



# FOREVER and a day design document

A larp by Poltergeist LARP



*Tonight, we gather and we'll dance. We'll dance to passion and to the rustling promise of summer. To the sweet touch of the moon on our thirsty skins, to the laughter of our siblings big and small, visible and hidden.*

*We will sing, our feet barely touching the ground as we sway above it to the ancient choir of nature and connection. We will sing to those we have lost and to those we will gain, to the stories unfinished and yet to come. With our voices loud and echoing between the stars, we will praise what matters and we will shatter what tries to bring us down.*

*And finally, we will raise our glasses, throw our heads back and howl with the wind before we drink to us. To our power, to our beauty and to the future we are now beginning to write.*

# index

Index.....	3
About the larp and this document .....	4
Hard facts .....	4
What to expect.....	5
Lore .....	8
The world .....	9
The Setting .....	11
The Raban Coven.....	12
Felagi.....	13
The Farvald Coven .....	14
The Perchta Coven .....	15
Witchcraft.....	16
Romance, Gender and Sexuality.....	18
The Age of Witches.....	19
Recent events .....	20
Vision and design.....	21
Themes.....	22
Play Philosophy .....	23
Mechanics .....	25
Aesthetics and Costume .....	27
Characters .....	28
Event Time Plan .....	29
Code of Conduct.....	30

# about the larp and this document

Forever And A Day is an homage to everlasting nights, to friendship and family. It is a small low-budget game about a coven of witches recuperating from a big loss brought upon them by inner conflicts and feuds. It is aimed to empower and to look for new beginnings, to flourish and rise again, together. It is about putting the dark times behind you and looking upon a new era.

This larp came into existence on a drunk night in the backyard of a bar when all we wanted was a huge bonfire and our friends around us. With Forever And A Day, we are not aiming to make a big blockbuster larp, instead we want to go back to the basics, larp in nature and recycle scenography from old projects in order to make this larp as affordable as possible.

**This document** is what we need you to read or listen to before you attend the game. That is because we would hate to spend time briefing you on a document that you can consume beforehand – workshops are cool but let's face it, everyone hates briefings. So we need you to be honest and actually go through this document. We'd prefer not having to go through all the written lore again with you. We will be workshopping the safety mechanics with you though, just to be sure they are used correctly.

Thank you for being a part of this little adventure! We can't wait to see you in a few months!

## hard facts

**When?** June 25th 2022

**Where?** In the woods of Leipzig, Germany

**Who?** 31 international participants, age 18 or above. Vaccinated or recovered against Covid 19 or medically unable to receive a vaccination, proof is to be provided.

**Price?** 20€

# what to expect

You get access to a one-day event that starts at lunch time and ends at some point during the early night with a clear cut signal. We will continue to hang out offgame and celebrate for as long as people want to. During that time, you'll receive two meals, snacks and access to a bar where you can purchase additional alcoholic and non-alcoholic beverages to be paid at the end of the larp. Beforehand, you'll receive pre-written character concept and access to a platform where you can connect and plan with the other players (which we highly recommend you do).

## Furthermore, you can expect the following:

- ✧ A focus on roleplay and personal drama
- ✧ A bonfire, singing and dancing
- ✧ WITCHES
- ✧ Co-creative approaches (no, really, we need you to be onboard with this. We are not making this entire larp FOR you, we are making it WITH you.)
- ✧ Moderate alcohol consumption during the game
- ✧ An uplifting experience (the focus of this larp is not to suffer but to actually have a good time.)
- ✧ Minimal workshopping
- ✧ Hopefully, if you are up for it, a few days in Leipzig to spend offgame with your fellow players and us as organisers, exploring the city and socialising outside of a larp context (heresy, we know!)
- ✧ An explicitly queer-friendly approach to characters and story
- ✧ A pre-written character concept (to be decorated with your own ideas and thoughts)
- ✧ A serious approach to participants' and organisers' emotional safety
- ✧ Two vegan meals
  - We will be honest, our options to cook many different meals for heavy allergies will be very limited. We'll figure it out with you – you can either bring your own food, prepare it at our kitchens the day before or we'll see if we can make something for you that is within our capacities. It all depends on the specific allergy but we'll try.

## What not to expect from Forever And A Day:

- ✧ Intricate world lore
  - We will give you the framework but we won't write out 50 pages of lore. We'd much rather go light on the lore and focus on the characters – and use "Yes, and" and good old Bullshitting to fill the background world with colour. ;)

- ✧ Play on heavy emotional abuse. There will be suffering and emotional topics but we are staying clear of stuff that is unforgivable. This is meant to be uplifting, not to give you that sweet type 2 suffering kind of fun. ;) Instead, we're actually trying to do something for the good feels here.
- ✧ Any play on sexual harrassment / abuse
- ✧ Play to win
- ✧ A focus on action and physical fighting
- ✧ Accommodation – you have to find your own but you can find a good deal on our website
- ✧ To be able to sign up and then show up to the larp unprepared
  - This is not meant to be read as judging or condemning. We get it, we also run those types of larps. But this is not one of them.

### **What we expect from you:**

That you have read our Code of Conduct and agree to it.

That you will read or listen to our Design Document before the larp starts.

That you are an active part of planning this larp, your character and your experience. We know that this is not for everybody and that is okay - but this time, we want to share that burden and fun with our players. Organisers are doing a lot of labour for free so others can simply come and enjoy their weekend with as little prep as possible. For this larp, we want you to actually be present in the months or at least weeks before the larp. We want you to talk to your fellow players and plan your relations. We want you to actively contribute to this larp.

It is not much we ask, we're not asking you to co-organise. We are just asking you to engage with us and not ghost us until the larp happens. ;)

### **What to bring:**

This is a loose collection of what you should definitely bring and what might be nice to remember.

- ✧ A set of dishes and cutlery for yourself, including a cup. We will not be able to provide that.
- ✧ Shoes, even when you want to go barefoot. Back-up shoes are your friend.
- ✧ A warm blanket or poncho or coat for when it gets dark – you never know in June!
- ✧ Things to cast spells with. Rune stones, pretty marbles, potions, gibberish spell phrases. You may also use nature for that but it's cooler if you also bring stuff! If you want to bring stuff that needs to burn to work, please reach out to us so we can make sure it's ok. Please don't bring explosives. Animals hate it, many humans hate it, it just sucks really.

- ✧ Your costume – you can go topless as much as you want but we ask that you cover your bottoms. Remember that you should wear whatever you're comfortable with and that fits your character. Fuck gender and gender roles, don't let it dictate you what to wear.

*lore*



# the world

*Once upon a time, humanity was lost. Lost finding their way after the shattering of high civilisations, toeing the line between not wanting to repeat the mistakes of the ancient ones but still needing to build on their heritage.*

*In that time, humans first and foremost looked for light. Clean, bright light that would shed clarity into their lives, bring order and structure and something to hold on to. They feared the random, they feared chaos and passion and anything that might spin them off their course - a course to security, to stability, to prosperity. A safe haven in the ashes of old civilisations.*

*And then there were those that instead of balancing the act of stability and conservation, decided to stray off the safe path to find their roots in what humanity is deep inside: Animals, creatures of impulse and emotion. Beings of nature that seek nothing more than connection, to love and to be unapologetically happy. They went back to the woods, to the ocean and the clear mountains and they danced beneath the stars. They felt the wind between their fingers and howled with the wolves at night, for both wind and wolves are their siblings in this world.*

*They strayed off the safe path because it held nothing for them. Only loneliness and routine when all they yearned for was to live, to feel and to be a part of this world.*

The world of *Forever and a day* is loosely based on the **Dark Ages** of our real world. It is a time of strict normality where anything that might threaten that normality was shunned and persecuted.

It is not, however, a historical representation of that time. Not at all. It's taking an idea, a taste of it to turn it into the story we want to explore with you.

In this world, **magic is real**. It is fueled by one's connection to the land, the elements and one another, to the roots of the trees and the tips of their leaves. With connection, with emotion comes power - power to engage with that energy and become a part of it, flow in it and shape it. People who wield that power are called witches.

Witches are often the ones that stick out from an early point in their lives, trying to find their place in a society that does not meet their needs. Some witches might never break out, some are removed forcibly from human society before they realise there are others like them.

But some witches manage to leave their old lives and **join a coven**: A band of witches that chose to be family to each other and explore their connection to nature, to each other and the world around them.

It isn't without its risks as covens are shunned and hunted for who they are, who they dare to be: Defying human norm, questioning stability and safety.

But in the end, that is just it: If you have to sacrifice your passion and identity for safety, are you truly safe within yourself?

### **Know your grammar:**

The word "witch" is used genderneutrally in our setting. Anyone can be a witch - whether you are male, female, both or either, or whether you're transcending between them like the moonlight between the water of a lake and its shore. Witches do not care for such distinctions, they care only for who you are in your heart.

## the setting

At *Forever and a day*, the Raban Coven has called for a **congregation** to solve the ongoing crisis. Since the merge of the two weakened covens, Raban has never been truly united and has started to tear itself apart from the inside instead.

Witches of Raban have experienced **a decrease in their witchcraft**, believed to be related to their lack of connection and balance with each other. In a world like this, a coven of witches is only as safe and strong as their unity is. That is why at this gathering, **all disputes must be settled** and buried if Raban is to survive.

