

TENEBRAE

Larp on The Beyond

Whats this?

- Players of Tenebrae larp play souls in an undefined fantasy world beyond. The characters have no memory of their lives, the world they left behind, or even what kind of afterlife they expected - one thing is for sure, they didn't quite get what they expected.
- The core concept of the game is the identity of the characters as they play - players' characters start as a kind of "clean slate" at the beginning of the game, and who they really are emerges as they play. These identities, which are assembled as they go along, determine the characters' goals and motivations, from which the game's story and plot unfold.

Practicals

Mikor: 2024. January 13, Saturday

Hol: Tatabánya LARP place, 14:00 - 21:00, assembly in 13:00 in the "CBA Sztráda" parking.
(<https://maps.app.goo.gl/mNsNMvPzNZBXUru5>)

Participation fee: the game is free of charge.

How to prepare

- To play the game, you only need to register on the online interface, as you do not need to create a character. The organisers reserve the right to filter the participants. When registering, you will only have to make one decision about the game, and that is when the character you want to play has arrived in the afterlife:
 - **Newcomers** : Souls who are completely unfamiliar with the afterlife, just arrived here (maximum 25 players)
 - **Incomers** : Souls who have been in the afterlife for a while, have goals that are harder to achieve than those of the Incomers, and may be given special tasks by the organizers at the beginning of the game (maximum 8 players).
- The only thing you need to prepare is your own equipment.
 - **Camping equipment:** the majority of the game will be played at night, all camping will take place in a separate area outside the playing field, there will be no camping on the playing field and no time for serious camping. With this in mind, please be prepared with camping gear. Be sure to carry a brightly lit flashlight - you will not be allowed to use it in the game, but if for some reason you find yourself at the edge of the woods, be sure to flash a light in all directions to warn potential (out of game) hunters.
 - Due to the cold weather, layered clothing is recommended.

- **Costume and accessories:** this afterlife is shabby and dull - your characters should be too. Any fantasy outfit is acceptable (great inspiration, for example, from the Dark Souls games) that meets the above two criteria in appearance and is not self-harming or a public hazard.
- **Weapons:** each player may bring to the game for their character one piece of a larp combat-safe melee weapon up to 100 centimetres long, nothing else. All weapons will be judged individually, with preference given to latex and Calimacil-like weapons, other boffers will be judged on appearance. No glowing or phosphorescent elements are allowed on the weapon, that is the property of the artifacts.

Before the game starts

After a short briefing at the beginning of the game, each player chooses 1-3 keywords (according to the type of character they have chosen at the time of registration) that determine the type of Memories they will be able to take. These keywords can be kept by each player.

The organisers will then guide players to various locations on the playing field and the game will begin.

We will try to schedule the start and end of the game at a fixed time, and to signal the start and end of the game with some recognisable sound effect (horn, drum, etc.) that is not otherwise present in the game.

In the game

Fontos jelzések

- **With one hand raised above your head and a fist clenched,** "I'm not in the game", anyone who walks past you using this cue, ignore them. Anyone who says something using this sign is not saying it in character, but as a player, outside the context of the game.
- **Sentence beginning with "VERITAS [name]":** the power of the lords of the afterlife, the name of the lord of the afterlife wielding the power may be spoken in place of [name]. What is said next is what happens - usually describing some effect. If it's not clear to you what you should do - or you just choose to do it - you can be exempted from the effect at the cost of losing one point of Soul Power.
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“Memories”

- The memories (remembrances) are essentially Tenebrae's play items. Each object found on the playing field has a text memory fragment, which can be a couple of obscure keywords or even a specific story.
- When a character finds a Memory and has less than three, they can read the memory and decide whether to take it with them, but they can only take memory that match the 3 keywords they chose at the start of the game.

- A character can have up to three Memories at a time.
- A character's identity is determined by the Memories he possesses - whatever the description of the Memories he possesses is true for him, which affects his character, motivations and goals. In resolving possible contradictions or in the interpretation of vague references, the player can consider and decide according to his discretion, it is not necessary to ask for help from the organizers.
- By default, the character cannot part with his/her Memories voluntarily, even if he/she would exchange them for another - only the destruction of the character or the special effects of the lords of the afterlife can cause the loss of one or more Memories.

