

Tale of the North Wind

A larp about Nordic Folklore by Avalon Larp Studio

“The villagers of Woodhill are simple people, leading a simple life. They sow their crops, take care of their cattle, and gossip about what happened between the butcher’s daughter and the seamstress’ son at the dance last month. As they prepare for the festival, they retell stories of last year and bet on who is going to win the horseshoe throwing competition. But life is never simple, and as night closes in and a North wind begins to blow, the people of Woodhill retreat back into their homes, locking their doors and holding their breath. Because they know the tales are true.”

Design Document v 1.3

This is a living document, we will inform you if any major changes occur.



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UPDATES

In 1.3 of this document we have added:

- ...

PRACTICAL INFORMATION

Location: Berghem Lajvby, Sweden

Players: 30-40

Price: 110 € (85 € subsidized)

Dates: 2-5 of May 2019 (Adults run 2-3rd, family run 4-5th)

Core Themes: Nordic folklore, fear of the unknown, village life, family tension

In this larp, the players will play the peaceful inhabitants of a small Nordic village inspired by the rural culture of the 14th and 15th century. In a wicked turn of events, the villagers suddenly have to deal with supernatural interference while they are preparing for the annual spring festival, Walpurgis Night (Valborg).

- Act 1: Establish the peaceful lives of the village people.
- Act 2: A portion of the villages young population goes missing. While they dance with elves and trolls, panic takes hold of those who remain in the village.
- Act 3: The missing villagers return, showing twisted behavior.
- Act 4: In a final desperate act the villages have to either stand up to the interfering forest creatures or submit to their own fear.

The larp will run for approximately 24 hours, preceded by workshops in family and character groups, and followed by an optional debrief.

ACCOMODATION

Berghem Lajvby (<http://main.berghemsvanner.se/>) is a replica larp village in Småland, Sweden, two hours southeast of Göteborg. The players will be sleeping on beds in ingame replica cabins. They have no heating, no electricity, and no running water.

Players will share houses with their in-game household or family group. You will be able to request members of your household and family group during sign-up.

IS THIS LARP FOR ME?

This larp is for you if you want to experience:

- A low-fantasy world inspired by Nordic folklore.
- Being part of a small closely knit society, where historical gender roles are in place (but your character choice is not limited to your off-game gender presentation or identity).
- The fear of losing someone close to you.
- A larp for participants of all ages (family run).
- The darker side of the old Nordic fairy tales and folklore (18+ run).

There will be two runs of the event. The first run will be 18+ in which some of the adult players will be playing the part of the village youth. It will embrace the truly dark elements of Nordic folklore, and have stricter gender roles than the family friendly run. The hidden ones/elves will also interact more directly with the adult villagers (huldra leading people into the forest, etc). The second run will be one where the players can bring their children, who will be playing the part of village youth and children (see [Player Groups](#) below.)

During the second act of the larp, the youth and children over the age of five will be taken away from their families in the village to meet and interact with the folklore creatures in the woods. They will return for act three, but act strange (see [Larp Structure](#) for details). It is important that players at the family run are aware that the children will disappear for a few hours. Of course, this stealing of children will only be done with the consent of both the off-game parent(s) and the child. As all forms of consent, this can be retracted by the parent(s) or the child at any time during the event. We want to stress that a happy resolution for the family run's story is already set in stone, to mitigate negative bleed.

By signing up for this event with your child, you give us your consent to go through with this. However, as all forms of consent, this can be retracted by the parent(s) or the child at any time during the event. Should the situation change and the parent(s) or child no longer wishes to play on this aspect of the game, inform your household's game master (see [Game Masters](#)) of the situation and they will make sure your decision is respected.

We have chosen to put this story element in the larp to give the children an important role in the game. We want our young players to have the same agency and opportunity to affect the outcome of the game as adult players have.

Children the age of 5 or younger must be accompanied by a legal guardian. Their legal guardian will be cast in the same household as the child and the child will remain in their care for the duration of the game, even throughout act 2. Participants under 15 must be accompanied by an adult. All participants under 18 need written permission to attend by their legal guardian, unless they are being accompanied by them. These are guidelines, we are open to make exceptions.

While the inspiration for this event is historical, this is not a reenactment event, and it is okay for costumes to be a century off or fantasy inspired. Feel free to turn to our [Pinterest board](#) for costume inspiration.

CHARACTERS

The characters for this larp will be pre-written, but focus on the background and interpersonal relationships of the villagers rather than their personalities. This way, players can play whatever kind of person they want to, while still having diverse character relations to play on. There will be character workshops on site before the larp starts to assist players with character creation.

Parents will always be cast in the same family as their off-game children. Other players will be cast in families and households according to their preferences with whom to play (to the best of our ability).

HOW TO READ YOUR CHARACTER

The characters are divided into sections, this is what you can expect to find in each. They will be a few hundred words long and contain information about who your character is, what they do in the village and how they are connected to other characters. Here is an overview of the format.

Once upon a time - Description

This is the introduction and overview of the character. It focuses on background, dreams and aspirations rather than personality, to allow for a freer player interpretation of the character.

The Wind Whispers - Secrets

Here you will find your characters biggest secrets. It is important for the sake of the game that you do not share these with your co-players before the larp.

Family Group

Your family group consists of who you are related to in the village. Some of these people may be in the same household as yourself, but not all of them.

Household

Your household is who you live with; it is connected to your role in the village and, of course, any eventual spouse. This is where most of your play will be centered.

Village Relations

In addition to your family and household relations, you have a few meaningful connections spread across the village.

THE VILLAGE OF WOODHILL

The culture of Woodhill can be described in four parts:

A simple life - Life in Woodhill is pretty ordinary. Today is just like yesterday, and tomorrow will be just the same - people do their daily chores and count the days to the next traditional celebration. Life is quiet, which means the smallest dramas and rumours get blown completely out of proportion, and when there isn't anything to gossip about, the villagers simply make things up.

Community - In a small village like Woodhill, everyone must pull their weight. All villagers are farmers first, but they also have their own individual functions in the village - there is a physician, a shoemaker, etc. If one person or family is having trouble getting by, everyone rushes in to help - at least in theory. The villagers are dependant upon each other, which means breaking the unspoken rules and becoming pariah is the same as a death sentence. If people stop helping you when you need them, you will not make it.

Conservatism and religion - The larp is set somewhen during the 14th century, when Catholicism was the most widespread religion in Scandinavia. This holds true in Woodhill, and the values and teachings of the religion are law for its people. The community is a conservative one, with a silent understanding that there are no sinners in the village, although of course no one is without sin. If there are any LGBT+ individuals in Woodhill, no one speaks of them (openly, that is). However, in times of trouble, villagers who do not adhere to the norms and expectations in Woodhill may find themselves surprisingly lonely.

The Outside World - Woodhill is not located in a specific country, and nationality is generally unimportant to the villagers, since the world outside is none of their business (it is a dangerous, unknown place). Several inhabitants speak multiple languages, passed down for generations from when their ancestors arrived to Woodhill. The villagers use English - the common language - to communicate with each other, except for when speaking to their children¹. Of course, this means two adults communicating in a "foreign" language is always met by suspicion and frowned upon because, naturally, anyone's business is everyone's business, and if they're not using the common language they are obviously hiding something.

Before the larp starts, the village will have lost a significant amount of people to a sudden illness, presumably brought upon Woodhill by a passing stranger. This makes this year's celebration of Walpurgis Night especially important as a symbol for hope, fertility and the continuation of life after a period of darkness.

VILLAGE LIFE (PLAYER GROUPS)

Gender roles will be the ones present in Sweden between the 13th and 14th century, but the players can decide themselves whether they want to play men or women (if you wish to play a non-binary character, contact us and we will accommodate to your wishes to our best ability). The 18+ run of the larp will focus more on the social struggles and limitations

¹ This is a design choice to allow all participants who do not have English as their first language to communicate freely with their children.

caused by these gender roles, as well as the struggles for LGBT+ identifying individuals in a small and conservative community, whilst the family friendly run will circle around the children and how their presence (or lack thereof) affects the village.

- **Children (family run only):** The children are the most precious treasure of the village - everyone cares about them. They bring light and magic to ordinary life. During the second act of the larp, the children will be taken by the hidden ones and come back in act three to play wicked elf-touched people.
- **Youth:** The youth are the center of the village drama - they make dumb mistakes that result in family feuds and the like. During the second act of the larp, the youth will be taken by the hidden ones and come back in act three to play wicked elf-touched people. (For the Adult run, the youth are taken because they are fertile.)
- **Adults:** The adults set the culture and atmosphere of the village, and will be the ones confronting the creatures. They are what makes the village life go around. Each family has a function, which is tied to the occupation of the prominent adult of the household (usually the patriarch).
- **Elders:** Older players will be playing village elders, who are the ones that tell stories and hold key knowledge about the supernatural. Village elders have functions such as herbalist, storyteller, priest etc. These characters will not be required to leave the village, or move around a lot at all, but are of course allowed to do so if they please.

VALBORGSMÄSSOAFTON (WALPURGIS NIGHT)

During the events of Tale of the North Wind, the characters will be preparing for the yearly celebration of Walpurgis Night. They celebrate the return of spring, life and fertility, and light a bonfire to ward off evil spirits and misfortune. The bonfires also have a practical function, as they scare off predators as the cattle is released to their summer pasture.

Walpurgis Night has a lot in common with the Gaelic tradition of Beltane.

ABOUT NORDIC FOLKLORE

Nordic folklore is an umbrella term for the folklore of Sweden, Norway, Denmark, Iceland and the Faroe Islands. It is influenced by Norse mythology, but after the christianization of the Nordic countries, the myths and stories were altered to fit new beliefs. The folklore creatures became sensitive to crosses and church-bells, and some of the less benevolent ones even became linked to the devil. However, the essence of the original creatures remained, both in their name, looks, culture and behaviour. It is the tales of humans interacting with these legendary creatures we want to tell at this larp.

In the world of Tale of the North Wind, the creatures from Nordic folklore are real. They are just as powerful, magical, dangerous and morally gray as in the old stories. And they are coming.

If you have never read about Nordic folklore before - don't worry! We would love for you to come to our larp so we get to show you this part of our culture.

GAME MASTERS

We will have in-game game masters running stories during this larp. There will be one game master per in-game household (or possibly one for every two households, depending on our resources), who will be their main contact before and during the game. They will have at least one video chat before the larp with their household(s), so that the children get to meet them. During act two, they will play the part of the creature abducting the children of their assigned household(s). This is to make the situation feel as safe and relaxed as possible for the children off-game - they are going away with someone they have an established relation with, not a stranger. To our best ability, we will assign the household a game master who speaks the native language of the child. The game masters will be portraying the household's house elf so that they can game master all household members diegetically. You can read more about this under "The House Elves" in Game Mechanics.

GAME MECHANICS

At Tale of the North Wind, we will use some game mechanics, both to enhance play and to make sure we all feel safe throughout the larp. All of the following mechanics will be briefed and/or workshopped on site before the larp starts, so do not worry if learning them all seems a bit overwhelming right now.

CUT

"Cut" is a safe word that signals that the personal boundaries of an individual player have somehow been crossed and the player needs to extract themselves from the situation. If another player uses this word, then immediately cease the scene. You do not need to explain why you're using "cut".

Not saying "cut" in a situation where it is appropriate may be catastrophic. Saying "cut" in a situation where it is inappropriate has almost no consequence. Better to say it once too often.

In the family run of the larp, "cut" replaces the "I have to pray"-mechanic.

RUMOUR WALL

In a small village, rumours spread quickly - both true and false ones. To encourage and simplify spreading in-character gossip, there will be an active **rumour wall** on site throughout the larp. The rumour wall will be located in a regularly frequented off game area, like the bathroom, and stocked with post-it notes and pens.

If you want to create a rumour (about your own character or someone else's), all you have to do is write it on a post-it and stick it to the rumour wall. Anything you read on the rumour wall is a rumour your character has heard, and you are encouraged to play on it.

THE TALK OF THE TOWN

This is a diegetic mechanic used to spread rumours in game. If someone uses the phrase “the talk of the town” while discussing a rumour or a secret, that piece of information should be spread like wildfire:

Elsa: “The shoemaker’s son was seen sneaking off with a strange woman into the woods yesterday night.”

Magnus: “How do you know?”

Elsa: “It’s **the talk of the town!**”

Elsa is letting Magnus know that this is a rumour that should be spread in the village.

Kim: “I stole a ring from the butcher last night.”

Magnus: “What? They will kill you if they find out!”

Kim: “I know, I’m terrified. I just hope it doesn’t become **the talk of the town.**”

Kim is letting Magnus know that while their character doesn’t want this to get out, they as a player want it to be spread.