By nightfall, all conflict must be resolved. The coven has to make peace with its past and start anew, rising from the ashes of old quarrels and feuds. To that purpose, each must cleanse their mind of worldly disputes before entering the ritual to restore balance, peace and connection to their minds with the moon as their witness.

There will be tears. There will be sorrow and anger, surely. Any emotion must be felt to its fullest before it can be settled but in the end, they must be accepted and misdeeds must be forgiven. For hatred and distrust is for those who prefer to be divided in jealousy and scorn rather than to accept the beauty of difference and the humanity that lies in making mistakes.

# the raban coven

The Raban Coven is a fairly young one compared to many other covens. It was born out of the necessity of **two smaller dying covens** to survive and thus **joined hands** to weather the circumstances together.

This happened maybe a dozen years ago. The two previous covens, **Farvald** and **Perchta**, tried hard at embracing each other but often, the grave differences and the stubbornness of habit have divided it more than they were able to mend. **Personal conflicts** were handed on and on to younger witches, grudges were never settled before the Felagi of a youngling vanished, leaving the youngling to carry on the grudge without a way to resolve it.

The two previous covens had **different habits** that still collide to this day. Farvald often spends weeks and months not getting together as they wander the lands nomadically, only connected to each other by the whispering wind in their ears and minds. Perchta builds on the grounded energies of the forest and its roots, valueing a physically bonded community more than anything. Where Perchta likes to take their time and consider the ways of life, Farvald likes to chase another adventure each day, often getting themselves into all kinds of troublesome situations - both with the mundane population and other covens. Where Farvald runs to avoid the consequences, Perchta stands their ground and stares fiercely into fate's eyes, daring it to strike.

It is not that Raban hates each other. There are deep friendships amongst those more unburdened by the old ways. And there is a need to lean on each other and take what the other has to offer. But like many a family, fights drag out as long as no one is willing to budge and open their mind to the possibility of forgiveness and clarity. Small problems become major conflicts over time and no one remembers the exact words that led them to this point anymore, instead passions run high and the mood is tense within the coven.

Recently, the troubles and rising tempers have led to **a witch of Raban losing their life**. It was a wake-up call that has prompted Raban to realise that things need to change.

# felagi

A witch's life, before entering a coven, is often marked by solitude and hardship, as witchcraft is frowned upon and often hunted within the regular human society.

Hence the bonds between witches of a coven tend to be even stronger, almost as if to substitute for lack of acceptance they might expect from the outside. However, **no bond is stronger** than that between two Felagi.

When a new witch enters a coven, they get initiated and accepted by another witch that will **mentor** and foster them to be their best self. This is to strengthen the coven, its integrity but also to strengthen the young witch themselves. Learning the ways of the coven, discovering their expertise and powers, all these don't come naturally to most - they need guidance and mentorship and more importantly, they need trust and support.

Two witches are **bonded for life** as Felagi, they council each other and share a close connection. It may start out as a mentor-mentee relation but over the years, as the two witches grow more equal in their skill and experience, it simply becomes a deep-rooted friendship. Often their powers **grow stronger** if cast together, their energies so closely intertwined and fostered by each other.

Of course it happens in this dark and cruel world that one witch might lose their Felagi - to natural causes, to the mundane human population that seeks to destroy what they cannot understand, or even to a witch of another coven. When that happens, the surviving witch will feel that **loss** forevermore. It is like a soulmate being ripped away from you, leaving only a void that none will ever be able to fill. New connections, even new Felagi, might come and go but they can never replace what has been taken from them.

A witch can usually only have **one Felagi at a time**, may it be as a mentor or as a mentee. It is custom that witches who have lost their Felagi are the ones who will take on a new witch joining the coven as their new Felagi, **continuing** the line of guidance and trust.

# the farvald coven

*What is home? A rolling wagon below me and a clear sky above, the cry of seagulls by the windy shores. The song of rustling leaves as you blaze through them, one with life and one with the world. With the clarity of the stars lighting our way, we follow no one but ourselves and we answer to no justice but our own. For life and existence are so much more than a homestead and the smashing routine of the everyday: It is thrill and novelty, and in it, we seek to get lost.*

*When there is nothing but the homeless road beneath our feet and the hum of our siblings in our hearts – then, we are home.*

Before they became Raban, Farvald was a **nomadic coven** that was scattered all across the seven winds. Their members were travelers and adventurers, never staying anywhere too long and wandering to get lost in the world.

Farvald witches thrive on **spiritual connection**. That also means they don't necessarily need to see their siblings regularly in order to feel in tune with their coven, often they travel alone or in small groups, with their Felagi or a selected few other Farvald. Many Farvald don't see one another in months, yet they never feel alone for their mental bonds are strong and not limited to earthly presence. They thrive in the face of change, a vital part of life and living in their mentality. Nothing ever stays the same and Farvald knows how to let the winds carry them with it, whatever unknowns it might blow them into.