Soul Power (SP)

- Soulpower represents the characters' ability to hold their incarnation together - its depletion is essentially treated as instant death.
- By default, characters have one point of Soul Power, which can be increased in two ways:
 - Each Memory the character owns increases the character's Spirit limit by one. When a new memory is acquired, the current Soul Power also increases, and when it is lost, it decreases.
 - Armor worn as part of a character's costume, depending on its material, how much it covers, and how heavy/impeding it is, provides 1-2 extra Soul Power.

Guidelines:

 - Flexible breastplates that cover a larger surface (short-fingered chainmail, thick leather breastplate) or a rigid breastplate alone provide +1 SP.
 - Rigid bigger armors with a larger surface area (e.g. Plate half-armor) provide +2 SP.
 - Items with a small surface area (e.g. a pair of armguards or shoulder pads) or less protective value (e.g. gambezons, thin leather vests) do not give extra SP.
- The primary and well-known method of regaining lost Soul Power is the use of burning campfires (either symbolic, electronically lit, or real - their place is fixed on the playing field), whose warming light strengthens the souls. Resting for ten minutes without interruption (combat, moving more than a few steps, using abilities, taking damage) next to a campfire will fully recharge the character's Spirit, but less rest has no effect.

Fight

- Combat activities appearing in the game are simulated with flexible and larp safe weapons. During combat, the most important thing is to use proper control - just because it's recommended that an attack look realistic, you don't need to apply significant force to it.
- For safety reasons, any non-armed combat contact - wrestling, grappling- is prohibited.
- The combat system of the game is a point system, every valid hit causes damage. A valid hitting surface is the entire body, except for the head, neck, groin and hands.

- Each valid hit subtracts one Soul Power from the victim. Increases damage:
 - Any large weapon (exceeding the player's starting weapon size limit, spectacularly oversized) does one more damage, i.e. two SP.
 - Any lighting (relic) weapon deals one more damage, i.e. two Soul Power. The two modifiers can add up, so a large relic weapon causes three SP losses.

Death and resurrection

- Characters who have lost all of their Spirit points scatter and leave a selected Memory at the scene of their death.
- The player can decide to leave the playing field for a while - at least ten minutes - or sit down by the campfire at which he will wake up. After the time is up, you can return to the game at the burning campfire with full (recalculated with the loss of Memories) Soul Power at which you last healed. If there is none, then the one where he last resurrected. (Any other case just choose one campfire)
- As long as the player is in the place of his resurrection, he is not in the game, so he must use the "I'm not in the game" signal. When he sits down by the campfire, he becomes noticeable to those present, however, until the end of the time, any interaction he has with his surroundings can only be a whispered conversation, he is not capable of physical interactions.
- The resurrected character does not remember the events of his previous "life", he starts again with a "clean slate" - only possible "common knowledge" things that became obvious to the vast majority of the participants during the game can be removed from this. If they still has a memory at the time of his resurrection, they remembers it and the circumstances of its acquisition.

Other Rules

- **Monsters and Lords of the Afterlife:** In the afterlife, there are entities more powerful than the souls that are here. These entities exist according to different rules and have different abilities, but they fit into the system of signs described above.
- **Order of the afterlife:** The above entities are unable to influence each other directly - either by weapon or by magic - so they are forced to fight their conflicts and battles through the souls in their service.
- **Invulnerability:** certain otherworldly entities are much harder to wound than ordinary souls. If such an entity's valid hit surface has a glowing surface, the entity loses Soul Power only from hits to that surface.
- **Bonfires:** The location of the campfires on the playing field is fixed and announced in advance. Anyone, even a dead character who is not yet in the game, can bring wood to campfires to light it. Campfires must not be extinguished permanently during the game, at most they should be scraped with the flame to stop the burning.
- **Essence:** in-game currency and "mana point", a small crystallized part of otherworldly powers. At the start of the game, each player has a few, which can be used to achieve special effects. When you use it, put it in the black box/purse on the playing field.
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- **Hand signal:** The area with this signal is closed. If there is a text next to the posted sign, you can read it, otherwise just don't go there because it is OUT dangerous.



Registration and Contact

You can register by clicking on the link below and fill in the following information:

- name
- email address
- where you are coming from
- can you help with travel arrangements by bringing/driving people?
- If yes, how many people can you bring/drive?

Most of the questions are important to us because we are planning the game late into the evening, so it is advantageous if we can get everyone who arrives at the venue home by car.

[>>>Registration link<<<](#)

We will use the CLS discord server and the Facebook event to contact you at the game, and we will post the necessary information in both places.

Discord server: <https://discord.gg/CPqFur5aYE>

Facebook event: