



Game document

Version v1.3 (20th of April 2025)

This document contains a description of the Life Action RolePlay (LARP) event “Calam”. This is by no means a complete manual, and is mainly to be used in conjunction with the (old) existing World Book. This document will mainly discuss the differences in the world, and game system, when compared with the previous cycle.

Event setup

As you can read, the language of the event is English. Yes, we are Dutch speaking people, but we’ve noticed that if a game is not run in our native language (a) a lot more people can attend, (b) it’s easier to stay in character, because out of character talk happens in people’s mother tongue. (oh yeah, no out of character talk on the in-character locations of the game area 🤗)

The plan is to run at least 2 events per year, each from Friday evening till Saturday deep in the night.

Types of participation

We have 3 types of participation:

- Game Crew: they organise the event.
- Player Character (PC): they decide what they play, they decide (through their action) what direction the game will take (plotwise).
- Non-Player Character (NPC): they get their role from the Game Crew

In all cases, the Game Crew will write the backgrounds of the characters. PC’s will of course have a say in what they like/want to play, and how they’ll play their character.

We do this because we’ve seen how it helps PC’s get into the game right away. This gives them goals, enemies, connections, ... And as said PC’s have a lot of input on this.

Goal of the event

We want the event to be a larp where we immerse our participants in our fictitious world that is (currently) centred around the Kingdom of Calam. As a player you will be able to influence the direction in which the world is going to evolve. The keyword here is “influence”.



You will not be facing Gods (we actually don't talk about Gods in Calam), without you the world will not collapse onto itself, ... You will be just one of the many people in the world, who's actions can have an impact on the "Greater Game".

Depending on your actions, your influence can of course be greater, or smaller.

During our events there will be opportunity to solve issues using (larp-safe) violence.

But rest assured that there will (almost) always be a way to solve issues in a non-violent way



Type of game experience

As we understand that not everybody feels comfortable to create play for themselves/others, we offer two types of game experience: guided, and free.

Guided game experience

In the registration form you inform us what kind of plot you want us to facilitate for your character. You explain the idea, and expectation, and we use that to come up with something for you during the event.

We'll make sure that when your plot is ready, you are present, and that you will know that this is the plot for you.

At least as long as it's feasible, and within our budget. So don't expect a life-size, flying, fire breathing dragon 😊 Also don't expect us to accept plot idea's like: "at next events I want to be crowned king of Calam", nor "I now want all the other participants to accept me as their leader".

We expect more plot ideas in line of these:

- I want my character's parents to come and give me a talk to
- I want to experience winning a duel
- I want to summon the spirit of a famous ancestor

Depending on what you like we can then start the plotline with certain keywords as your cue, or we just start it, focus it on you, and let you take it further.

Free game experience

We use your background to create a plotline. We will not inform you in advance what plotline is intended for you. This is more of a classical 'go with the flow' experience.

This doesn't mean that you are not free to come to HQ during the game, to request something, please do.

But please understand that the earlier we know about requests, the more time we have to prepare them, **and** bring the right costume/props with us at the event.



Setting

The year is 898 FF (First Founding), some 100 years after the last Calam event. So yes, everybody will need to make a NEW character. 😊

The world in which the Kingdom of Calam exists is a mediaeval fantasy. Magic exists, but is only done via rituals. So no fireballs, no lightning bolts, etc.

Besides Humans, we also have other races like Orcs, Goblins, etc. These will require you to wear prosthetics. And yes, if you chose to play anything but a Human, we will require you to wear these prosthetics the WHOLE weekend. Even if it's a hot summer, and 35°C in the shade. 😊

Life is peaceful, especially after the Great Peacetalks some 100 years ago.

During these talks a border was established between the Calam Kingdom and Elmork Forest (what some still call the Demonwood). This border is protected by a number of forts, making sure all parties keep themselves to the agreements. This ensured an end to the attacks of creatures from Elmork Forest. It even created some type of trade between them, and some forts have grown into a trading outpost.

Since these Peacetalks more of the non-Human races have visited the Calam, and Gaerwood Kingdom. And in most parts they are accepted as normal citizens.

Another result of the Great Peacetalks was the reform of the Holy Inquisition of Händler.

Under the guidance of Abel Cauhton, Champion of Händler, a reform took place, and the Holy Inquisition of Händler was reformed into **The Ember Watch**, sometimes just shortened to **The Watch**. The result was not only a new name, but also more tolerance towards non-Händlerists. The main goal of the Ember Watch is now protecting the Kingdom against evil spirits, while allowing people to practise their belief in spirits.

One thing of note (for religious people) is that shortly after the Great Peacetalks, a meteor shower was seen in the whole of the known world, some of these meteors impacted in Calam, some in the Firar lands, some in Géhum land. Sites of crashed meteors showed crystals, which some took as a sign of the Spirits. And of course this resulted in people to start wearing crystal pendants around their neck, or wear rings with these crystals, as they would give them extra 'protection' 😊.

PRE-GAME information

Plague of 894FF: Four years ago, a devastating plague swept through Calam, Gaerwood, and the Firar lands. People were confined to their homes, and many died. While the plague has passed, its effects linger, with many important figures and farmers among the dead. The land is still in recovery.



Near the border of the Calam Kingdom and Elmork Forest, at Oleg's Trading Post, mysterious new visitors from Elmork Forest have appeared. They are having horns on their head, and claim to be tradesmen from Maerlig (wherever that may be). They are most interested in the crystals found from the meteor crash sites, and seem to be wearing many of them.

The first event will take place at Oleg's Trading Post.

Geography

The Calam Kingdom

This is the kingdom where most of our games will take place. It is ruled by King George IV. The king is assisted by a council consisting of the 3 Dukes (Oaksdale, Leikland, and Rocksend), the High Bishop of the Church of Händer, the Sage Sjaman (representing the Spirits), and the Archduke of the Royal District.

The main change with the old world is that after the civil war, Gaerwood has decided to not rejoin the Calam Kingdom, and declared themselves an independent Kingdom. Duke Patrick of Gaerwood, held a great feast at his coronation as King Patrick I.

As Calam had just finished a civil war, they did not feel inclined to start a new one to try (again) to get Gaerwood back into the fold.

With the absence of war the Kingdom prospered.

Feeling festive, and in need of change, the Leikland Duchy renamed their capital in 796FF from Leikland City into Skáldgård. This was celebrated with a big feast in Skáldgård.

The Gaerwood Kingdom

During the years of the Civil War, Duke Patrick noticed that they were able to get around well without the rest of the Calam Kingdom. Given that they controlled the gold mines of the Kingdom, they were able to always buy what they couldn't produce themselves.

So it only felt natural for Duke Patrick, that after the war, he should not follow someone else again. He had seen what happened if you have to follow a King that can be influenced so much. So he declared himself King a month before the Great Peacetalks, and that was that. Now a century later, it seems that it was a good decision. And peace has settled in Gaerwood.

Important: we've renamed the capital of Gaerwood to "Caer Innis", so please forget the old name that is in the old Worldbook 😊



Firar lands

The Firar, or sometimes called the Barbarians, are the people in the lands south of the Calam Kingdom. The Firar originally were Calam citizens, but they felt that they were moving too far away from their roots, and so they left. In the Firar lands life is still like 800 years ago. Since the Great Peacetalks there is no longer war with the Calam Kingdom, and trade has flourished, although too “modern” items are still not welcome in the Firar Lands. 😊
The Ultan Clan is still the ruling clan, with the Howling Wolves being the 2nd biggest one. There are sometimes fights between Orc and Firar, but the last great one was some 60 years ago, in which the Howling Wolves led the Firar to a great victory. Some 30 years ago, the first peace talks occurred between the Firar and the Orcs, settling into a peace 5 years later.

Géhum lands

The Géhum, also known as the Mountainfolk, are the humans living in the mountains north of Calam and Gaerwood.
Here nothing of note happened in the last 100 years. => read it all in the old world document 😊

Pirate Freestate

During the Civil War some sailors crafted their own small kingdom in the marshland between Rocksend of Gaerwood. Here they established their own freestate, which neither Calam, nor Gaerwood has managed to reclaim.
To this date the Pirate Freestate is tolerated, but not recognised by both kingdoms, but there's always a threat looming that either king wants to clean it up.
Rumour has it that Danté De La Vega is still the king, which would mean that he's well over 130 years old. Most say it's just a rumour, others believe that he made a deal with an Evil Spirit, having to sacrifice people to stay young.

Elmork Forest (Demonwood)

The giant forest east of the Calam Kingdom has always been a place of wonder, and fear. Before the Great Peacetalks this was a place dreaded by the citizens of the Calam Kingdom. People would disappear in it, never to return. Or they would return crazy, claiming that the trees were alive, and such.
Since the Great Peacetalks, no one from the Calam Kingdom has been allowed to enter Elmork Forest without a written permission from the Edhel. Which one can get at the Edhel Embassy in Yorktown.
Elmork forest houses all kinds of mystical/mythical creatures, and playing a creature from here is only possible with the approval of the crew. You'll need to apply for this with Form



132 bis, which you can also find at the Edhel Embassy in Yorktown 😊 (just sent us an email at: info@calam.eu, and mention what you want to play, and why).

Fae

In the meantime there has been contact with Fae who's fae-gates are located in (or close to) Elmork forest.

It is told that those walking through a fae-gate can find themselves lost into the Feywild/ Fae-realm. Getting out can be expensive and dangerous. You can become older, or younger, you can leave before you entered, or centuries after. You can leave in an unknown world, etc.

The main warning from the Ember Watch is: beware of Fae, they like to twist your words, they like to give extra meaning in what you say.

For example, If a fae starts repeating what you are saying in a question, you should immediately ask "What do you exactly mean", as the Fae is then putting extra meaning in what you are saying. You may have asked: 'May I join you?', while they give an extra meaning to the word 'join', e.g. joining as lovers, joining their family, ...

General warning from the Ember Watch: don't talk to Fae, don't follow Fae, walk away when you see a Fae. And always remember, if they give you something (information, an item, ...), ALWAYS ask: is this freely given.

Orc lands

The Orcs live on the same plains as the Firar. Some 25 years ago there finally was peace between them.

Some 100 years ago, a meteor crashed near the Grratch Clan's main village, causing fire to it. This killed about half of the Orcs there. Since then the Orcs distrust the crystals of the meteors. Claiming that they bring bad luck.

Important to note: while Goblins are considered slaves in the Orc Lands, in the Calam Kingdom Goblins can not be claimed by Orcs as slaves. Numerous Orcs have learned this lesson the hard way.

Zingari

Rarely seen outside the borders of Rocksend, the Zingari are a nomadic people who travel in small groups throughout the duchy in elaborately decorated horse drawn wagons ("vartos") or colourful tents. Occasionally they visit villages or towns for a few day to make coin and to buy supplies.

While they are in fact citizens of Rocksend, they are treated as second-class citizens at best or scum at worst. If you ask a villager about the Zingari they always tell the same story: they are thieves, tricksters and charlatans. They are rude, beat up people just for making eye-contact and they are not above kidnapping little children.



On the other hand they are also known for their herbal skills and their power to see into the future. Every time a group of Zingari visits a community a feeling of distrust is in the air. Prejudice and racism is one of the main problems Zingari people suffer from.



Races

There are a couple of possible races to choose from as a player

Humans

Nothing special to say about them



They are the most prominent race in the Kingdom of Calam.

They need NO prosthetics, can have scars, etc, but by far the easiest to play.



Orcs

Orcs come from the south Orc lands. Since the peace they are now appearing more and more in the Calam Kingdom.

Like other non-Human races they are tolerated, some even uphold important functions, as magistrate.

Here you **must** wear a full face mask. You **must** wear this the **whole** event, except in the out-game area.

This **will be unpleasant** during hot weather.



Goblins

Most Goblins are still used as slaves by the Orcs, but those that have escaped toward the Calam Kingdom have been able to greatly improve their lives. Some are even holding important positions in the Kingdom.

Important to note: in the Calam Kingdom Goblins can not be claimed by Orcs as slaves. Numerous Orcs have learned this lesson the hard way.

Goblins mainly have a bald head, long nose, and small, pointy ears.



Edhel

Edhel are creatures from Elmork Forest, they were the 'original' demons, who waged war against Calam.

They only need pointy ears prosthetics. And have preferably no facial hair. Having facial hair is a sign that the bloodline is not pure.

Trolls

Trolls are creatures from Elmork Forest. Little is known about their whereabouts. But some of them have found a home in the Calam Kingdom.

Full face mask is required.





Faith

Faith is important in the world of Calam, there are NO atheists, so you'll have to choose a faith to practise. There are several larger faiths in our world. While some are widespread others are bound to a few or even a single group of people. How strong your belief is in your chosen faith is entirely up to you.

Remember, we don't speak about Gods in Calam, we talk about spirits, forces of natures, a presence, ... never about a God.

Händerism

The church of Händer is a dominant faith in the Kingdom of Calam. It is focussed on the supreme presence of Händer who is revered solely. Händerist are opposed to the idea that Händer is a mere spirit as claimed by some Spirit worshippers and in the past an inquisition had waged war to rid the Kingdom of this dangerous idea.

After the Great Peacetalks the Holy Inquisition of Händer was reformed into The Ember Watch

- **Main practitioners:** Calamists, and Gaerwoodians



Abelism

Is a growing, more tolerant form of Händerism in which Händer is viewed as an important spirit alongside other spirits. Abelism gathered an initial following after the deeds of the priest Abel reached the ears and hearts of the common folk.

- **Main practitioners:** Calamists, and Gaerwoodians

Spirit Worship

Is an old faith that revolves around worshipping the spirits who according to spirit worshippers are all around us. Though hierarchies amongst these many spirits exist, all are viewed as important and powerful. Important people can also reincarnate as a spirit according to spirit worshippers.

- **Main practitioners:** Firar, Orcs, Edhel, Goblin, and Zingari

Cùilism

Is a faith almost exclusive to the Géhum, in it the mountains as a whole are worshipped as both mother and father of the Géhum. Most Cùilsists aren't bothered with the other faiths and practise a live and let live policy regarding them.

- **Main practitioners:** Géhum



Voodoo

An exotic faith practised exclusively by the Trolls. Very little is known about this faith other than they seem to be worshipping some spirits they call Loa's.

- **Main practitioners:** Trolls

Culture

Samhain

Samhain is the first month of the year. On the 1st of Samhain the new year starts. It is also the day when people in the world of Calam celebrate the dead. As during that day the veil between the world of the living, and the world of the dead is thinnest, and the dead can then easily cross into the realm of the living.

Honouring the Dead

1. **Lantern Vigils:**

Families place lanterns made of hollowed gourds or carved wood outside their homes to guide the spirits of deceased loved ones safely through the night. These lanterns are often inscribed with the names or symbols of the departed and lit with candles blessed by local spiritists or Ember Watch clerics.

2. **Spirit Tables:**

Inside homes, a **spirit table** is set with offerings of food, drink, and personal trinkets to welcome visiting ancestors. Common offerings include bread, mead, and seasonal fruits, as well as items the deceased loved in life. Families gather around these tables, sharing stories of the departed and offering prayers for their peace.

3. **Ancestral Rites of Reflection:**

At midnight, a ritual of silence is observed, during which participants hold a candle and silently reflect on the lives and lessons of their ancestors. Spiritists often lead these rites, calling upon the spirits to provide guidance or blessings for the coming year.

Protecting Against Evil Spirits

1. **Salt Circles:**

Salt from sacred springs is sprinkled in a circle around homes or settlements to ward off malevolent spirits. In larger villages like those in **Oaksdale**, salt circles are created around the entire community, with watchmen ensuring that the circle remains unbroken through the night.



2. **Blessing Wards:**

Spiritists and Ember Watch clerics craft **blessing wards**, talismans made of iron, wood, and thread, to hang above doorways. These wards are often inscribed with protective runes or symbols of **Händer**. They are believed to repel spirits with malicious intent.

3. **Bonfires of Banishment:**

Large bonfires are lit at the edge of villages or trading posts, believed to drive away evil spirits. These fires are fed with herbs like rosemary, sage, and yew, chosen for their protective properties. Participants gather around the fire to chant and share in its warmth, creating a sense of communal protection.

Communing with Spirits

1. **Samhain Seances:**

Spiritists and **Djinn Speakers** lead controlled seances to allow families or individuals to communicate with their departed loved ones. These rituals involve calling upon protective spirits to guard the session while the veil is thin.

2. **The Spirit's Path:**

Special **ritual pathways** are created in sacred spaces, often marked with candles and flowers, to invite spirits to travel safely through the mortal world. These pathways are treated with great reverence, and stepping off them during the ritual is considered bad luck.

3. **Dream Charms:**

Small charms woven with hair or thread are placed under pillows to encourage visits from ancestors in dreams. These dreams are believed to carry messages or warnings for the dreamer.

Community and Celebration

1. **Masks of the Veil:**

People wear **masks** depicting spirits or mythical figures to confuse malevolent entities. These masks, made of wood or cloth, are often painted in vibrant colours and decorated with feathers, gems, or sigils. This tradition combines protection with revelry, as villages host masked dances and games.

2. **The Procession of Light:**

Villagers walk together in a **torchlit procession**, carrying lanterns and singing hymns or chanting protective prayers. The procession circles the settlement three times, symbolising the unity of life, death, and rebirth.



3. **Riddles for the Dead:**

A unique tradition where the village elder or spiritist poses riddles or challenges believed to amuse or appease wandering spirits. Those who solve the riddles are thought to earn the spirits' blessings or protection.

4. **Spirit Stones:**

In regions near **Elmork Forest** or **Zingari lands**, **spirit stones** are arranged in intricate patterns around homes and trading posts. These stones are believed to amplify protective magic and are often inscribed with runes by local practitioners.

5. **Samhain Duels:**

In Firar or **Leikland** communities, **ritual combat** is performed to honour warriors of the past. These duels, fought with blunt weapons or symbolic gestures, are meant to demonstrate courage in the face of the darker spirits of Samhain.

Cultural Variations

- **Oaksdale:** In Oaksdale and more devout regions, members of the **Ember Watch** lead all-night vigils in the name of **Händer**, lighting sacred flames to symbolise the god's watchful protection over his faithful.
- **Leikland:** Focuses on feasting and storytelling, with tales of ancestors and mythical creatures told by the fire.
- **Rocksend:** Incorporates offerings to the marsh spirits, believed to protect those who live near the treacherous waters.
- **Gaerwood:** Elegantly decorated lanterns and quiet ceremonies in the woods, blending spirituality with noble traditions.



Known people in the world

The following people are known in the world. This mainly means that you, a 'player' participant can not play them 😊

Calam Kingdom

- King George IV
- Duchess Elisabeth of Oaksdale
- Duke Bram of Leikland
- Duchess Esmeralda of Rocksend
- High Bishop Eric Ableson
- Archduke Thomas Greywood
- Abel (dead), the legendary saviour of Händer
- Baron Magnus (dead), famous Firar, who was pivotal in the Great Peacetalks.

Gaerwood Kingdom

- King Grégoire I

Firar lands

- Fangar (dead), famous Firar warrior, former chief of the Howling Wolves
- Ulf, son of Magnus, son of Fangar, chief of the Howling Wolves
- Marick, son of Morgan, son of Bron, chief of the Ultan
- Yorrick, son of Ulfgar, son of Hrærek; High Sjaman of the Firar, Ultan clan

Géhum lands

- Dougal McThaal, current chief of the Géhum

Orc lands

- Gorrath, clan chief of the Grratch clan



Game technical

Calam is a larp where we use a **play to lift/play to lose mentality** vs having a complex game system. Therefore you won't see character sheets here, there won't be skills or other to choose from. While we have Hit Points, we'll not ask to keep track of exactly how much you have, consider them more as guidelines. Something to keep in the back of your mind on your health status.

We do ask you to choose a career/profession.

There are the following options as a career

Careers

Artisan

You come from a lineage of skilled craftsmen, where your family's trade is esteemed and respected. Whether it's blacksmithing, cooking, brewing, or another craft, you learned the artistry and dedication from your parents.

Acolyte

Your life has been dedicated to serving a faith deeply ingrained in your heritage. Whether it's Händerism, Abelism, Spirit Worship, Voodoo or Cùilism, you have dedicated yourself to the rituals, beliefs, and traditions of your faith.

You can have ranks here, like: Priest, High Priest, Sjaman, High Sjaman, ...

Charlatan

You bullshit your way through life. Your charming demeanour and quick wit allow you to navigate social situations with ease.

Criminal

You've lived a life outside the law, whether as a skilled thief, a cunning smuggler, a ruthless enforcer or any other criminal endeavour.

Entertainer

Your life revolves around bringing joy and entertainment to others through music, dance, or storytelling. Whether performing in grand theatres or on bustling street corners, you try and captivate audiences with your talent and charisma.



Hermit

You've spent years in seclusion, seeking knowledge and enlightenment far from the distractions of society. Alone in the wilderness or secluded in a remote monastery, you've delved into forgotten mysteries, honing your mind and spirit.

Noble

Born into a life of privilege and luxury, you've enjoyed the comforts and connections that come with noble lineage. But beneath the opulent facade lies a world of intrigue and politics, where alliances are forged and broken with each passing day.

Important to note is, that if you want to play a high ranking noble you must have followers (i.e. other players) to be part of your court/guards. We will not provide these for you.

Pauper

You've survived poverty through cunning and resourcefulness, learning to fend for yourself in a world where every day is a struggle for survival. Whether stealing to eat or forming alliances with other street urchins, you've adapted to the harsh realities of a poor life.