STAY AWHILE AND LISTEN

This is a diegetic mechanic used to tell stories in game. If someone uses the phrase “stay awhile and listen” before telling a story, this tale should be seen as something that could, and is likely to happen. If you want it to have impact on the overall story you should ensure that a House Elf can hear you activate the mechanic.

Magnus: “I wonder what a Huldra is?”

Elsa: “Well my grandmother once told me about them.”

Magnus: “Oh really?”

Elsa: “Yes... **Stay Awhile and Listen.**”

Magnus *Sharpens their ears*

House Elf (Game Master) *Listens in*

Elsa: A huldra is forest spirit who seduces Christian men to join her in the forest, never to be seen again.

This way Elsa influences the larp’s story. Magnus, playing a Christian man, knows that the huldra has magical powers of seduction that they should play up if they encounter one. The house elf will report back to the story team that a huldra could come and steal Magnus.

THE HOUSE ELVES

In Nordic folklore, gårdstomtar (house elves) are small gnomes that help looking after the farm or house they live in - if treated well, that is. They can chop wood for the fireplace, milk the cows for you, or watch over the children as they sleep. To thank the house elves for their kindness, the family of the house traditionally leaves them a bowl of porridge, milk or some bread to eat. It is commonly known that house elves have their own kind of powerful magic, which when used to your benefit is immensely helpful, but when used against you is incredibly dangerous - so making sure to stay on their good side is vital.

Actually meeting a house elf is rare, since they tend to be invisible, but when they choose to make themselves visible to humans they are usually dressed in greys and browns.

At the larp, the household game masters will play house elves - this enables them to diegetically do practical work as well influence and enhance play. The house elves will always be invisible to the characters. This means the game masters can whisper things in your ears, tell you to do something or escalate your emotional play, without breaking the game. This is known as **Shadow Game Mastering**. In game, this will be the house elf using its magical powers to influence your character.

MARK OF THE NORTH WIND

Some people and objects in Tale of the North Wind will carry a mark of the supernatural. This indication tells you as a player that something is not right. The air is cold, you hear low whispers around them, the person is acting drastically unlike themselves, or your gut feeling tells you something is off. You should always regard people and objects carrying a mark with fear and/or great concern.

You can be given a mark of the supernatural either by a House Elf (Game Master) or by one of the supernatural creatures. When you are given a mark, you will always receive an instruction on how to act on it. In general, you get a chance to act out of character, be really strange, and behave counter logically.

Elder characters will have the ability to find out more about all marks because of their in-game life experience. If you are playing an Elder and want to know more about a marked object or person, discreetly ask them about it off-game or go to the organiser area.

Marks are often given as part of deals, in which your character can opt-out, but there might be occasions when your character will be forcibly marked. If this is the case, you as a player are still allowed to opt-out. As a player you can opt-out by physically hiding the mark, from your person and, when convenient, deliver it to the organiser area. You will not be questioned on why you made this decision.

They are represented in the larp by a clearly visible yellow ribbon.

SAFE HAVEN & STRONG FAITH

Believers and places of worship are shielded from the supernatural.

Creatures and those carrying a Mark of the North Wind cannot enter the chapel.

Some characters will be provided with a cross to hang around their neck, while the creatures can still interact with them and engage them. They can not be marked with the mark of the north wind. However, if the player of that character judges that their faith is wavering in the face of danger, they **may** choose to remove the cross.

I HAVE TO PRAY - 18+ RUN ONLY

If you for off-game reasons want to leave a situation, but without breaking the game, you can use the phrase “I have to pray.” When someone uses the phrase “I have to pray” to excuse themselves from a situation, that is an off-game cue to let them leave the scene undisturbed.

In the family run of the larp, this mechanic is replaced by Cut.

LARP STRUCTURE

- **Act One: The Calm Before the Storm**

Establishing the peaceful village life.

In this act the villagers have gathered to distribute the tasks connected to the upcoming Walpurgis Night. They go about their daily races while simultaneously trying to get everything in order for the celebrations. The play in this act will focus on personal relations and everyday life.

The first act begins when the larp starts and will play out on the first evening and a bit into the next day.

- **Act Two: A North Wind Rises**

The youth (and children) disappear into the forest. Here they will experience dancing with fairies and have their world turned upside down, while the villagers will be in a panic, trying to figure out what is going on. In the meantime, some of the forest creatures will take advantage of the absence of the children/youths to corrupt the adults of the village.

