

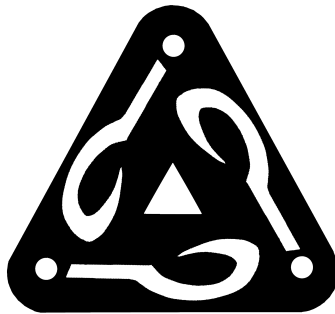
Tab 1



Burning Castle 2025

Player's Handbook

A LARP by Monstrous Immersive



Introduction

New to Monstrous Immersive and/or Live Action Roleplay (LARP)? This document should help you get on board. Here you will find practical information about what you are signing up for, how to collaborate, what our culture of play is, as well as information on the homebrew world we created.

Monstrous Immersive is a LARPing community **by and for queer and neurodivergent players**. We strive to create a safe place for otherwise marginalized people to explore their imagination and play pretend at being fairies, wizards, or pirates.

This design document was created for the fourth edition of the Burning Castle, our biggest LARP event. There will be a mix of returning players as well as new ones - so don't worry if you haven't attended one of our events before, as this is not a requirement!

This LARP might be a bit different than some other ones, as it **combines the principles of a LARP as well as those of a Burn**. This means that we expect everyone to help co-create this event. We have a Discord server in which we are organizing the Burning Castle together, and expect everyone to help with orga or shifts during the event. We acknowledge that everyone's life circumstances are different, be it through physical or mental barriers, or lack of time. As such, everyone is only expected to give as much as they can and want to. Even a small contribution is greatly welcome. And if you can't or don't want to help at all, we also have the option to pay a little extra for the ticket instead!

The world in which we play is called **the Myth**, which has led to the nickname of Mythies for the members of our community. If you enjoy this event and other players appreciate your presence, we might invite you to be part of the Mythies and attend our next event(s) too.

Please refer to the Index to help you navigate this document (next page). If you find that you are missing any information, let us know on Discord!



BURNING CASTLE

◆◆~◆◆~◆◆ 2025 ◆◆~◆◆~◆◆

LARP BY MONSTROUS IMMERSIVE
NOVEMBER 6-9 | SCHLOSS ALTENHAUSEN

Index

Introduction.....	2
Index.....	4
Practical.....	6
Basic Info.....	6
Time.....	6
Place.....	7
Rooms.....	7
How to get there.....	8
How to contact us.....	8
What to bring.....	9
Payment.....	10
Expectations.....	11
Health and Wellbeing.....	12
Covid.....	12
Awareness.....	12
Medical emergencies.....	13
Community Care.....	13
Volunteers during the LARP.....	13
Volunteers before and after the LARP.....	15
Sugar Cubes.....	15
Decompression at the End of the LARP.....	15
Decompression After the Event.....	16
Character Badge Stickers.....	16
Code of Conduct.....	17
Substances.....	17
Burn Principles.....	18
Inclusivity.....	20
Play.....	22
How to LARP.....	22
What is a LARP?.....	22
Play-To-Feel, To Lose, and to Lift - rather than to Win.....	23
Character Sheets.....	24
Mechanics.....	25
Basics.....	25
Death and Murder.....	26
Sex and Romance.....	27
Costume Requirements.....	28
Lore.....	30
Resources.....	30

The Setting.....	31
The Realms of Elsemere and Sipio.....	31
Metaphor Behind the Myth.....	31
Birth and Death in the Realms.....	32
Spirits.....	34
The Factions.....	34
The College of Wizards.....	34
The Court of Fae.....	35
The Sunken Faith.....	36
The Coven of Moss.....	37
Details from Previous LARPS.....	38
Soulbonds and the Entwined.....	38
The Portal and Oberon's Castle.....	40
The Wizards' Choice.....	42
University of Sonder.....	42





Practical

Basic Info

Time

- **Build starts** around noon on *Tuesday, Nov 4th, 2025* (If you are contributing, check with your team and/or logistics who – if any of you – should come to build)
- **Main Event Arrival** is around noon on *Thursday, Nov 6th, 2025*. The schedule starts after lunch at **3pm**. Please be in costume by then!
- **Strike ends** in the afternoon on *Sunday, Nov 9th* (and we would really, really like to have as many people as possible lending a hand until it's done). There will be lunch provided, departures should be planned around 4 pm but from 2 pm on.
- **Meals** will be **9-10** for breakfast, **1.30-2.30** for lunch, and around **19-20** for dinner.

Place

The address is:
Schloß Altenhausen
Schloßstr. 16,
39343 Altenhausen

[Google Maps](#)

Here are some resources on the location:

- Here is the website of the castle: [Schloss Altenhausen](#)
- Here is a picture of all the rooms from our location visit in 2023 (undecorated): [Pictures](#)
- Here you will find pictures from our last Burning Castle event there: [Burning Castle 2023](#)



Rooms

People will be sharing small dormitories with bunk beds (4-8 people). There is one shared bathroom with a shower, sink, and toilet in each dormitory.

If you go to the [Schloss Altenhausen Website](#), the section we will be staying in is what they call their Jugendherberge style rooms. Here you will find a few [pictures](#) that we have taken of the rooms there.

The rooms will be assigned by our Onsite Logistics team ahead of time, but close to the event. You will be told what room you have been put in by the Welcoming Desk once you get there. If you have **wishes about who you would like to room with**, please let Onsite Logistics/Logistics know, so that we can take it into account when assigning rooms! You can DM the Lead from either of these teams on Discord, or write an email to monstrousimmersiv@gmail.com.

If you would like a **private room** for yourself and perhaps a partner, we will ask you to pay a Supporter ticket worth 360€ at least. This will likely still be a room with multiple single beds but no other roommates. If you want to share with a partner, only one person needs to pay the higher price. There are also some higher price options for suites with double beds - if you are interested in this, talk to us!



How to get there

Car: 2 hours from Berlin – via A2

Train: 3,5 hours from Berlin

- RE1 (direction Magdeburg Hbf) to Magdeburg-Neustadt,
- then RE6 (direction Wolfsburg Hbf) to Haldensleben.

From there it is either 20 minutes by car, or there is a Rufbus (bus must be called latest 2h ahead of time for it to drive) that drives nearly directly there.

