

Blok	Pre ESFROAG, fredag fra 20 til 02
Titel	Pre ESFROAG 2018
System	Hemmeligt...
Verden	Hemmeligt...
Status	Åben for tilmelding (105%)
Tekst	Hvad der kommer til at ske til Pre ESFROAG er hemmeligt... mød op og bliv overrasket...
Spilleleder	Troels Frostholt Søe-Larsen, Pálína Ýr Þórsdóttir, Gitte Søe-Larsen,
Spillere	Michael Ulnits Nielsen, Liam Howard, Emil Damgaard Sørensen, Carsten Stosiek, Felix Stosiek, Kirstine Godiksen, Oli Vidstein, Thomas Haaber, Pálína Ýr Þórsdóttir, Christine Holm Bagge Jensen, Morten Dørr Jensen, Christian Engelhardt Johansen, Andreas C.Rosmon, Simon Søndergaard Andersen, Enoch Sobshak, Mette Slavensky, Frederik Majgaard Nielsen,

Blok Sker uden for de normale spilblokke**Titel** ESFROAG Arena**System** D&D**Verden****Status** Åben for tilmelding (0%)**Tekst** kommer til at forgå i pauserne mellem 16-20. der kommer til at maks forgå 4 spil i vær pause, hvor du kommer til at maks. deltage i 1 af dem, så rigeligt med mulighed for at holde din pause også<https://app.roll20.net/join/3016495/N8eqlQ>

kampene blive på maks 30min hvor videren er den med mest samlet liv tilbage i procent eller sidste man der står vis man vinder før de 30min. der bliver en timer på ture maks kommer til at tage 30s. så hav styr på jeres karakter og taktik. og 4 kampe pr pause. (maks 12 kampe i alt, som er nok med til og med 12 spillere, i tilfælde er mere (*13*) 12 spillere vil de 12 som først havde deres karakter klar være dem som deltager)

det er 5e, 4 karakter på hold. alle wizards udgivede bøger.

level 11 multiclassing og feats. unearthed arcane revisted ranger.

ingen back grounds, men 2 skills efter frit valg i stedet.

points buy 27. eller 15, 14, 13, 12, 10, 8 til dem som ikke kan lide matematik

<http://chicken-dinner.com/5e/5e-point-buy.html>

Arena'en er kun 15ft. op til et gennemsigtigt luft så flyvning ikke til at spille en rolle. man bestemmer selv hvordan ens karakter står fra starten af kampen, inden for det lille firkantede område i vær sin ende af arena'en.

man må ha alt det mundane udstyr ens karakter kan bære, og penge til spells op til 1.000gp i alt.

man må havde kastet spells i forvejen hvis de vare 1 time eller mere.

vinderen får 4 3D printede figure fra hero forge. 'vinder' holdet hvis man ønsker det

hvis man ikke endnu har fået sine 4 karakter så man kan redigere i dem på roll20 så giv mig et prik og jeg skal nok hjælpe jer i gang.

alle hold skal være 'afleveret' til godkeelse minst 1 uge før ESFROAG og der må ikke laves om i dem derefter.

Spilleleder Nicolaj Krog,**Spillere****Blok** Sker uden for de normale spilblokke**Titel** thyrf mesterskab i Blood Bowl**System** Systemløst**Verden** Blood Bowl 2**Status** Åben for tilmelding (200%)

Tekst holden skal laves af 100K
man skal selv have figur med til sit hold samt et karter ark over sit hold.
man skal have hold nå på figuren
selv stille jeg med ork eller hume

Spilleleder Jakob Ask Føne,

Spillere Asger Krogh Kjær,

Blok **Sker uden for de normale spilblokke**

Titel Warhammer 40k

System Warhammer 40k - 8th Edition

Verden Warhammer 40k

Status Åben for tilmelding (150%)

Tekst Som altid vil der være mulighed for at spille en gang Warhammer. Jeg medbringer terræn og spilleplader, og folk er mere (*13*) velkomne til at medbringe yderligere.

Der vil være mulighed for introspil hvis det har interesse, og jeg tager figurer med til dette.

Spilleleder Anders Østergaard,

Spillere Cian Howard, Felix Stosiek,

Blok **Spil blok 1, lørdag fra 10 til 16**

Titel Five Stories

System Systemløst

Verden

Status Lukket for tilmelding (300%)

Tekst 'Goodbye, Mr. Donovan', we said in a chorus. We waved, as had become our custom when people left.

Mr. Donovan boarded the train, and just like that we let them go. The smoke cleared, and left on the bench at The Station we were still waiting. We waited for our train - our goodbye, but we had already waited far longer than anyone else we had met. People came into the waiting room, but soon after they would leave when The Helper would call out their name.

But never us.

We were the ones left, and The Helper did not seem that eager to help us - irony was not lost on us.

We heard another train arrive, but in front of us the doors opened and a young girl stepped through.

'Oh, Miss Meadows. Your train is just arriving: glad you made it'. She nodded her thanks and just like that we waved at her, and bid her farewell without even knowing who she was or what she had experienced in her life.

We just waved, as had become our custom.
Then for the first time we looked at each other.

It was the best, but also the stupidest idea we had ever had.

This is a LARP that combines five different fates.
It will focus on their story, and it is meant to be emotional.
There will be a workshop before the LARP starts, and there will be time to debrief and talk it over, after the LARP ends.

My expectations and wishes for you are:

- You are willing to immerse yourself and be vulnerable
- You are not afraid to have a monologue in front of others
- You will give it your all to portray your character
- You will play well with others

What can I offer you?

