

The Dragon

Rules & Overview

1. This race is a relay, made up of five different legs of varying lengths, with differing challenges.
2. One member of each team must compete in each leg of the race, racing alongside one member of an allied team. Both do not have to cross the finish line in order for the next pair of racers to be tagged. Allied team selections can be found [here](#).
3. If both members of an alliance fail to complete a particular leg of the race, that alliance will be unable to finish the race. This happens to many teams, and the point at which the team is eliminated will help determine their final ranking.
4. While sabotaging rival teams is allowed, use of force reasonably considered to be lethal will not be permitted and will result in the immediate disqualification of anybody who employs it. Simulation of injury will be subject to the same penalty.

Legs of the Race

One: Deep Blue Sea

1. Ocean: in the Rainbow Sea
 - a. A 500m race. Sabotage is allowed. Temporal magic is forbidden.
 - i. Starts with three large underwater rings to swim through, starting at the 10m mark. 15m apart and progressively deeper: 2m, 5m, 9m.
 - ii. A section over a volcanic vent. Scalding hot water must be navigated. At the 70m mark to the 85.
 - iii. An abovewater ring to leap or fly through: 2.5m high at the 120m mark.
 - iv. Three large underwater rings to swim through, starting at the 150m mark. 15m apart and progressively shallower: 9m, 5m, 2m.
 - v. A tangle of thick kelp at the 200m mark up to the 250m mark that one can easily get lost in. Filled with strange and distracting creatures.
 - vi. A vicious whirlpool at the 300m mark up to the 320 m mark that can easily suck you deep underwater and/or spit you out in a random direction. There is a great steel post 4m down in the center. You must retrieve a token that is clipped to it.
 - vii. The water begins to get very cold at the 300m mark and will remain that way until the last 20m. One must work to stay warm.
 - viii. Three large underwater rings to swim through, starting at the 360m mark. 15m apart and progressively deeper: 2m, 5m, 9m. These rotate at 10RPM.

- ix. An ice barrier at the 420m mark until 450m that grows consistently unless attacked. A path must be cleared before one can continue to the end.
- x. A vicious riptide in the final 20m as one makes it to dry land.

Two: Burdensome Beasts

- 2. Desert: in the Dune Sea of Torragon
 - a. A 2km race. The last 200m must be completed while mounted on the back of your halassa. If you become dismounted at any point, you must repeat this section. Sabotage is allowed. Temporal magic is forbidden except in self-defence.
 - i. You will race across the dune sea of the inner Torragonese high desert while mounted on one of the massive carnivorous tortoises known as halassa.
 - ii. You will be given no food and no water. You will have a simple saddle. It is early afternoon and very hot.
 - iii. Twice in the race, trained froabas riders will sweep low on their mounts - one of the halassa's few natural predators - and spook the beasts, at the 200m mark and the 1.7k mark.
 - iv. You will have to coax them through a short but confusing cave system from the 500 to the 700m mark.
 - v. You will need to stop and pluck a golden prickly pear from the very top of a large prickly pear cactus at the 1k mark.
 - vi. You will have to force your mount uphill along an unstable gravel slope from the 1.3 to the 1.4k mark.
 - vii. In the final 200m, you will not be allowed to dismount for any reason. If you do, you must restart this section and may do so as many times as needed

Three: The Dragonspine

- 3. Mountainous Tundra: The Rakekniven, in Eskand
 - a. A 3km race with an intense ascent and descent. Only indirect sabotage is allowed. Temporal magic is forbidden except in self-defense.
 - i. You will be given climbing pegs, a rope and grappling hook, and a plank.
 - ii. You must make the steep and treacherous climb up the mighty Rakekniven, in the dragonspine mountains.
 - iii. The thin air at high altitude, frigid temperature, steep slope, and blinding snow near the top make this a daunting prospect. Ferocious howling crosswinds and circling dragons above that are territorial over the sky make any sort of flight **very** dangerous.
 - iv. You will have to cross five fissures on your way up. In these lurk 'Rope Dragons': a long, thin species of wyrm known for coiling around climbers and pulling them into the fissures.

- v. About halfway up the ascent of 1.5km, you will encounter a vertical section that lasts for some 50m. Close to the top, at 1.3km, you will encounter a second sheer vertical of similar duration.
- vi. Once you reach the top, howling winds and whiteout conditions will make it difficult to find the series of off-white pegs stuck into the snow and ice there. You will need to claim one of these (you may only claim one) and leave the rest for others. You will have to carry this all of the way back with you.
- vii. The descent is very steep, with three fissures, two sinkholes, and a 20m spur of sharp obsidian that must be climbed up and then down again. Beware avalanches if magic is used incautiously.
- viii. The final 400m of the descent are somewhat shallower, with a ski-jump for those brave or foolish enough to take it on. Beware the thin ice on the frozen lake at the bottom, just before the finish line.