RUF 618: Tel. +49(0) 391 5363180, Anmeldung min. 2 Stunden vor der Abfahrt (7-22 Uhr)

Plane: the closest airports to Altenhausen are, in order of distance: Braunschweig Wolfsburg Airport, Leipzig/Halle Airport, Berlin Brandenburg Airport

How to contact us

Please use the [sign up form](#) to sign up for the event. You will then be sent the link to our **Discord server**. You can also write us an email at monstrousimmersive@gmail.com.

Through the Discord server you will be able to contact the other players. Our Event Committee is made up of three people, who you are welcome to contact directly:

- The creative director, **Carnelian** (he/they), @courtofkings on discord
- The logistics director, **Alex** (they/them), @alex_or_is_it on discord
- The finance director, **Lu** (they/them), @shevek1861 on discord.



What to bring

Sleeping Quarters

- Bedsheets or sleeping bag/or pay 6€ **in cash** to rent bedsheets onsite
- Towel
- Your normal toiletries
- Earplugs and sleeping mask if you need them (for example if you want to go to sleep while the afterparty is still going on)
- Optional: Supplies for going into the sauna
- If you get cold at night, consider a hot water bottle

Clothes and Costume

- Your costume and makeup
- Optional: a small mirror to avoid crowding shared bedrooms
- Sleepwear and clothes for the amount of days you will be there
- An outfit for the afterparty
- In character cup or mug to carry around during play

Other

- Any materials for your workshop/firespinning/musical instruments
- Alcohol for the afterparty if you plan to consume any

You may bring LARP weapons, which are made from foam, as part of your costume and to use in action. Please refrain from bringing any metal weapons or metal weapon imitations. Only safe LARP weapons may be wielded at any time. Thank you for taking care.



Payment

There will be 3 payment tiers for the event:

1. Standard Ticket: 290€

This includes sleeping at a castle for 3 nights, warm meals cooked by the staff there, as well as the costs for running the event (decorations, lights, transport, build costs, etc.).

2. Supporter Ticket: 330-400€

This ticket will allow us to offer more Low Income Tickets! If you pay **at least 360€** for your ticket, you may request a **private room** (or with your partner - in which case only one of you needs to pay the Supporter Ticket, and the other can pay the normal price) instead of sharing with 4-8 people. This will likely still be a room with multiple single beds but no other roommates. There are some higher price options for suites with double beds - if you are interested in this, talk to us!

3. Low Income Ticket: 215€

This is only slightly over the individual cost of sleeping and eating at the castle (189€) and does not cover the playing rooms and running costs.

We will do our best to make it possible for everyone to be able to come. Unfortunately, the amount of low income tickets we can give out depends on how many players overall we have and is greatly helped by Supporter Tickets being bought. We cannot guarantee a specific amount of Low Income tickets as of right now. We will reach out to all who made Low Income Ticket requests closer to the event (at the latest mid October) to either confirm the ticket or discuss

other options. If you already know that you will have no choice but to drop out if we cannot grant your request, feel free to let us know per Email or Discord so that we can take it into account.

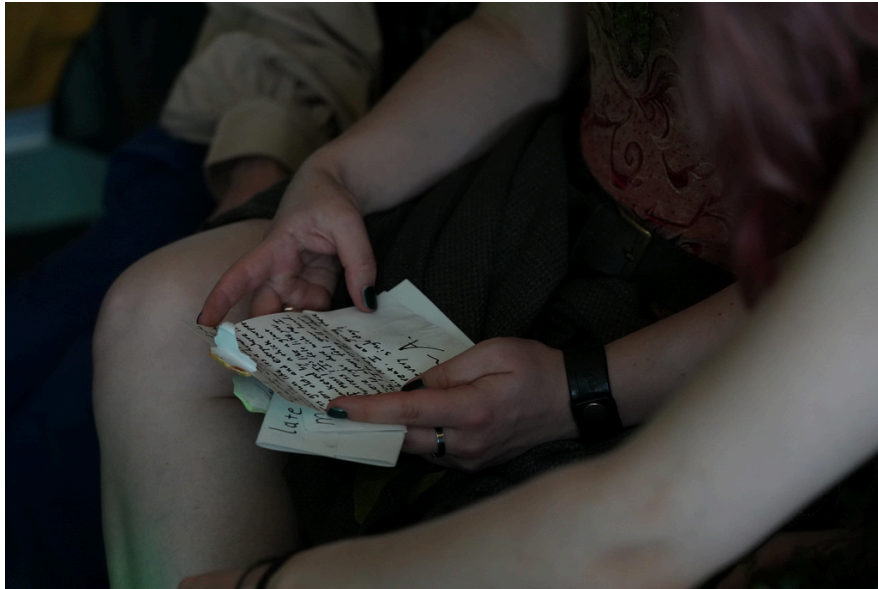
If you are a lead, you will have priority for Low Income Ticket requests. We will always grant a lead low income request above a non lead one. This is as thanks for all the personal work you are putting in towards making this event happen!

We will be collecting these tithes until **October 6th!**

We will also be able to give **refunds** to those who cancel until October 13th, and partial refunds until October 27th. Past then it will no longer be possible, so please communicate on time if you know you will not be able to attend!

We will add the **payment details** for the transfer as soon as possible.
Please include the name you signed up with and the Event name in your payment!

Let us know if you have any questions or issues regarding late payment, cancellations, etc.. This is a community organised game and we are willing to discuss individual needs and adjustments to make it possible for you to attend the game - just let us know!



Expectations

We expect you to have read your character sheet, our emails, to have communicated on the Discord to some extent, arrive with your costume and recommended packing supplies.

We expect you to arrive on Thursday evening, when we will be providing dinner and will give everyone a (mandatory!) workshop on how we roleplay.

We expect you to help to co-create this event in some way, most likely by joining a team or taking shifts during the event.

You can expect us to help you ease into the world through workshops, to help calibrate play with you if you get stuck or lost and to provide a 'soft spot' which is quiet for if you might be overwhelmed. If you experience issues with another player or organizer at this event you can expect we will respect your feedback and collaborate with you to figure out a solution.

You can also expect us to be committed to building a supportive community, which cares about mutual respect and self expression.