An emergency village meeting will be led by the elders. This is where everyone should accuse each other for bringing this upon the village, out each other's secrets etc. Since the children won't be present, adult players can push this as far as they please during both runs.

Adult run: The youth will workshop what happens in the woods with the game masters. The hauntings that follow will deal with darker, more mature themes than the ones in the family run. Several forest creatures show up in the village while the youths are missing.

Family run: The children will go through the workshops while having an in game adventure. The hidden ones will give them instructions to cause mischief when they return to the village. Since most of the game masters/NPCs will be occupied with the children in the woods, only one or two forest creatures will show up in the village.

The second act begins when the youth (and the children) disappear from the village and will play out for one or two hours during the second day.

- **Act Three: In the Eye of the Storm**

The children come back but they are acting strange.

Examples: “I want to go dance with the elves again” or “The elves told me to do it” after having broken something. Stealing, destroying things, ruining the celebrations, disobeying etc.

The Villagers (probably) decide to confront the hidden ones and try to get their children back to normal. The time has come for them to face their fears and make a deal with the unknown.

Adult run: The actions of the players in this act will decide the ending of the larp.

The third act begins when the youth (and the children) return and will play out for about six hours over the course of the second day. In the adult run this act is a bit longer and concludes the larp.

- **Act Four: Blue Skies Ahead (Family Run Only)**

This is the happy ending for the family run. The Walpurgis Night celebrations will ensue as planned, and the villagers light the pyre to bless the harvest and purge the lands from evil.

The fourth act begins when the bonfire is lit and will play out for last two hours of the larp, by the end of the second day.

OPTIONAL DEBRIEF

After the larp, we will offer an optional debrief for any players who would like some guidance to mitigate bleed. The entire debrief will be opt-in, with the possibility to leave at any time.

SCHEDULE

The Adult Run starts with workshops; 15:00 on May the second and ends on May the third at 20:00

The Family Run Starts with workshops; 13:00 on May the fourth and ends on May the fifth at 18:00.

Adult Game - Day 1	
15:00	Workshops
18:00	Dinner + Costumes
19:15	Last Workshops
20:00	Game Begins - Act 1: The Calm Before the Storm
Adult Game- Day 2	
11:00	Act 2: A North Wind Rises
12:30	Act 3: In the Eye of the Storm
20:00	Curtains, followed by optional debrief.
21:30	After party in the big hall and around the fire.
Family Game - Day 3	
11:00	Last players from adult run leave the site.
13:00	Workshops
15:00	Mellis + Costumes
16:15	Last Workshops
17:00	Dinner => Act 1: Peaceful Moments
Family Game - Day 4	
09:00	Act 2: A North Wind Rises
10:30	Act 3: In the Eye of the Storm
16:00	Act 4: Blue Skies Ahead
18:00	Curtains, followed by optional debrief.
20:00	Optional Decompression (Lowkey after party).

COSTUMES

This larp is set in an alternative telling of history where magical creatures are real. This means that although the setting is 14th century inspired, we are clearly not reenacting a historically correct period of time. Thus, we do not demand that our players attend in fully historically correct costumes, but rather historically inspired ones. If they pass as medieval or viking lower-class clothes, you are fine.

There is definitely some costume/kit elitism in the larp community. We do not support any kind of elitism, and encourage you to play with everyone regardless of what their costume looks like. We all do our best with our costuming, and that is what matters.

Now, to simplify the costume creation, we have created some guidelines and tips to achieve some kind of aesthetic coherence at the larp.

GENDERED CLOTHING

Women wear dresses, men do not. This is a simple way for us to distinguish what gender the character is, regardless of how the player identifies off-game.

HAIR

Married women wear their hair up or even covered. Unmarried, young women may get away with wearing their hair down. This is a way to differentiate between adult characters and youth/children characters, regardless of what age the player presents as.

FEMALE CHARACTERS

Dresses without sleeves

Yes! Just remember that it might get cold, so bring a cloak or a warmer dress to change into.

These long, flowy things

Sure! However, they might get in the way when you want to do... literally anything. These kind of sleeves were only used by the nobles for this exact reason - you couldn't wear them unless you had someone else to do everything for you.

I want to be a princess!

This is not a good larp for this. While we won't kick anyone out for looking too good or rich, this larp is about simple people leading not-so-simple lives. Your beautiful silk dresses risk being ruined by mud, water, and other weapons of nature.