Amongst the different covens, Farvald was known to rather **run from a conflict** than face it head on. Their light-hearted and often short-sighted mentality has gotten witches of the coven into trouble more than once. It is not that Farvald don't care about things but their actions are largely impulse driven and tend to be less considerate, more shallow of how it affects the world around them. Whenever consequences hit them, it is a time-honoured Farvald tradition to avoid them elegantly and that seemed to work for a long time. Until the whole thing came crashing down on them. By the end of the coven's time, **conflicts started to stack up** – with other covens and the mundane population alike, trouble just kept following them and diminishing their numbers. The union with Perchta was meant to both strengthen the coven's numbers and also to form an alliance with another coven that would counter Farvald's weaknesses.

# the perchta coven

*Life is a neverending cycle of finely tuned, everlasting patterns, a steady beat to which we dance. We dance to the stars in the night sky, ever the same and ever as beautiful. To the certainty of leaves falling in autumn and the birds returning in spring. By living by the rhythm of nature rather than trying to outpace it, we feel what must be felt, our hearts beating as one in utter connection to the pulse around us – to live to its fullest, to never apologize and do what must be done just as the tides will come washing into the bay now and forevermore.*

*For it is here, at our set place in the workings of the world, that we belong.*

The witches of Perchta were beings of **deep roots**, both to each other and to the place they claim as their own. Perchta ways are consistent, like the steady drum of a heartbeat echoing through the forests. They follow the **patterns of nature** with all its seasons, each of them different and full of beauty but steadily returning anew each year. Perchta revels in the sun rising each morning to a world that is ever changing but at its core, always the same.

And that is how it must be: Cherishing what is rather than what could be if everything was different, finding comfort in the **certainty** of nature.

Perchta were known for the way they **feel deeply and fully**, tasting each emotion in their heart with care and intensity. When a Perchta wants something, they will move mountains to get it. They are rarely plagued by doubt, however, this also means they rarely back down. They are as passionate as they are **stubborn** and even the strongest winds can't shake their roots. When faced with conflict, Perchta was known to come at it **head first**.

It is a proud and self-destructive way and has led to the downfall of the coven. Perchta has always been considered somewhat set and, as a consequence, backwards about their ways. The merge with Farvald was a brave step, acknowledging the need to, if not change, at least **grow** alongside the world.

# witchcraft

In our world, magic is real. It is much less about waving a wooden stick and instantly creating a magical fix to any problem though: At *Forever and a day*, we call it Witchcraft or **The Craft** for a reason. It requires preparation, knowledge and a strong link to your surrounding, Witchcraft is never instant or easy to cast. It's a craft, something one needs to learn and master with all it's components, preparations and executions. It easier to do in **bigger numbers** and it requires **effort** and **time**.

Practicing witchcraft can be done in **several formats**: it can be done as rituals, songs, potions. Often it involves chanting and working with different materials – herbs, naturalistic elements such as wood or stone, incense and symbols carved into the components. It can be done with the use of the basic elements such as water, fire, wind and earth.

There is no set rules on how to cast which spell – it's much more about the witch tapping into their connection to their surrounding, influencing and molding its energies and thus manipulating the world to their will. Different spells will require different formats, some spells might be stronger as potions while others work best as rituals. There is always the potential that **something might go wrong** if the witch is inexperienced or not attuned to their surrounding. Witchcraft is a part of nature and as such, it is raw and chaotic. There is a fine line between embracing the chaos to master it and drowning in it until it takes control itself.

## Rinta

Due to their own personal nature, most witches have **special fields** of witchcraft that they are particularly good at. That special field of expertise, that specific attunement to an aspect of life, is called Rinta. A witch's Rinta could be to influence dreams or to cast weather spells. It may be that their Craft works best on animals or on the spirits of this world.

Witches are **not restricted to their Rinta**, they may cast any spells. It is just that they are particularly good at certain aspects of the Craft, therefore it makes sense to seek out a witch with an according Rinta for certain kinds of spells.

## Witchcraft at the larp

As you probably already suspected when reading our set up of Witchcraft, a lot of this is to encourage more **play with each other**. It's not always fun to spend 5 hours in the forest, preparing and executing a ritual on your own (though it can be very meditative, we hear!), that's why we've designed the Craft to be played on **together**.