Health and Wellbeing

Covid

Please do a covid test before coming to this event!

We will have a channel on our discord server to post your results in. We will not chase you about this and expect you to be decent and take care of this yourself.

Awareness

We will have an Awareness Team during the event, as well as a Fluffing Team during Build and Strike:

- **Fluffing:** the team making sure that our helpers stay hydrated and snacked up, as well as remember to take adequate breaks.
- **Awareness:** the team looking out for any out-of-character problems, such as mental health crisis or incidents between players. A room will be available to retreat to either alone or with a member of the Awareness team. Pls read the chapter "Community Care"

to get all the information.

The leads for these teams will make themselves known, and there will be information on Awareness during the starting workshop on Thursday.

We will add information on the Awareness room(s) once these are decided on by our Deco team.

Medical emergencies

We have at least one player with medical knowledge on board and will have a first aid kit.

The local emergency numbers are:

(+49) 112: Ambulance and Fire Brigade

(+49) 116117: Emergency doctor (when something is not life threatening but no normal doctor's offices are open)

(+49) 110: Police

Please do not call the police without talking to an organizer first, as not everyone present at the event might be comfortable with police showing up. We will generally try to avoid this.

Community Care

Monstrous Immersive is not just a group for LARPs but a community, which is why we have a Community Care concept.

Throughout the preparation of the events, we take care and look after each other while we and our friends do our creative work.

Modern society can be a competitive, individualistic place that makes people feel rejected for their diversity and anything that does not generate profit. That is why one of the greatest acts of rebellion is creating community and caring for others.

This is a space where we do not hide our differences, because you are not a burden nor an inconvenience, you are unique and cherished. We can express our personalities and creativity by embracing our different styles and characters. We can enjoy collaborating in amazing events, expressing ourselves freely without the need to mask or hide.

And just as we enjoy the company of our people when they are happy, we do our best to help them feel better when they are struggling.

Please remember: Safety is a combined effort. Let's do it together.

Volunteers during the LARP

Karijn (she/her) @karijn :

On duty from Thursday until Sunday

Rianne (she/her) @sunlessrise :

On duty from Friday until Sunday

They are off-game volunteers and will be near the Safety room during the game, and also remain approachable at the afterparty and the day after. If you need someone to talk to, you can always reach out to either one of them, unless they are sleeping. They know their own boundaries and will communicate them. They also have someone more professionally trained in emotional support to contact, if they get overwhelmed themselves.

What the safety team will gladly offer you:

- You can come to us if you're feeling emotionally unsafe, uncomfortable, stressed, triggered, panicking, overwhelmed or just want to talk or have a breather.
- An extra quiet room for anyone who needs a calm space or feels overwhelmed.
- A listening ear and help to be able to get back into the game. Empathy, compassion.
- When you're stuck with your character and don't know what to do.
- Problems with a fellow player and need suggestions on how to approach this person, or need mediation if you are having trouble e.g. with calibration or with a roommate.
- Impartiality, neutrality, in dealing with conflicts. Equal treatment of all players.
- Confidentiality (also between us, Karijn will explicitly ask before informing Rianne of confidential information, and vice versa).
- Any resources we have in our room; i.e. snacks, drinks, painkillers, earplugs, hygiene products, communication cards.

What the safety team cannot offer you:

- We will not do the communication for you or speak on your behalf to another player.
- We cannot tell you what's best for you. We will treat you as adults and hold you accountable for your own behaviour, respecting your autonomy and empowering you to make your own decisions.
- We are not equipped to give professional therapeutic sessions. We ask that you respect our needs and boundaries too. We cannot offer 1:1 care over several hours.
- The Safety room is not a space to hang out off-game (please don't stay at the safety space for having fun off-game, rather than to decompress)

Now - what we ask of you before the game:

- Think of any behaviours / needs / strategies that help you, when triggered or overwhelmed, and let us know. You know yourselves best, so please tell us what helps you when you're feeling overwhelmed. Communicating things makes support easier.
- Keep in mind that volunteers and players are not therapist, and while LARP can be therapeutic, deliberately using it to process unresolved trauma can be dangerous.

You can leave written instructions on how to take care of you in case of distress, especially if you become non-verbal. This information will be treated confidentially and destroyed after the LARP. Example: Elena leaves a written instruction, saying, 'In case of distress, please come outside and walk in the park with me'.

Fox (they/them) @foxytocin and **Janek (he/him)** @raamzel2842 have medical training and are available to support in case of injuries. If there's an emergency, we can call an ambulance or go to the emergency room together.

⚠ Important: If you see someone seriously injured, **don't wait** to find us — **call an ambulance immediately (number in Germany: 112)**

Volunteers before and after the LARP

Ele (she/it) @neroarcobaleno :	Pre-post Larp Community Care lead
Nate (he/him) @nateosaur :	On-site debriefing/decompression
Dani (they/them) @Dani :	Off-site debriefing/decompression
Rianne (she/her) @sunlessrise :	Available online 27-Oct until 13-Nov
Leah (she/her) @Apuchann :	Available online 3-Nov until 20-Nov

Before and after the LARP, the Community Care team is also available to offer support. During the preparation phase of the LARP, there can be a risk of burnout due to stress or fatigue. If this happens, you can ask for mediation to help resolve the situation. If you have any questions or concerns, or if this is your first LARP, you are also always welcome to talk to us. The same applies if you have any special requirements. After the LARP, the Community Care team can also support you with bleed-out experiences or if you would like to discuss situations or incidents that required attention during the event.

Sugar Cubes

In one of our off-game rooms, starting Thursday night you'll find that each player has a small envelope where others can drop short notes of appreciation, encouragement, or kindness. We call these little notes sugar cubes! This allows people to share a thank-you, a compliment, or a fond memory, and for those who receive them to feel appreciated and have small written mementos to take home.

Decompression at the End of the LARP

At the end of the LARP, we'll take some time to decompress — to step out of the story and return to the real world. During this time, everyone will stop playing their characters and simply enjoy being themselves again.

Some moderators will help guide these sessions. Like everything else in the event, taking part is completely optional.

Decompression After the Event

In the week after the LARP, there will be two decompression meetings: an in-person meeting in Berlin and online meeting.

