

Fantasy LARP is a LARP about being characters from the starting town in every RPG. Embracing clichés and tropes from all sorts of stories. Characters should be easy to identify from the get go - we all know that the Kings advisor is evil and why should we not play into it.

It's happening from the 17th of May to the 19th at Sudbrook scout camp, so tents will be needed. It is also a self catered event and BYOB. Tickets are £70.

Here's the Character Creation Form - <https://forms.gle/hzUdCfXA2u7sAvkP9>

Here's the Problems/ Quest Form - <https://forms.gle/mxf7qY7pV7W7iwjJ7>

Please pay for any tickets by sending £70 to nyebett@gmail.com on PayPal with Fantasy larp as the message. If you can't use PayPal please email me at nyebett@gmail.com

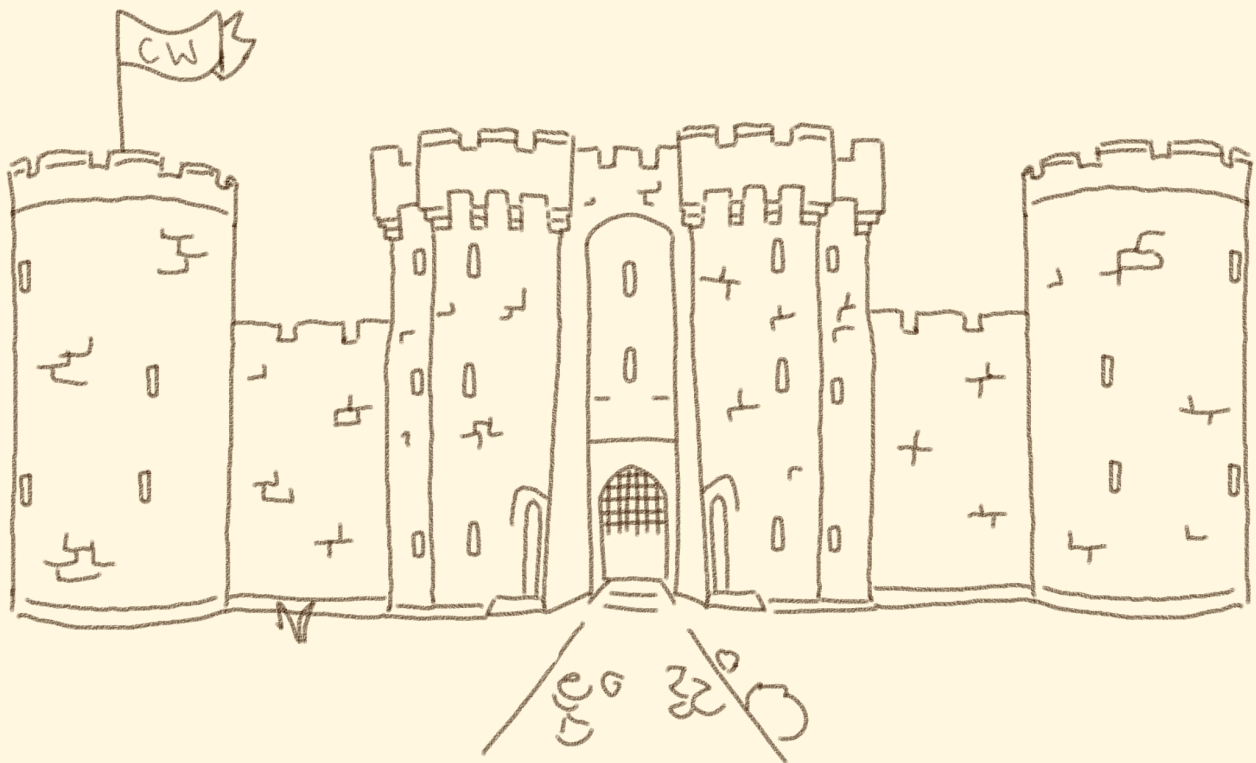
World lore doc - <https://www.worldanvil.com/w/fantasy-larp-oberoniron>

Safety document also coming soon.

BRIEF

Castelwell is a small Village located between the dark and dreary town of Doggrave and the surprisingly frost filled fort of Coldkeep. It is a village known for its stories. All great heroes and terrible villains start in Castlewell, but for every legendary success, there are thousands of quiet failures. Not a day goes by for the poor villagers that some life-ruining catastrophe does not come barreling through. To the point, a dragon attack barely phases those who call the place home.

Those who visit are usually not the Demon Lords of old or The Knightly protectors of the King (though that doesn't mean they can't visit) but are more often bands of Adventurers looking for their big break, or Villains looking to get a promotion from the Great old ones they dote upon.



CHARACTERS - VILLAGERS AND VISITORS

Characters are split into 2 groups - Villagers and Visitors. These both play important roles within the game, introducing and fixing problems.

