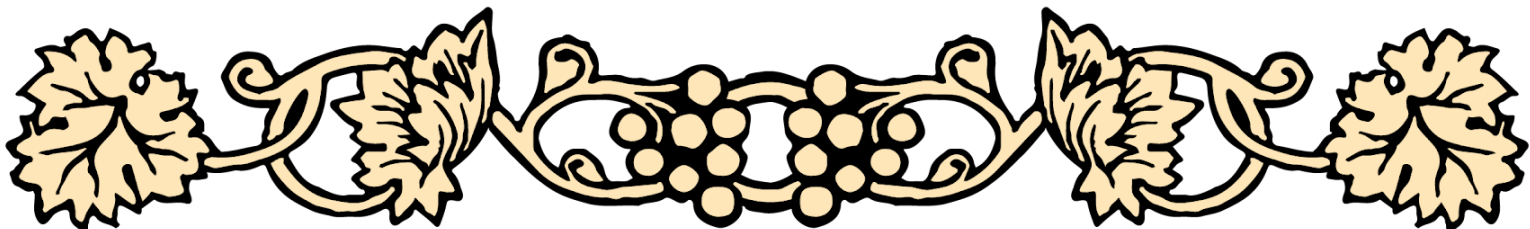


A decorative border surrounds the text, featuring a central floral motif at the top and bottom, with two vertical stems on the left and right sides. Each stem has a circular medallion with a floral design. The border is composed of stylized vines and leaves.

Official
Rulebook

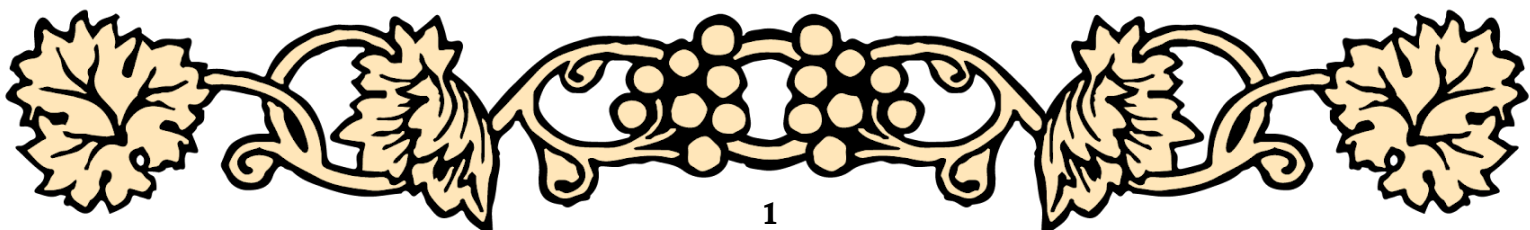
A DANCE OF RIBBONS II

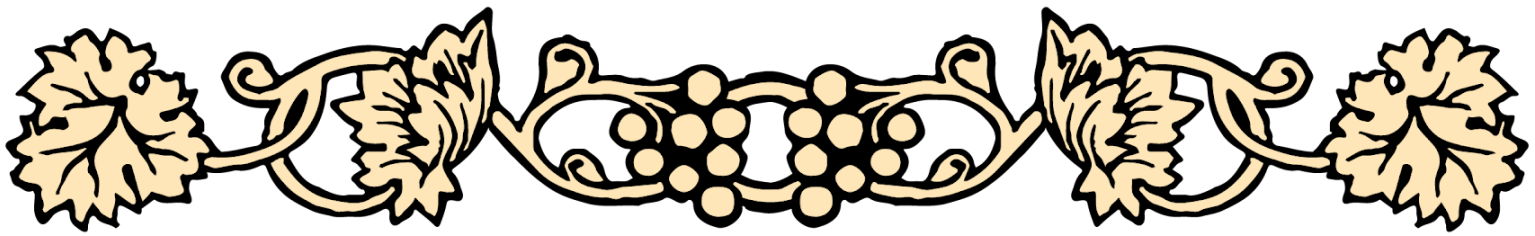
Version I



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Glossary of Terms

Throughout this guide, LARP-specific terms and abbreviations will appear. These terms are listed and clarified below.

- ❖ DoR - Dance of Ribbons
- ❖ Player - The individual outside of the LARP
- ❖ Character - The individual in-game
- ❖ IC - In Character
- ❖ OOC - Out of Character

A definition for OOC and IC can be found here:

- ❖ rpgmuseum.fandom.com/wiki/Out_of_character
- ❖ rpgmuseum.fandom.com/wiki/In_character

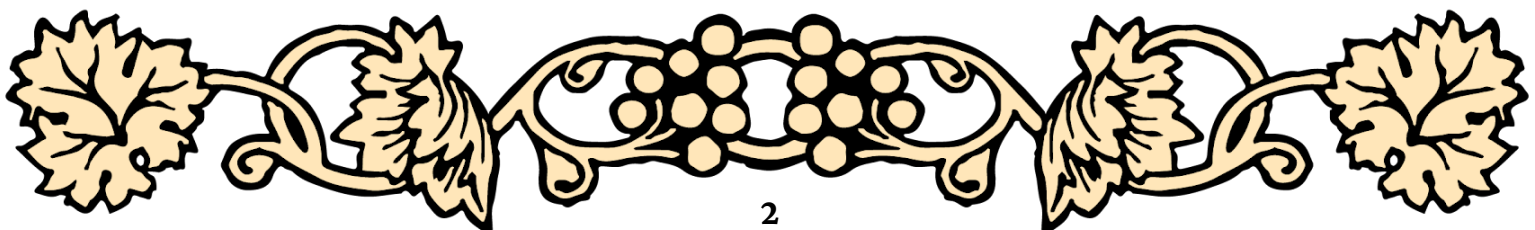
For your convenience, all major **Mechanics** are in bold, all *Classes* are in italics.

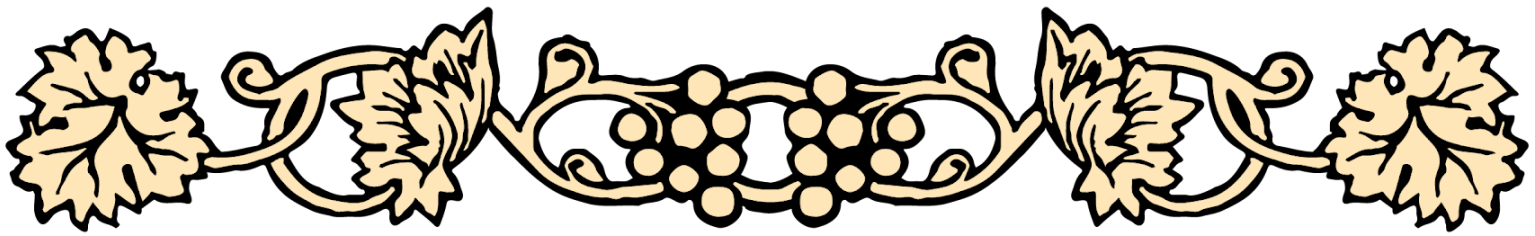
Rule Updates from 2023

If you've already played or read the rules of DoR, you might be familiar with what they contain.

Since the first DoR, most rules have remained the same. The major areas that have been reworked are:

- ❖ Combat: Duels & Honour
- ❖ The Economy of String





Safety & Care

In this section we discuss what to do in an emergency that might arise during play, and give some tips on how to check in with each other.

Emergency Calls:

At any time, an emergency call can be made by any participant. If a call is made, please remain where you are until directed otherwise.