These meetings will be a space to talk about your experiences, share feelings, and discuss bleed-in and bleed-out (when emotions or thoughts from the LARP mix with real life).

Character Badge Stickers

NOTE: we still have to get the stickers, colors may change

It will be possible to add colored stickers to the character name badges.

These stickers show how comfortable each player is with physical touch or unplanned, in-game interactions.

Red Gem — *No Touch*

Avoid all physical contact, both in and out of game.

You can still interact and play scenes together — just without touching.

Only touch someone with a red gem if they clearly ask for it first.

Blue Gem — *Spontaneity OK, Including the Physical Part*

People wearing a blue gem are comfortable with spontaneous interactions, including physical ones. This helps keep the scene flowing naturally — sometimes asking for consent every time can break the immersion.

If you would normally ask for consent by putting your hand over your head, you can skip that step with blue gem players and just act — as long as you stay within safe and respectful limits.

Examples of allowed actions:

- Touching or shaking someone (gently!)
- Leaning on them for dramatic effect
- Casting spells, maybe from a distance, or performing other normal in-game actions
- Moving or guiding them by touch (for example, covering their eyes and leading them to another room)

Still not allowed:

- Hurting anyone, even “for the scene”
- Any intimate or sexual actions (like kissing or groping) without clear consent
- Damaging costumes, props, or personal items
- Aggressive or triggering actions (like shouting insults) without prior agreement

If you're wearing a blue gem, remember that interactions may sometimes be unexpected or surprising. Choose this gem only if you're comfortable with that kind of play.

Important: Even if you have a blue gem, some players may still prefer to ask for explicit verbal consent, using the hand-over-head gesture. Please always respect that choice.

Confused Cat Sticker — *Need Help Getting Into the Game*

Wearing a Confused Cat sticker means you're feeling a bit lost or unsure how to join in. It's a signal to others that you'd like some help or explanation.

Players will notice the sticker and invite you into conversations and scenes, making it easier to get involved. This is especially helpful for new players or anyone joining this LARP for the first time.

Don't worry if you don't remember everything!

There will be printed guides with these explanations at the entrance and in the bathrooms.

That's it! See you at the castle!

Hugs from the community ❤️

Code of Conduct

At Monstrous Immersive, we have the following Mission Statement to lead the events that we bring to life: **“We are a group of queer and neurodivergent people who co-create volunteer based LARPs and adjacent events with a focus on nurturing the members and allowing us to explore ourselves through playfulness”**

Substances

This is a substance free, or **dry event**. Which means we are not using psychedelic substances or other drugs (except coffee, and if you need to go outside for a quick smoke break).

We are doing this because in LARP we are having constant consent negotiations, and we need participants to be fully present when they make choices. It can also be emotionally intense going into character- so we are keeping it a dry event to protect one another from things getting

needlessly messy. This also allows us to be as careful as possible with each other and our own experience.

If you would like to bring your own alcohol to have after Game Off, the first two nights- you can do so. The event also **stops being substance free during the After Party.**

If one chooses to use substances other than alcohol after the game ends, please do so at your own discretion with **a ban on anything which involves needles.** Please be conscious of how your use affects others and do not do any substances which you are not already quite comfortable with, and know how to handle.

If we notice that you have **become too inebriated** and are making others uncomfortable, **you will be asked to go to bed.** If this continues to be a problem we will ask you to leave the premises and you will not be allowed back at a future event.



Burn Principles

This event follows the principles of a Burn. This means that we expect our players to be self-reliant, responsible, and participate in the organization of the event.

Here are some principles to keep in mind when attending our event:

- **Participation:** We expect everyone to help co-create this event. This includes both helping in one of the teams ahead of the event (through our Discord server), and/or participation with shifts during the event.*

- **Self-reliance:** You are responsible for your own physical and mental well-being. We will have an awareness team and organizers that you can go to if you have an emergency, but we are counting on you to listen to your body and give yourself what you need. Please make sure to eat, drink, and make use of our off game spaces if you need it. Take breaks and pace yourself. You are more important than your character. Practice both having boundaries and communicating them.
If you have specific needs that you know of, look into what you will need during the event ahead of time and either ask for help to bring those things to the castle, or bring them yourself.
- **Communal Effort:** Our community values creative cooperation and collaboration. We strive to produce works of art, stories and well as methods of communication that support such interaction. The smallest way we do this is that we try to do tasks with buddies, the largest way is that we are all responsible for this event in some small way.
- **Consent:** Consent is an important part of LARPing. Everyone should be comfortable (unless they are themselves choosing otherwise in the context of play). You are expected to negotiate your scenes with your co-players (see [Mechanics](#)) and look out for one another. This also extends to the Out of Play time and the After Party. Everyone has the right to opt in or out of any part of this event. We only ask that you attend the workshops at the beginning so we are all on the same page.
- **Leave no Trace (LNT):** We care about the environment and respect our host. Please separate your trash if options are available and make sure to leave the place at least as clean as you found it when you leave. We will strike together on Sunday to make sure that we are leaving the premises in an appropriate state.

*We acknowledge that everyone's life circumstances are different, be it through physical or mental barriers, or lack of time. As such, everyone is only expected to give as much as they can and want to. Even a small contribution is greatly welcome. And if you can't or don't want to help at all, we also have the option to pay a little extra for the ticket instead!

Here is a link to the principles of Kiezburn, a more classic Burn event, if you want to read up more about the principle of Burns: [principles](#)



Inclusivity

This is a Monstrous Immersive event: a group which is founded on the principle of inclusivity of neurodivergent, queer, and otherwise marginalized people. **We strive to make this safe for people of different backgrounds and needs.** As we are not professionals, there are times that we may fall short- but we will give our best effort.

All characters in this LARP will be using they/them pronouns. If you are referring to a player outside of their character, make sure that you know the correct pronoun and do not assume it. You are always welcome to ask!

A LARP can be an overwhelming space, and if someone has been standing/walking for most of the day, they might need a break. If someone expresses a need to pause/leave a scene or change places, we ask you to respect this without forcing the other person to explain themselves.

Do not use racialized stereotypes or accents that belong to cultures of racially marginalized people as part of your character. We are a majority white community; if you fall under that category, try to be aware of where you take inspiration from and uplift rather than ridicule.