In practice, this means that the **following guidelines** are to be used when playing on Witchcraft during the game:

- ✧ **Try not to call it magic.** It's a craft and a science. We prefer the terms "Witchcraft", "Craft", "Spell", "Curse", "Spellweaving" etc.
- ✧ **No witchcraft without preparation.** It doesn't work at an instant, it needs to be planned and composed first.
- ✧ **It takes at least two witches to cast anything.** This might be self-explanatory but we're really just trying to get you to play together with this technique. Nothing better than a spell prep team to bond with your new friends!

It is entirely up to you **how to portray** the Craft. We've mentioned a few examples above but really, anything that feels right to you, go for it. Just make it clear that you're casting a spell, make it a big scene and a cool experience for yourself and anyone involved. We're also really encouraging you to **bring materials** yourself – we will not have an organiser room full of cool props, we'll have very basic equipment. So if you need a fog machine for your ritual, please bring it yourself ;)

If you have ideas and need help executing them, write to us! Especially if we know about your plans beforehand, we'll happily try and make it happen with you :)

# Romance, gender and sexuality

We'd like to lose a word on romantic and sexual relations within our world and especially regarding the witching society, as well as the role sexuality and gender play.

To cut it short regarding the later two: They do not play a role, not amongst witches and not amongst ordinary humans to a degree that influences the game. What we're saying is that we don't want to play on sexism or discrimination regarding who you are and who you love. This is not to deny that these struggles exist in the real world – especially in the dark ages and the times of witch burnings – but we believe there are other larps to explore the pain and suffering of the queer community. This is not one of them. Here, we want the characters to be able to have whatever romantic or sexual relation they want and simply be able to do it. As we said before, we are aiming for a wholesome experience and we wish for a space where queerness can be a happy and wholesome plot, too.

Regarding sex and romance, we consider witches not to be bound to societal stereotypes. Amongst witches, it is the norm to foster romantic relations that are manyfold and rich on experiences. Most witches have more than one lover, many even form loving relationships with a small network of other witches and sometimes even insightful ordinary folk. When writing the characters and background world, we are working with polyamory being the established norm within the Covens. You can choose to play most characters monogameously of course – but we invite you to explore the fun drama and happiness that comes with the love of many. And we encourage you to start, end and play your own romantic relations even if they are not pre-written in your character.

A special case for a lot of witches is the bond with their Felagi. Felagi are not as a baseline romantic or sexual partners but often they can be. We are not dictating the nature of your Felagi connections but we'd think it probable that a lot of Felagi pairs have either gone there or might in the future. After all, a soul bond runs deep and often, it spurs the wish for a connection of the next level if you know what I mean.

# the age of witches

See now that here is a misleading title and we're not even sorry.

We just literally want to briefly talk about how age works for witches. Listen, this is magic. A witch is approximately as old as they feel they are. There are herbs, spells, deals, potions, magic muffins, you name it – witches have ways to, unless killed, live fairly long lives. They are not immortal and they are not immune to harm but they have awesome remedies for any harm that a physical wound or the wheel of time might inflict on them. So a witch can easily live a hundred or a hundred-and-fifty years without looking old.

Why are we saying this? Because we won't put an age on the characters and we want to leave it up to you on whether your character is "old" and what exactly that means for them. "Old" in the world of witches mostly means "experienced". There will be witches, especially the older one in a pair of Felagi, that have been around longer than others. How exactly you portray age and how important it is to your game – is up to you. Age is a beautiful thing that adds range and layers to our larp experiences so we encourage you to experiment with it in whatever way you deem interesting 😊

## Recent events

Farvald and Perchta joined hands to become Raban a good 12 years ago. It was a hopeful start of a new time, yet old feuds and general distrust of each other's ways have made it hard to be truly united. For the most part, the two former clans kept sticking to themselves without truly uniting their forces or resources.

Recently, all witches of the Coven have started to feel it: The seeping weakness, the slow decay of their powers. There has been a restlessness, an uneasy stir that kept Raban unbalanced and unfulfilled in their need of connection. Most witches know that this is a symptom of the torn Coven and the neverending quarrels it carries within.

Over the last years, several Raban witches have lost their Felagi and it goes to show the lack of strength and protection the Coven has to offer. May it be due to weak spellcasting, mysterious circumstances or the promising slumbers of age and a final peace – three witches died and left gaping holes in the fabrics of the Coven.

It all came to a terrifying climax when a witch of Raban, of the former Farvald faction, died recently. Their name was Goda.

The exact circumstances of Goda's death are blurry and unclear to most of the Coven. There have been whispers, muffled questions and observations. But what happened is still so fresh and raw that whoever was part of it has not yet had the courage to speak up. Goda was a witch of Time and they had been planning something big for a long time. Most of the Coven knew about it – Goda wouldn't miss a chance to talk about how their next experiment would change the lives of this Coven, of all witches everywhere, forever! But whatever it was, something went wrong and they were found dead inside a ritual circle. No one knows who else was part of this ritual or why it went wrong. Was it willfull manipulation, murder even? An unlucky accident?

Goda left yet another witch, their Felagi, behind. The Coven now has four witches left to wander the worlds alone. It is time to strengthen the Coven with fresh blood, fresh power – and to finally end whatever is eating up Raban from inside.

It is time to come together and bury the old names of Farvald and Perchta, so Raban may live.

# vision and design

# themes

## **Conflict & Forgiveness**

The coven has been scarred by old feuds and a thirst for revenge for too long. Only by making amends and forgiving each other, the coven can restore balance and survive.

## **Connection & Family**

The coven, ultimately, stands together. May it be in loss, in anger, in celebration or in simply holding each other through the challenges of life.

## **Ecstasy & Passion**

When the sun sets, old conflicts will be buried and the coven will dance and sing until the morning light!

# play philosophy

Participants of Forever And A Day will come from different parts of the world and bring different cultures to our game. To ensure everyone's emotional and physical safety, we will use a few basic sentiments as the foundation for our play together.

## Co-creative Play

As organisers, we will provide basic character concepts and a few plots for you to feast on during the game. However, we ask all our participants that you take a stake in this game and enrich it with the stories YOU would like to tell. It doesn't have to be big plots - it can be small character interactions that you add to your background, personal dramas, and goals that your character might have. We ask you to add your personal touch to make the stories come alive and feel authentic - for that to happen, we will provide a platform for you to connect with other players, build relations and plan if you want to.

On a related note, we expect our players to take responsibility for their own fun. This means that if you are not having fun, you have to take initiative to fix it: By changing your in-game course of action, by reaching out to other players or by coming to the organisers to find a solution. We cannot be everywhere, so we can't fix problems that we don't know are there. Please let us know if you are not enjoying the game and we will try to find a solution for it together with you.

## Play to Lift

The stage of this LARP is a shared one and as that needs a certain empathetic recognition of where your own bit of stage ends and that of another begins. We want our players to play each other up, highlight each others' characters' strong suits and thus be able to trust in each other to respect everyone's bit of stage. That way, we can tell the story together, rather than have it be a single-player-show.

## Play to Drama

The stories we wish to tell are driven by narrative first, by logic second. This order is very important to us as we prefer a story to be beautifully told rather than for it to make 100% sense. That's why we would like our participants to let their in-game decisions be driven by the questions "What creates the most play?" and "What would be more dramatic?" if they are in doubt. Don't be afraid of overdoing it - experience shows that we more often hold cool ideas back rather than overdoing a scene. Just go for it and in return, don't judge other people's emotional scenes. We are all here to pretend, no such thing as pretending too much.

## **Yes And & Bullshitting**

We aim to provide you with a basic setting, world, and mood that you can then use to plant your own ideas and stories into if you want to. This means that we won't be releasing a gapless world-building in which the workings and structures of this world are 100% set and explained - we would much rather leave room here and there for you to fill. That means that we expect all participants to accept each other's ideas and conform with a certain amount of "bullshitting" when gaps are being filled. Get used to saying "Yes, and" and weaving your own thoughts into an idea that someone else presents you with during the game.



# mechanics

As with our Play Philosophy, we will also workshop all game mechanics onsite - here we merely try to give you an overview of which we will be using. If you do not fully understand, feel free to write to us or simply wait for the workshops to clarify. There, we will demonstrate the different movements and let you try them out as well.

## Escalating play

*"Come at me bro"-wave and "calm down" downwards movement with one hand.*

When wanting to escalate or de-escalating a scene, there are several ways to do so. One is by simply playing and provoking a more extreme reaction from your playing partner. However, this may not always be a reasonable thing to do for your character in-game, while you off-game would very much like to steer your play up or down. Therefore, we will be using the taunting wave and the tone-it-down movement to non-verbally and off-game communicate that you would like to escalate or deescalate the scene with your playing partner.

The former is a hand gesture, comparable to the "Oh yeah? Come at me, bro!" ones used in movies, most iconically by Morpheus in The Matrix. The latter is a downward motion with your flat hand as if you ask someone to tone the music volume down.

Alternatively, if you are physically too close to your playing partner to use the tone-it-down movement, we will be using Tap Out to deescalate. It's a double-tap on the shoulder or arm of your opponent, to which they will physically step away from you and you will de-escalate it from thereon.

While the signal to de-escalate must always be followed, the signal to escalate is always an optional invitation that doesn't have to be followed. Only escalate if you yourself are comfortable with it.

## Cut

When you want a scene to end and be able to leave it without further ado, you say "Cut" loud and clear and accompany it by making the "T"-Time out movement with your hands. The reaction of hearing "Cut" from your playing partner is to stop playing, take a step back, and let your partner leave without questioning it. If they need something off-game from you, they will communicate it to you and you can then accompany them to the organisers if need be.