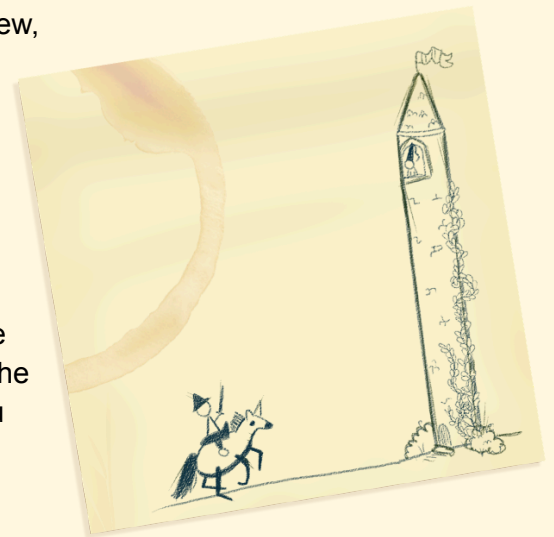
Villagers, generally, are normal people with normal lives who have abnormal problems they need fixing. These problems might impact the world on a grand scale or just be personal gripes. When playing a villager, it helps to come with problems already (Think quests, personal gripes with other characters, needing help with an aspect of a job, or far grander and more dramatic). You also can play NPCs for other villages problems and submit more throughout the game. (See Problems for more details on this.)

Villagers may have set routines, jobs, catchphrases, but they are still people and are free to interact with the village and those around them like any other person. Characters are based on NPC tropes, but please don't limit yourself to doing the same thing over and over if you don't want to.

Visitors are usually people of note, they come with grand plans or fantastic ideas. By their very nature, they may create problems by themselves from outside the village or fix problems others have created.

Visitors will occasionally be given tasks or problems by the crew, which may affect what they're doing or how they act. These may range from simply a topic of conversation to attending a combat encounter. These are not mandatory to act upon and only last as long as they are interesting to play out. We also ask that Visitors report back to the crew anything they think would make an interesting encounter.

Essentially, Villagers have Problems inside the village and are more reactive. While Visitors bring Problems in from outside the village and are instigators. You will choose which of these you wish to play when creating a character, but there will be opportunities to switch mid-game if you wish.



PROBLEMS

“Problems” are characters/ things Villagers are struggling with. Problem posts will be put on the notice board through the game, to play that “Problem” take it off the board and talk to a crew member who can give you any needed items/ costume pieces and character details.

If you see a crew member in a ***Colour TBD*** Sash, they are looking for people who want to be problems for an upcoming encounter. These encounters will usually be time-sensitive or group encounters. They will let you know if it is combat or not.

Players can also submit their own problems they’d like to see played out before the game through the form provided (<https://forms.gle/mxf7qY7pV7W7iwjJ7>) and during the game with a scenario sheet, pictured below, which they can bring to crew for us to try and arrange.

Examples of playable “Problems” -

3 Giant Rats and the Rat King to fight
A Dragon and a Princess
Someone carrying a lot of stolen goods
A Hero from a far off land

Scenario Sheet Example -

Scenario Name			
When	Morning/ Midday/ Evening/ Night/ Any time	Where	Camp/ House / Woods
Prep Time	10 mins	Combat?	Yes/ No
How Many People	3	Characters	3 Heroes
Scene	The 3 heroes walk into town to demand a sword fight		

If you enjoy playing a Problem Character and want to keep playing them after a scene - Let a crew member know and keep on playing them. If the Giant Spider isn’t killed, of course they can wander into the village tavern now.

COMBAT

In combat, hits to the head, hands and feet are not valid. Any hits to those areas will not count.

Combat works on, when you think you've taken enough hits to go down/ it would be a cool time to do so - please go down. If it is safe to do so, fall to the ground for about 30 seconds before putting your hand in the air to go out of game. Take about 10 minutes to be out of game before returning. If you and another player wish to perform an execution, please discuss it with all involved and go ahead.

You may come back as the same character as before with a slight difference or new character if you wish. If you decide to go back in as a new character, please tell a member of the crew.

Example - "Tim" has been dramatically struck across the chest and choses to die. After a small wait, they put their hand up and go behind the tavern for a respawn. They decide to come back as "Jim" who is the exact same in every way as "Tim".

THEFT

Certain Items can be stolen, these will be marked with Green ribbons. If something does not have a ribbon, and you wish to steal it, for whatever reason - please talk with the player who owns the item first. Items marked with green ribbons are free to go for.



MAGIC

Magic casters must be wearing a wizard hat/ wizard robes and cannot use any weapons because they are wizards now.

If you put on a wizard hat/ wizard robes - you are now a wizard, regardless of your character's other job. If you take these off, you are no longer a wizard.

Wizard magic works by colours because only fire wizards wear red, and ice wizards wear light blue. Fancy wizards wear rainbows. Wizard hats can only be 1 colour. You may only cast spells that type of Wizard would have.

Wizard magic is based on yelling. The longer you cast the spell, the more powerful it is. To cast a spell, you must point at or yell an identifying feature of the target, or to the area.

A spell must explain what it does in its casting - example - "You in the black hat - Fall downio" is a weak spell that makes someone fall down.

"By the powers of the Gods, all those surrounding me shall tremble in fear at my might and fall to their knees" is a more powerful spell that also makes people fall down and may deal some damage.

The Colours are -

Red - Fire

Blue - Water

Light Blue - Ice

Gray - Wind

Green - Earth

Black - Necromancy

Purple - Poison

Yellow - Lighting

If you put on a Lizard hat, you are now a lizard.