Any kind of transphobia or other queerphobia, racism, ableism, classism, ageism, or other exclusionary behaviors will not be tolerated. Should another player show this kind of behavior towards you, you are invited to go to the Awareness team or the Event Committee to get support. Depending on the severity of the interaction, we will ask them to leave immediately, remove them from play or discuss with them how to correct their behavior. Resolution for these

situations will take place primarily after the event, as during the event we do not have the bandwidth to reach restorative conclusions.





Play

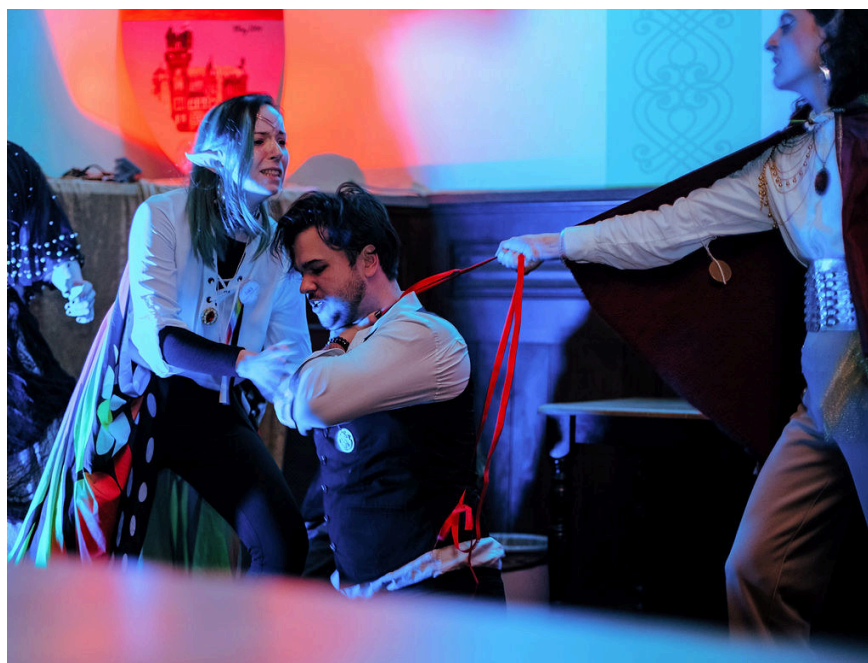
How to LARP

What is a LARP?

LARP is a form of role-playing game where the participants physically portray their characters. There are many different styles and traditions of LARP all around the world.

We are playing in a Nordic style LARP. Nordic LARP is a term for shared LARP traditions in Norway, Sweden, Denmark and Finland. What sets the Nordic LARP traditions apart from others is a strong emphasis on collaboration and collective creation, unobtrusive rules, as well as a rich variety of play styles and settings sometimes including heavy themes.

Nordics often are both created and played in a very collaborative way. The starting point usually is that all participants take equal part as players in a game with a shared responsibility for the atmosphere, story and experience.



Play-To-Feel, To Lose, and to Lift - rather than to Win

In more simple games, players usually try to win the scenario however possible, but in LARP that is not the only option for how to interact with the game.

Play to Feel is when you focus on the emotions your character is experiencing in the game, you push yourself to empathize with their experience and you lean hard into the drama. This might mean falling in love with a dangerous bandit even though out of character you realize this is unwise. Setting your character up for all the drama of a tele novella is one way to play the game.

Play to Lose is a variant of Play to Feel. It is where you set things up for your character in a way which will purposefully play out badly for them. Players do this to create interesting personal dramas and conflicts. It is also called “Play to Suffer”. You might do this because you want some closure about a topic in real life, perhaps you had a bully and in this game you are playing a character who is oppressed. Playing to lose is a psychologically interesting thing to do because it does not hurt you as a player, just as a character - and finding a space where you can experience in-game struggle without off-game consequences can be really fruitful.

Play to Lift is also known as “Let Others Win”. This style means acknowledging the responsibility you have in another player’s drama. Which means, understanding what your co-players need from you and being that for them. For example, if a character has just been turned into a spirit, you might react by being scared and haunted by them. This lifts their play because it shows them that their actions have an effect on the people around them.

Playing with a combination of these styles is usually a good way to ensure you have a narratively rich and satisfying game.



Character Sheets

Our writing team will write character sheets based on how you filled out the character survey. It will tell you your character's name, their backstory, which realm you start out being from (Elsemere/Sipio), as well as your faction. It is possible that this changes through the course of the game, but more on that later. This sheet will be made available to you online a few weeks before the event (more details on that on our Discord server).

You will have relations to other characters worked into your sheet. You will be given time during the workshops at the start to work with the other players on how that relation will look for you and what the two of you are interested in playing on/what you want the relation to evolve towards. We also encourage you to reach out to your relations ahead of time and discuss your play through Discord.

Your character sheet is a guideline for you to play on. If there are things you do not like about it, you are welcome to talk to the writing team about potentially changing it ahead of time. During the event, play what makes sense for your character, and don't worry too much about sticking to your character sheet, as long as you are playing a character that makes sense overall and works for you.

You will also receive a print out of your character sheet on location. It is small, and could fit in your pocket or purse.

Please note that all characters at the LARP will use **they/them pronouns!** This might not be apparent in the character sheet if written in second-person, but applies to your character also.



Mechanics

Basics

Out-of-Character Gesture



Use this gesture, a fist above your head, to signal you are talking out of character, as a player to

another player, rather than as characters. Use this liberally, especially to ask for consent before engaging in scenes that some people might not be comfortable playing.

This is also how you communicate that there is a **magical effect**, if your character has any sort of item or mechanic dealing with that.

You can also use this as a generic “I am not in-game” gesture when going to a place (toilet etc.) without wanting to be interrupted.

Escalate / Deescalate



Escalate: Use this “come at me” gesture, when you want the other player(s) to increase the intensity of the scene.



De-escalate: Use this “let’s calm down” gesture when you want the other player(s) to decrease the intensity of the scene.

Intensity includes things such as: Loud talking, strong emotions/affects, anger, insults, flirting, etc..