- A safe environment in which to try out this kind of LARP
- A meaningful experience
- Alcohol-free drinks
- Well-written characters and narratives
- 6 hours of fun

Spilleleder Bjørn-Morten V. Gundersen,

Spillere Cian Howard, Tenna Ansbjerg Jørgensen, Pálína Ýr Þórsdóttir, Daniel Morris,

Blok **Spil blok 1, lørdag fra 10 til 16**

Titel Heartbound

System Terningerul

Verden A magical world of wonder and boredom
Status Lukket for tilmelding (375%)
Tekst The world is inhabited by magisters, magical existences who live surrounded by magic and spend all of their very long lives seeking excitement in a world where pretty much everything has been seen, and every experiment has been done before.

So sometimes, they (*8*) artifices, constructs, beings crafted and made, artificial beings without a purpose, in the hope that the artifices will seek out a purpose, and stumble upon something of interest. And sometimes they do.

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His eyes reflected every flicker of the flames. His former home was in ruin. And it was all his fault.

Orange fires in the dark night lit up the body of the artifice: Across the wooden boards of his chest were black scorch-marks and several deeper gashes. His face, constructed from iron and hard wood, had a serious cut he did not dare touch. You could see the dance of the flames reflected in his red ruby eyes. He had steel plating across the outside of his arms and legs, though the plating had almost been entirely ripped off his right arm. He had barely retained any feeling in the limb.

He was lucky he got out alive. He could only hope his master wouldn't. Else, the pain he now felt all throughout his body would just be the start.

He stood stunned, partially by pain, partially by the fact that he had just betrayed the man he for all his life had served loyally. A master who's brand had been carved into his torso, which at the time had been a great honour.

The darkness engulfed him. Something howled in the distance. What, he could not make out. He didn't mind. His eyes were entirely fixated on the fire.

A sudden burst of embers made him take a step backwards. Then, his body shook as a scream of true pain and unimaginable suffering emerged from the flames. Where he had stood completely still to ease the suffering before, now he could not but tremble, and felt every pain his body had to offer. An arm, pale as moonlight, slowly crawled its way out of the flames. Behind it, he could just make out the shape of his not so former master, still alive, screaming towards him in agony. Entire seconds went by in horror before instinct kicked in, and all pain disappeared, replaced with the rush of raw adrenaline. His nimble build was quick to follow his feet as they turned around, and ran towards the dark embrace of the forest...

And not before long, he found himself in an entirely new place... a place unlike anything he had ever experienced... and he was not alone...

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"Heartbound" is a game of of adventure and action, of wondering and pondering, and of immersion in a different kind of world - the world of the artifices, living constructs, creatures crafted and made, and their masters, the magisters, creatures of might and magic. Follow a story, delve into the world, the characters, and you will find that the way of the heart is, that it will always surprise.

Welcome, to a magical world of wonder and boredom!

Spilleleder Magnus Hegaard Hansen,

Spillere Daniel Christensen, Rikke Nielsen, Frederik Majgaard Nielsen, Kristoffer Østergaard,

Blok **Spil blok 1, lørdag fra 10 til 16**

Titel Kursus i forhørsteknik, for eksperter...

System LARP

Verden CIAs forskuede forståelse af verden

Status Lukket for tilmelding (180%)

Tekst Executive Director vil se dem nu. Agent bankede på døren og gik ind.

Lederen så på den unge agent foran ham. "Der er kun få pladser på det kursus, og ikke noget med at melde fra det kursus er dyrt."

Agenten flytter uroligt på sig. "Hvorfor skulle jeg melde fra"

Lederen rodede i sit hår. "Ja hvordan skal jeg sige det, kursuslederen er lidt excentrisk men han er CIAs bedste forhørs ekspert, og selvom du tror du ved en hel del om hvor grænsen mellem moderat psykisk og fysisk pres er, vil han flytte den. Han er ... en legende, det er nok derfor han stadig er her."

Den sidste del af sætningen sagde lederen mere til sig selv.

Du er CIA, vi er CIA. Her er sandheder og løgne vores vigtigste værktøjer. Vi spiser konspirations teoretikere til morgenmad og skider UFO episoder ud om aftenen. Husk skandaler opstår først når nogen opdager noget de ikke skulle. Vi kontrollere informationsstrømmen med skandaler, likvideringer og Whistleblowers.

Dette er et mini-live hvor spillerne skal spille CIA agenter der i forvejen har været på forhørs kurser og nu skal prøve kræfter med den hellige gral bag forhør. Spillet vil træde tæt på jeres grænser og NPCernes.

Der skal bruges min. 2 kvindelige deltagere og min 2. mandlige.

Spilleleder Troels Frostholm Søe-Larsen,

Spillere Liam Howard, Sean Sebastian Munk Nielsen, Jakob Ask Føne, Kirstine Godiksen, Mette Slavensky,

Blok **Spil blok 1, lørdag fra 10 til 16**

Titel The masquerade job

System Dusk city outlaws

Verden New Dunhaven

Status Lukket for tilmelding (260%)

Tekst

Welcome to
New Dunhaven

(About the setting, skip to bottom for a little more about the actual game)

When is a city actually two cities? When it is New Dunhaven, the Dusk City. The sprawling metropolis might seem like a single ever-growing urban area, but two cities occupy the space: the city inhabited by the law-abiding citizens of New Dunhaven, and the shadowy world of the criminal cartels that exists just under the surface of lawful society. New Dunhaven's size and the density of its population sustain thousands of stories taking place all at once. We see these same stories in our own world: careers on the rise, tragic falls from grace, political and religious strife, and fortunes being won and lost, all touching the lives of individuals and groups every moment of the day.

That's more than enough to occupy the everyday lives of law-abiding citizens. But beyond the mundane news of the day, just out of sight and hidden by a veil of deception and cunning, lies a vast criminal underworld. This world within the world, this city within the city, consists of the Right Kind of People—those who blithely break the law for power and profit.

Some of these criminals claim that the world of the law-abiding citizens of New Dunhaven presents a false image, a mask pulled over the seedy face of crime. Considerable evidence supports their view: Many seemingly legitimate businesses serve as façades for cartel operations, and numerous supposedly upstanding citizens are actually agents of the cartels, living seemingly innocent public lives but secretly engaging in criminal deeds. The eight cartels that abide by the Arrangement form the backbone of this secret world's population. Where the law divides the city into districts, the cartels divide the city into claimed turf. Where law-abiding people depend on the Crown to watch over them, the Right Kind of People turn to the Black Council and its agents. Where the lawful look over their shoulders for criminals, criminals constantly keep their eyes open for signs of the Blooded or the City Watch. Almost everything in the law-abiding world has a reflection in the criminal underworld, with the cartels at its center.

(The game)

In the game you will be playing in renaissance venice (but with magic), doing a heist with your fellow players. Will you be able to get the score or will you be jailed in the process.

Spilleleder

Emil Damgaard Sørensen,

Spillere

Nicolaj Krog, Christine Holm Bagge Jensen, Oli Vidstein, Nina Hoel, Christian Engelhardt Johansen,

Blok

Spil blok 1, lørdag fra 10 til 16

Titel

Tiny Problems

System

D&D 5th E/Homebrew

Verden

Homebrew

Status

Åben for tilmelding (300%)

- Tekst** "In the end, gravity always win," as it says in Bigby's handwritten footnotes to the Fly spell. Not to be confused with Mordenkainen's Fly spell that summons a fly. Or Otiluke's Fly spell that turns you into a fly.
And gravity won again, as the box of magic potions hit the floor of the wizard's laboratory and the bottles shattered.
"Whoops," the bard said and shrunk to the size of a grain of sand.
- This is a D&D 5th game with comedy.
I'll play this in english unless there is no english player in the game.
- I didn't write this script my self it was written by Jesper Stein Sandal and play at mad science festival.
- Spilleleder** Simon Søndergaard Andersen,
Spillere Felix Stosiek,
- Blok** **Spil blok 2, lørdag fra 20 til 02**
Titel En aften under stjernerne!
System D&D
Verden
Status Åben for tilmelding (300%)
Tekst Dette er et 5th E spil, jeg gerne vil spille for folk.
I må selv skrive jeres karakter og i starter i level 5 :)
Jeg har karakter ark med, så man kan lave karakter til ESFROAG.
- Spilleleder** Simon Søndergaard Andersen,
Spillere Felix Stosiek,
- Blok** **Spil blok 2, lørdag fra 20 til 02**
Titel Hellcallers
System No system - though maybe dice rolls are needed (percentage)
Verden Hell
Status Lukket for tilmelding (200%)

Tekst

INTRO:

A searing pain ripped through your body like a stab that came out of nowhere, causing you to trip and fall. You could hear surprised and worried voices around you.. somehow already far away even though you knew those were the voices of people you loved.

The pain did not stop. Like a blade of chilled ice it just seemed to cut deeper and deeper to the very essence of your soul, spreading the cold of death in your entire being. Then the swirling began... Swirls faster and faster, spinning the world around until there was no up and down - no beginning and no end. The voices disappeared into a frightening distance and you only had your own heartbeat to cling onto in the deep silence where you were spinning on and on - out of time and place.

You felt how your body was almost tearing apart and your mind was spinning too while you desperately tried to cling onto the hazed cascade of memories from your life - faces, scenes, places - tumbling over another to crash through your mind until that too was too much to bear.

Suddenly it all stopped. Your staggered breath, Then your heartbeat and then the slow sound of water dripping entered your mind. The scent of rotten mold under your nose, moist and sticky dirt on your skin - seeping through your clothes and darkness... oh the darkness.

Then.... another voice spoke:

"h-hello?"

OFFGAME INTRO:

For some unknown reason a group of random strangers find themselves in a nightmare none of them were capable of imagining. Now they have to work together despite differences to escape the demonic world of hell, against all odds.

Beasts of terror and malice inhabit the dark plains of death where these rather ordinary people need to become extraordinary to survive and to return to the world they know. Furthermore they will soon find that not only are they misplaced - they are also hunted.

- A game for 4-6 players
- We play in english if any english speaking people join in - if not then danish.
- Strictly ingame
- You should want to play your character and play along on the storyline

Spilleleder

Gitte Søe-Larsen,

Spillere

Sean Sebastian Munk Nielsen, Daniel Christensen, Carsten Stosiek, Nicolaj Krog, Daniel Morris, Frederik Majgaard Nielsen,

Blok

Spil blok 2, lørdag fra 20 til 02

Titel

Hjerneforskning !

System

Systemløst

Verden

Nutid

Status

Lukket for tilmelding (233%)

Tekst Raske forsøgspartagere søges til Hjerneforskning

Vi du være forsøgsperson i et hjerneforskningsprojekt, og Tjene 200.000 Kroner så meld dig til vores forsøg Nu !!

□□Vi søger raske forsøgspartager både mænd og kvinder mellem 15 og 100 år til en række videnskabelig undersøgelse af, hvordan hjernen fungerer hos raske mennesker. Formålet med projektet er at løse en masse opgaver og se hvordan forskellige personer reager og løser opgaverne. For at opnå en bedre forståelse for menneskers funktion af hjernens måde at løse opgaver og deres reaktion på forskellige følelser der vil opstå ved undersøgelsen.

Du vil modtage 200.000 kroner ved deltagelse af forsøget og du vil få udleveret et billede af din hjerne efter forsøget er færdig. Vores forsøg vil indeholde normalt en eller flere af følgende undersøgelser, som typisk vil forgå over en eller flere dage.

- PET skanning, hvor du skal ligge stille i en skanner, og hvor du får et radioaktivt stof gennem et (*12*) i armen.
- Magnetisk Resonans (MR) skanning, hvor du skal ligge stille i en skanner. Skanneren giver os et detaljeret billede af din hjerne.
- Neuropsykologisk testning, hvor du skal besvare og løse opgaver.
- Blod- og spytpøver samt evt. urin- og hårprøver. Her undersøger vi bl.a. stresshormoner og arvelige forhold.

Hvis du er interesseret i at melde dig som mulig forsøgspartager, beder vi dig at Tilmelde dig. Hvis du egner dig til vores deltagelse i et af vores projekter, vil du blive kontaktet af os.

Alle vores projekter godkendes af alle relevante myndigheder, herunder Videnskabsetisk komité, og anmeldes ligeledes til Datatilsynet efter persondataloven.

Hilsen Hjerneforsker PYT

Det er lidt bygget på escape room, men der bliver også spillet en del på personlig karakter spil.. så hvis i kan lide at løse en masse gåder og spille en masse personspil på jeres karakter så er dette noget for jer :)

Jeg skal bruge 6 spiller ellers kan spillet ikke køre..

Spilleleder Pálína Ýr Þórsdóttir,

Spillere Troels Frostholm Søe-Larsen, Jakob Ask Føne, Tenna Ansbjerg Jørgensen, Morten Dørr Jensen, Nina Hoel, Michael Ulnits Nielsen,

Blok **Spil blok 2, lørdag fra 20 til 02**

Titel Shadow Lounge: Turners

System LARP

Verden Shadow Lounge

Status Lukket for tilmelding (220%)

Tekst They descended upon us like locusts, and in the blink of an eye, they disappeared. They wanted us dead, they wanted us broken, but we survived without even fighting. The world swore never to forget them. Never to forget their supernatural forms. ... And then the world forgot them all, in the blink of an eye. Thanks to us.

We are The Turners.
We are the ones who never forget.
The ones that peer through time.
The ones that remember so others can forget.

Do you want to experience Voodoo Lounge in a whole new set?
(The world of Voodoo Lounge is no longer mine to play with. I outsourced that years ago. :))

You will be playing a group of Turners - beings born by time itself - and your purpose and missions are to protect Time.
All kinds of dangers threaten the world of the living all the time - in all times - and you are one of many groups that fight to make sure time remains as intended.

.. But sometimes all you folks need is a beer at Shadow Lounge.

Well met!

What can this game offer you?
- Two fun mechanics dealing with turning back or fast-forwarding time.
- An interesting way of LARPing.
- A sneak-peak into the world of Shadow Lounge.

What do I expect from you?
- Curiosity
- Maturity
- Constructive criticism

Spilleleder Bjørn-Morten V. Gundersen,

Spillere Liam Howard, Magnus Hegaard Hansen, Oli Vidstein, Rikke Nielsen, Mette Slavensky,

Blok **Spil blok 2, lørdag fra 20 til 02**

Titel The twilight Imperium - English

System Twilight Imperium

Verden Twilight Imperium

Status Lukket for tilmelding (240%)

Tekst	<p>Mecatol Rex. The center of the known galaxy and seat of the former Lazax Empire. Scarred by the flames of betrayal, Rex is a specter of a fallen empire and of ages long forgotten, yet it remains an object of reverence— and desire—in a galaxy of conflict and uncertainty.</p> <p>Once, the great city that spanned its surface was the pinnacle of civilization. Today, Mecatol City is naught but a blasted shell of its former glory, a grim respite in the toxic Sea of Desolation that covers the majority of the planet.</p> <p>Even so, its parabolic history of decadence and destruction does little to deter those who would seek to harness its power. The Winaaran custodians who dwell within the remnants of the city maintain what is left of the former capital, waiting for one of the Great Races to step forward and take up the mantle of the former Emperors.</p> <p>But who among the races of the galaxy could fill the void left by the Lazax? To lay claim to the throne is a destiny sought by many, yet the shadows of the past serve as a grim warning to those who would follow in their footsteps...</p> <p>This will be a boardgame block where we will be playing Twilight Imperium 4th edition, as opposed to last year where we played 3rd edition. 4th features a more streamlined experience with some new fun additions, such as flagships and political contracts.</p>
Spilleleder	Asger Krogh Kjær,
Spillere	Kristian Skovgaard Bro, Christian Engelhardt Johansen, Emil Damgaard Sørensen, Kristoffer Østergaard, Cian Howard,
Blok	Spil blok 3, søndag fra 10 til 16
Titel	Børnehjemmet
System	Systemløst
Verden	Danmark 2017
Status	Lukket for tilmelding (180%)

Tekst LINK TIL ORIGINAL INTRO: <https://malikatsheba.wixsite.com/ninasrollespil/bornehjemmet>

INTRO I TEKSTFORM:

Facebook gruppebesked med: Michael Hald, Julie Kofoed Hviid, Esben Dybdahl Larsen, Dorte Jensen & Allan Birch Jensen
anerkender

MICHAEL: Hej alle. Nu nærmer datoen sig, så vil lige sikre mig, at alle har reserveret weekenden i uge 11. Tænkte det er nemmest at benytte mit sommerhus, der er nemlig sovepladser nok til os alle fem. I skal ikke tænke på sengetøj, håndklæder eller andre småting. Bare medbring tøj og de ejendele i ikke kan undvære, så sørger jeg for resten. Michael.

JULIE: Heey. Kan slet ikke forstå det allerede er 12 år siden. Bliver så dejligt alle at være samlet igen. Godt initiativ med sommerhuset Michel, skøn ide.

ESBEN: Hej alle. Jeg bekræfter lige min deltagelse. God ide med sommerhuset @Michael, kan du lige smide adressen herind?

MICHAEL: Adressen er: Jagtvej 5, 6950 Ringkøbing

ALLAN: Thumbs up

ESBEN: Mange tak @Michael

DORTE: Undskyld jeg ikke har svaret før nu. Har så travlt for tiden, men selvfølgelig kommer jeg også. Jeg kan komme fra kontoret fredag eftermiddag. Michael, jeg har bestilt blomster til dine forældres gravsted. Bekræfter også at Allans "Thumbs up" betyder at han kommer.

ESBEN: @Dorte skønt at du også kommer. Vi ville jo nødtigt undvære dig. :)

JULIE: Selvfølgelig kommer Dorte. Hun står ALTID ved sit ord. <3 <3 <3

MICHAEL: Tak Dorte. Ja, og så synes jeg resten skal drøftes når vi møder hinanden. Ingen grund til at debatterer det hele herinde. :)

JULIE: Ja ja, jeg sagde da ikke noget vigtigt. :P

Der er kun få timer til du skal se de fire andre igen. I var bedste venner på børnehjemmet, Schubert Minde, og selvom kontakten ikke har været stabil i årene efter, føler du stadigvæk et tæt bånd til dem alle.

Du ser ned på arret i din håndflade. Det er 12 år siden i alle blandede blod, på kirkegården og indgik en pagt. Selvom ingen har nævnt den indtil nu, er du ikke overrasket over alle kommer.

Nu er dagen her, hvor i skal drøfte hævn over de mennesker der fratog jer, jeres barndom. Om hvordan man straffer de folk, der er skyld i ar, traumer og en ødelagt sjæl.

Et dansk (midtjysk) drama.

De fem venner fra børnehjemmet finder sammen i en weekend, for at drøfte en pagt, de indgik som unge. Store emner er på spild, både omkring deres barndom, men også deres interne konflikter, romancer og den fremtid de hver og især er på vej til.

Rollerne er skrevet, og der skal derfor være tre mænd og to kvinder.

Spilleleder Nina Hoel,

Spillere Jakob Ask Føne, Kirstine Godiksen, Pálína Ýr Þórsdóttir, Simon Søndergaard Andersen, Kristoffer Østergaard,

Blok **Spil blok 3, søndag fra 10 til 16**

Titel En verden af vand

System Systemløst

Verden Den virkelige verden

Status Åben for tilmelding (128%)

Tekst Vi tager sammen ud at svømme.

Da jeg nok har lillepigen er jeg en smule streng med at jeg SKAL afsted så vi er der kl 10.00 når svømmehallen lukker op for hun skal hjem og sove til middag igen bagefter. Andre må støde til når de vil!

Ellers er det tænkt som hyggeligt samvær i vand og snak undervejs!

Spilleleder Gitte Søe-Larsen,

Spillere Nicolaj Krog, Thomas Haaber, Asger Krogh Kjær, Rikke Nielsen, Daniel Morris, Liam Howard, Liv Holm,

Blok **Spil blok 3, søndag fra 10 til 16**

Titel The Red Tower

System Semi-live

Verden The world of the Isle and what lies beyond

Status Lukket for tilmelding (233%)

Tekst In a field, a lonely tower stands.
Red bricks and mortar form a single spire.
Crooked and old, but surprisingly bright.
Nestled by a green hill, protecting it from southern siege.
And with an (*18*) view towards the north.

- - -

The Red Tower is the name of an ancient building that lies near the eastern coastlands of the Great Divide. It stands there, on an empty field, not near any castle or keep. It stands alone, forgotten. Only time has come to visit the past many years, each time leaving its marks on the now old and crooked tower.
But, for the first time in years, signs of life starts to show inside the tower. Candles are lit, the steep steps of its stairs are scrubbed and cleaned, and in the war-room beneath the tower, a (*23*) is set with six chairs around it, all untouched by the dust.

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A war has torn nations apart, and the world is burning. A secret alliance has been formed as a last hope for peace. Unlikely leaders and ancient enemies hide beneath the red tower plotting for the war to end.

"The Red Tower" is a game of political intrigue and drama set in a low-fantasy world. You have gone all in as allies, but in the fog of war friends can turn, and so can the tide of war. This is a battle of wits, of tactics, a game of human hearts, all singing, screeching, and bleeding for the cause of their leaders
- you.

Take command, take charge, await the news, prepare your retaliations, your betrayals, your secrets to be unveiled, and your heart to break.