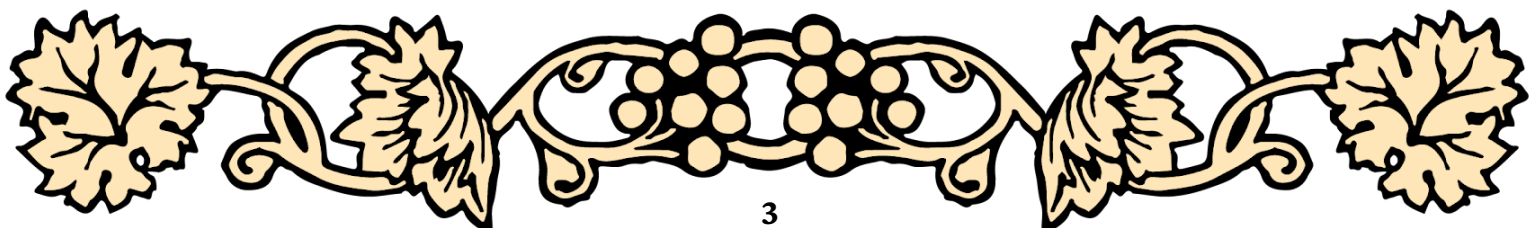
The calls are:

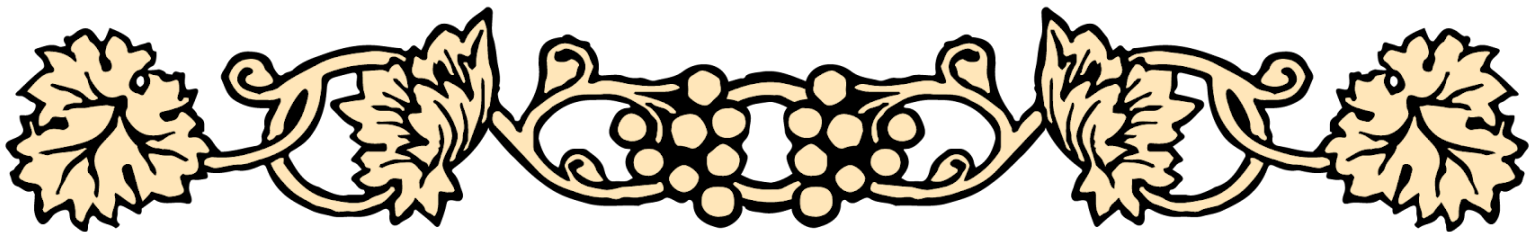
- ❖ **Hold:** When someone calls 'Hold!' It means that the game needs to pause. This may be as simple as someone losing their glasses or needing to get out of some unstable ground.
- ❖ **Red:** Red is called only when there is a medical emergency and first aid is needed. All players drop the scene and help the affected party as they can. Those not directly helping must pause and stand still unless unsafe to do so.
- ❖ **Clear:** Clear is the call that resets the scene and means play can continue.

On the Fly Check In:

Sometimes when roleplaying you may need to check in with your fellow player. If a scene is intense or you sense discomfort in any of the people you're playing with, you need to check in. Checking in can be done in one of two ways:

- ❖ **Thumbs up:** This check in is silent and can be used to maintain the immersion of a scene. By giving a thumbs up to your fellow player they can give either a thumbs up back, or a fist. A thumbs up is considered enthusiastic consent. A fist is considered to be cautious and OOC talk is needed to proceed. No response is considered a need to end the scene immediately and potentially a Red call needs to be made.



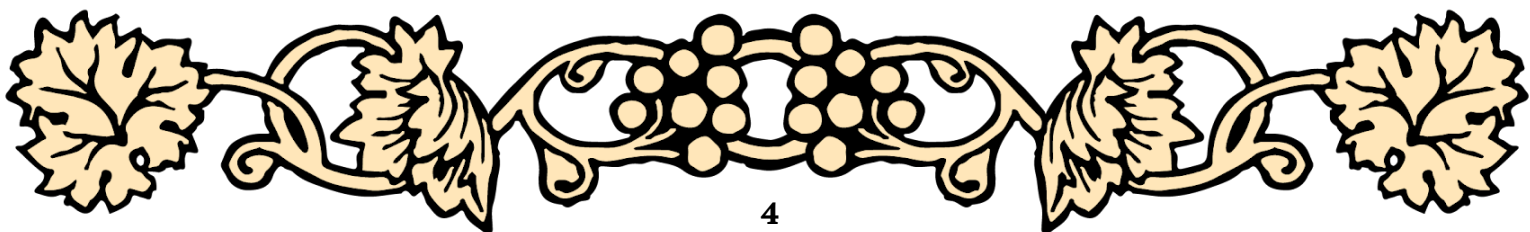


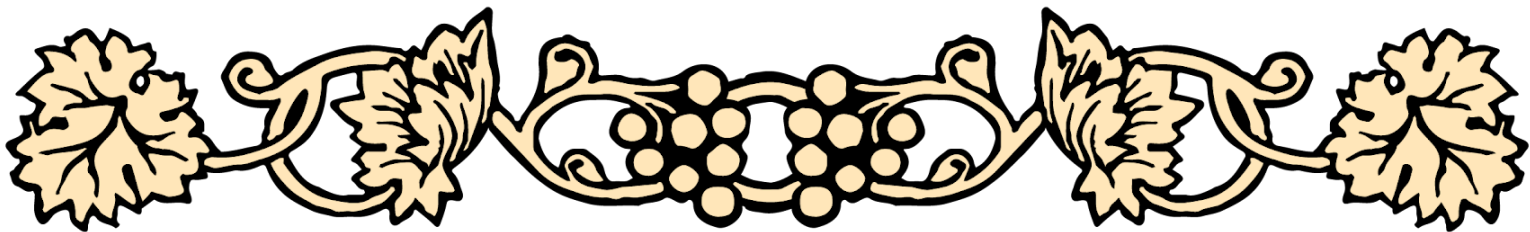
- ❖ **OOC talk:** If one player needs to clarify something OOC they will place their hand on their head in a 'half moose' pose (see the image adjacent). This is to demonstrate they are talking OOC. OOC discussion comes to an end when both parties agree to go back in character. If the discussion ends with one or more parties needing to leave the space, the scene is considered ended and play resumes after the parties have departed. This can be used to clarify mechanics, ask Witnesses OOC questions, check in with other players, or just chat as needed.



A Physical Game:

The Dance of Ribbons Larp is an activity involving substantial physical interaction among players, that can be set in a combat-like scenario. This outdoor adventure frequently includes camping amidst nature and engaging across the campsite. In the midst of this lively endeavour, mistakes are inevitable, and individuals might misjudge their actions. Common combat misadventures include accidental strikes to sensitive areas like the head and groin, miscalculated hits, unintended bodily contact with fellow participants and objects, falls, as well as minor injuries such as scratches and bruises. These occurrences are inherent risks within a game that embraces intentional physical contact and optional full-body combat.





All Player Rules

The Witnesses

Throughout DoR, you'll be guided and refereed by our Game Masters, also known as **Witnesses**. These individuals are here to help you and address any rule-related questions or concerns you might have while playing the game. Essentially, a **Witness** serves as a referee for good play, a rules lawyer, safety coordinator, guide, and storyteller. We have referred to them as **Witnesses** because their role is to witness your stories, be present for your actions and help you join in on the fun.

Witnesses are unseen IC, but their presence may be felt at times as an eerie sensation or tingles down the back of your neck. There may be specific times where you can talk to these spirits IC. At all other times, they are accessible OOC.

You can request a **Witness** without needing to provide a specific reason. Whether you have a personal matter to discuss, a question about the rules, need clarification on recent events, or simply require directions to different locations around the venue.

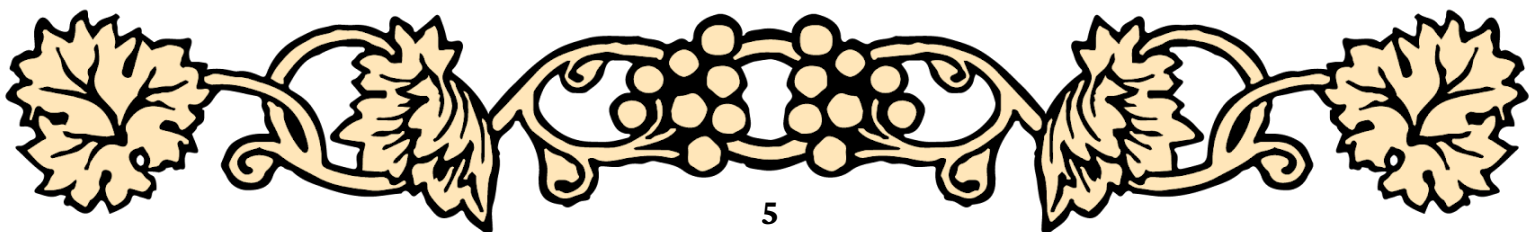
Witnesses also play a mechanical role; some mechanics require the presence of a **Witness**. When interacting with a **Witness** IC, it's best to ignore them. Instead, your IC reason might be that you are praying out loud to the gods, or perhaps delivering a villainous soliloquy about your murderous plans.