Using a mechanic from your character sheet

Unless otherwise specified, using a mechanic that is special to your character involves using the out-of-game gesture and explaining to the target player what you are doing to them.

The other player then gets to decide the details of how the mechanic affects them.

Death and Murder

Murder

To murder someone, you need to get **consent** from the player (out of character). It is not possible to kill a character if their player does not agree. Here are some examples of how this could be negotiated:

- Before a scene: “My character is plotting to kill your character. Are you interested in playing this out and how would this be satisfying for you if you do want your character to die?”
- During a scene: *out-of-character-gesture* “I am now going to cast this spell on you that will kill your character, is that ok?”.

Death mechanics

- You have the chance to be reborn in the other realm, which means you would die and then you would have a bit of a culture shift (and go put on some colorful or black and white clothes) This might manifest in you changing from being bitter to optimistic or vice versa.
- More will be added about death in this game as the Mechanics Team continue their work.



Sex and Romance

Romance might be a part of your game, either as part of your character’s character sheet, or as a result of spontaneous play. For this, you can choose to act out as much or as little of the actual physical contact as you are comfortable with.

Use the out-of-character-gesture (see Basics) to negotiate the scenes you want to play out ahead of time. Use this to discuss with your coplayer(s) what level of physical touch/intimacy you are comfortable with (for example: no touch at all/only small touches on the shoulder, back, etc./cuddling/kissing/etc.).

If you are choosing not to play out romantic interactions through actual touch, but want your characters to do these things, you can instead choose to describe what happens through narration. Use the out-of-character-gesture to do this, in the same way that you would describe a spell effect. You are welcome to “fade to black” if you want to.

If you want to play out physical touch instead of just describing it, be aware of the people in the room with you that might not be a part of the scene. Cuddling and touch, as well as short kisses are generally accepted in public. For anything further (making out, undressing each other, or sex), please make sure that you have the **consent** of everyone in the room with you to play this out, and that you are not in a room which has a lot of passage. You are welcome to change location to take your scene to a more private part of the castle to do this.



Costume Requirements

The setting is low technology and high magic. You will be wanting to lean more towards medieval fantasy than steampunk, although there can be exceptions if this makes sense for your character.

You will be playing a character that is from either **Elsemere** or **Sipio**, the two realms of this world (the Myth). Depending on which realm you are part of, your costume will look different:

- **Elsemere** is the realm of dreams and magic. Your costume will be **colorful**. This can mean all the colors of the rainbow, or a costume that is fully gold - as long as there is a lot of color. Try to stay away from too much black or white, as those are the Sipian colors.
- **Sipio** is a place of hardship and calculating logic. Your costume will be **black and white**. Small **red** accents are acceptable, but please stick to black and white as your main colors. You can choose all black, all white, or all greys if you don't want to mix and match, as long as you remain in that scale.

We will not have a costume police telling you that you are doing your costume wrong, and if there are small ways in which you differ from this (for example some green mixed in for a Sipian moss character), that is fine. If you are feeling unsure about anything regarding your costume, you can reach out in our Discord server. There are channels for costume ideas and questions in which you can brainstorm, ask for clarification, or even borrow/lend items to your fellow players.

You may find some inspiration at <https://burning-castle.tumblr.com> (press "More" several times) or on our [Flickr account](#).

There are no rules against going barefoot. Partial nudity is okay, as long as no genitals are on display. Please consider your co-players' level of comfort. We encourage you in being sexy, as long as it remains respectful of others' boundaries.

Lastly, consider the practicality of your costume. We will be playing in a castle in November. While the castle will have moderate heating, we still recommend packing an appropriate amount of jackets/undergarments if your costume is on the lighter side. Some of the play might also happen outside, some of it at night, so you will need to be able to put on a coat.



Lore

Resources

Here is a shorter Design Document that we have made for this event with Lore information:

- [Design Document](#)

We have a Wiki page where you can find some information on the setting and lore. You are invited to add information about your own character to the Wiki after this LARP!

- [Monstrous Immersive Wiki](#)

We have also made a video game you can play to learn about the setting. It only takes 10 minutes and is set on a pirate ship:

- [The Drowned Ball by Niki](#)

The Setting

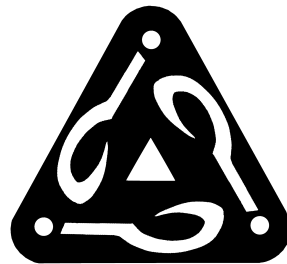
The Realms of Elsemere and Sipio

The world we are playing in has two main Realms, **Elsemere** and **Sipio**. Elsemere is a place full of magic, where there are little worries or ambitions, whereas Sipio is a place of hardship and calculating logic. There are infinite different Elsemeres, but only one Sipio. While most people will spend their life in one of those realms and know little of the other, there are ways to travel between them and even places that exist not entirely in either realm.

In Sipio, there is a city called Sonder. This is a coastal city, and where everyone in this realm lives (as far as we know now).

It is not as simple as thinking that those who are Sipian are manipulative and evil- and those from Elsemere are innocent and good. Simplifying it like that will decrease the nuance and pleasure of your understanding of the narrative.

These two symbols, the circle with the 11 inside (a **dream**) and the series of 3 triangles (a **secret**) are the symbols of **Elsemere** and **Sipio**, respectively:



Metaphor Behind the Myth

When this world was first conceived it was based on the left side of the brain being the center of logic, and the right being the center for emotion. They balance each other out and both are needed for a complete person.

Metaphorically Sipio is: “the way the world hardens us”, such as boundaries, ego, and meaning; While Elsemere is: “the reason we keep living anyway”, such as hope, emotions and love.

Characters might begin by having extreme ideas of needing to protect themselves, or have an abundance of trust, but throughout being played characters often gain a more nuanced understanding of themselves and the world.



Birth and Death in the Realms

Sipio

Birth in Sipio

- "Birth" in the sense that you may be thinking about it, as well as children, exist in Sipio, but are very rare. Most people will arrive on Sipios coast with little to no memories of how they got there and integrate into society from there. For this reason, topics of inheritance or royalty play little role in Sipio.
- Where birth does happen, or in cases of found family relations it is common to be protective and supporting of your children.