Corsets on the outside?

No

MALE CHARACTERS

I want to be a knight!

This is not a good larp for this. While we won't kick anyone out for looking too good or rich, this larp is about simple people leading not-so-simple lives. Your characters are not fighters in the physical sense, and they certainly do not earn enough to afford armour. Besides, this is not a larp that involves physical combat, meaning you would be lugging around your heavy plate for no reason!

BOTH

Weapons

Nah. Possibly a knife - but this isn't a boffer larp.

Cloaks

Hell yes! They look awesome, keep you warm and dry, AND they look awesome.

PACKING LIST

MUST HAVE

- Bedding, sleeping bag, and/or blanket(s)
- Warm socks!!
- Your costume (bring a warm outfit or at least a cloak for the evening, May can be cold)
- Extra socks
- Your passport and other travel documents
- Any medicine you need
- Sanitary utilities: toothbrush, pads, sunscreen, etc
- A copy of your Character

NICE TO HAVE

- Extra socks
- Heat packages
- Pillow(s)
- A fan (they work wonders against heat AND mosquitoes)
- In-game friendly water bottle (larp hack: make a simple fabric bag to hide your plastic bottle in. Keep the bag shut tight around it when you drink. Glue some fabric to the cork. Done - no one will suspect a thing)
- In-game friendly snacks (fruit, chocolate, cookies, bread, sausages - just avoid all nuts for allergy reasons!)
- Off-game snacks you can hide in your sleeping bag/under your bed
- A cloak for the evening
- A linen or cotton towel to wipe your hands on
- A handkerchief
- Powerbank, if you need your phone to stay alive for the whole event
- A light source, if possible in-game appropriate (we will have some LED lanterns available.)
- Earplugs
- A roll of toilet paper (we will provide toilet paper throughout the event, but it's always good to have one)
- Extra socks

TRAVEL GUIDE

Berghem Lajvby, where the larp will take place, is located outside of the town Skillingaryd in Småland, Sweden.

These are the GPS coordinates for the larp village:

WGS 84:N 57° 28.184', E 13° 56.265'

WGS 84 – decimal:57.46973, 13.93774

RT90:6373134, 1387951

SWEREF99:6370174, 436287

The closest big cities with international airports are **Gothenburg**, **Stockholm**, and **Copenhagen**. The easiest way by far to get to the site is by car. The drive takes 4 to 5 hours from Stockholm, about 2 hours from Gothenburg, and about 3,5 hours from Copenhagen airport.

The closest train station is **Skillingaryd Station**, but from there you will have to catch a ride with someone. The larp community is known for its helpfulness, the drive is not too far and we will help facilitate car sharing in the event specific groups. If you cannot find someone to pick you up at the station, do not worry. Just contact us (preferably in good time) and we will solve it.

PUBLIC TRANSPORT GOTHENBURG TO SKILLINGARYD

1. From Gothenburg Central Station, take a train to Halmstad C.
2. In Halmstad C, change to a train to Skillingaryd Station.

The total journey should take between 3 and 4 hours, plus the drive from Skillingaryd to the actual site.

PUBLIC TRANSPORT STOCKHOLM TO SKILLINGARYD

1. From Stockholm Central Station, you can take a train to Nässjö C.
2. From Nässjö, you can take another train straight to Skillingaryd Station.

The journey should take between 3,5 and 4,5 hours, plus the drive from Skillingaryd to the actual site.

PUBLIC TRANSPORT COPENHAGEN AIRPORT TO SKILLINGARYD

1. From Kastrup (Copenhagen Airport), take a train to Nässjö C.
2. From Nässjö, you can take another train straight to Skillingaryd Station.



The journey should take between 3 and 3,5 hours, plus the drive from Skillingaryd to the actual site.

SAFETY

Safety is crucial, both for players and for crew. At larps like Tale of the North Wind, which have the possibility to be emotionally intense, we want everyone to feel that they have a safe space in which they can explore dark themes and difficult situations. We will be workshopping a number of techniques for safety and calibration, and introducing a number of rules around physical and emotional safety.

If you have any questions or concerns, you can contact us at: safety@avalonlarp.studio.