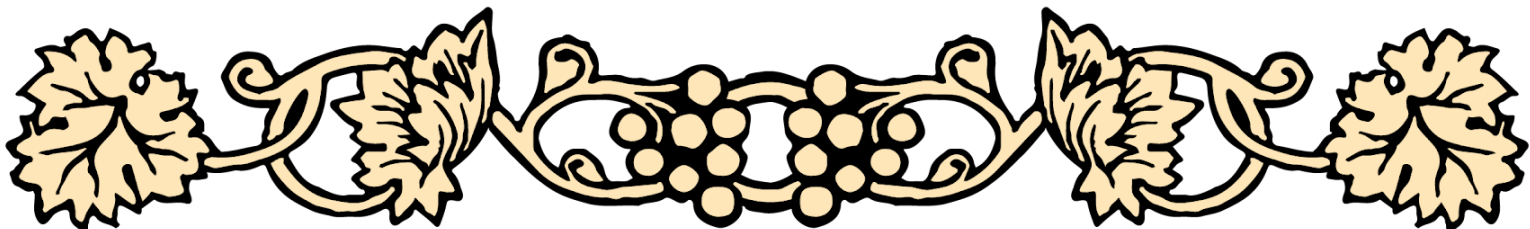
As we are a collaborative LARP, we're here to help tell your stories. **Witnesses** relay information back to our HQ, where our story team manages and updates the story live on the fly. So, if you have a big plan, let them know! They can then pass on that message, and hopefully, we can bring it to life for you in a new and interesting way.

A **Witness** is allowed to ask for your ribbons at any time. You cannot refuse.

The main things to remember about **Witnesses** are that they are here to:

- ❖ Keep you safe and keep the game running
- ❖ Facilitate generous play
- ❖ Adjudicate questions and rules
- ❖ Observe incorrect and correct play
- ❖ Manage NPCs and facilitate story structure and situations





Health

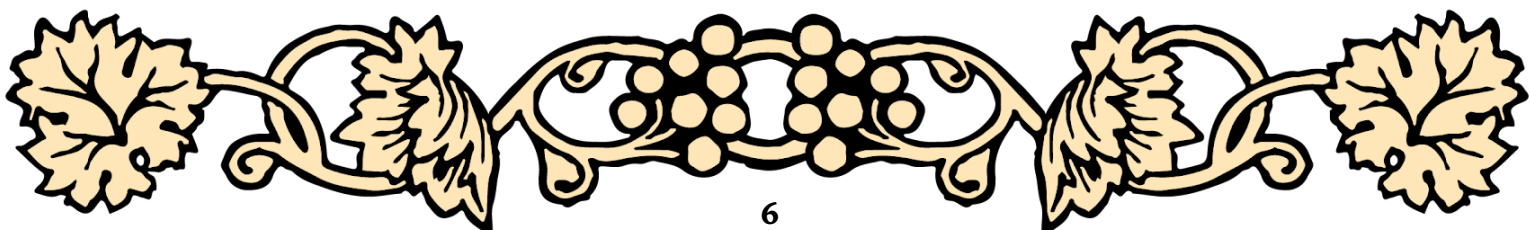
All characters in DoR possess a red ribbon that they wear visibly on their person. This red ribbon represents their life force and connection to the material realm. The shorter a character's red ribbon, the closer they are to death. If unravelled to completion, the character has died, passing beyond the veil from which there is little hope of return.

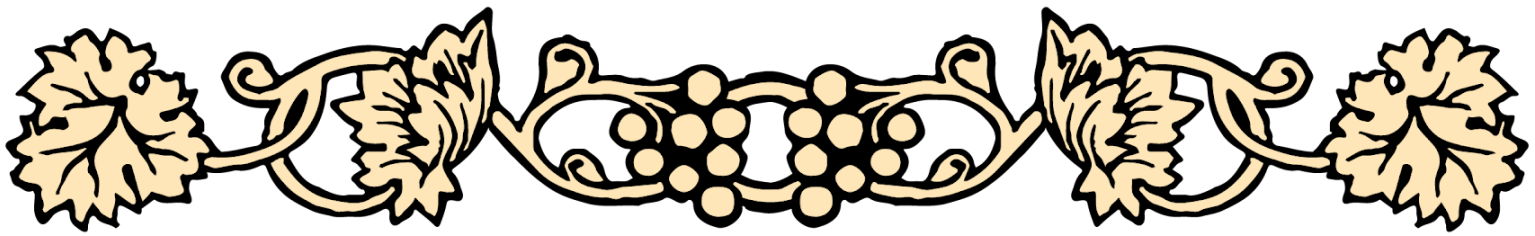
A character's red ribbon can be unravelled by a **Witness** for a multitude of reasons, some plainly obvious to a player (such as physical harm in a fight) and others less obvious (such as the consumption of poison). In the case of a player suffering from a less obvious ailment, the **Witness** will provide some context of any effects the player is suffering but will not disclose the exact cause of the harm. The speed and extent to which the red ribbon is unravelled is dependent on the ailment and the discretion of the **Witness**.

At no point can a player deny a **Witness** access to their red ribbon to unravel it.

Each character's red ribbon will be supplied upon your arrival at the event and must be worn as an external accessory, clearly visible to all. Ideally, it should hang from the left side of the waist, though we understand that due to clothing and accessibility, this may not always be possible. Alternative methods of display are acceptable as long as they meet the visibility and accessibility standards set by **Witnesses**. These standards are subject to the **Witnesses'** discretion, and characters may be asked to change their display method if it infringes upon these standards.

Ideally, the unravelling of a character's red ribbon should only occur at a **Witness's** discretion and as a direct result of an action in DoR. However, mishaps do occur, and in the event of a character accidentally unravelling their own ribbon, whether in or outside the game, players are encouraged to seek out a **Witness** when possible to have their red ribbon patched up or replaced.





Combat

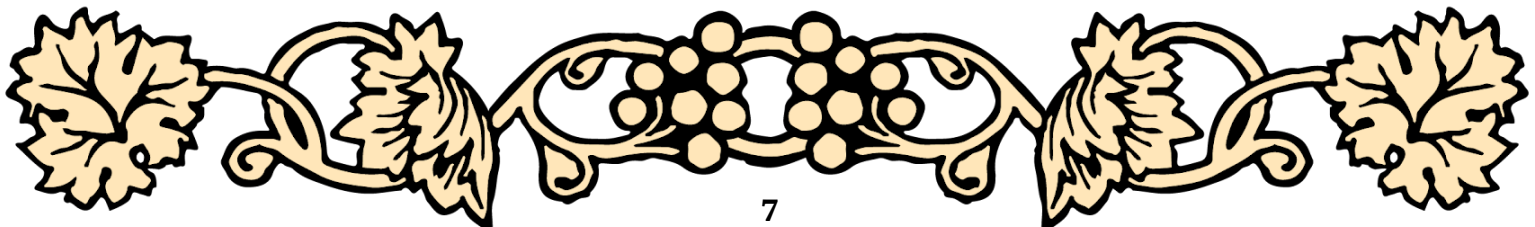
DoR is not a combat LARP; it is designed to be a social and heavy roleplaying environment. However, drama can sometimes escalate to confrontation that requires satisfaction at the end of a blade. With that in mind, combat in DoR is quick and to the point. Injury results in a character's red ribbon being unravelled by a **Witness**. Injuries are classified into two forms: **minor** and **mortal**. Strikes to the head, neck and groin are considered invalid and may lead to an official warning for safety concerns.

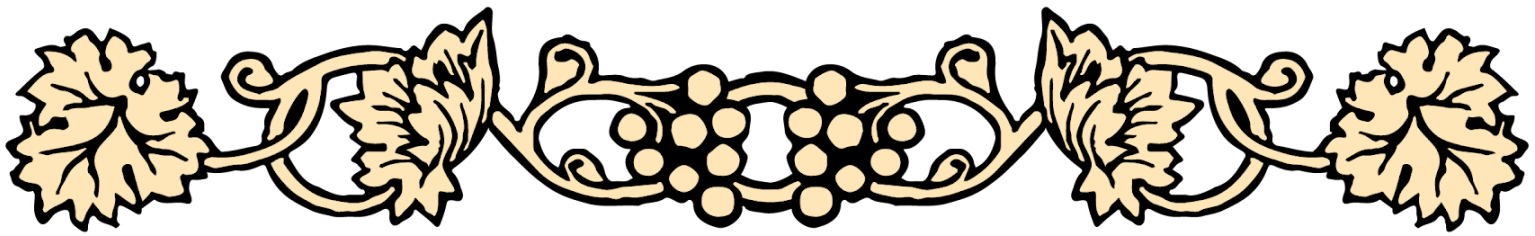
Wounds - Minor & Mortal

Minor wounds are sustained when struck anywhere on the limbs, and will cause a character's red ribbon to be unravelled according to the **Witness's** discretion. This means that if a character's red ribbon is already shortened before entering combat, there exists a possibility of dying due to a **minor** wound. When sustaining a **minor** wound, players are expected to roleplay the injury during the fight. For example, if struck in the arm, they may lose its use or require two hands to swing a weapon, while being hit in the leg may result in limping and the inability to run or move fast. Players are not required to pause the scene for every **minor** blow to have their red ribbon unravelled by a **Witness**. They are encouraged to continue playing out the scene, with the **Witness** unravelling ribbons after the combat scene concludes, based on the blows received.