## Look Down

If you wish to pass through a scene without joining it - because you are on your way to the organisers, the toilet or for whatever reason do not want to be part of what's happening around you as you pass through - you can shield your eyes with one hand and simply walk through. Do not play on someone using Look Down, simply ignore that they are there.

If you need to speak to someone off-game, you may also use Look Down. We trust that you won't abuse this mechanic to form off-game clouds in the middle of an in-game room - take it to the side or a private room, be discrete and don't disturb others' play.

## Physical Touch & Conflict

Regarding touching other participants, we ask that you do so respectfully - if possible, ask if it is ok in character. Never initiate a touching movement without your playing partner being able to see you do so and always leave room for them to not engage in the touch. Use slow movements and do not be offended if someone wishes to not be touched. Simply move on.

It might happen, that characters get into a physical conflict, like a fight or someone being restrained. We ask that you check with your playing partner before you engage in these kind of scenes, as people have varying levels of what is comfortable to play for them, what might send them e.g. into an off-game shock-freeze, and render them unable to communicate their off-game needs. Therefore, we ask that you check with each other's boundaries before engaging in physical conflict and then use the above techniques to navigate it further if needed.

Yes, this takes the spontaneity out of physical conflict scenes - but we prioritise safety in this case.

## Ars Armandi

In order to portray sexual play, we will be using Ars Armandi. This is a technique where players wanting to simulate in-game sex by touching each other's arms with varying pressure and pace, transporting the feeling and mood of the scene through touch. Ars Armandi and the sexual play that comes with it will never be initiated before checking off-game with the involved parties on whether they want this kind of play or not.

**Note on Consent:** No always means no. Only an enthusiastic "Yes!" is considered consent and can, obviously, always be taken back if you ever feel uncomfortable.

You may, if that's what all involved parties want, exchange real kisses in public areas. If you want to hook up for real, that's great, please find a private bush to do so.

# aesthetics and costume

The game is set in a vaguely medieval-dark-age inspired time period in a fictional non-specified place. There, that's a lot of vaguebooking for you.

For the costume that means that you can go for **early medieval outfits** and "witch them up" - witches, also in our setting, are misfits with an unusual lifestyle, which means you can accessorize your outfit with feathers, skulls, fur, dirt, jewelry, beads. You can wear facepaint or contact lenses. Whatever you like, just release your **mystical inner witch!**

We are not in any way aiming for historical accuracy. We want there to be an aesthetic mood rather than authentic clothing because we are not playing authentic people of the time and we are not even playing in a time that actually existed in our world. We are playing in a mystical world where magic is real and it can reflect in your outfits. Most importantly, we want this to be easy on your wallet and your time capacities. Your fantasy larp gear is more than sufficient, as is a tunic with blood stains on it and nothing else. It's a one-day larp – we are not expecting you to make a full-fledged outfit for it. So **don't stress** too much.

You may go topless but please cover your bottoms. We don't care what your top looks like, if you want to flaunt it, please do. Just remember to use sunscreen.

**One important note on gender:** We do not care about it. No matter what gender your character or you are, just wear whatever you want please. We are not a historical event set in the real world, so we are not going to be playing on gender roles or expectations. If you want to wear pants, wear pants, if you want to wear a skirt and go top-naked, you do that. Just be whoever your character is to you.

# characters

For this game, you will receive a pre-written character concept.

**Note: We wrote concept.** You are not receiving a full character, you will need to fill a good deal of background and details yourself – and we encourage you to do so with the other players!

This larp will be small and intricate with few participants. It is also made to engage you and requires your active participation in the process – and because of that, we are not going to write a 4 page character for everyone but will rather make sure that the general characters' directions are lining up with each other and that you have a rough idea of what to play.

All characters will be **part of the coven**. Some will be mentors or mentees to each other, some will be new to the coven and undergo initiation. Some will have lost their mentor or mentee in the past. Each character will have a special field in which they practice their witchcraft.

All characters will be written genderneutrally so **you may choose the character's gender and pronouns**. You'll also have to pick a name for them yourself but you will receive a title of sorts. (E.g. "The Cruel", "The Generous", etc.)

We will give you **minimal relation ideas** as well but you need to flesh them out yourself. We also encourage you to add your own relations, especially if you want to play more intimate relations like a romance or sexual relation. We are not pre-writing too many of those since honestly, casting these is tricky and it's much easier if you simply choose if and with whom you'd want to play them.

All in all, the characters will be one to maximum two pages long. They'll be assigned to you via a brief casting process where you get to a) pitch your own ideas before we write the characters and b) generally state what kind of play you're interested in. If in the end, you are unhappy with a character, it'll be pretty easy **to change it to your needs**.

