

MYRDDIN



Myrddin Emrys College Handbook

*Everything you need to know (and much more)
about our magical LARP and the enchanting
world it is set in.*

EMRYS



Myrddin Emrys College

Greetings, Witchard

Welcome to the magical world of the Myrddin Emrys College! In this document you will find all the necessary information you will need to start (or continue!) your very own enchanting story, in which both you and your character will get to experience all the wonders our college has to offer.

We wish you lots of fun preparing for next edition and hope this guide will help you to do exactly that. Should you have any more questions, we will expect your owl. Or an email, that's okay too.

Magical regards,

The Mec Orga

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What is LARP?

LARP (Live Action Role-Play) is a type of improvisation theatre focused on playing a specific role within a pre determined setting. The main points are that there is no audience and every person or creature you see is actively playing a part in the story you create and guide.

In LARP the story (or plot) is flexible depending on what the players do (and don't do) during the event. Players form the core, acting out a self-made character or a character given before the event, followed by NPCs the players can interact with and the organisation that makes sure everything runs smoothly. Think of it as a video game where everyone is the main character and a background character at the same time.



How to LARP

Unsure of how to play your character, or first time doing LARP? Here are some basic gameplay tips that will help you have a wonderful time at the Myrddin Emrys College.

01

Character Sheet

The easiest way to figure out what to do and how to act will be in your character sheet. If given a character by us, there will be some keywords in there. Are you a happy person with loving parents and a great childhood? Then you might want to play as if you don't have a care in the world and maybe even a bit naive. Are you a studious person with great interest in forbidden magic? Go and seek out others with a similar interest! Form hidden study groups and don't get caught by the teachers.

02

Play to Lift

There are a lot of other people at the event all of which are there to have a good time. Remember that everyone is playing together, so engage when a student talks about a deceased family member or you see people practising spells. Help create play for not only yourself but others as well. In doing so there is always something to do, so go out and explore!



CONTINUING

How to LARP

03

No one is perfect

Even though we play in a magical setting, no one is perfect. Everyone has flaws so play them out! Is your character horrible at charms? Then the spellcasting class could be very interesting for you! Does your character not know when to stop talking? Go into discussion with other players and teachers and see where it leads you.

04

Losing is fun

You don't always have to be the best to have fun. Losing or failing at something can create just as much or even more play than succeeding at everything. Did you fail to make an artifact in class?

Ask your teacher what went wrong and try again with some students after class. Did you lose a duel? You can go and create a rivalry with the person you lost to, or ask to learn from them instead.

05

Teachers aren't the solution

During the LARP you will encounter a lot of problems and events that will need solving. For instance, someone needs a healing potion or someone touched a cursed object (oops). It's easy to go to a teacher and expect them to solve the problem for you, but where is the fun in that? Try to think of solutions on your own, involve other people to help you, and if you really don't know what to do, a teacher can always guide you in the right direction.

Ticket Types

Choices, choices... Don't break your head over them though, we're here to help you! The only way to do that is enlighten you about the differences in ticket types, so you can make the right choice for yourself. Just know that whatever you choose, we're very excited to welcome you!



Player


The majority of the participants are players, and to become one yourself, simply purchase a player ticket! Players are the one experiencing the story to the fullest. As a player you will be guided through the story by other roles. A player has little to no knowledge of what the LARP will bring, so every story, twist, encounter or fight will be a moment of improvisation. The players are the students of the Myrddin Emrys College, you will be following courses based on the path you have chosen. Every edition of the Myrddin Emrys College will also impose a new challenge or threat the players will have to navigate through by working together and using the knowledge they have gathered during their school year. Being a player is really being the main character in your own magical journey.



If you want to experience the magic the way it's supposed to be experienced, go for this option!