Mortal wounds occur when a player receives a blow to the torso. Upon receiving a **mortal** wound, the player is immediately incapacitated, falling to the ground and dying in a manner they believe befits their character and the current situation. This incapacitation allows for writhing, pained final words, last prayers, greatest regrets, or passing silently beyond. Once incapacitated by a **mortal** wound, the fight is over, and any chance of a final stab at the enemy has faded away. A **Witness** will immediately move in to begin unravelling the red ribbon. The red ribbon will be unravelled to completion, unless medical intervention is provided by a *Medicus*.

Combat is only permitted with LARP-safe weapons that have been inspected and catalogued before DoR begins. Hand-to-hand combat or direct physical contact with harmful intent, such as pushing or striking, is not allowed. Our intention is that weapons should pose a threat not to our physical bodies, but to our characters. A player should not be limited by their body, but by their character and resources.

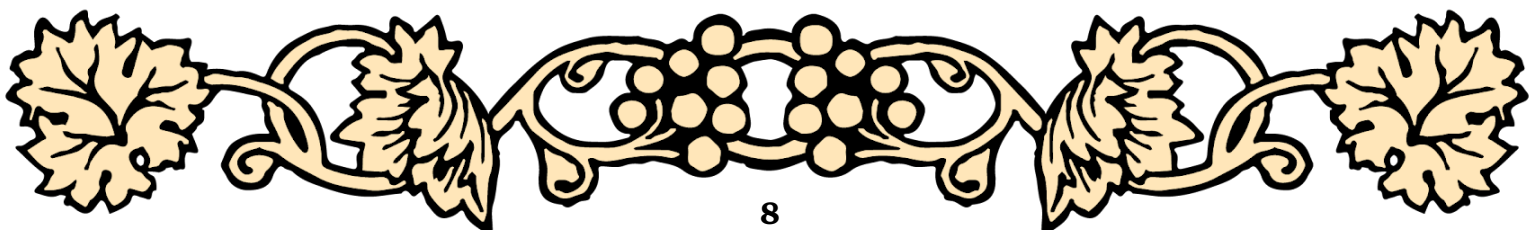


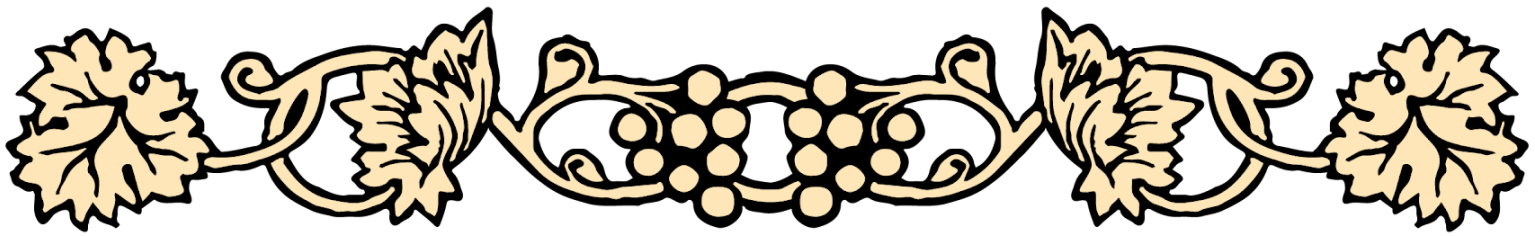


Armour

Armour in DoR is symbolised by a ribbon crafted from silver string by an Artificer. Players are not required to physically wear armour; instead, the silver ribbon acts as a symbol of it. An armour ribbon will prevent the infliction of a **mortal** wound in combat once. Once combat ends, the armour is automatically restored and can prevent the infliction of a **mortal** wound in the next engagement. Players are encouraged to role-play the prevention of the **mortal** wound by expressing what has occurred in some way, such as by stumbling back from the blow. Armour does not prevent the infliction of minor wounds or the damage they cause. Players can accumulate as many armour ribbons as they wish, with each one preventing a single **mortal** wound; three ribbons will protect you from three **mortal** wounds during one engagement.

Outside of duels, in scenarios such as tavern brawls, street ambushes, or sneaky assassinations, your armour is considered either unworn or with exploitable cracks between plates, rendering it ineffective in preventing **mortal** wounds.





Honour

Honour is a currency primarily used among *Martial* players. It represents not only the respect, standing, and integrity of the fighter, but also their renown, fame, or infamy.

The in-game use of **honour** will be revealed as the game unfolds. A target with more **honour** is highly renowned, but may also be subject to challenges.

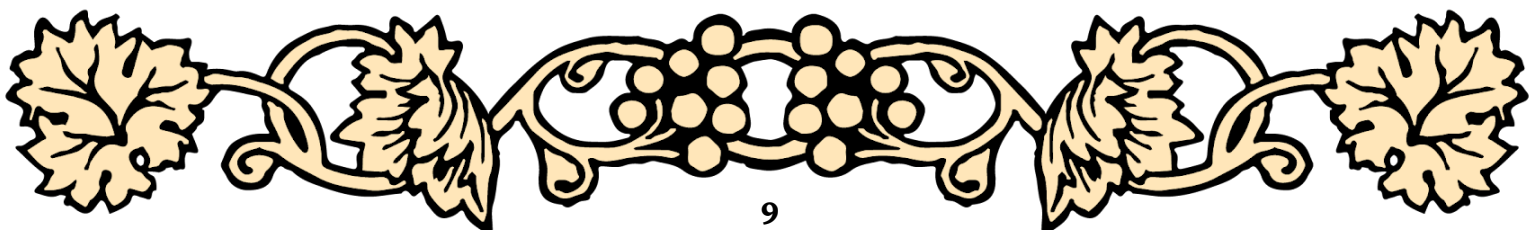
Martial players start the game with **honour**, and may gain or lose it during duels, but also if they act dishonourably. Here are some scenarios that will cause a player to lose **honour**:

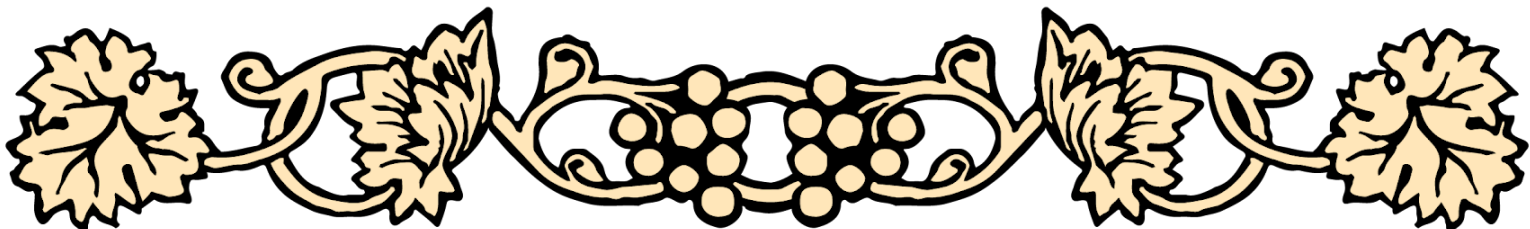
- ❖ Fighting with more than one ally against a single foe
- ❖ Fighting an unarmed opponent
- ❖ Betrayal of an ally
- ❖ Breaking an oath or promise made

Witnesses might reward players for acts of heroism or **honour**. This is not restricted solely to *Martial* players, but the mechanic is primarily designed for them.

Designer's Notes:

Last year, we hinted at an honour system in our martial class sheets, but players had no way to mechanically interact with this honour beyond the role-play opportunities it presented. This year, we want to introduce a currency of 'honour' to martial players while maintaining the cultural and character nuances associated with such a concept. What is honourable to one character or culture may not be the same for all. Although we're not a heavy combat LARP, we still want to support players interested in martial characters and the story possibilities they offer. Our hope is that such a system will provide opportunities, both in story and mechanics, for these characters to shine. Please bear with us while we figure out how to manage this balance and the cultural implications of such a system. More information to come soon!