PLAY CULTURE

Our larp is a place for collaborative storytelling. Rather than trying to best our co-players, we aim to engage in mutually fulfilling play. Creating good drama and spinning great stories for everyone involved. This is an international event, and there will be people present from many different cultures. To avoid misunderstandings, we have created a list of do's and don'ts to clarify what kind of play culture we want to create at this larp.

Do

- Ask before you touch someone.
- State your boundaries.
- Say "Yes and".
- Respect your co-players for who they are.
- Use the safety and game mechanics provided by the organisers.
- Involve people of all ages in your play.
- Take your turn doing the dishes.
- Discuss your pre-written relations with your co-players before the larp.

Don't

- Touch people who haven't given you their consent.
- Engage in physical combat.
- Steal other players' belongings.
- Use any safety or game mechanics **NOT** in the game design.
- Exclude players based on their player group, household or family.
- Go off-game in a public area (except for safety reasons).
- Reveal your character's secrets to your co-players before the larp.

INCLUSIVITY

Our games are meant to be playable for anyone who is interested in playing on the larp's main themes, regardless of identity. Anyone who wishes to participate in our games should be able to do so without any fear of off-game discrimination.

In-game discrimination can be an interesting source of tension, but it can also be uncomfortable or even triggering for players who already experience it on a daily basis. While we wish to give our players the opportunity to explore living under oppression in a safe environment, this is in no way a mandatory part of play. To accommodate for different player preferences, any play on discrimination will be opt-in. You will be able to opt-in to these aspects of the larp by telling us you want to engage with them when you fill out the sign-up form.

While someone's in-game heritage, sexuality, or gender may be a source of tension for the characters, we will not accept discriminative behaviour based on off-game identity or expression.

SAFETY POLICY AND CODE OF CONDUCT

In addition to what is written above, it is important that all participants adhere to our code of conduct. If you break our code of conduct, we reserve the right to remove you from the larp, in accordance with our safety policy.

You can read both here: <http://avalonlarp.studio/safety>.

ALCOHOL POLICY

Alcohol consumption in moderate amounts will be allowed at the 18+ run of the larp. However, we retain the right to remove any participant from play whom we deem too intoxicated to participate safely.

At the family run of the game, **all alcohol will be banned** since there will be minors present. Any participant who consumes alcohol on site, be it before, during or after the game, will have to leave the site immediately.

ON-SITE SAFETY

On-site safety is overseen by the Safety Team, whom you can approach with any concerns that may arise during the larp. They will be found in dedicated off-game space. If you have any safety issues or anything else you need to discuss, please don't hesitate to come and talk to them.

There will be a dedicated off-game space where players can go to decompress, if they want a break from the game. There will be at least one member from the safety team present in case the player wants someone to talk to. It should be noted that what is offered is decompression with a friend - members of the safety team are not trained therapists or medical professionals. Should you wish to speak to someone who presents as a different gender than the safety team member who is currently present, please let them know and they will do their utmost to find someone you are comfortable speaking with. During the hours of darkness (0am-8am) we will have an emergency telephone number you can call, but we'll *not* have someone on duty and awake. We are not planning to have a safety person on duty once the larp ends.

We have designed a larp that allows you as a player to opt-in and opt-out as you see fit, and to calibrate your own experience. Our safety team is there as a backstop for when - for whatever reason - you no longer feel comfortable, or you no longer feel safe. We would rather you discussed concerns with us early and often than wait for them to become serious issues. Our players come from many different larping cultures, and misunderstandings are best resolved before they escalate.

Remember, whilst the larp may be about families falling apart and fear of the unknown, in real life common sense, common decency, and Swedish law apply.

All participants over the age of 18 remain responsible for their own actions. Any children at the larp are the responsibility of their legal guardians, or an otherwise accompanying adult.

In case of an emergency, as well as between midnight and 8AM, you will be able to reach the organizers on the emergency phone: +4638343635

PHYSICAL SAFETY

Tale of the North Wind will not be a larp that requires a lot of moving around in challenging environments, but some characters will be navigating the woods for shorter periods of time. Should anything happen that requires medical attention, we will have a first aider on site, who can take action in case it is needed. In the unlikely event of a medical emergency, this crew member will have full authority and we will expect everyone to follow their lead.

ACCESSIBILITY

We take accessibility seriously and we are working to make this larp open and available to as many players as we can. We acknowledge that there are many types of accessibility needs and that everyone is unique. The statements below should be considered a starting point not an end point.