IMPORTANT GAME INFO

- The game will be played semi-live
- The game material is written in english, and if any english-speaking player joins the game, the game will be played in english.
- If you want to play a game where you can absolutely take control over your own deceits and alliances, play out your personal drama and intrigue, explore a world and its mysteries, and take part in a collaborative experience to tell an epic story, this is a game for you.

Spilleleder Magnus Hegaard Hansen,

Spillere Bjørn-Morten V. Gundersen, Carsten Stosiek, Morten Dørr Jensen, Mette Slavensky, Frederik Majgaard Nielsen, Tenna Ansbjerg Jørgensen,

Blok **Spil blok 3, søndag fra 10 til 16**

Titel VIPs - krydstogt

System Systemløst

Verden Vores egen

Status Lukket for tilmelding (150%)

Tekst Nyhedsoplæseren kiggede ned i sine papirer. "Og så til Esbjerg hvor festskibet "Glory hound" ligger til havn, parat til at stævne ud i næste uge. Men allerede de næste døgn vil en stribe kendte VIPs gå ombord. Der er bl.a. Tale om rappere DarkFucker, milliardæren Ferdinand Gold med sin datter Alicia, superstjernen Cindra Isha og det kendte danske navn Interstate. Rederiet har hyret ekstra mandskab til at tage sig af præcis VIPsne så de får deres helt eget crew oplyser rederiet. Det er også nu festskibet skal indtjene de mange millioner som den ikke fik tjent de sidste 2 sæsoner. Og nu videre til vejret.."

Manageren slukkede for TVet. Puha det ville blive noget en opgave at passe så store stjerner. Selvom de sidste mange dage var gået med at træne medarbejderne og huske dem på hvordan man skulle opføre sig over for pressen mm. ville stadig blive noget en opgave.

I dette scenarie vil man spille nogle helt normale mennesker der er ansat på festskibet Glory hound. Men hvilke valg må man tage når stjernerne flytter ind, hvor er ens personlige grænser og hvor er rederiets grænser?

Der skal bruges min. 1 kvindelige deltagere og min 1. mandlige.

Spilleleder Troels Frostholt Sør-Larsen,

Spillere Sean Sebastian Munk Nielsen, Daniel Christensen, Emil Damgaard Sørensen, Anders Toftdahl, Christian Engelhardt Johansen, Christine Holm Bagge Jensen,

Blok **Spil blok 4, søndag fra 20 til 02**

Titel En dag på kontoret!

System Systemløst

Verden Virkelige verden

Status Lukket for tilmelding (175%)

Tekst Velkommen til en dag på kontoret. En verden fyldt med computere, mødelokaler, post-its og bristede drømme. Et sted hvor ambitionerne flokkes for at dø, og hvor apatien hersker med en doven hånd. 5 medarbejdere i en mellemstor IT-virksomhed er hver især kørt fast i deres karrierer, men midt i stilstanden, er noget er ved at ske. Et nyt projekt rører på sig, og truer med at ryste det gamle storrumskontor. Nu skal slaget stå. Kan de overvinde apatien og mande sig op til den afgørende udfordring? Og vil de stå sammen eller hver for sig? Indsatsen er stor - efter projektet lurer et langt farligere bæst - dets mange uhellige navne hvasket sagte på de lystofrøroplyste gange: kompetenceafklaring, effektivisering, outsourcing - eller det mest vulgære af alle: fyringsrunde. Meget er på spil, for selvom livet på kontoret er drænende, er det intet imod den fortvivlede eksistens i arbejdsløshedens ørken, hvor sagsbehandlerne marttrer de fordømte med deres frygtelige paragrafpiske. Skælv ved tanken, gode læser, og kom indenfor. Kontoret venter.

Dette spil er et semi live spil om den kedelige dag på et kontor. Der er 5 spiller i dette spil og hver af dem har hver deres værdier til firmaet.

Claire Bendix - Projektleder
44 år gammel - 12 år i firmaet.

Mona Wagner - Designer
31 år gammel - 7 år i firmaet.

Martin Østerby - Brugerkonsulent
29 år gammel - 3 år i firmaet.

Bent Nordstrand - Tekniker
51 år gammel - 22 år i firmaet.

Kristian Rask - marketing
36 år gammel - 7 år i firmaet.

Til dem som tilmelder sig er det et plus hvis man har kendskaber til de værdier hver karakter bringer ind i spillet, dog er dette ikke et must og kunne da også være sjovt hvis man ikke har kendskaber til det.

Ved godt der står at jeg skal bruge 3 piger/damer, men kan dette ikke skaffes er det intet problem!

Dette spil er skrevet af Piotr Zbigniew og alt credit går til denne person!

Spilleleder Simon Søndergaard Andersen,
Spillere Morten Dørr Jensen, Nina Hoel, Liam Howard, Tenna Ansbjerg Jørgensen,

Blok **Spil blok 4, søndag fra 20 til 02**

Titel Hvad minderne skjulte

System Systemløst

Verden Vores egen

Status Lukket for tilmelding (250%)

Tekst Klokken er kun midnat men de fleste er taget hjem, der er også mange der skal tilbage til deres familier. Aftenen hvor man kunne drømme sig 20 år tilbage, til livet som ung teenager, men fester og druk. Det 20. års jubilæum er ved at lukke ned og de sidste sidder omkring bålet, udenfor mens dørene lukkes til skolen. Alle tænker de at man burde tage hjem, men ingen af dem vil slippe stemningen, her blandt de andre. Gensynet med en god ven, man havde glemt eller en gammel flamme, som man havde glemt. I aften flammer ting op igen, sår åbnes og hjerter brændes på ny, eller måske er det netop det der gør det hele så fantastisk, måske lukkes gamle sår og hvem ved hvad der sker inden aftenen er omme. Får man del kys man har ventet på i 20 år. Får man set sin ven i øjnene og undskyldt for, ja for hvad. En fra gruppe ytre, at i aften skal man glemme de 20 år der er gået, glemme sit liv og bare være her, her i nuet med de gamle venner. De knitrende lyde fra bålet lyder som små metal låse der fanger dem alle, fanger dem i fortiden.

