have any “skills”.

Nevertheless, we decided to reserve some peculiar sets of abilities and talents to specific characters. We call those sets “Archetipi” and there are 5 of them: *Alchimista* (Alchemist), *Cerusico* (barber-surgeon, healer), *Tenace* (Tough), *Ricco* (Wealthy), *Poteri mistici* (Arcane powers).

### ALCHEMIST

“**Alchimista**”: will start the game with some poisons and potions (substances with a distinguishable color or taste, which will have in-game effects; the Milk of the Poppy but also the most dreaded poisons fall in this category). The Alchemist will receive ingredients, recipes and instructions in order to use the alchemy lab that we’ll set up in the castle.

### HEALER

“**Cerusico**”: can heal wounds, stop bleeding, administer ointments and generally help other characters to get better (after some rest). See “Death and Healing” below for some details.

### TOUGH

“**Tenace**”: the character can withstand 1 more blow from a weapon before getting **Injured** (see “Combat” below)

### WEALTHY

“**Ricco**”: the character is a merchant or noble who is *exceptionally* rich. He’ll start the game with way more coins, jewels or other precious stuff than an ordinary character. Apart from that, all “Lord” or “Lady” characters, even those who don’t have “Ricco”, will start the game with more wealth than a “Orphaned Beggar” character, of course.

### ARCANE POWERS

“**Poteri Mistici**”: Red priests, Warlocks and other characters show impressive supernatural powers in *Game of Thrones*. Those characters will get instructed on how to use and represent those powers (see “Magic”).

## COMBAT

Combat scenes use typical larp “latex weapons”: harmless but realistic foam replicas of medieval weapons. You can find many producers online where you can buy latex weapons or else you can rent them from our warehouse at the special price of **€20 for all weapons** appropriate to your character (as long as stocks last).

The approach we take to combat in **Dracarys** is cinematographic, not sports combat, and not professional stunts: duels

and battles are just opportunities to create dynamic and thrilling scenes.

During the game, everyone will pretend that the weapons are real and will act out their wounds in a convincing and dramatically appropriate manner. As a rule, the first strike home will **injure** you: you howl in pain, limp or feel dizzy, but if you want, you can still grit your teeth and act. The second strike **defeats** you: your character is seriously injured, dazed, on the ground, exhausted or terrified and you can neither fight nor flee. Beg for mercy and hope that the Seven will have mercy.

Characters wearing armour can withstand a number of blows before they are injured: leather of partial metal armour means you can ignore the first strike, a coat of mail means you can ignore 2, plate armour allows you to ignore 3 blows. Some characters are physically robust or particularly tenacious and so can ignore one further strike. For example, a stout warrior in full armour can withstand 4 blows. He still has to show he has felt them, crying out in pain or acting out his shock and the impact he has felt; but he will only be actually **injured** at the 5th blow.

## WEAPONS AND SHIELDS

- You can only use foam or latex weapons specifically built for larps
- Shields must have realistic proportions. The maximum allowed height for a **shield** is **115 cm**, about as high as a roman Scutum. Please note that some larp shields are often higher so be careful.
- Weapons must be to some extent realistic in terms of size, proportions and decorations. Extremely long swords, humongous maces and anything too high fantasy, like a warhammer carved from a dragon skull, won’t be allowed in the game.
- You can dual wield weapons only if the **SUM** of their length is **less than 160 cm**.
- Longer weapons, such as two-handed swords, pikes or halberds must always be handled with **both hands**.

## DEATH AND HEALING

Some characters will be Masters of the Citadel, surgeons and leeches: these are the only ones who can tend to your wounds. Look for them (or if you can’t move, hope that someone will drag you to them), heed their diagnosis and follow whatever instructions they give you to heal. *Game of Thrones* is not a Marvel comic; always act out the effects of your injuries in a convincing and realistic manner, and remember: *Valar Morghulis*...

If your character is a Maester or you know about the art of healing, then you must decide the gravity and details of your patients’ injuries. You will mime appropriate treatments with bandages, fake blood, surgical instruments and so on, and explain to your patients how long it will take them

to recover. An injured or defeated character should be weakened or confined to bed for at least half an hour; in any case, true realism is not our objective here. All characters must get the chance to keep on playing in the larp so under no circumstances may you declare your patient dead or force him or her to convalesce for more than two hours. You must also avoid things which might work in a film but are difficult or impossible to act out in a larp, such as the amputation of a leg.