NPC

The term NPC is short for Non-Player Character. So long story short, this is everyone and everything you encounter during the LARP that is not a player. But long story a little longer, this means as an NPC you are part of the world we are creating for the players to thrive in. NPCs are vital for the LARP: without them there would be no one to give the players direction and guidance. Your goal as an NPC is to engage, challenge, interact and lift up the players to make their journey as magical and engaging as possible. Being an NPC, you will not play one part for the entire LARP but you will be asked to play several smaller roles and supporting characters. Think of a creature wandering the forest, someone's father coming to visit them at school, a ghost that wanders the halls of the college or a demon some curious students accidentally summoned. As an NPC, you can make or break someone's experience, so give it your all! This role requires fast thinking and creative acting.

A person in a forest-themed costume, including a long grey wig, a green bird-like mask, and a white fur collar, is holding a red and yellow prop. They are standing in a wooded area with trees and sunlight filtering through the leaves.

If you want to create magic for other people by playing many different roles, go for this option!

Professor

As this is a school, there are courses, and naturally these courses are taught by teachers. The role of professor is essentially also an NPC role, but there are some key differences between the two. As a professor you will be assigned a course, in advance you can give your preferences to the organization. When assigned a course this means you are responsible for writing the course material, preparing the classes, teaching the students and grading exams. This is a much larger role as a regular NPC, so for this role there is a selection procedure up front to see if you got what it takes. Professor NPCs are also not exclusively their teacher character and will be asked to play other, smaller parts as well, however this is kept at a minimum. The role of professor is a heavy one and will require active participation both at the event itself and beforehand, since the course material must be written and checked. This role requires dedication, focus and mastery of the English language.



If you're not afraid to take on a lot of work and want to make a big impact on our students, you can try out for this option!



If you truly want to help us out but aren't comfortable taking on a (big) role, go for this option!

Flying

A volunteer, or as we like to call them, Flying NPCs (Flying for short) are the cogs that make the machine run smoothly. These are the people that set up rooms, ready scenes, set up lighting, help NPCs with their costumes and make up, fix broken props on site and other small tasks. Flying will not participate in the game and will wear a brown cloak so other players and NPCs know not to engage or disturb them. As a Flying you can be asked to take up small, non-verbal NPC roles in certain scenes, but this is entirely up to you if you want to do this or not. As a Flying you can get the full experience of the story, but from a more audience-like kind of view. If you are the helpful kind and a great coordinator, we are more than happy to welcome you in our Flying team!

Our Universe

When our planet was formed millions of years ago, it eventually became inhabited by life. Among this life were lifeforms that showed signs of magic: plants, creatures, and later humans. Humans blessed with the power of magic were originally a very rare mutation. This weak mutation was originally not even hereditary, but over time humans evolved.

As humans became sedentary and started perfecting language, knowledge was spread further and magic itself became more refined. Societies and eventually large cities started forming around the world. With this came knowledge and reason, and fear for what could not be explained. Magic surpasses the comprehension of all humans to have ever lived, even modern magicologists. First hints of fear started becoming manifest in the Roman Empire and would later influence how the mundanes perceived us.

Witchard-exclusive communities became a thing in the mid-medieval period and gradually became more closed and hidden throughout the late Middle Ages, when witchards became actively singled out and prosecuted. Although witchards had always tried to keep a firm grip on politics, they could eventually maintain that grip no longer. In the 16th century, when witch hunts became a harsh reality, a dynasty of brilliant headmasters created the Myrddin Emrys College, a safe haven for young witchards looking to master and train their skills.

Meanwhile, the world was becoming exponentially smaller, and witchards from around the world came together to find solutions for their problem with the mundanes. Near the end of the 17th century the International Statute of Secrecy was signed by representatives of many nations.

Debate over the exact execution and evolution of the Statute would rage on throughout the centuries and is still ongoing. It was especially strong during the mundane World Wars, during which the ethics of giving up our neutrality to help out the mundanes were heavily discussed...



Character Creation

So, you've decided to join as a player? Or perhaps a professor? Great news! But... to start your magical adventure at the Myrddin Emrys College you'll need a character to play. In order to get you started on your character, there are two routes you can take:

1. You choose to create your own written character sheet which will be reviewed by the organization
2. You choose to receive a prewritten character sheet, made by our plot team.

For professors, it's a little different: they always write their own character (but can ask their teacher friends for help if they have trouble doing so of course!).