Jeg skal bruge min. 2 drenge og 2 piger til dette scenarie.

Spilleleder Troels Frostholt Sør-Larsen,

Spillere Daniel Christensen, Pálína Ýr Þórsdóttir, Christine Holm Bagge Jensen, Anders Toftdahl, Gitte Søe-Larsen, Rikke Nielsen,

Blok **Spil blok 4, søndag fra 20 til 02**

Titel Magic & Misfortune - Dhara's Children

System Terningerul

Verden Magic & Misfortune

Status Lukket for tilmelding (320%)

Tekst Intro

Year 2018

We ran through the alleys, and dodged whatever spells they were throwing at us. We were four left, and... and... The Council had fallen. Beings of The Dark Colours had entered our sanctum and even Archmage Deven couldn't keep them at bay. The members of the council stood with him, but one by one they fell to ancient - and powerful - magic. The archmage was the last to fall, but as a final act he forced (*18*) a rift to The In-Between. The Beings were sucked into it... Oh Undergods.. He too was sucked into the rift, but he had saved New York for now.

'Watch out!', I heard Niyera's voice cry out and I merely dodged the blast. A dark-green coloured cloud swirled as I leapt through it, but in an instant I felt the patterns change. Ropes of magic grabbed me by my legs, and I toppled over like a statue. I was paralyzed and from the cloud The Being manifested itself. It had no visible mouth, but a voice kept calling my name - maybe from within myself!? How powerful was this creature? In a moment's panic I pushed away all magic from me, and The Being was dazzled for a few seconds.

'Let me!', Karell's brutish voice beckoned and I kicked myself lose from The Being's grasp. Huge claws had ripped (*18*) my skin, and the blood mixed with the dark-green colour. This was bad!

'Hulbazizi!'. Karell boomed in that alley, and a shriek of pain emitted from The Being. It twisted, and the long claws tried to reach for Karell, but Niyera weaved a light-blue string above it. Constrictions - good thinking.

'HULBAZIZI!', Karell commanded again, and a crackle filled the air... The moment after The Being lay still, and slowly faded from existence. Karell fell to his knees, and placed both hands in the pool of my blood. Niyera did too, and from the blood they pulled forth an amulet. They had manifested all evil into my blood, and this amulet I had to keep on me, until I could undergo a purification ritual.

'Please tell me that ain't Dark Colours!'. Terrifi pointed at the skies, and the rumbling skies above us flashed with dark-red lightning.

This was bad. Really bad.

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Are you looking for a fantasy adventure in modern times?
Do you want to help me test out a combat-system I am working on for my franchise 'Magic & Misfortune'?
Do you feel like focusing more on telling the story than heeding the dice?

Seek no further, for you have found Magic & Misfortune - Dhara's Children.

All information will be in English, and the pen&paper session will also be in English.
Bring your best attitude, and be ready to fight for the existence of our world!

Spilleleder Bjørn-Morten V. Gundersen,**Spillere** Magnus Hegaard Hansen, Nicolaj Krog, Asger Krogh Kjær, Daniel Morris, Mette Slavensky,**Blok** **Spil blok 4, søndag fra 20 til 02****Titel** Star Saga - The Eiras Contract

System Star Saga board game
Verden Star Saga
Status Lukket for tilmelding (150%)
Tekst The Galactic Co-Prosperity Sphere is the most technologically advanced civilisation in the history of mankind. When a powerful corporation starts stealing secrets, a team of the galaxy's deadliest mercenaries is hired to retrieve them. Their target: a network of laboratories hidden deep beneath the surface of the planet Eiras. The reward is high, but so is the risk! If the elite guards weren't enough, our heroes will also have to deal with the monstrous creations of Eiras's twisted master...

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Star Saga er et taktisk brætspil/figurspil dungeon-crawl. I spiller en gruppe lejesoldater der er sat til at bryde ind i et regeringsstyret forsøgs kompleks.

Man kan læse mere her:

<https://www.miniaturemarket.com/reviewcorner/cat/tabletop-reviews/post/star-saga-review/>

Spilleleder Anders Østergaard,
Spillere Felix Stosiek, Frederik Majgaard Nielsen, Cian Howard, Christian Engelhardt Johansen,

Blok **Spil blok 5, mandag fra 10 til 16**

Titel Det forsvundne diadem

System My Little Pony - Tails of Equestria

Verden Equestria

Status Lukket for tilmelding (300%)

Tekst Jeg vil prøve at skrive en lidt mere intro senere, men det er mit første spil i My Little Pony - Tails of Equestria så det bliver fuldt med sjov og ballade og masser af fejl :)

Jeg kan kun love jeg vil sørge for vi får nogle sjove timer sammen, andet er vist uden for min rækkevidde.