By the same token, if you are playing a fighter, avoid playing scenes where you cut your enemy's throat, execute them in the public square, pierce them through the heart and so on. As we have said before, all characters are protagonists and must be allowed to play in the larp. This kind of tragic end is only acceptable at the end of the event, i.e. the morning of the last day of play. Up until then, you must always find an excuse for capturing your enemy instead of killing him, injuring him instead of putting him to death, beating and hurting him without putting him out of the game. Remember that it is usually more important to take an enemy prisoner than to kill them.

**However**, part of the allure of Game of Thrones is also the fact that no character is ever safe. Presumed protagonists are frequently decapitated or assassinated without warning. In order to maintain this atmosphere of suspense in the larp, a limited number of characters will actually be killed well before the end of the game. The larpers who played them will be given another character by the Staff and can continue to play **Dracarys**. Nobody will know in advance **which** characters are going to die so it will be a surprise to everyone. If your character dies, act out the corpse for as long as it takes for a funeral or some sort of final salute. One of the Staff will come to take away the corpse and will give you instructions about your change of role as well as lending you a new costume so that any other players who see you will understand that you are not the same character as before. We are certain that it will be highly satisfying to play a tragic, heroic or pathetic death scene and then get to play a different character, continuing in the second part of the larp with a **different perspective**.

## THE ART OF HEALING

Being a good healer is a matter of both academic skills, and practice on the field. Maesters of the Citadel, surgeons, leeches: all these people can be trained in the art of healing.

*As a healer, you'll have to:*

- bring your own medical tools: things like bandages (either proper gauze dressing, or just strips of light cloth), fake blood, needle and thread, vials with water or "ointments"; possibly, surgical instruments such as saw or pliers.
- examine the wounded and care for them, creating a nice scene about rough (and painful) medieval medicine, using the aforementioned tools. At the very least, you'll have to partially undress your patients, exposing some bare skin where they were hurt; and you have to spend at least 2-3 minutes on each patient.

- decide how severe is each wound and how long the recovery will be; and explain so to the patient. Therefore, it is your responsibility as a player to decide details about wounds and their effects. If possible, take into account what happened in the game and what the patient tells you. You'll also have to decide which wounds are fatal, and how much time the patient has left.

- avoid things that are hard or impossible to represent in a larp. So, no leg amputations; hand amputations could be fine, or even better, say something like *"Your leg is broken, you'll need a stick to walk and it will be slow and painful"*.

As a rule of thumb: a Defeated character will need at least half an hour to get better. In that time the patient will be either confined to bed, or totally incapacitated. An Injured character will need at least 15 minutes; in that time the patient will be weak, in pain, limping, or similar. You'll explain to your patients what limitations they'll have to endure, and for how long.

Game of Thrones is not a Marvel comic; always try to pronounce convincing and believable diagnoses, and remember: Valar Morghulis... In any case, true realism is not our objective here: all characters must get the chance to keep on playing in the larp.

## MORTALITY LEVEL

In order to highlight the narrative arc of the larp, and to prevent wounded players to get bored if they have to limp for 3 days straight, healers will have to reserve their worst diagnoses for the latter part of the larp. More specifically:

- *on day 1: mostly "flesh wounds"*, with no lasting consequences. Recovery should be quick (15 or 30 minutes) and limitations should not be incapacitating (e.g. *"Avoid running or fighting"* rather than *"go straight to bed and don't move"*).

*on day 2, n't move").*

*on day 2, until about 5pm:* this is the default, as explained above. Recovery time shall always be less than 1 hour (or less than half an hour if the patient is just Injured).

- *on day 2, from 5pm on:* you can, and must, be **harsher** in your diagnoses. Recovery time should be somewhat longer (but still less than 90 minutes). You can also impose minor lasting effects, such as *"For a few days you will feel kind of weak"*, or *"You'll need some weeks before your left arm heals completely"*, or even *"This scar will never go away"* or possibly *"You'll have a blind eye"*. However, in this phase no patient can die (yet).

- *on day 3, from 8am on:* you can decide that a Defeated character is fatally wounded and he won't recover. This does *not* mean that all, or most, Defeated characters will have to die; it will be up to you to find the right balance in order to avoid a premature massacre, but instill the idea of danger and death that is so typical of *Game of Thrones*. Don't be afraid to mercilessly "kill" the most beloved and innocent characters, but always give them some time to die (half an hour) so that they can play a nice dying scene.