Writing your own Character Sheet

If you decide to write your own character sheet, you will receive a template from us. This has basic information to fill in like your character's name, what year they are in, their pronouns, their path preference, their house preference, etc.

After that there is room to write a backstory. Here you have room to take a look at questions like "where was your character born and under which circumstances?" "What is their family like?", "How was their youth and upbringing?", "Which major events took place in their life prior to attending the college?", "Has your character already shown clear signs of magic?", "Do they control those?", "Have they been educated in the magical arts yet?", etc.

During this step, keep in mind: you are a student. You are here to learn. Don't write a wildly overpowered backstory in which it would make no sense why you are at a school.

CONTINUING

Writing your own Character Sheet

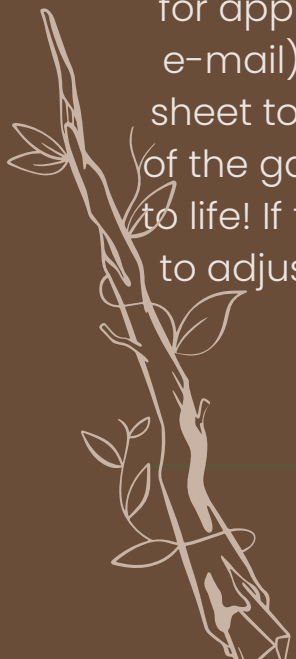
While creating your own character, take a close look at their personality. This can heavily influence your play with other students.

What are their good and bad traits? How do they deal with disappointment? Where do their loyalties lie? This can all be based on your own personality, but if you are comfortable with a bigger challenge, you can write a character that is the total opposite of you!

Besides background and personality, also try to think of existing relationships. Maybe you are attending the Myrddin Emrys College with a friend and you want to know each other in-game as well. In that case it might be fun to play out that you don't get along in-game! But also see if there are specific NPCs you are hoping to interact with, such as teachers or creatures.

A final thing to address in the process of character creation is the race of your character. For a selfwritten character, the default race is human. Humans are the most common race in the Myrddin Emrys universe and to keep the diversity balanced in-game, all selfwritten sheets are human.

Once your sheet is fully finalised, you can send it to the organisation for approval (deadlines and sheets will be shared with you through e-mail). One or two dedicated team plot members will review your sheet to see if it fits the universe and if it doesn't disturb the balance of the game. If they approve it, you are ready to bring your character to life! If they cannot accept the character as is, they will contact you to adjust the character together with you, so that it is ready to start their journey very soon!





Receiving a pre-written Character

If you choose to not write your own character, but put your fate in the hands of our story writers, you will go through a short process to get to the perfect character for you.

Beforehand you will receive a survey in which you will fill in some preferences such as: path, house, race etc. These preferences will be taken into account but unfortunately can't always be met. For example: if every single first year wants to be in the same house, we can't grant everyone's wish for balancing reasons.



CONTINUING

Receiving a pre-written Character



Quite some time before the event you will be contacted by one of our team plot members for a casting call. This will be a live video call in which you as a player will go over your preferences again but also tell something about yourself and your expectations for a character. For example; here you can tell us if you want to play an introvert or an extravert character, whether you are a goody two-shoes or a troublemaker. We want to get to know you as a player, so we can match you with the best character.

Once you are matched with a character sheet you now have your backstory, your race, your path, your personality, your predetermined relationships and a general idea of the gear your character has. But there are a few more things that are up to you. First off, feel free to make small adjustments to the character, as long as you don't stray from the original sheet too much. But, the most important, and perhaps the most difficult one, is your characters name. With a prewritten sheet, you will receive a first letter of your first name, and your last name. So now it is up to you to think of a first name!

Once this is all done, you are good to go and embark on your magical journey!



Creating a Professor

The character creation process of a professor is vastly different than that of a student. Keep in mind, professors are graduates (most of them), professionals, scholars, masters of their craft and/or older than the students. This means their magical capabilities are stronger and more advanced than those of a student. This doesn't mean that everything goes. Even as a professor, you still have flaws and weaknesses, so it's very engaging for you and for students to play into these during the game. Being 'godlike' or too overpowered is prohibited for students and teachers alike, simply to balance the game. And remember, in the end, it will be the students who solve, defeat, win or lose the challenges thrown at them in the LARP: professors are merely their guides and/or helping hands.

