

## General

This is a larp that explores dark themes; it's more film noir than Shakespeare, dealing with a criminal underworld during a turbulent time. While it takes many aspects of its setting from this historical period, it is not a straightforward transplant of history. There will be no narrative twists or "big reveals" in this game: what you see is what you get, and what you see is a historical-inspired larp.

Note the "historically inspired" - this larp is not a historical reenactment and therefore will have some ahistoric elements (such as medieval music). Knowledge of the period is good but not at all necessary, since history hasn't followed the same path and many cultural aspects do not exist in this game. Please do not judge others for their "lack of accuracy" when interacting with the setting.

Specific social mores will not be carried over to the larp. For example, there is no sexism or cissexism and all occupations are open to people of every or no gender. There is no racism in this game. Conflict stems from other points: religion, class, interpersonal. More information on these can be found in the setting document.

Class is a fixed point; the structure of society does not allow for much mobility, a merchant class is growing slowly but "polite" society keeps them at a distance.

There are night schools for those who wish to be literate and you may roleplay this as much or as little as you think suits your character - within reason. All characters exist in the lower classes. You will not end up as a noble or a famous scholar by the end of the game.

As this is a NZLarps project, you must abide by the [NZ Larps code of conduct](#), and any breach of this will be discussed and a breach has been committed you will be asked to leave. If the GM feels you are becoming a problem for them, the crew, or other players, you will also be asked to leave. We all do this for fun. Keep that in mind.

All questions and comments are to be directed to the game email [welcometolondinium@gmail.com](mailto:welcometolondinium@gmail.com). Please do not contact the GM or any of the other game team on social media to discuss the game even if it would be quicker. Complaints about the game may be legitimate but please keep them out of sight of the GM team if you use social media.

Characters are expected to fit the scope of the setting and all will be vetted before allowed in game.

The rules may change if they are not workable in play.

## **Format:**

All games will be around 6-8 hours long. At this stage the game will be run twice a year, although that is subject to GM availability and game demand. There will be 25 player spaces and 15 crew spaces.

In character, the campaign will take place over a single year.

This is Wellington-based campaign. Preference will be given to those living in the Lower North Island.

## **Content warnings:**

This game will **not** include the following:

- Sexism
- Transphobia
- Racism
- Sexual violence / Rape
- Domestic abuse
- Endangerment or harm coming to children
- Pregnancy

This game will include the following

- Body horror
- Abuse of power
- Violence
- murder
- Religious conflict
- Black magic
- Crime
- Classism
- Torture
- Cannibalism

There will also be times when the players face insurmountable odds; trust that this is being done for a narrative reason, not to punish interesting roleplay.

## **Violence, PVP, and character death**

Regular mass combat encounters (where the players fight against crew in large numbers) will not be a part of this game. Most of the player characters lack the funds/license for swords, the Mercenary class excepted (See character creation.)

Violence is a part of life in Londinium, although if you stab someone in the back in broad daylight, then you are likely to face consequences. There are a myriad of other ways to solve conflict, even in Londinium.

PvP is likely in this setting, although by no means compulsory. If you don't want to be involved in PvP, then you can, *through player choice*, avoid it. If you are the kind of roleplayer who enjoys murdering other characters for the sake of "fun", please do not join this game. This is not that kind of story. If the GM team feels that you are negatively impacting the game, you will be asked to leave. In the event that you do find yourself in conflict with another player, then it is up to you to be an adult about it. This is about telling a story, together.

There is no character resurrection in this game. If you are fatally wounded, then you have until the end of the game time itself to make your peace before you die of your wounds.

A note on torture: this has a very specific mechanic, and again, not something to be done lightly. Cast members may use the "fade to black" if this occurs.

## **Offscreen and onscreen combat:**

The combat system has been devised to make sure those without the physical skills to roleplay combat have the opportunity to do so. So their combat takes place "offscreen" with a mechanic called "Take it outside". That means you leave the player space and utilise the mechanics specified in the "Offscreen" section. Combat always defaults to offscreen if one player asks for it. Plot will continue while offscreen combat takes place.