## SPECIAL CASES

- **Milk of the poppy:** it always **HALVES** the recovery time. Moreover, it makes everything a lot less painful for the patient.



● **Infirmary:** we'll have a large room in the castle set up as the infirmary. Here you will find an organizer that will take care of the makeup, to create "scars" and wounds, and replenish you of fake blood if needed. All healers prefer to work in the infirmary if possible: you'll always insist to get the most serious patients in the Infirmary. If you're forced to care for a patient on the field, you should take more time, complain that you lack some tools, tell the patient to come later in the infirmary for a check, and so on

## DEATH

As explained above, characters can die *on day 3 only*. Still, there are some exceptions where you'll have to state that a patient is dead, or dying, even before day 3. The exceptions are:

- if a *Defeated* character insists that their wounds are too serious, or too close to the heart, or they just do not respond to your treatments: you can, if you want, play along and declare they are dead. It's likely that the player decided to have his character "die an epic death", or possibly somebody said to him the "MORGHULIS" word.
- characters poisoned by the *Strangler* will die in a few minutes, unless they receive the red antidote.
- characters afflicted by the *Scorpion's poison* will die in about 5 hours, unless they receive the green antidote.
- characters that get killed in a clearly pre-arranged scene (e.g.: condemned to death and publicly hanged; skinned alive by the Boltons; found lying in his room in a huge pool of fake blood) are obviously dead.
- **MORGHULIS:** part of the allure of Game of Thrones is also the fact that no character is ever safe. In order to maintain this atmosphere of suspense in the larp, a limited number of characters will actually be killed well before the end of the game, due to special circumstances or special powers. We will use the word MORGHULIS (not "valar morghulis", but just "morghulis") to inform the player that his or her character has been fatally wounded or killed. As a healer, you will not be able to save those characters. If needed, they might whisper to you "MORGHULIS" to make it clear that nothing can be done for them.

## CORPSES

Players whose characters die will play the part of their own corpse for a while (to allow for things like funerals or final salutes) and then they will get a new character. Keep in mind that playing a corpse for too long is really boring; therefore: never leave a corpse in the sun, never stay too long close to a corpse, bring it to the Infirmary or allow organizers to discreetly remove the body without breaking illusion.

**Stretchers:** to carry dead or wounded characters, we'll have two stretchers made of wood and cloth. One will be in the Infirmary, the other in the tent camp. Remember to use them! Carrying a corpse by yourself is very tiring, and also somewhat dangerous. On the other hand, 3 or 4 people carrying a corpse on the stretcher will create a nice scene!

**Belongings:** before the game starts, the organizers will give to some healers one vial of Milk of the Poppy, or possibly other

useful in-game items. This is not assured: you'll find out at the larp if you will get such things.

## TORTURE AND IMPRISONMENT

Killing or putting down another character is a corny way to end a conflict. Locking him in a cage, dragging him in chains or imprisoning in one of the castle's rooms, is much more interesting however.

If, for any reasons, you capture anyone, always respect these recommendations:

- Don't tie anyone with hands behind his back or around the neck and avoid tight knots. If you blindfold someone's eyes, you are responsible for his safety.
- Don't leave the prisoner alone except to set up an escape scene (if you choose to let your prisoner run away). Playing alone is boring. Make sure the prisoner has water and food.
- If the imprisonment becomes boring or lasts more than one hour, the prisoner and the jailer should find a convincing and dramatically way to put end to the scene and go ahead with the story. If you are in doubt, find a Kitchen Servant and talk with the Staff.

From the beginning of the second day, torturing prisoners becomes possible. If the torture is violent, people will collapse after 1 or 2 minutes, giving up to the torturer's demands and revealing him information and true or false faults. During the last day of the event, the tortured one could choose to die under the knife of his executioner, than giving up and talking. The torturer can not do anything to avoid it.

## POTIONS AND POISONS

The wise of Westeros know the harmful and medicinal properties of plants and preparations which are represented in the larp as harmless liquids with a particular colour or flavour. These will allow you to understand whether you have been poisoned or have been given "milk of the poppy".