Character sheets for professors are always made in unison with and reviewed by the organization. This is to make sure the backstory of your professor fits into the world, there are no continuity errors and to check if there are any inaccuracies that need to be fixed before bringing the professor to life.



How to play a character

Now that we have gone over the creation of a character, it is time to bring it to life!

Many things influence the way you play your character. Of course nothing is written in stone and you can play your character however you want (if it fits in the lore and isn't game breaking of course), but there are certain guidelines to help you on your way.

First we are going to look at Bloodline. Long story short, bloodline is the 'purity' of your magical ancestry. But short story long...

HOW TO PLAY A CHARACTER

The Bloodlines



Ancient

This means you come from a long line of witchards: both your parents are magical, their parents are magical, and so on. Ancients often take a lot of pride in their lineage and tend to only mingle with other Ancients. Breaking the bloodline is severely frowned upon within Ancient families. Because of their ancestry, Ancients tend to look down on others as they see them as 'imperfect'. Playing an Ancient can mean you tend to exclude people from your social circle, but you can also choose to be more accepting if it fits your character better.



Demi

A witchard is labeled as Demi if one of the parents is magical. The combination is irrelevant, as long as there is magic in your family. Demi witchards make up the majority of the college and of the world for that matter. Demi's don't have specific characteristics appointed to them, so as a player, this does not dictate any specific behaviors towards others.

CONTINUING

The Bloodlines



Reborn

A Reborn witchard is a witchard who has non magical-parents. They often discover they have magic at a later age and are therefore less experienced with magic. Reborns are often the laughing stock of Ancients. Playing as a Reborn you might feel the odd one out in both worlds. Reborns tend to lean towards other Reborns and Demi.



Mundane

A Mundane is a non-magical person born from non-magical parents. Players are not able to play as a Mundane during the LARP, but you might encounter some or hear of them.



Non-Magus

When two magical parents conceive a child without magical abilities, they are referred to as non-magus. Players are not able to play as a non-magus.

HOW TO PLAY A CHARACTER

Races



So you have chosen to receive a character sheet and want to know more about the race you were assigned (or you have made one yourself and want to learn more about the human race in lore). In this paragraph we'll go over them individually and give you some guidance on what to do with them in game.

THE RACES

Human

Humans in the world of Myrddin Emrys don't differ too much from humans from the real world, except for you know, the magic. Humans are generally kind-hearted beings that are too smart for their own good. Humans tend to like all other races and don't discriminate in making friends with others.

Magic in humans is unpredictable and magical humans can be born from non-magical parents and the other way around. The magic within humans is known to extend their life but not in the extreme. Humans make up the majority of the school and of the magical world.



Playing as a human

When it comes to your personality, skills, strengths and weaknesses you have kind of a carte blanche playing as a human. Like stated before, humans from our world and from the world of the Myrddin Emrys College aren't that different. Playing a human there might be other races that look down upon you. Or it might happen that other races find you fascinating because they would like to learn more, but in return you as a human might be interested in the other races and befriend them.



THE RACES

Vampire

Playing a vampire, you are never born as one. You were once human and were turned into a vampire by another vampire. The vampire that turned you is referred to as a 'sire'. While turning into a vampire your body undergoes many changes, which might result in a change in your magic. You might gain new vampiric magical abilities, but you might also lose some you had as a human. Once your transformation is complete, your body stops aging and you will forever look the way you did at the turning.



Vampires feed on blood and have the fangs to do so. In today's day and age hunting others is declared illegal and blood banks are raised to sustain a vampire's need for blood. Of course just because it's illegal doesn't mean it doesn't still happen.

Vampires like to be around other vampires. Within the community there are special vampire societies in which they govern and ensure the survival of the vampire race.



THE RACES

Vampire

Playing as a vampire:

Since all vampires are turned, you can think of the human you once were. Perhaps it was so long ago you don't even remember or maybe you got turned recently. Was your turning voluntarily or was it against your will? If it was voluntarily you can take pride in your race and join the high societies, but if the turning was against your will you can shun your race and other vampires. As a vampire your emotions seem to have dampened and you find it harder to show empathy.

- **Strengths:** As a vampire you are immune to diseases and you don't need sleep, since your body is not alive. If wounded the vampiric magic causes the body to regenerate at a rapid pace. Conventional means can't kill you and you will not die of old age
- **Weaknesses:** The sun. In our universe the sun doesn't mean immediate death for vampires, but they are hurt by it. If they stray in it for too long this can result in severe burns. This can be bypassed by wearing protective clothing, an umbrella and/or sunglasses. As a vampire you are extra susceptible to fire, more so than other races. Contact with fire will result in a full combustion and could mean death for the vampire

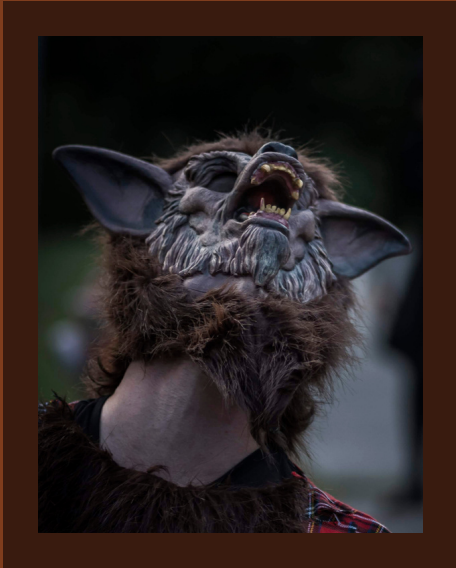
THE RACES

Lycan

Werewolves, also referred to as Lycan, are humans that have the lycanthrope virus in their bloodstream. This virus can transform the body into a large, hulking, bestial form, greatly resembling a large wolf. Lycans are short tempered and aggressive, also their physique fortifies once the virus enters their bloodstream making them stronger and faster compared to other humans. As a Lycan your senses and instincts are heightened and you are a natural hunter.



In Lycan history, they make a difference between a Lycanthrope, a human that contracted the virus from another Lycan, and a Wolfborn, a human that has the virus from birth. Wolfborn can only be born from two Lycan parents. As a Lycan, it is possible to control your transformations with practice and dedication, except for then a full moon is out. If a Lycan wants to refrain from transforming during a full moon phase they can only do so with magical intervention. Other things that can trigger a transformation are heavy emotions, pain and external threats



THE RACES

Lycan

Playing as a lycan:

As a Lycan it is important to define whether or not you have your transformations under control. The longer you have been infected, the more realistic it is you can control it. Determine for yourself if your Lycanthropy is voluntary or if it was put upon you by force. This can also determine your stance towards other Lycans. As wolves, Lycans tend to find a pack and seek out other Lycans. As a Lycan you will tend to struggle with stressful situations and your emotions will be more extreme as how they were when you were human.

- **Strengths:** Due to the lingering effects of the virus, Lycans tend to be stronger and faster than humans, especially when transformed. A beneficial effect of the Lycanthropy virus is due to its aggressive nature, Lycans are immune to most other diseases.
- **Weaknesses:** Lycans are hurt by silver. Touching a silver object will result in a sharp pain in the body and muscles. Besides this the virus causes the Lycan's body to have an incredibly fast metabolism which means the Lycan has to consume more than an average human, if this doesn't happen the Lycan can spiral into a hunger frenzy. Also a Lycan who is not in control of their transformation is a danger to their surroundings.

THE RACES

Fae

Fae are creatures of grace and beauty that have a strong connection to nature. Sometimes the connection is so strong, that they decorate their clothing or body with natural elements such as flowers or moss. Fae are strong minded magic users who usually use their magic to create and restore. Fae are rarely seen in the human world since they are not native to this realm. Fae originate from Faerie. Although some do live in this world, they keep to themselves and rarely live among humans.