The onscreen combat system is exactly that; phys-repped fighting. Due to the nature of the game fighting is mostly with short swords, knives, or other setting appropriate (and larp safe) weapons. Due to the nature of this fighting and its difference to "normal" larp combat, a higher level of skill is needed to perform combat safely. To take these skills, you must apply to the GMs to assure them you have the experience to fight safely. This may be a recommendation from an established

player, regular attendance at a combat practice (one is held in Wellington, others are in different cities) or similar skills demonstrated at another larp.

If you and the GMs are satisfied with your level of skill, you may also switch from being an “offscreen” to “onscreen” combatant, in which case your stats will change. In that case, it will very much be a “what you see is what you get” - your skill level will be as good as you are, although you will retain your hit points should you have more than the basic level. All fights will run at “half time” which will be demonstrated at the beginning of the larp.

### **Romantic relationships and sexuality**

As stated in the “Content warnings”, certain themes are off limits. However, if the player chooses, they can engage in romantic and/or sexual relationships. Sex work is also acceptable within this setting, although as usual, if that makes another cast member uncomfortable, normal welfare applies.

Kissing will be phys-repped by the linking of fingers. Sex will be phys-repped by the wrapping of a cord or ribbon around the cast members’ wrists.

Other types of physical contact are acceptable but only with the consent of all parties.

### **The place of “magic” in this setting**

The idea of magic and religion having a specific place in this setting is one of the ideas carried over from the historical inspiration. Magic influences the world in small ways. You will not be performing rituals to banish Cthulhu.

### **NPCs and crew**

All NPCs will be sent out with a “purpose” - whether to deliver plot or just add flavour to the world. Please treat the crew with as much respect as you would another player; they are here to have fun as much as players are.

If you decide to crew, there is a list of set NPCs in the setting document. Crew may expect to be rubes, thieves, heads of guilds, strange spirits, and other such “minor” roles. (Although, plot depending, they might not stay that way.) There will also be NPCs from player’s backstory.

If you have an idea for an NPC you think might make the game more interesting (or be fun to play), have a chat to the story team and we might be able to include them! It's important to keep in mind the scope of the game.

## **Welfare**

Welfare is very important in this game, given the darker themes of the game. Due to the size of the game, we cannot guarantee that you can avoid these themes altogether. You will, obviously, be able to leave a scene that makes you uncomfortable. These are the welfare rules Londinium Rising is using:

- Time out: Hands make the "T" symbol. This is used to stop a scene for whatever reason: anyone involved feels the need to leave the scene for welfare reasons, whether physical or emotional.
- The "OK" symbol. If there are dark themes being explored and everyone is happy to continue the scene, make the "OK" gesture and the scene will continue.
- "Fade to black". If at any point a scene's subject matter becomes too intense for someone involved they may call for a fade to black. When a fade to black is called the scene should stop and those involved should discuss what happens. A fade to black cannot be called during combat or to save a character from dying. This mechanism is very rarely used and is only in place for scenes like torture, advance interrogation, IG intimacy. Please do not abuse this rule. (Taken directly from: <https://spitelarp.com/wp/player-information/rules-and-policies>)

## **Costume guide:**

Can be as basic as a vaguely period skirt/trousers, and a vaguely period tunic or top. Take the [Pinterest board](#) as inspiration, not as a strict guideline! We run by "[coolthentic](#)". Does it fit the setting? Then it doesn't matter if it's made out of curtains.

Here are some tutorials:

<https://www.wikihow.com/Make-a-T-Tunic-for-a-Renaissance-Fair>

<http://www.modaruniversity.org/chemiser1.htm>

<https://www.simplesimonandco.com/2013/02/easy-tiered-skirt-a-tutorial.html/>

If you're \*really\* stuck and a newbie or otherwise unable to afford anything, have a chat to Nik and, time and fabric allowing, she'll either lend or make you something. Remember, the characters aren't

particularly wealthy so there's no pressure for anything elaborate or expensive. There's also no restriction on costume - if you're a servant, you might be wearing some inherited finery.

Costuming is also not "gendered" - wear whatever you feel comfortable in.

Here's some other good advice on costume: <http://larp.guide/2015/08/larp-costume-layering/>

**The venue:**

All players and crew will be expected to help with clean up/pack down. Many of the venues available do not allow alcohol, so all games will be alcohol-free.