One dose of potion or poisons is always equivalent to a **vial**; which means that to obtain the effects you have to take the entire content; people who have various poison doses has to keep them in small single vials and can't keep them in one single bottle.

## EFFECTS, BRIEFLY

Tastes and colours you have to pay attention during the game are:

**Salty drinks:** you have been poisoned like Joffrey! (salt in food doesn't represent any poison, but it's just seasoning). Antidote: spicy red liquid.

**Vinegar in food or drinks:** violent madness, you attack everyone and everything for few minutes, with weapons or bare hands.

# DRACARYS

**Green paste on bare skin:** infected wound; fever and delirium after one hour, death after 3 hours. Antidote: spicy red liquid.

**White liquid:** removes pain, helps healing, causes drowsiness.

**Dense blue liquid:** psychedelic trip for half an hour. It's a powerful hallucinogen.

**Green smoke:** distraction and confusion for 1 minute on everyone in the room.

Vial of green or red spicy liquid is an antidote: red for Strangler (salt), green for Scorpion's poison (green poison).

**Continue reading for a detailed description of every poison and potion!**

## MILK OF THE POPPY

*"Maester, could I trouble you for some milk of the poppy?  
A thimble cup will suffice." (Oberyn Martell)*

This white liquid is the main note curative drink in Westeros. It is a pain reliever that speeds up the healing of the wounds, but causes temporary drowsiness, mental confusion and inability to fight.

**One dose** halves the time required to heal from a wound; the side effects last for about ten minutes.

**Half dose** soothes chronic pain and relaxes, helping you get to sleep. The side effects are very mild, but repeated use often addictive.

**Three doses** cause a deep, dreamless sleep for half an hour, or allow a pain-free transition to a dying man.

## SHADE OF THE EVENING

*"One flute will serve only to unstop your ears and dissolve the caul from off your eyes, so that you may hear and see the truths that will be laid before you." (Pyat Pree).*

This **dense blue liquid** is a powerful **hallucinogenic**. Causes heavy dependence. It is used both for recreational and meditative purposes; the effects are similar to opium. It should be taken pure (not mixed with other foods or drinks). The drinker becomes increasingly weak and confused; for half an hour will not be able to walk and will be prey to vivid hallucinations until he drifts off to sleep.

Warlocks of Qarth believe that it aids the practice of magic and take it every day, to make their lips blue. Those Sorcerers have developed a very high tolerance to the **Shadow of the evening** and can ignore its effects if they want to.

## STRANGLER

*"Weddings have become more perilous than battles,  
it would seem." (Stannis Baratheon)*

These crystals of red salt cause choking death within few minutes. They can be taken pure or mixed with a drink (but not with food). One dose of this deadly poison was used to kill King Joffrey during his wedding banquet. The only hope to save the victim is take the very rare red antidote quickly.

## BASILISK'S BLOOD

*"A mouse will attack a lion after a taste of basilisk blood."  
(Oberyn Martell)*

This red dense liquid with its unique vinegars taste causes a violent madness. People who take it will lose control, attacking with fury friends and foes, seized by a pointless bloodlust.

In this state of mind, people won't notice the first 3 hits, but will suffer the effects later. No antidote is known, but effects vanish after few minutes.

## SCORPION POISON

*"The man's infamous, and not just for poisoning his sword"  
(Jaime Lannister)*

This green paste is spread on weapons. If it touches bare skin, it causes infections, gangrene and, finally, death. About one hour after the victim has been poisoned, he suffers higher and higher fevers and then delirium. Death occurs after about 5 hours, unless the green antidote is taken.

## MOON TEA

*"I know what moon tea is for." (Cersei Lannister)*

This tea is a mixture of mint, honey and other herbs and avoids pregnancy and brings on a miscarriage.

One dose, infused in a cup of water and taken within the one day after intercourse prevents pregnancy. Two doses causes miscarriage.

## LOTUS INCENSE

Represented by a green smoke, this incense confuses and distracts every person who is in the room/s where it is used. If used outside, it works on every person within few steps from it. Incense victims are **confused and distracted for 1 minute**: they are not able to fight or do any complex action, they don't remember what they see, say or do, they don't notice if anyone gets close or steps away. Lotus Incense effects stop immediately if the victim is hit. Very few Alchemists know this incense, actually, many of them believe that is just a legend or an ancient spell, now lost.