Death in Sipio

- Death is ever present and dangerous in Sipio. People may die of old age, in magical or practical accidents or are simply murdered. In the case of death the spirits may linger around, but in most cases will fade within a few hours.

- There is a tradition of receiving a tattoo of a question mark if you survive in the city of Sonder for more than five years, it is a mark of status and can be placed wherever on the body. Some display theirs proudly, others hide it.
- Striking a deal with powerful forces like the Death Guild may protect you when your time comes, but it comes at a cost. The Fae used to be immortal, but gave up their immortality as a sacrifice to stabilize the portal in the Castle at the 2023 Burning Castle.



Elsemere

Since there are many Elsemeres, it is possible that these things work differently in some of them, but this is the general shape of things.

Birth in Elsemere

- There is no birth in Elsemere, as Elsemerian souls exist as a constant and have always existed. Souls that have faded and died in Sipio may come back in Elsemere.

Death in Elsemere

- Elsemerians don't "die" in the same way as Sipians do either. What can happen is that they harden or fade, then they may drift into Sipio and awake at its coasts with no memories of their previous life. Fading Elsemerians either fall asleep and wake up in Sipio or they venture to a particular dark forest on the edge of the realm that few know of, but almost everyone avoids.
- Causes for an Elsemerian to harden/fade may be that they become too curious about the dark edges of Elsemere, they may become too logical and ambitious, someone may try to corrupt them intentionally, or any other thing that their mind can't cope with.

Resurrection

- Death may not be the end, there are rituals to cheat it. Examples of how to achieve this is becoming an undead member of the Sunken Faith or letting the Moss inhabit your body.

Spirits

Spirits in this game are usually more like concepts made flesh (the spirit of harmony, for example). A few of them are also ghosts, who have been trapped in the void and not been able to reform.

Spirits cannot usually manifest in a body for very long, and need to have one made for them. The creation of spirits from living beings is a secret process that not many know about

The Factions



The College of Wizards

Perfection Through Knowledge

Wizards are scholars who study magic, seeking the true nature of existence through knowledge of the laws that underpin their worlds. Wizards render existence into sigils, equations and words of power, and with these tools they create spells. The training requires a nimble, enquiring mind, a powerful intellect and an iron will, but an accomplished wizard is a mighty figure indeed.

Elsemerian Wizards

Elsmere is a realm of naturally plentiful magic, continual change and a very tenuous relationship with the concept of physical laws. Even so, there are still some stubborn souls who dedicate themselves to cataloging and manipulating the forces that flow through their world. Those that are not distracted by their realm's endless whimsy or lulled into complacency by its peace and plenty are able to become archmages of truly incredible power. They learn from each other in glittering colleges, fill vast libraries with their discoveries, and strive to outdo each other with staggering feats of creation, destruction and transformation.

Sipian Wizards

Sipian Wizards are not so lucky. They hoard scraps of knowledge in coded spellbooks written in their own blood. They call forth dark spirits in the dead of night, concoct alchemical brews in poorly-ventilated basements, and map the stars from the tops of rickety towers. They risk their lives, souls and sanity every day, but how could they not? The call of true knowledge is sweet, and they're in too deep to turn back now.



The Court of Fae

Freedom Through Action

They are the stuff that dreams are made of, spun from the threads of magic that sweep over and through all of creation. Love, lust, heartache, anguish, remorse, joyful delight... all of these swirl and clash to shape the worlds we live in. The Fae personify raw forces of nature. You come from a world of magic and wonder, shaped entirely by your will and whim. Everything you do burns with intensity.

Elsmerian Fae

Elsmerian Fae: A literal force of nature or magical creature. The Spirit of Lust, The pain of a Mothers loss of a child, The Green Man, Puck and Oberon would all be Elsmerian Fae. These beings embody magic and wonder, bringing a dizzying array of colors and sensations to the world they interact with, and often leaving wreckage in their wake.

Sipian Fae

Order and the Ancient Laws govern the Sipian Fae. A deal is a deal, and it is always to their advantage. There is no awe or wonder in these creatures, but rather the cold completion of tasks, predictable outcomes and a reasonable rate of return. For the Sipian Fae the Devil is literally in the details. All decisions and choices made by the Sipian Fae are calculated and meticulously planned. Their rigidity is their magic, and their downfall.



The Sunken Faith

Satisfaction Through Ruthlessness

The Sunken Faith have met the sleeping darkness and know its name. They are sailors who should have drowned, shark-people who swam too far into the crushing deep, poets who dreamt of the moon and the tides and left their home to find the sea.

Their tentacled god has a strange and powerful influence, and joining the Sunken Faith changes its worshippers forever. Like the ocean itself, you have become restless and unpredictable—others might say insane. Your old ties to family, morality, and society seem so much less important now. You do what you like, and if other people are hurt by your decisions, that's their responsibility. And anyway, you don't always have a choice: your god demands sacrifices.

Sipian Crew

Selfish, ruthless, and power-hungry, the Sunken Faith in Sipio will do anything to make sure they and their god are the only rulers of the sea. Magic comes easier to them than most Sipians—strange, dangerous, unpredictable magic of madness, nightmares, and physical transformation. Cutthroat pirates, priests in underwater marble temples, nihilist artists, and strange sea horrors are all part of the Faith.

Every night, you dream nightmares of the deep sea, and a god that hurts to look at. The more powerful you grow, the worse the nightmares get, and the more time you must spend on rituals and sacrifices to make them bearable.

Elsemerian Crew

Ragtag pirates, poets and singers, intelligent sea-birds and sea animals sail the many ships of the Elsemerian Sunken Faith. Rowdy and mischievous, they dare each other to follow wild impulses, traveling where the currents take them. Although few are malicious, they have no patience for other ways of life. Often what begins as a drunken party turns into a riot, turning a city upside down and running off with loot.

Every night, you dream of the moon, whispering promises of a better life. You wake feeling content, but soon the wild day distracts you and you forget the details.



The Coven of Moss

Harmony Through Acceptance

You are not only moss, you are also yourself- but you have access to a telepathic plant network. Once, you met a creature who gave you green forest Moss to eat. Since then your life has never been the same. You had no idea, the vastness, the huge world that lives in other people's minds.