Duels

The DoR is an event of peace, and thus, the spilling of blood in an act of violence is strictly prohibited on festival grounds; transgressors can expect harsh repercussions. The exception to this rule is the accepted martial tradition of organised duels.

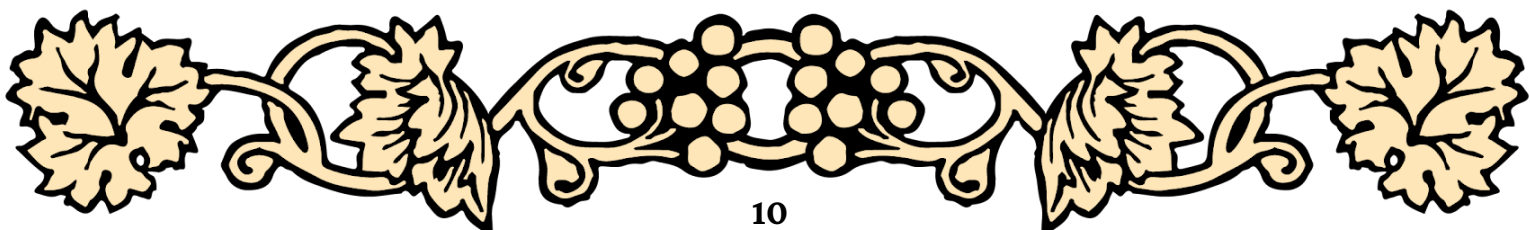
A duel is a fight between two people. Duels may be over insults, for glory, to settle disputes, seek justice, and more, but they are always fought for **honour**. Any player can challenge another, and upon acceptance of a duel, each fighter nominates their 'second'. Seconds will act as joint moderators for the duel as well as advisors to their fighters.

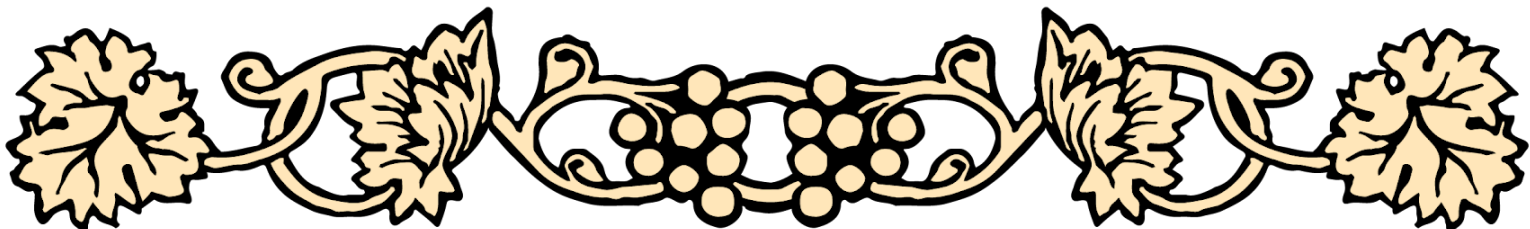
Unlike an unorganised confrontation, there is a process to a duel. Before fighting begins, combatants decide on any rules and hand their health ribbons and any armour ribbons to their appointed seconds. The duel begins at the call of the seconds, and ends only when one fighter yields or is killed.

After each successful blow, a **Witness** will unravel the combatants' health or discount armour ribbons held by the seconds in accordance with the hit received. Following a hit, seconds are encouraged to separate the duelists. Unable to gauge their own health until the duel's conclusion, the combatants must seek counsel from their second on whether they should continue or yield.

This scenario is designed to introduce an element of uncertainty: deprived of knowledge about their remaining health (the severity of their wounds), the duelist must decide whether to continue the fight and risk death, or yield to avert disaster. Sustaining an unprotected mortal wound will still incapacitate a player as normal, ending the duel. If able, seconds should seek assistance from a *Medicus* before they bleed out completely. A duelist who does not yield can die from **minor** wounds. There is no hope of saving a player at this point, *Medicus* intervention will be too late. The player may then role-play their death however they choose, but they cannot inflict any more damage against their competitor. Seconds should warn duelists that the next wound will likely be lethal to prepare them for the dramatisation that will occur when they are hit. It is possible for two duelists to inadvertently kill each other in combat under the wrong circumstances.

As seconds can advise fighters on their remaining vitality, they should also inform them about the remaining strength of their armour, informing them of its complete depletion or the number of hits it will still withstand if they have multiple ribbons.





We encourage combatants to role-play damage from **minor** wounds and seconds to convey their advice in-character, for example, expressing they are out of armour tokens with a phrase such as “your armour won’t sustain another blow” or describing an unravelling health ribbon as, “you’re bleeding everywhere. Stop this fight, I beg you!”

Yielding:

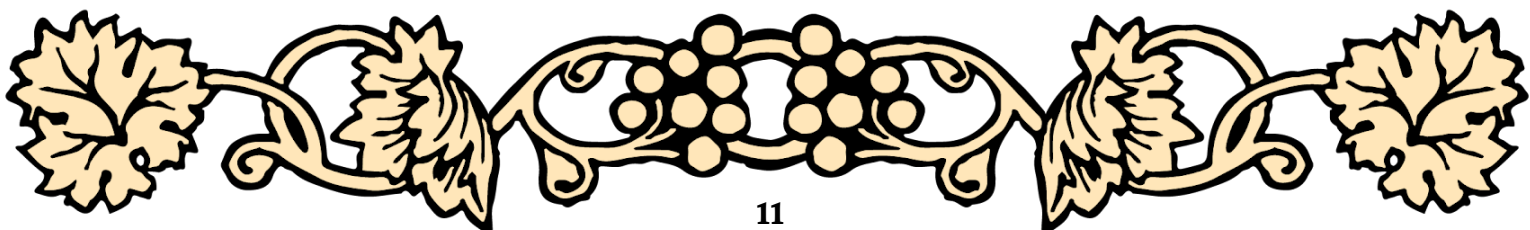
Yielding can be invoked at any moment, though it is most commonly done during a duel; it signifies admission of defeat or, if mutually agreed upon, a draw. Players may yield for a variety of reasons: due to incapacitation from injuries to their limbs, physical exhaustion, or a plea for mercy. Upon yielding, a player becomes subject to the mercy of their adversary, as the victor holds the loser’s fate, determining whether they shall live or die.

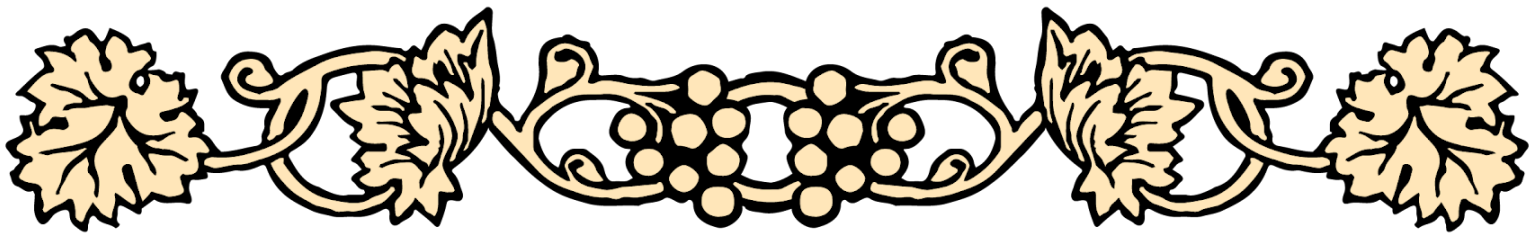
After a player has yielded, the duel transforms into a role-playing negotiation, wherein the yielding participant has no recourse but to negotiate. The victor may choose to display leniency, either sparing the yielded player’s life or delivering a fatal blow. This constitutes a decisive strike against the yielded player, one that is exceptionally severe and irreversible, resulting in immediate death.

A duelist may be incapacitated before yielding; if saved before completely bleeding out, they are still considered to have yielded and can be dealt a killing blow.

Designer’s Notes

As stated above, DoR is not a combat LARP. We are interested in telling stories that do not revolve around weapons, but may have weapons involved. We want combat to be meaningful, decisive, and revealing of character and drama. We found that in the first DoR, combat became messy and sometimes difficult to follow for our Witnesses. This year, we are aiming to centre all combat around duels as much as possible. Of course, tavern brawls, back alley murders, and the occasional scuffle can still occur, but we hope they will be the exception rather than the norm. The major moment we loved as storytellers last year in combat was the duel of justice. The excitement of the fight, the tension, and even the betting were all enjoyable. We hope to have more moments like this in the future.