## ANTIDOTE (RED OR GREEN)

This spicy liquid heals the effects of a specific poison. Alchemists know two variants of the antidote, created using milk of the poppy and the same ingredient of the poison that combat it.

Green antidote heals from scorpion's poison; extremely rare red antidote heals terrible Strangler.

The antidote should be taken pure, not mixed with any food or beverage.

## CREATE POTIONS AND POISONS

Some characters will receive a couple of ready-to-use potions or poisons before the game starts. Moreover, Alchemists are able to create more potions, as long as they have: the *Alchemist* archetype; the recipe for that specific potion; the right ingredients; and as long as they follow exactly the preparation instruction found on the recipe.

**Alchemist archetype:** anyone can recognize and use a potion or a poison. Only Alchemists can create more doses of them, though.

**Recipe:** it lists all the necessary ingredients and it explains how to mix them to get a working potion. You'll need to have the recipe written down on a sheet of paper in order to create a potion. If you are an Alchemist, we'll give you a couple of recipes you already know before the game starts. During the larp you'll have the chance to learn and prepare more poisons and potions, if you find or buy their recipe.

**Ingredients:** they are the components needed to create potions and poisons. You'll have to physically mix them, boil them, filter them and so on, as explained on the recipe. You'll receive some ingredients before the game, and you'll have to buy or steal the rest from other characters. Remember that ingredients, just like potions, always come in "vials" or other single-use containers. This means that 1 vial of potion of ingredients is always 1 dose. If a recipe tells you to use "one ingredient", it means one full vial of said ingredient.

**Preparation:** for some potions, a simple shaking will be enough. Most often, you'll have to filter, boil, infuse or do other things to some or all the ingredients, before you can actually use them for the potion. Some potions can be created in one minute or less, other potions might take half an hour.

**Alchemy Lab:** one of the castle's halls will be set up as an Alchemy Lab, filled with vials, pots, tools, herbs and so on. Using the alchemy lab is not compulsory: your character can create potions anywhere, as long as he exactly follows the procedure detailed on the recipe. However, working in the Alchemy Lab is far easier and more comfortable: here you'll find clean vials, mortar and pestle, a fire, sometimes even ingredients or potions for sale. If you are an Alchemist, don't forget about the lab!

## List of ingredients, potions and poisons.

Ingredients are identified by their appearance: each ingredient will have a distinguishing representation. The complete list of all the ingredients is reserved to Alchemist characters.

- *Milk of the Poppy:* White liquid
- *Shade-of-the-Evening:* Thick blue liquid
- *Strangler:* Red salt
- *Basilisk's Blood:* Thick red liquid, smelling of vinegar
- *Scorpion Poison:* Green paste, spreadable
- *Moon Tea:* sweet mint tea, to be drunk cold
- *Antidote to Scorpion Poison:* Green liquid, spicy and hot
- *Antidote to Strangler:* Red liquid, spicy and hot
- *Ingredient: ordinary lemon juice:* ordinary lemon juice
- *(alchemist only know its name):* white, crumbling crystals (baking soda)
- *(alchemist only know its name):* small round seeds, reddish in color
- *(alchemist only know its name):* white powder
- *(alchemist only know its name):* green powder
- *(alchemist only know its name):* herbal tea, with elongated seeds and some leaves
- *(alchemist only know its name):* blue tea
- *(alchemist only know its name):* white paste
- *(alchemist only know its name):* yellow liquid, almost transparent, slightly thicker than water
- *(alchemist only know its name):* red powder
- *(alchemist only know its name):* yellow powder
- *(alchemist only know its name):* a gnarled root (ginger)
- *(alchemist only know its name):* hard, white crystals
- *(alchemist only know its name):* green tea
- *(alchemist only know its name):* reddish liquid, NOT thick, with a sour smell (vinegar)
- *Ingredient: a spoonful of honey:* honey
- *Ingredient: a bunch of Dried Mint:* dried mint

## Complete list of foods and substances used in ingredients and potions

*If you happen to be allergic to one of those, tell us and we'll tell you what potions might contain it*

- vinegar (made from red wine)
- tara gum
- anise
- baking soda
- coconut
- food coloring
- lemon
- mint
- honey
- oilseed
- hot pepper
- salt
- black tea
- green tea
- ginger

