

New Player Guide

Thinking of attending your first Garden of Destinies event? We're glad you found us and are interested in our game! We have some useful information below to help you get started.

Pre-Event

Garden of Destinies wants to promote new interest in LARPing, as such, we offer the following benefits to new players at their first game:

- A **free first game**, including meals (this applies to those new to boffer LARP only, or those who have been out of the hobby for many years).
 - Although Tavern provides meals 3x a day, we may not be able to accommodate all nutritional needs equally. Snacks are encouraged if you are uncertain if the amount of food will be enough to meet your needs.
- Lending of a Monstertown weapon and/or packets for your character, as available.
 - If you need this, we strongly encourage you to contact us prior to arriving at your first game so that we can let you know if we have the weapon you'll need in stock!
 - Additionally, we have compiled a common [packing list](#) to assist you.
- Pre-game assistance with character creation (new players start with 60-65 character points, and we'd like to help you get the most bang for your buck, as it were). You are much more likely to be satisfied with your character if you aren't making last-minute decisions at check-in!
 - Making a character can be tough, but very exciting as well! It's normally good to figure out what [world setting](#) you'd like to be from, then maybe what skills (combat or general) you might like to have.
 - For more information, please check out the [Character Creation](#) rules.

Post Event

After your first event, you will be expected to submit Downtimes and Feedback. These forms are available online on the [Player Corner](#) page. You also receive a complete respend on the character you played in your first game.

- **Optional Character Re-Spend:** As long as you are under 101 CP you may completely respend your CP. You may even make an entirely new character and keep your Character Points. This helps to ensure that you are playing the character you most want to play. See [Chapter 2](#) of the rules for more details.
- **Downtimes:** These are actions your character takes in-between events. Typically you will receive 4 actions and can use your abilities to do various things in the world. For

example, a Smith might craft a set of armor in their Downtimes, or a Diplomat might go talk to an NPC faction. Generally only one skill will apply per action, and Combat skills and Cosmic Powers have incredibly limited downtime application.

- For more information check out '[What Are Downtimes?](#)' link.
- If you're looking for the specific rules related to Downtimes, please check out the [Downtime Rules](#).
- **Feedback:** We ask for player (and NPC) feedback every game. This helps us understand what aspects of the game we're doing right and what might need more tweaking. The most effective Feedback conveys your point in a civil manner, and we encourage respectful discourse about the hobby we all love. While we have a per-game Feedback form available after every event, we also have a General Feedback form that is always open. Although this feedback is optional, doing a certain number of feedbacks per year yields a small Character Point bonus.

For additional help, you may contact us via our email (staff@gardenofdestinieslarp.com), our [Forum](#), or our [Discord Server](#) (there's a New Player Advice voice channel as well as a general chat where you can connect with both players and Staff!).