If you have specific needs or requirements or concerns that are not discussed below we invite you to contact us at info@avalonlarp.studio.

PHYSICAL ACCESS

Not all of the site has step-free access. There are a number of crude staircases and no lifts. However, we will ensure that our activities, facilities, and key plot locations are accessible to those with mobility issues.

It is possible to reserve accommodation in a house without stairs.

The toilets are outhouses, one of them is designed as an accessible toilet.

ELECTRICITY AND HEATING

There is no electricity or heating. There are, however, some dedicated fireplaces for outdoor fires, and some houses have an indoor fireplace.

FOOD AND DRINK

Meals will be served at regular times. If you have specific dietary requirements we will work to meet them. Please make it clear at the time of booking if you have any specific allergies

or intolerances so we can ensure that all foods are clearly labelled. Mealtimes will not be interrupted.

There will always be access to food and fresh water.

TIME KEEPING

We will not be artificially manipulating the passage of time. There will be no clocks on display, but you can come to the organisers to get the proper time.

PRINTED MATERIAL

This larp include very little printed material. We will create large print or audio versions if required.

OPTING IN

All events are opt-in, not opt-out. Participants can go out-of-character at any time and without giving a reason. There will be no in-character penalty for not turning up to an event or activity. It is always possible to avoid any form of physical interaction at any time. This option is available to all players.

If participants explicitly wish to make their own disability a part of their experience, we will accommodate it. Otherwise it is assumed that our fictional Woodhill does **not** discriminate based on disability.

An out-of-character space is available to everyone. You are welcome to enter this space at any time for any reason.

DATA SECURITY

We will ask participants to disclose any accessibility requirements at the time of their booking. This information will be kept safe and not disclosed to any third parties. Only the organisers of the event will have access to this data.

If you have any questions or concerns please contact us at hello@avalonlarp.studio as early as possible to discuss your individual needs.

LINKS

- Facebook Info Group: <https://www.facebook.com/groups/1553883161378219/>
- Spotify Playlist: <https://open.spotify.com/user/113209390/playlist/4mm2M5QNE0BvCsr9bCtKg9?si=g3vKfQLIRrKIB7nMzKjrnA>
- Costume Inspiration: <https://www.pinterest.se/sagalinn/tale-of-the-north-wind-costume-inspo/>
- Moodboard: <https://www.pinterest.se/sagalinn/tale-of-the-north-wind-mood-board/>
- Avalon Larp Studio Website: <https://www.avalonlarp.studio/>
Facebook page: <https://www.facebook.com/avalonlarpstudio/>

CREDITS

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While this larp is being produced by Avalon Larp Studio, the people behind who are working on this particular project are:

Sagalinn Tangen - Director

Halfdan Justesen - Executive Producer

Writers

Annika Waern

Alissa Murray

Laura Sirola (writer, gm)

Linnéa Cecilia Fredin

(writer, gm)

Martine Svanevik (writer,
editor)

Rune Asbjørn Stangeland

Sunniva Tangen

Thérèse Tangen (writer,
gm)

Tinuviel Bergström Vaeren
(writer, gm)

Kjell Hedgard Hugaas

Game Masters

Carl Nordblom (gm)

Jennie Gahnström (gm,
editor)

Charlie Haldén (editor,
gm)

Emma Öhrström Wedberg
(gm)

Claus Gajhede (gm)

Editors

Simon Brind

Charlie Ashby

Torun Hegre

Liv Lykke Schubert

Practical Staff

Martin Rydberg Héden
(Kitchen Boss)

Johanna Strömblad
(Kitchen)

Elizabeth Persson
(Kitchen)

Vicky Eylers (Children
Adventure Guide)

Kol Ford (Safety)

Signe Hornborg (Safety)

Ralf Wallén (Physical
Safety)

Sofie Falk (Photography)



[Avalon Larp Studio](#) develops innovative and inclusive larp (live action role-playing) events. Participants take on the persona of a character who will experience powerful emotions and stories. The worlds we build and the dynamics we create are carefully designed for drama, but these larps are not scripted and the heart of the stories told lie with you, the participants.

Our larps are about characters and their stories. A character's journey should involve change, and sometimes this involves them having to overcome grim obstacles and best unrelenting challenges. More often than not, they often come out on the other side having lost more than they gained, but they will have changed as a result of their experience; our hope is that the players will too.