# DRACARYS

## ALCHEMY LEXICON: COMMON TONGUE AND HIGH VALYRIAN

### Valyrian name of the potion or ingredients: *Name in the Common Tongue*

- a bunch of Dried Mint: *un mazzetto di menta secca*
- a spoonful of honey: *un cucchiaino di miele*
- **Antidote to Scorpion Poison:** *Antidoto per Veleno di Scorpione*
- **Antidote to Strangler:** *Antidoto per Strangolatore*
- **Basilisk's Blood:** *Sangue di Basilisco*
- Basilisk's Tincture: *Tintura di basilisco*
- Essence of Dornian Red Ants: *estratto di formiche rosse di Dorne*
- Essence of Emerald Scorpion: *Estratto di Scorpione Smeraldo*
- Essence of the Poppy: *estratto di papavero*
- Leaves from Qarth: *Foglie di Qarth*
- Leaves from the Jade Sea: *foglie del mare di giada*
- Mandrake root: *radice di mandragola*
- Milk of Lys Snail: *Latte di lumaca di Lys*
- **Milk of the Poppy:** *Latte di Papavero*
- **Moon Tea:** *Tè della luna*
- Natrum Crystals: *Cristalli di natro*
- ordinary lemon juice: *comune succo di limone*
- Pennyroyal: *Olio di puleggio*
- Powdered Harpy Gold: *polvere di "Oro d'arpia"*
- Powdered Salamander Tooth: *polvere di dente di salamandra*
- **Scorpion Poison:** *Veleno di Scorpione*
- **Shade-of-the-Evening:** *Ombra della Sera*
- **Strangler:** *Strangolatore*
- Summer Isle Salt: *sale dell'Isola dell'Estate*
- Tansy: *tanaceto*

### *Name in the Common Tongue:* Valyrian name of the potion or ingredients

- **Antidoto per Strangolatore:** Antidote to Strangler
- **Antidoto per Veleno di Scorpione:** Antidote to Scorpion Poison
- *comune succo di limone:* ordinary lemon juice
- *Cristalli di natro:* Natrum Crystals
- *estratto di formiche rosse di Dorne:* Essence of Dornian Red Ants
- *estratto di papavero:* Essence of the Poppy
- *Estratto di Scorpione Smeraldo:* Essence of Emerald Scorpion
- *foglie del mare di giada:* Leaves from the Jade Sea
- *Foglie di Qarth:* Leaves from Qarth
- *Latte di lumaca di Lys:* Milk of Lys Snail
- **Latte di Papavero:** Milk of the Poppy
- *Olio di puleggio:* Pennyroyal
- **Ombra della Sera:** Shade-of-the-Evening
- *polvere di "Oro d'arpia":* Powdered Harpy Gold
- *polvere di dente di salamandra:* Powdered Salamander Tooth
- *radice di mandragola:* Mandrake root
- *sale dell'Isola dell'Estate:* Summer Isle Salt
- **Sangue di Basilisco:** Basilisk's Blood
- **Strangolatore:** Strangler
- *tanaceto:* Tansy
- **Tè della luna:** Moon Tea
- *Tintura di basilisco:* Basilisk's Tincture
- *un cucchiaino di miele:* a spoonful of honey
- *un mazzetto di menta secca:* a bunch of Dried Mint
- **Veleno di Scorpione:** Scorpion Poison

## MAGIC

In Dracarys, there is an undercurrent of magic which has been forgotten but for this is no less real. We will adopt some simple conventions in order to act out magic, so that the victim of a spell knows what has happened and can react in an appropriate manner. As a rule, characters who are able to use magic will be few and far between and they will receive instructions from the Staff.

- Magic-users are few and will receive instructions about their powers from the event Staff.
- The use of magic is denoted by the keyword «DRACARYS».
- When you hear DRACARYS, it means the character who uttered it is using magic; just follow their instructions, or assume what they say is true / does happen.
- If no DRACARYS is uttered, it means what is being said is not magic (though it could still be some in-game ritual or prayer)
- Either as a magic user or a subject, try to keep a mysterious atmosphere when you have to do with magic.
- Do not utter the word **DRACARYS** unless you have magical powers and are using them.

### Example one:

«let us share this wine, my Lord. **DRACARYS**... I will dance for you and tell you about faraway lands and ancient prophecies. If you can read the signs, a great and terrible destiny awaits you... **DRACARYS**». The Lord will be charmed, will partake of the wine, listen to her words and believe them; later, he could blame the wine or the woman's beauty for confounding him, but he will be persuaded of being destined to great and terrible deeds. If no DRACARYS is uttered, the Lord can react however he likes.