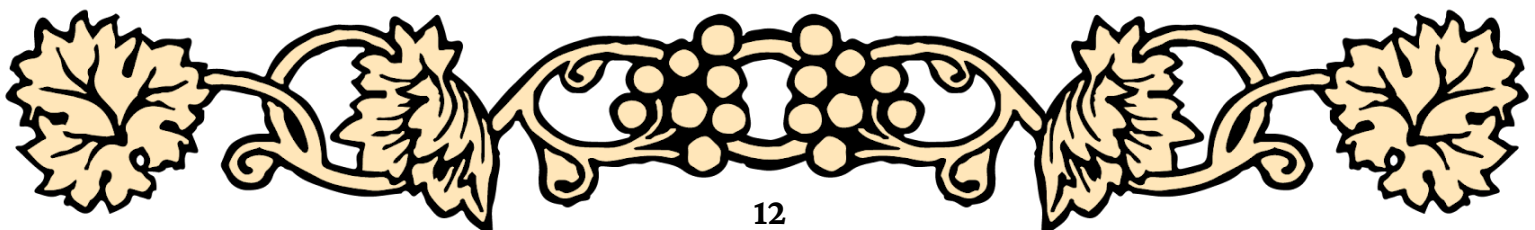
Fade to Black

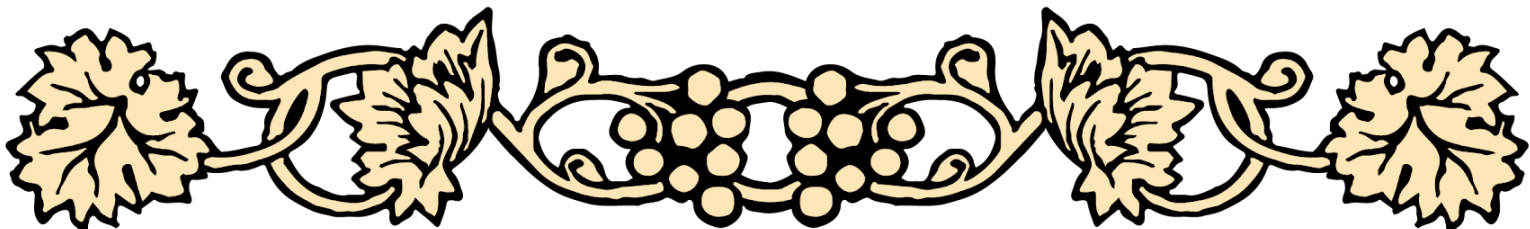
Fading to Black is a commonly used tool utilised in media that is likely familiar. It portrays a climactic confrontation, moments from devolving into heated battle, only for the screen to darken, and after fading back in, one character stands over the bloodied corpse of another. The **Fade to Black** rule serves as an analogue to this unseen confrontation, offering an option for those who wish to forgo not only the physical actions of battle but also the verbal confrontation of an argument.

The rule comes into effect when a character calls the word “parlay” or assumes the “half-moose” pose and requests a **Fade to Black**. Players then negotiate the scene’s events out of character. This negotiation can be as straightforward as one party agreeing to surrender their goods and depart safely to avoid conflict or agreeing that each player will state their case aggressively and conclude the argument. If a conclusion cannot be agreed upon by both parties, players participate in a game of chance.

The game of chance is overseen by a present **Witness**, but players can still conduct it if one is unavailable. It involves two visually distinct small items, typically represented by a white and black stone. These stones are concealed within clenched fists to obscure which stone is in each hand. The player who didn’t initiate the parlay selects a hand first, revealing one of the stones. The white stone represents a point for the choosing player, while the black stone earns a point for the other player. The selecting player alternates every round.

After a stone has been revealed and a point awarded, players proceed to negotiate the scene with the game of chance results in mind. If an agreed conclusion is reached, the game of chance ends. For example, a scene conclusion after a single win might involve one player sustaining a minor wound and agreeing to surrender their resources, before parting ways. Players together then decide whether they want to role-play this loosely scripted scene, or simply skip to the conclusion. If no conclusion is reached, the game of chance continues for up to three total rounds. After three rounds, an agreement for a conclusion must be reached that considers the results of the stone-game. If a player wins all three points, they can dictate the scene's conclusion, potentially inflicting a **mortal** wound, or escaping unharmed. In a 2 to 1 scoreline, players should negotiate a conclusion that reflects such a result, such as both players stating their cases, but the player with 2 wins having the final word.





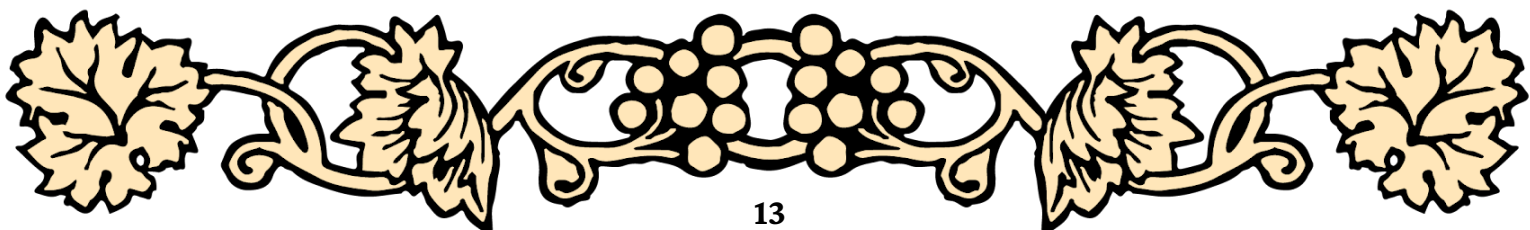
To effectively employ the **Fade to Black** rule, we encourage players to openly discuss their desired scene outcomes from the outset. If a player seeks only the surrender of goods, the other player might find this option more favourable than attempting to flee and potentially sustaining wounds in the stone-game. It's helpful to view the stone-game as incremental progress toward the desired outcome of both players; the more wins you get over the three games, the closer the player is to achieving their desired outcome.

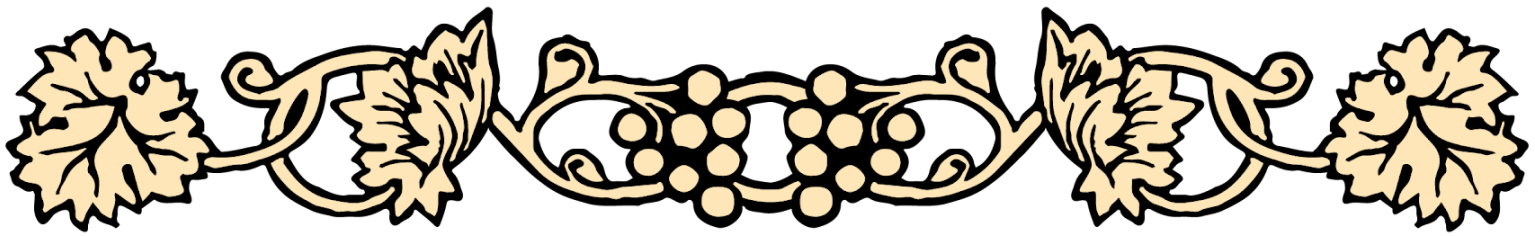
It is important to remember that even when winning the game of chance in the **Fade to Black**, players cannot negotiate to perform any actions they would be unable to perform outside of the rule. For example, if an unarmed person calls the **Fade to Black** rule but wins the game of chance, they cannot use it as a means to inflict a wound on the opposing player. Since the winner here is unarmed, they would have no means of carrying out such an action. Their options are limited to what they are capable of at the time, such as attempting to flee the situation.

Additionally, remember that a **Fade to Black** can be initiated, but the negotiation and conclusion of the scene can be reached without playing the stone-game. The stone-game is only used if players cannot agree on a conclusion. *Martial* classes automatically win one round in the stone-game when facing another non-martial class in a physical confrontation.

Designer's Notes

Last year, the **Fade to Black** rule was sparingly utilised, which could be seen as commendable on the part of the players and our play community, or as a reflection of limited opportunities for its application. Previously, it was explicitly stated as a means to resolve physical confrontations, but this year, we would like to extend it to verbal confrontations as well. We hope this will allow for more dynamic role-play confrontation and act as a concluding force in those types of engagements.