Four: Invasive

- 4. The subtropical island of Longwan, Southern ReTan
 - a. No set length. Catch five invasive Djamantese Micropigs. Sabotage allowed. Temporal magic is forbidden.
 - i. You will be dropped into the middle of the dense bamboo forest with a blanket, a bottle of water, and two carrots. The heat is sweltering and it looks like a large storm is on the horizon.
 - ii. Your goal is to subdue and catch five of the elusive and invasive micropigs, returning them - alive - to one of ten stations along the coast.
 - iii. These fluffy hand-sized porcine pests are everywhere on the island, destroying crops and outcompeting native species. They are quite clever and extremely good at camouflaging themselves, even to magical senses, unless excited by a few particular stimuli.
 - iv. The island is full of mosquitoes, swampy ground, and poisonous snakes. A species of freshwater alligator lurks in the tar pits, preying on the pigs. If a pig is killed or seriously wounded, these Tarpit Lurkers will be drawn aggressively to the smell of its blood.
 - v. The locals - on both land and sea - may either assist or hinder you, depending upon your behaviour.

Five: Street Hoghs

- 5. The city of Hogh Munkhelad, Hegelan Territory
 - a. Shortest route is 2.5km. Sabotage allowed. Temporal magic is forbidden.
 - i. The labyrinthine streets of this great Hegelan city have been made even more confusing by the addition of roadblocks, illusions, and incorrect signage.

- ii. You must navigate by map and reach the finish line, 2.5km away. Given that the city exists underground, high-altitude flight to get the lay of the land is impossible, allowing for only localized views.
- iii. Simply put, this is a footrace, but there are other elements.
- iv. Hegelans will be running along with you, either assisting or interfering. Women wearing green are the former and will give you mana shots, directions, or other refreshments. Men wearing red will attempt to tag you. If you are tagged, you must stop for two minutes, unable to move more than one foot in any direction.
- v. You must collect five runic tokens from five waystations along the way and spend them to pass through five runic gates: one representing each of the five classical elements of earth, wind, water, fire, and lightning. They will not open for you unless you pay the tokens.
- vi. Reach the finish line, scrub!

Scoring System

1. Scoring within the event is based upon five criteria:
 - a. **One:** Each member of an alliance to successfully complete their leg of the race gains the alliance 10 points. The maximum total for this is 100 points.
 - b. **Two:** Finishing order for each leg also gains you bonus points as follows and these are per **individual**, not per alliance:
 - i. First: 15 points
 - ii. Second: 13 points
 - iii. Third: 12 points
 - iv. Fourth: 11 points
 - v. Fifth: 10 points
 - vi. Sixth to tenth: 5 points
 - vii. Eleventh to twenty-fifth: 2 points
 - c. **Three:** Fastest completion times for each leg gain bonus points as well, also per individual and not per alliance:
 - i. First: 15 points
 - ii. Second: 13 points
 - iii. Third: 12 points
 - iv. Fourth: 11 points
 - v. Fifth: 10 points
 - vi. Sixth to tenth: 5 points
 - vii. Eleventh to twenty-fifth: 2 points
 - d. **Four:** Ultimate finishing order is worth the most points by far.
 - i. First: 200 points
 - ii. Second: 150 points
 - iii. Third: 140 points
 - iv. Fourth: 130 points
 - v. Fifth: 120 points

- vi. Sixth: 100 points
- vii. Seventh: 90 points
- viii. Eighth: 80 points
- ix. Ninth: 70 points
- x. Tenth: 60 points
- xi. Eleventh to twenty-fifth: 50 points
- xii. Twenty-sixth to fiftieth: 25 points
- xiii. All others who finish (if necessary): 10 points
- e. **Five:** Points will be subtracted for foul play, which would include:
 - i. Killing or seriously harming any non-enemy animals you interact with: -50
 - ii. Major property destruction or vandalism of non-race elements: -50
 - iii. Counterfeiting items needed to finish: -25
 - iv. Minor property destruction or vandalism of non-race elements: -10
 - v. Killing of any animal deemed unnecessary for personal safety: -10
- f. These five totals will be added and subtracted to produce a sum total for the event. The team with the highest overall score will be declared the victor.
- 2. Final scoring within the greater competition will be as follows:
 - a. First: 65 points
 - b. Second: 50 points
 - c. Third: 45 points
 - d. Fourth: 40 points
 - e. Fifth: 35 points
 - f. Sixth to tenth: 25 points
 - g. Eleventh to twenty-fifth: 15 points
 - h. Twenty-sixth to fiftieth: 10 points
 - i. All others (Except disqualified): 5 points

Hidden Prizes

- 1. Each leg of the race contains ten hidden items. Some are more valuable than others.
- 2. You will assign your character a number from 1-10 denoting how much effort you will put into searching for these, with one being none and costing you no time penalty, five being an actual search with some detours and pauses and costing you some time, and ten being a thorough and comprehensive search, all-but entirely disregarding the actual race and ensuring a poor finishing time. The higher your number, the higher your likelihood of finding an item, of that item being a valuable one, or even finding multiple items. If competing with other named characters to find items, the higher number will always win priority.
 - a. Four of these items are minor boosts, which will noticeably enhance your performance in the race.
 - b. Two are major boosts, which will greatly enhance your performance in the race.
 - c. Three are minor treasures, which vary from nearly worthless to significant boons.
 - d. One is a major treasure, which will provide significant resources or an advantage in the game to your character going forward.

3. Another 'hidden prize', so to speak, is the opportunity to remain on location in your leg of the relay before it is your turn to race. Once your leg is finished, you may also visit any of the others, so long as you do not interfere with the competition.