While fae have a very human-like physique, their pointy ears and glowing skin are usually very noticeable. Some fae also grow horns and/or wings. Fae have a strong innate affinity with magic that is mostly good natured, although most fae can show a more mischievous side too. We always warn our students to never make deals with a fae, because they might trick you!



THE RACES

Fae

Playing as a fae:

As a fae you are naturally good. There are of course exceptions, but dark fae are very rare. You are always open to help others, you are nice to others and appear happy and bright. Anything related to nature interests you. At the college you will be interacting with races you have never seen before or are strange to you. Seek them out and show interest in them. This world is vastly different from Faerie so you can play this out as being experiencing something otherworldly.

- **Strengths:** Fae are naturally adept with nature based magic, they make great herbalists and alchemists. Fae don't die of old age and can live on forever. Fae are more resistant to poisons than a normal human but not immune. Also they are very skilled in trickery and deceit, fae magic never comes for free.
- **Weaknesses:** Fae can't touch iron. Iron results in severe burns to the skin of the fae, the colder the iron, the heavier the burns. If someone wears something iron in the presence of a fae, this can be seen as very disrespectful. Fae are not immortal, they can't die due to age, but they can still die by other means.

THE RACES

Shapeshifter

A shapeshifter in their base form is indistinguishable from regular humans. But what makes them so special is that Shapeshifters have the innate ability to transform from human to an animal and keep this shape for as long as they want. They even get to choose the process of how they shift into an animal. This means they can change shapes of their body or limbs to this animal without making a full transformation. This means they can be human, animal, or anything in between. Shapeshifters are born with the ability to shift, but they gain an animal form at birth. Their personality and quirks are affected by this animal and they will share many traits with it, regardless of their form. There is no way for them to change this animal.



Being a shapeshifter is having a certain gene in your body that gives you this wonderful magical property. A shapeshifter can be born from non-shapeshifter parents, but the chances of this happening are severely slim and normally a shapeshifter is born from parents of which at least one of them is a shapeshifter too. The magical gene that causes someone to be a shapeshifter is enormously strong, making them immune to many other body infecting curses and infections such as vampirism and lycanthropy.



THE RACES

Shapeshifter

Playing as a shapeshifter:

Since you have an animal assigned to you at birth, this will influence your personality and looks. You can go full human and play the animalistic quirks out in your experience. Or you can dress up as a humanoid version of your animal. This choice is up to you. On your character sheet you will be assigned an animal, but this is up for discussion with the organization if you wish to change it. Make sure your personality reflects your animal. Be brave as a lion, devious as a fox, scared as a mouse etc. Shapeshifters don't have a special preference for other races to mingle with, they tend to lean towards people who love animals and are kind to them.

- **Strengths:** Being able to change into an animal can make you great at certain things. For example hunting, hiding, running, jumping. In your human form you will possess some strengths your animal form will also have. Besides this, your Shapeshifter gene will cause your body to be immune to minor curses and recover quicker from stronger curses.
- **Weaknesses:** Some Shapeshifters choose to lead a double life as a human and an animal and get lost in this, losing sight on what they did and did not experience. As strengths of your animal are also reflected onto your human form, this also works for weaknesses. Turtles are slower, moles can see less, lions are quickly hungry etc. Your animal's weaknesses are also present in your human form and in between.



Incorporating your house into your character

In this chapter we will not take a deep dive into the values, history and meaning of each house. More information on that subject can be found by clicking [here](#). What we will do here is take a look at what these houses can mean for your character.

Take note that during your character creation you will not be able to choose your own house, you give us a preference and we try to incorporate this into your character. It can happen that you end up in a different house than your first choice because a little too many students wanted to be in *insert color* house. For this reason keep the incorporation of your house into your character in mind, but don't base your personality on it just yet.



Alcertis

Alcertians are labeled brave (or reckless by some). They stand up for each other and can be fierce and overwhelming. But, a weakness of an Alcertian can be their 'act then think' mentality getting them into sticky situations. Alcertians are present and 'in your face', and while this can be a valuable trait to have, others might resent you for it. It is nice to have an Alcertian close to you, because in difficult situations, Alcertians go through hell and back for their friends!