Now we are connected. We feel like our mind is a piece of a larger part. We don't know everything the other Mosslings are thinking, but we can sense how they feel and sometimes a flash of inspiration will come into our head about something we swore we never studied. We've stopped questioning how we learned the names of the trees. Now, we have a community and a more astute form of intuition. We are abundantly curious. Less about facts and knowledge but more about feelings and experiences. We can hear the song of the forest and we are connected to the life energy within all things, especially the other Mosslings.

Elsemerian Moss

Elsemerian Moss are creatures of nature. Some are young sprouts while others are ancient. They seek to grow- to shelter, to connect. They are playful and inquisitive. Magic flows through them with ease. All of these beings had lives before they were part of the Moss but the Elsemerians come from the Dream Realm where time is fluid. They have an inborn trust and desire to nurture but also the ability to wield powerful magic related to the natural elements. They can change the weather and talk to the other plants. When entering these forest, they find that veil between worlds is thin and they will meet some of the Moss they can only communicate with in dreams. While here, they wonder if they can summon the first Moss- to empower everyone.

Sipian Moss

Sipian Moss are a bit darker. While they are part of the moss, what they bring is actually the motivation the other mosslings lack. They are thoughtful, and structured. They would like to grow the Moss. They would like these forest to become theirs- to have a foothold into this in between realm. In Sipio there is almost no nature, the trees are thin and weak and many beings live in the city. Their connection to the Moss keeps them alive when they have gone without meals. They feel a loyalty to the Moss, but also a whisper of jealousy of those Mosslings for

whom it is always easier. The Sipian Moss wish for a fairer balance, for more comfort and ease for themselves- thus try to grow to become connected to the beings that will make them smart enough to find their way out of Sipio.



Details from Previous LARPS

This is not required knowledge for playing at this event. You will not be expected to know the plots of previous events. If you are interested in the world and lore, however, feel free to look at these small summaries of past events and concepts that might come up in the background or as small easter eggs from recurring players.

Here is a video which gives a 5 min recap of the plot of the first Burning Castle in 2022:

[▶ Burning Castle 1 LARP Summery](#)

Soulbonds and the Entwined

These are concepts from the previous Burning Castles which might come up occasionally.

Soulbonds

In Burning Castle 2022, exactly half of the players were from Elsemere, and the other half were from Sipio. Midway through the game they realized that the other half of their soul was present in the castle. A soulbond is when you are the other 'side' of a character, from the opposite realm.

In this setting there is only one soulbond, but it is not a romantic relationship (more like twin siblings raised in very different households). The soulbond relationship is usually a close one, but is also sometimes antagonistic, like family.

Narratively these characters have the option to fuse and become a single person, and when they do one of the souls enters the mind of the other and they co pilot a body. (which body is usually a decision they choose together)



The Entwined

Entwined souls are two people who have been fused together without necessarily being soul bonded. This happened when the portal was malfunctioning. This means a random Sipian soul and Elsemirian soul are housed together in one body. Control over the body shifts between the two of them. This leads to characters who may seem one way in one encounter, and another in the next.

The Entwined were also a faction in Burning Castle 2023, and they rose up against the tyranny

of the Court of Fae who labeled them the “Court of Monsters”. They have since been integrated into society and are now a part of different factions.

The Portal and Oberon’s Castle

Oberon

Oberon was the original creator of Sipio, and was once part of the Court of Fae but left both Elsemere and Sipio to build a castle where they could try to create a way to unite the two worlds. In their castle, they founded a cult called the Court of Mysteries who helped to create a portal between realms. This was incredibly difficult, and they grew ancient and weak by inhabiting this castle.

In order to make it function in the first place- Oberon gave up their life, which only kept the portal open for 24 hours. The portal stayed open because all of the gathered guests chose to merge with one another, and cast a spell to keep the portal open. Oberon’s soul is still inside the portal.



The Portal

The portal is the only known way to get between the two realms and it is highly regulated by the Portal Keepers of Oberon’s Castle. There are 5 portal keepers, one from each faction.

The portal is kept a secret in Sipio, because if many people found out about it- they would exploit Elsemere for resources.

Ritual of the 5 Keys

During Burning Castle 2023, the Portal was unstable and created Entwined - some against their will. In order to stabilize the Portal and unite the warring factions, a ritual that the wizards had discovered was led: The Ritual of the 5 keys. During the creation of the portal, Oberon + the Moon's children, Charion and Sonder, were split into 5 shards:

- Sonder (Sipian Wizard)
- Rion (Elsemerian Fae)
- Chacha (Elsemerian Moss)
- Ari (Elsemerian Sunken Faith)
- Soron (Entwined)

To fix the Portal, the Shards had to come together and one of them had to be sacrificed to the Portal. The factions attempted to prevent this by each sacrificing something to the Portal, but it was not enough. In the end, Chacha, who was the spirit of connection, was sacrificed to the Portal by Sonder and became part of the Portal.

5 people, one from each faction, were elected to be Portal Keepers from there on out to make sure that the Portal could never be misused and no harm would come to Elsemere from it. These people would stay eternally with the Portal and watch over it.



The Wizards' Choice

At the Burning Castle 2024, the event took place in another location entirely. It was the first Sipian outpost in Elsemere. The guests met to celebrate an Elsemerian holiday called the Festival of Colors. While there it was revealed that a group of Wizards from both worlds had been planning a ritual, and had gone into Elsemere to steal crystals which would make it possible.

They enchanted these crystals to draw power from the guests, and made everyone there decide whether to introduce either time, the cost of magic or scarcity to the realms Elsmere.

They did this in an attempt to lessen the suffering of Sipio, as the two realms are connected and in a delicate balance. They believed Sipio had suffered more than it needed to, and it should be more fair. In the end, the passage of time was introduced to Elsemere, and since then there have been changes and unexpected hardships like aging.

University of Sonder

In Sipio, within the city of Sonder, there is a University where Wizards go to train to use magic- it is very dangerous. There are rules in place to keep magic from further tilting the minds of the students, however there was a recent uprising. Students were displeased about not being able to express emotions or form relationships, and they rose up against the Headmystery and changed the Tradition outlawing emotional expression. This has caused consequences, and more mages have been going mad with an 'emotional sickness' called the Shimmer.