### Example two:

Man-at-arms: «Hey! Who's there?» Shady figure: «You saw no one. **DRACARYS**! Mind your own business and ignore me.» The guard will forget having seen any shady figure around, and go on guarding.

### Example three:

On occasion, **DRACARYS** can be used with no other words, to represent "physical" powers.

The Mountain That Rides grabs a Poor Fellow by his collar. At the beginning, the Poor Fellows tries to break free, then he hears the Mountain uttering "**DRACARYS**". So he stays still, completely blocked by his assailant's superhuman strength. The Mountain places his hand on the neck of his victim, who then acts out his own choking and eventually collapses.



# INTENSITY AND SAFETY

Always use your **common sense** and do not do anything dangerous. Nobody must get hurt. Try to play along and accept verbal and physical interaction with other players even if it is intense or negative, including things like: carrying an injured person, pushing and shoving, grabbing or simulating a riot, hugging, carressing, holding hands with the beloved. Take especial care when acting out a scene which is particularly intense, physical or potentially embarrassing.

## SAFECWORDS

If during the game something happens which you find particularly unpleasant or intrusive, you can (and must!) use the safe words "**Vacci piano!**" ( /ˈvatʃi ˈpjano/ - meaning "take it easy!"): this is a code word that everyone knows and lets the other player know that they must be less realistic, give you more space, reduce the level of tension, and watch out they don't hurt you. There's nothing wrong with using "**Vacci piano**" and you must obey immediately if anyone says it to you: everyone has their own kind of sensibility and their own yardstick and you must respect this blindly.

More often than not, a player is too prudent and timid and, not wanting to risk offending the other person, acts out a scene with too much delicacy, making it less realistic. In this case you can use the safe words "**È tutto qui?**" ( /ɛ ˈtutto ˈkwi/, meaning "Is that it?"): you let the other player know that they can come down a bit harder on you, act out the scene in a more realistic or physical manner and ratchet up the tension a notch. Nobody is obliged to obey: "**È tutto qui**" is a request, a suggestion, but not an order.

*And what if a pot falls on my head? What if the castle goes on fire?* In the highly unlikely (an extremely rare) event of a real emergency, it is obviously your moral and legal duty to stop playing, help anybody in trouble and let the staff know if needs be. As soon as the situation is under control again you can start playing once more.

Finally, it is **always forbidden**: to stab with latex weapons (using the tip), to hit someone in the genitals, hit someone in the face or throat, tie something around their neck, tie their hands behind their back, drag somebody up or down stairs, get drunk, climb the castle towers or anything of the sort.

## RISKY STUFF

### GETTING DRUNK

Spirits and other alcoholic beverages will be available during the event. Please, drink with moderation. If you should find yourself **tipsy**, please avoid any situation where physical contact and/or combat is involved. Drunk players won't be allowed to take part in the game and, if any staff member should find you in such a state, you will be **sent in the off game area** to clear your head for a few hours or until the next day.

## STOLEN ITEMS AND LATEX WEAPONS

### *Respect for others' property*

If your character steals, for example, an hat or a sword of another character, you will find yourself in the hands of a costume or a scenic piece of property of another player or the Staff. In that case, always remember to have the **utmost respect for others' property** and use it with special care.

Common sense dictates **not to lose or destroy** the costumes and objects of the other players and avoid someone you think you were "really" robbed. If you want to use them or hide them for a while, no problem, but within a few hours you should find a way to get them back to the owner or at least show that they are safe.

## SEX SCENES

Scenes involving sex and intimacy are particularly delicate and should be approached with responsibility. First of all, be sure your partner is willing to play such a scene, not every player is comfortable with them. Respect your partner, use safeword and commit yourself in order to create a scene that can be pleasant and meaningful for other players.

Intimacy scene, like a hug, are normally acted out, while sexual action are simulated, usually by miming them in a softer way. A workshop will be in place to make sure everyone is comfortable with this aspect of the game.