## event time plan

This page is dedicated to a dream. A dream of punctuality, of plans that succeed and of foolish hopes. It is the attempt to give you an estimate of how we plan the day of the larp timewise – you will find, that there isn't all that much planned since it's a short larp and we don't want to stuff it with pre-scheduled ingame events. It will also in all likelihood be altered spontaneously on the spot because let's face it, dreams are nice, but things never go as planned.

Saturday, June 25th		
11.00 am	Central meetup	We meet up at a central spot in Leipzig to take public transportation to the location together. You can skip this if you'd rather go by yourself to the location. You don't have to be in costume yet if you'd rather change in the bushes on location. There'll be a designated indoor room to put your bags.
12.00 pm	Location meetup	Everyone needs to be on location at noon. We gather everyone and welcome your lovely faces.
12.15pm	Workshops start	We will release a more detailed workshop plan closer to the event! There'll be enough short breaks. Workshops will focus on getting you acquainted with your relations and giving you tools for certain kinds of play, as well as explaining the safety mechanics.
2.15 pm	Workshops end Lunch break	After this, you get a little break to finish getting into costume and prepare to start the game. There will also be lunch in this time.
3.00pm	The game starts	Everyone assembles and we tell you how to start the game.
9pm	The Ricmod	The ritual to restore balance and peace of mind within the Coven's witches and to strengthen their bond to each other. It's an ancient, ecstatic mix of dancing, chanting, singing and shouting. The joyful dancing will continue after the ritual as we transcend into the ingame bonfire party of the Coven.
11pmish	The game ends	You are encouraged to stay on and continue the bonfire goodness offgame! After 11 you are free to leave or stay as you feel like. There'll be no debrief.

# code of conduct

We as organisers of this game will represent and enforce a certain set of rules in order to ensure the safety of everyone involved. We ask you to read it carefully before signing up to the LARP. Please bear in mind that if you're looking for holes in these rules, you're probably already breaking them. ;)

As organisers, we retain the right to refuse service to anyone without the necessity to give a reason. We are a non-profit team that are doing this on our own time - and as such, we will refuse participation if we deem it necessary for the safety of our participants and the event. Our refusal, in such a case, will be communicated before any payment.

We retain the right to send out a list of all planned participants via email to each participant displaying everyone's full name. This is to ensure player safety.

We retain the right to remove participants from our event at any time without a refund of their ticket should the respective participant do any of the following:

- ✧ Compromise the emotional or physical safety of other participants at the event, themselves or the location of the event.
- ✧ Act against our Code of Conduct or the policies of the event in question.
- ✧ Refuse to follow crew instructions.
- ✧ Break local law.

All participants **must be 18 years or older**.

By signing up to our event, all participants agree that **their picture may be taken** by the event's photographers. These pictures may be used by the photographers and the event organisers, both privately and for marketing purposes.

At our events, **we do not tolerate any form of discrimination**, may it be due to sexuality, appearance, heritage, gender, ability or anything the like. We take a firm stand against related behaviour. Any reports in that direction will be taken seriously and followed up on. We actively work towards an inclusive environment that encourages minority-driven content and participation.

**Alcohol** will be available and allowed at our event within reason. We will retain the right to remove participants from the game if they are too drunk to be safe to be around. We will also impose an alcohol ban on them for the rest of the game. Drink responsibly and stop before you lose control.

We enforce a strict policy of **enthusiastic consent**, especially but not only for physically intimate interactions. When interacting with the people around you, we ask that you make sure they actively want to be involved in whatever you're doing, rather than trying to persuade them into joining. A no will always be a no and never a maybe. Respect people's boundaries and preferences and do not question them.

Speaking of **boundaries**, we like to stress that not only other's boundaries are to be heard and respected - but also your own. Make sure you are comfortable with what is happening and take responsibility for making that happen. Know yourself enough and be critical with your limits to know whether this event or a particular scene is for you or not. It is always ok to draw a line and leave and we ask that you do so if necessary.

Everyone involved in our event is a **human being** with limits, feelings and needs. **This includes organisers and crew as well as participants** - we like everyone to bear in mind that organising and running a LARP is a project that requires a lot of labour and personal involvement and even we might at times hit our limits with that. We ask you to respect it when we communicate that and treat us with the same care that you would treat another participant with.

At our event, you will meet people of **different cultures, experiences and brainwirings** - this might lead to conflicts or misunderstandings. Please remember that as a rule, the others are not ill-meaning. We like our participants to always assume the best reasoning behind someone's actions they could possibly imagine. Communicate openly, rather than assuming the worst and backtalking. Be kind and generous with each other and find someone to mediate if necessary.