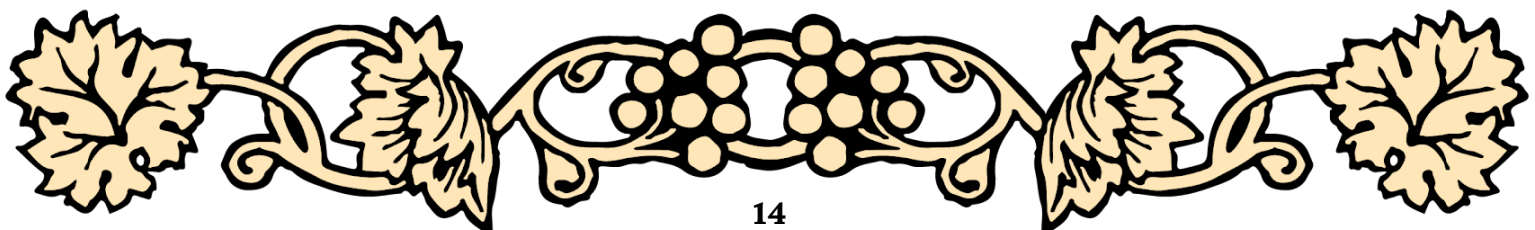


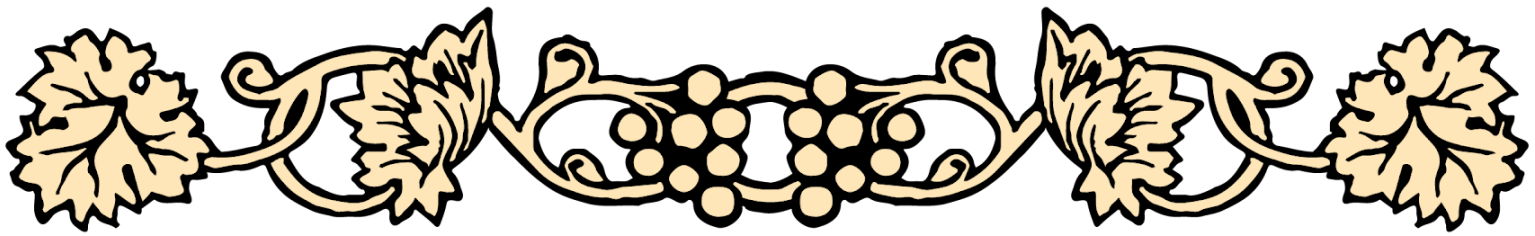


Death, the End?

So you've died; it's okay, it happens to us all from time to time. But what happens now? Likely, a **Witness** was present at your death, and at the conclusion of the scene, they will collect all your DoR resources, such as money and string for other players (likely those who killed you). Then, they will lead you away for a debriefing.

In the event that a **Witness** was not present for your final moments, players should seek one out. The debriefing will include a run-down of your experience and any final words you might have wanted to pass on to other characters before your untimely demise. Afterward, you will be given the opportunity to resume your time at the DoR as a new character. This may be one you've already thought of, especially with the recent knowledge of the life you've just lived, or a character supplied by the GMs. However, it's important to keep in mind that any subsequent characters are likely to hold less sway in connections and power than your previous one. Joining the DoR halfway and without connections to the present members of the clans and cantons forged before the DoR may lessen the impact of this new character. Nevertheless, there will still be opportunities to engage in stories, experience fun role-play, and participate in the rituals of the Dance of Ribbons. And, sometimes, death is only the beginning.





The Economy of String

Strings are the little pieces of the world that hold our ribbons together. Most, if not all, of our mechanics rely on strings to operate. By weaving strings together, a player may be able to do wondrous things. Most strings are directly needed for your specific class mechanics and to use certain abilities. These strings form an intricate economy, with some of them being rarer than others.

Each coloured string symbolises something within the world. Below, you'll find a list of commonly known strings.

Green - New Growth - Celumnous & Io the Mother

Green string symbolises objects of “new growth” and is inherently tied to flora and the natural world. Items such as flowers, fungi, seedlings, and moss are symbolised by green string. For this reason, it is valued in rituals honouring the Sidhe Celumnous and Io the Mother for their love of all things that grow and bloom.

Blue - Clear Waters - Boraan & Io the Mother

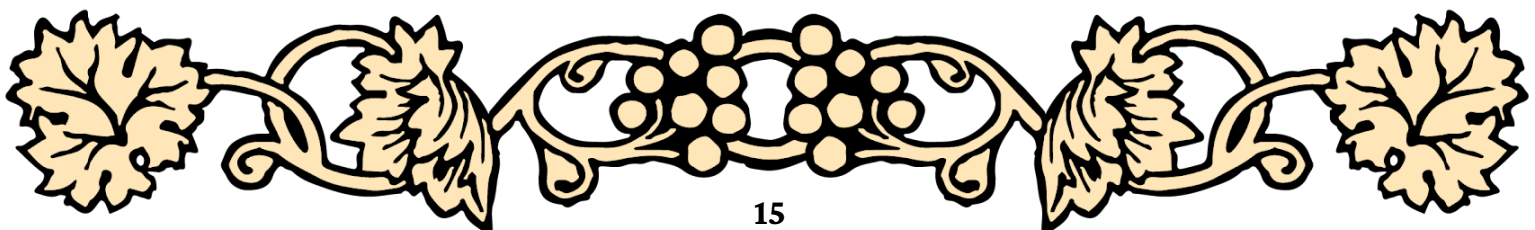
Blue string symbolises “clear waters”, gathered from sacred sources, rain on holy days, hallowed fonts, or the harvested dew from sacred plants. The crystalline purity of such waters is sought for rituals of love, truth, and binding, presided over by the Sidhe Boraan and Io the Mother.

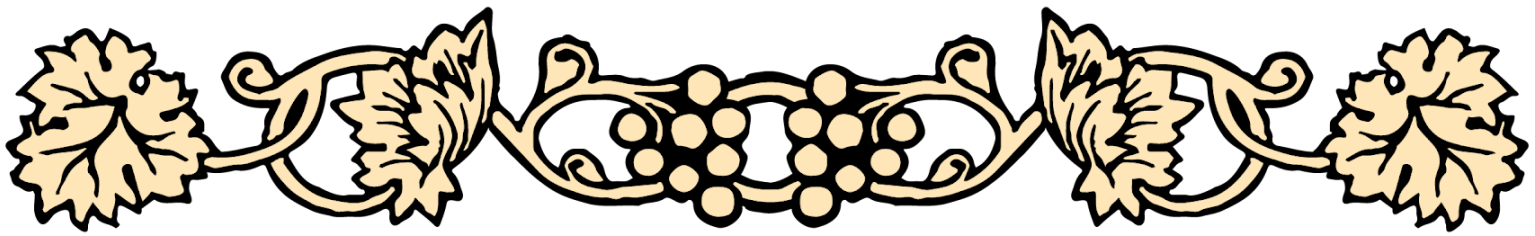
Red - Life Blood - Lugh & Io the Justice

Red string symbolises the “life blood” of all living beings, the internal fire that provides warmth, health, and vitality. In rituals dedicated to the Sidhe Lugh, blood holds power, as it once coursed through his mortal veins, and to Io the Justice, for the fortitude it grants to live righteously.

White - Mystic Winds - Ibor and Menith & Io the Justice

White string symbolises the “mystic winds” of the world, carrying with them strange tidings, whispers caught on a draft, wise words echoing on the current, resounding screams howling in a gale, and dreams that come upon a breeze slipping into unhearing ears. Bottled for usage in rituals, deciphering them calls upon the Sidhe's Ibor and Menith, or Io the Justice, to listen to the sounds of the world and discern if they bring tales of madness or wisdom.





Silver - Forged Metals - Cailreach & Io the Reaper

Silver string symbolises “forged metals”, craftable into tools, weapons, and armour, signifying the transformation of worldly gifts into practical instruments of protection and power. Followers of Cailreach, the mother of monsters, hold these metals in reverence as the remains of her ancient fallen children. For followers of Io the Reaper, these materials are treasured gifts, utilised to sow, nurture, and collect the harvest. They are integral in rituals aiding The Reaper in tending to their labours.