Spilleleder Troels Frostholt Søe-Larsen,
Spillere Tenna Ansbjerg Jørgensen, Pálína Ýr Þórsdóttir, Christine Holm Bagge Jensen, Nina Hoel,

Blok **Spil blok 5, mandag fra 10 til 16****Titel** Keep Smiling.**System** Freeform**Verden** Freeform with Dice Rolls(D20)**Status** Lukket for tilmelding (122%)**Tekst** Our world exists in a fragile state in time. We are the by-product of cause and effect, with the smallest of decisions determining our fate. But what if those decisions were changed...?

Allow me, kind sir or madam, to show you a world different to ours. One where Emotions, come pre-packaged, the ever-watchful eye of the party are upon us to keep us safe, and everyone has a JOLLY good time of it! After all... Why wouldn't you want to stop smiling...?

You are a group of citizens who have taken a great leap, something no sane citizen would ever think of. But then again as they say in an insane world, only the mad are truly sane. Your aim will be to keep incognito while exploring a wide map collecting in secret any tidbits of information that may help piece together the answers you seek.

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Keep Smiling is a game designed to test player morals, their ability to cope under stress and duress and their skills at investigation. It'll ask them to get heavily into character as a citizen of a dystopian state and attempt to challenge their perceptions of the world as a whole... But also in all hopes we'll have a lot of fun :) Just remember to Keep Smiling >:D

Spilleleder Daniel Morris,**Spillere** Simon Søndergaard Andersen, Rikke Nielsen, Mette Slavensky, Felix Stosiek, Nicolaj Krog, Daniel Christensen, Liam Howard, Cian Howard, Liv Holm,**Blok** **Spil blok 5, mandag fra 10 til 16****Titel** spil et maleri**System** Systemløst**Verden****Status** Åben for tilmelding (0%)**Tekst** Jeg medbringer ca 5 malerier. vi vælger et, snakker lidt om hvad det forestiller, og vælger nogle karakterer. medens vi spiller, bliver billedet og lyden optaget på video, som senere bliver klippet sammen til en film. Når et billede er spillet, kan der vælges et nyt billede så længe man har lyst. Alle forbliver anonyme, kun stemmen bliver brugt.**Spilleleder** Andreas C.Rosmon,**Spillere****Blok** **Spil blok 5, mandag fra 10 til 16****Titel** Yggdrasil**System** Systemløst**Verden** Yggdrasil**Status** Lukket for tilmelding (216%)

Tekst

In a world far from ours, there are a people who depends on magic, both in the physical form of objects and in the raw, untamed form of spells. Without magic, the world and its population will surely die.

A lot of strange things have occurred since the hills appeared.

- A mystic lord has begun his campaign, and are now saving the common people from the Zarlom empire's elite troops. The Lord have shown greater

magic abilities than possible for any normal living person in this world, and your reports suggest that he is experimenting on his enemies.

- A vampire have shown her face in the forest at south, and nobody, not even the Great Champion of the realm could defeat her in direct combat.

- A new adventurer have shown his face, as all, he started in the lowest ranks of adventurer, but in the matter of 4 days, he managed to climb the

ranks to the top 10 adeventurers. Is he the famed legendary Adamantite adventurer?

Concept of characters: you are a group of 3-6 ordinary people, each with one of the common abilities of either magic or martial arts. You are out investigating the strange occurrence of the hills at west, and the new beasts that have shown their faces in the area.

Spilleleder

Sean Sebastian Munk Nielsen,

Spillere

Asger Krogh Kjær, Morten Dørr Jensen, Michael Ulnits Nielsen, Kristian Skovgaard Bro, Frederik Majgaard Nielsen, Christian Engelhardt Johansen,

Blok Spil blok 6, mandag fra 20 til 02

Titel Bazar Midway

System LARP

Verden Café Kælderen

Status Åben for tilmelding (104%)

Tekst Dansk
- - English - -

Bazar Midway er afslutningen på en trilogi, der nu har taget 4 år om at nå til sin ende.

- - Bazar Midway is the (*13*) of a trilogy that has taken 4 years to get to this - -

Det vil være afslutningen på de to foregående scenarier: 'Café Kælderen - Maskebal' og 'Penthouse Extravaganza'.

- - It will be the ending for the two previous scenarios 'Café Kælderen - Masquerade' and 'Penthouse Extravaganza' - -

Vi håber på at se så mange gengangere som overhovedet muligt, og endnu flere nye. Selvom det er slutningen, er det ikke eksklusivt til dem som har været med til at skabe historien. Det er nyt, men det er genkendeligt - og det bliver en slutning, som vi alle har brug for.

- - We hope to see as many familiar faces as possible, and even more new players. Even if it is the ending, it is not exclusively for those who were there to (*8*) the history. It's new, but recognizable - and it will be the ending we all need - -

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Sommerfugle hilsner
Designerne bag Bazar Midway

//
Butterfly-regards
The Designers of Bazar Midway

Spilleleder Bjørn-Morten V. Gundersen,

Spillere Troels Frostholt Søe-Larsen, Michael Ulnits Nielsen, Liam Howard, Sean Sebastian Munk Nielsen, Cian Howard, Carsten Stosiek, Nicolaj Krog, Tenna Ansbjerg Jørgensen, Pálína Ýr Þórsdóttir, Christine Holm Bagge Jensen, Anders Toftdahl, Andreas C. Rosmon, Morten Dørr Jensen, Daniel Morris, Rikke Nielsen, Felix Stosiek, Mette Slavensky, Frederik Majgaard Nielsen, Christian Engelhardt Johansen, Jakob Ask Føne, Liv Holm,