In general:

- Intimacy scenes like holding hands, stroking hair, whispering, hugging and similar actions do not require any kind of simulation and are simply acted out as you would do with any other action.
- A kiss on the cheek or on the lips represents a passionate kiss.
- It is forbidden to touch genitals, chest, bottom or inner thigh. You can simulate caressing those part by doing the same action on less sensitive zones such as shoulders, back of the head, hips etc.
- A hug with caress on the back or numerous kisses on the cheek accompanied by sighs and moans represent passionate foreplay
- Take off or unlace in an evocative way one or more piece of clothing from your partner represents a sexual intercourse. Of course, this doesn't mean you can strip other players naked, use your common sense to create decent and pleasant scenes. A small gesture, like removing an hat or slowly unlacing a neck shirt will be enough when accompanied by hugs, moans and other appropriate actions.
- Sexual scenes are just a tool to further develop your character. After taking part in one, lovers should play a meaningful scene together. There can be a bitter farewell, a promise of eternal love, a last moment of tenderness before the coming storm or a mercenary holding some coin to his favorite whore...

We expect a **high use of safeword** when sexual scenes

# DRACARYS

are concerned. Anyone should have the possibility to play them in a way as abstract as they deem fit.

Undressing your partner of a piece of clothing is a shared code: if you see people doing it, it means your character has surprised them during carnal pleasures.

## OUT OF GAME

### OUT OF GAME AREAS AND OBJECTS

Some places or items won't be part of the game and you should simply ignore them. Such areas and objects are identified by a **plastic yellow rose**. For smaller objects a stamp depicting a yellow rose will be used instead. Remember, you can not interact with those Out of Game elements in any way. For instance, if you see a door with a yellow rose on it, don't open it, don't talk about it and, if you see it open, don't walk in it. I

**If you see these objects , ignore them!**

## NOBODY CARES ABOUT THE KITCHEN SERVANTS

The "Sguatteri" (Kitchen Servants) are not real characters, but the way organizers use to work behind the scenes without disrupting the game. Kitchen servants, unlike real servants, nothing know and notice, they do nothing except for humble duties and deep bows. Kitchen servants are recognisable by a **large yellow scarf**.

When you meet the kitchen servants, ignore them! If you need to talk with an organizer for off-game matters, you can ask to the Blind Beggar.

### THE BLIND BEGGAR

You will always find the "Mendicante Cieco" (Blind Beggar) sitting near the side entrance of the castle, in the little hall facing "2" courtyard (see map). You can recognise him by the yellow scarf and the eye patch. Like kitchen servants, he is not a real character; unlike the kitchen servants, he is available for any questions, clarifications and explanations.

If you need to talk with Staff during the game, look for the blind beggar, pretend to give alms and talk to him discreetly. If you see any other characters talking with him, don't listen in: they are talking about off-game matters.

## CREDITS

### ABOUT US

Dracarys is a larp with an "open" team, which includes people coming from several Italian larp clubs. Among them:

[Terre Spezzate](#), [Ambaren](#), [Buonalaprima](#), [CINR](#), [GRVItalia](#), [Ossidia](#), [WHlive](#)... and whoever wants to help.

Dracarys is a project by [Elio Biffi](#), [Francesco Pregliasco](#), [Luca Ghizzardi](#). Directed by [Chiara Tirabasso](#) (Story), [Lorenzo Nicolosi](#) (Scenography) e [Luca Ghizzardi](#) (Characters).

In the last few years, the authors of Dracarys created and contributed to several successful larps, across diverse genres, including:

[Il Teorema di Bayes](#) (2016), [Chiave di Volta](#), [I Ribelli della Montagna](#), [L'ultimo giorno](#) (2015); [Black Friday](#), [Brightfield](#), [Il crepuscolo degli Dèi](#), [Sogno di una notte di fine inverno](#) (2014); [La fortezza dei vinti](#) (2013); and several ongoing fantasy campaigns.

### TRANSLATIONS

*Thanks to all the translators, including:*

Bernardo Chiti, Francesco Pregliasco, Giorgio Capone, Marco Bielli, Marie Weston, Mario Di Cintio, Paola Tigrino, Simone Carozzo, Vanessa Guazzi, and others.

### SPONSOR - BUX LEATHER ART

Bux Leather Art was born from the combination between Lorenzo Bux's profound admiration for the shapes of nature and his passion for leathercraft. His natural fieldwork is fantasy, from LARP costumes and cosplay to scenographies for cinema and theater. [Bux Leather Art](#) is now converging within the collaborative project [Agarthis](#): follow his updates on Facebook!