Scholar/Sage

You are a font of knowledge, with expertise in a particular field of study that sets you apart from the average person. Whether it's history, science/magic, or the natural world, you've dedicated your life to the pursuit of wisdom and understanding.

Soldier

You are a warrior, with experience in battle and military tactics honed on the front lines of conflict. Whether serving in a grand army, the Ember Watch (i.e. the old Holy Inquisition of Händler), a local warband, or as a lone mercenary, you've faced danger and death with courage and resolve.

If you are part of an army, or the Ember Watch, you'll need to wear your uniform whenever you are on duty. For the first couple of events we can provide you with a tabard, but we expect you to have your own at your 3rd/4th event.

Hit points/fighting/dying

Hit points

For technical reasons, everybody has 1 hitpoint on each limb, and 2 on their torso.

Armour gives extra protection, and can be stacked.

- 1 Armour Point: Soft leather, gambeson



- 2 Armour Points: Hard leather
- 3 Armour Points: Chain mail
- 4 Armour Points: Plate

But we want you not to focus on these numbers, but more on roleplaying. So take your hits, go down, get healed, have your armour repaired, die heroically, ...

Just **play it fair** 🤖

So when you're hit where you have no armour, you don't count your armour points, it's on the hit points, and it hurts. And again: HP and AP are just a number, **ROLEPLAY** the fight and the hits, and it will look so much cooler 😊

Fighting/wounds

- if someone hits you and you have no armour on that part of your body, you can call out 'arrrggg'/'ouch'/'aahhh'/'... (you get our meaning), showing that it hurts.
- If you are (technically) at 0 HP, you are unconscious, and can no longer talk. You can however grunt, etc. You can decide yourself if you are bleeding to death or not. Roleplay opportunity 😊
- When dying you can play your dying scene and utter some last words just before you drop dead. Make it awesome 😊 (once these words are uttered, you are dead, dead!, DEAD! Your soul belongs to the Crew)

Dying

Your character can die if he/she does stupid stuff, like the following:

- Going into a fight while being heavily wounded
- Going into a fight without armour against a knight in full armour (gambeson, chainmail, full plate)
- Not taking your hits (yes, if we notice someone repeatedly not taking their hits, even after we point it out, then yeah, we might just kill you off 😊)
- Having real bad luck (maybe have chat with a priest/sjaman/... about that 🙄)
- ...



Costume and general guidelines

Costume

Please make sure your costume is (mostly) made of real fabric. There might be campfires (depending on the weather) and we don't want your costume to melt. Also real fabric gives a nice look. Please do not go for cheap carnival shop style costumes, made out of polyester or other 'plastic' looking fabric.

The easiest check you can make for your costume is to ask yourself: 'Would this fit in a movie?'. If the answer is 'yes', then you're ok. Don't hesitate to ask us for more tips and tricks.

Know that not every outfit should be super elaborate. Trousers, and a typical larp shirt are already a great start. A necklace, rings, a bag, a hat, etc can easily complete the look.

Roleplay

Here we really have to be a bit 'harsh' 😊, we noticed at some of our events that some people were talking (a bit too often) out of character.

We accept that some of you haven't seen each other for some time, and you want to catch up. But please, either take time before the game starts, or after the game ends, to talk out of character with each other.

Also, some people drop out of character when food is served. Eating is still an in-character moment. If you want to tell the kitchen crew that the food is good, tell it in-character please 😊

Also, make sure that when you wake up on Saturday morning, that you leave your sleeping area in in-character clothes. You never know who's already awake and walking around in-character. So yes, breakfast is (like all meals) in-character 😊.

General Guidelines

Stay in character during the event 😊 Play to lift, play to lose. There is no winning in larp 😊

Concerning **consent**: only "YES" is YES, all the rest is NO.

Concerning **alcohol**: drink responsibly. Don't get so drunk that your role-play ruins the game. Don't leave by car when still drunk.

If you plan something special during the event, let us know up-front please. That way we can take it into account.



FAQ

Can I bring my pet to the event?

Alas no, unless it's a service dog, we can not allow people to bring their pet along to the event.

Are food and drinks provided at the event?

Food and drinks are included in the registration fee for the event. We will not provide food for Friday evening, as we've learned that most people have already eaten Friday evening.

Does my underwear need to be IC?

No, unless you decide to walk around the event in your underwear 😊