Gold - Precious Minerals - Gwynn & Io the Reaper

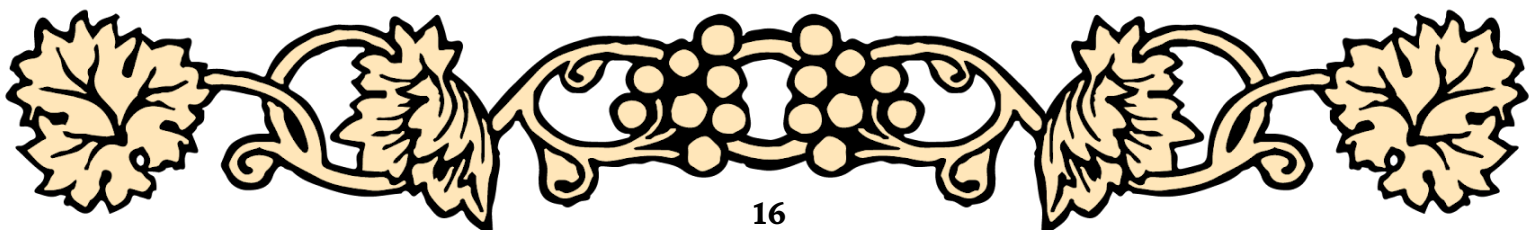
Gold string symbolises “precious minerals”, resources of immense rarity, beauty, and cultural significance, coveted by many for these exact reasons. To the Vicarians, gold represents a gift bestowed from their mother Gwynn - the golden flakes in their eyes symbolising a divine connection to the progenitor of their people. For the Ioites, these resources represent the most challenging harvest, gathered from the depths of the world's bowels. The labour and sacrifice to obtain them are offered to Io the Reaper, so they may receive similar dedication when their time for harvest arrives.

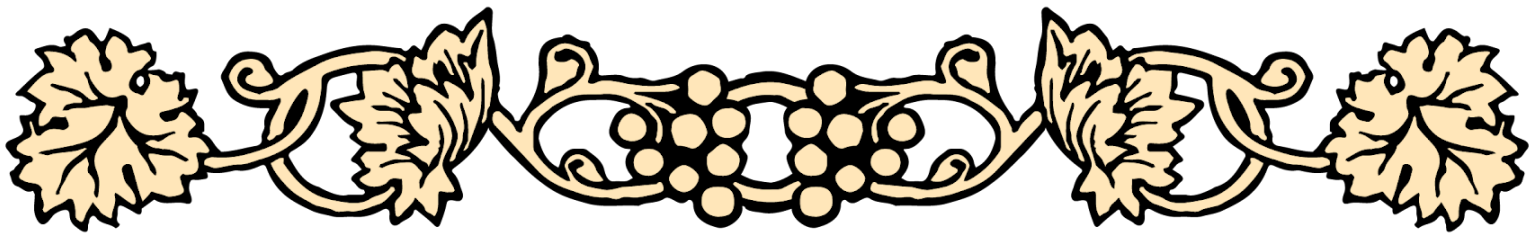
Black - Pestilent Growth - Arawin

Black string symbolises “pestilent growth”, encompassing plague, disease, toxic flora, and venomous secretions; these elements steeped with the stench of death, bring about grave ends. Black string’s sinister nature possesses a malevolent connection to Arawin, the master of ends, whose desired awakening heralds the world's demise. To inflict these ends is to embody Arawin himself and embrace the corruption it entails.

Purple - Faery Weave - Kayew

Purple string symbolises Faery Weave, strands of enchantment intertwined through an ancient practice kept secret, known only to the weavers of Kilkern, and claimed to possess magical properties. Its connection to the Sidhe Kayew is clear: to access magic is to make a deal with Kayew and to play a game of chance at a cost paid.





Designer's Notes

“String changed?” Slightly. It’s still our intention to have string operate as one of our mechanical foundations with **Witnesses**. We’ve revised string and our definitions in the hope of bestowing upon each colour a clear identity via the objects and gods they represent. It’s important to note that string in-game symbolises something else while serving a mechanical function. For instance, the blue string is a blue string but it represents “clear waters” that are instilled with spiritual power and represents Boraan and Io the Mother. We found that last year there were some strings that people identified clearly, namely red, black, and purple, but the rest simply became a different colour of string. This led to a lack of identity and exacerbated roleplay when people were asking for “coloured” strings. Our hope this year is by giving them clear names, objects they represent, and specific gods that use that colour, players will be able to identify more with them in the world of DoR and subsequently elevate roleplay.

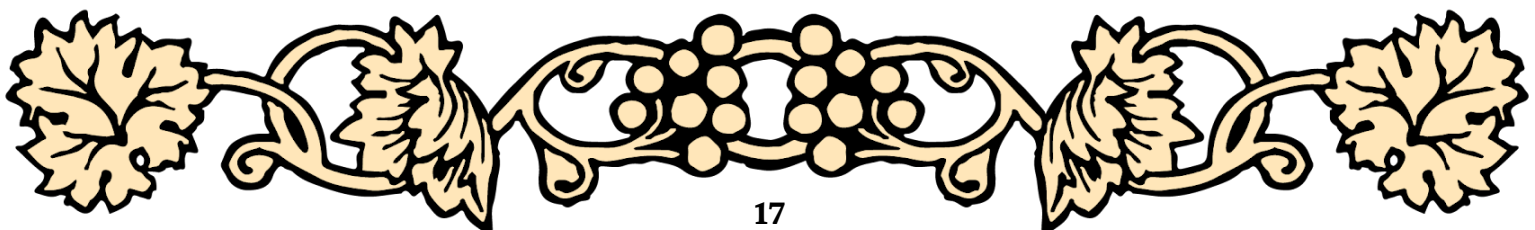
Acquiring String

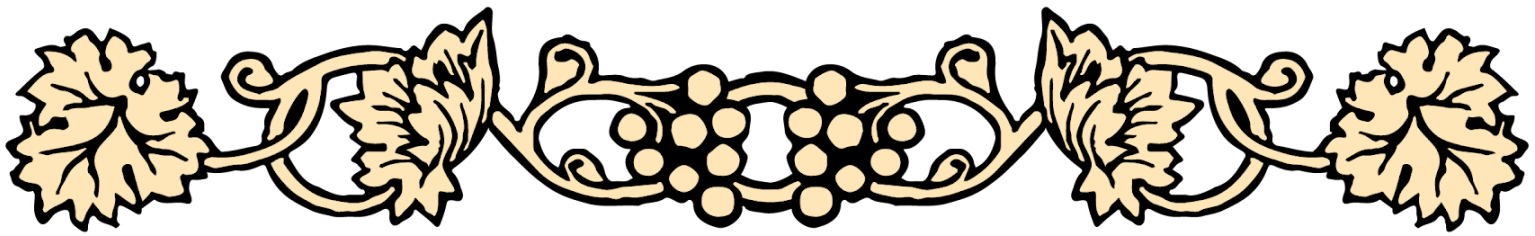
String can be found scattered throughout the world, whether as remnants of past festivals, secret caches of goods, or dropped by careless travellers. However, the primary method of obtaining string is through caravaneers, merchants travelling to the festival to sell their wares. Initially, each string is worth 3 crowns, with rarer strings, such as black and purple, worth 5; the value of string will fluctuate across the game based on demand. Each caravaneer arrives with a random selection of string, but can also take orders from Lades and Keldas. They will then return shortly with the requested goods. Be warned though, caravans are often unarmed and easy targets for desperate and greedy folk.

Weaving String

Some of our classes, namely *Medicus* and *Artificer*, involve crocheting string into ‘ribbons’. In case you don’t know how to crochet, our wonderful Jett has created a helpful tutorial showcasing how a player's health ribbon is healed. This video can be accessed through this link [here](#)

Please note that this year we will be using cotton string with a leather cord, but the process of the crochet is remaining the same.





Coinage - Crowns

Although two distinct cultures, Garmont and Vicaria share one economy. Coins, referred to by the populace as crowns, are used to buy goods and services. For Garmontians, crowns are usually associated directly with the power one possesses. With enough crowns, a Garmontian could change the land according to their own vision. A skilled Garmontian commoner may expect to earn 20 crowns a month.

For Vicarians, however, coins are only one way to trade. They are helpful for dealing with Garmontians, although perhaps a bit more trouble than a straight barter, and far less honest than a contract.

Rituals

Rituals are a thematic and mechanical element in the Dance of Ribbons. Participants may become aware of certain rituals, but there will also be many opportunities throughout the event for participants to create and perform their own rituals for various purposes. The look, sound, smell, feel, or taste of a ritual is entirely at the player's discretion and can incorporate many or few elements. Rituals are primarily calls for aid from higher powers. As such, some rituals may have little to no effect, while others may have a great effect. There are many ways to perform a ritual, and there is no definitive right way; they are dictated by role-play and imaginative thinking while a **Witness** is present. Participants may not be aware of all the rituals and their effects, but they should be aware of the power they can hold on such sacred ground. The use of Strings will always have an effect, though it may not always be known to what end.