Ibidens

Within the house of Ibidens the witchards are known for their knowledge. It is a house that sprouts scholars. As an Ibidentian your mind is your greatest weapon, in many shapes. Smart and wise doesn't only mean 'book-smart' after all. You are a hard worker, but this can make it so that you might value wisdom over friendship. Ibidentians lost in their research can sometimes be perceived as loners.





Lutridus

To describe a Lutridus, they are loyal and positive. They value each other like family and tend to be happy and bubbly. They try to make the best out of every situation, no matter how dire. Because of their positive energy others can sometimes view a Lutridus as ignorant or foolish. Lutriduses flock to each other but they are always welcoming other types of friendships. As a Lutridus you do not let the opinions of others get in your way.



VISION BY PHOTOGRAPHY

Luvium

The house of the creative, Luvium, distinguishes itself by their headstrong capabilities. They are never afraid to make mistakes, so they can learn and come back stronger. Luviums tend to be honest and straight-to-the-point, which makes them both liked and disliked by some. If you push this trait too much, as a Luvium people might think you are stubborn, while you think you are perseverant



Paventia

As a Paventian you capitalize on your own skill. You like to focus on positive energy and want to build a greater world for yourself and the ones around you. You pride yourself on your skill and resourcefulness and because of this others might perceive you as cocky and arrogant. Paventians tend to hang out with other Paventians because they are like minded and tend to bring out the best in each other because of their competitive nature.



GET TO KNOW

Your Path

Alchemist



Alchemists can analyse the most complicated recipes and potions. They always have something brewing and they can convert practically any substance into another of greater value.



Beastmaster



Beastmasters learn how to control and handle magical creatures, and have a natural connection with many animals.



Artificer



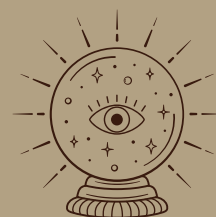
Artificers specialise in a variety of magical and historical items found in mythology, legends, folklore, fable and spirituality from across the world. Not only by studying them, but also by creating their own.



Sage



Sages have a gift for divination and healing. Nothing can be hidden from a sage: not the past, not the present, and definitely not the future.



Paladin



Paladins are the fierce protectors of the people. They seek not just to spread justice, but to embody the teachings of powerful magic. In pursuit of their lofty goals, they adhere to ironclad laws of morality and discipline.





General Rules

The general rules of the LARP regarding safety, policies, restrictions, identification, liability, public order, substance use, event modification and privacy can be found here on the website.

[CLICK HERE](#)

Event Specific Rules: Inside

- Besides the obvious fire being banned inside the castle, please do not use too much hairspray or deodorant inside the rooms due to sensitive fire alarms. They will go off, and we will have to stop the event
- Fake blood and ink are not allowed inside the castle. For your studies you can use a pencil or the special quill you receive during check in
- Treat the castle with respect. Don't slam doors, turn off the lights when you are the last to leave the room. Basic human decency is all we ask!
- Treat the castle staff with respect. There will be several people at work during the LARP and we should be considerate of them. Their native language is French, but most of them speak English if necessary
- Some rooms are strictly off limits. There might be a plot going on that can't be disturbed, there might be people getting ready for a plot, or it might be just an out-game storage. These rooms are marked with a floating skull. Do not enter these rooms
- Check your shoes for dirt and rubble before entering. Our janitor Stevie has more to do than sweep all day!
- If you break something in the castle or the classrooms, tell the organization. Most decorations are from the organization, but NPCs and players tend to bring private belongings. We would like to know if something is broken.
- There is a curfew set at midnight (12:00 AM). After this hour you are expected to go to your room. There will be no more events or things happening after this hour
- Be respectful towards one another: Be quiet from the stairs up and leave each other's stuff alone. If you manage to lose something, this is your own responsibility. Try to solve any communication problem in peace

Event Specific Rules: Outside

- The castle grounds are part of the playfield, but be considerate of the wildlife, plants and surroundings. We would like to leave the grounds just as green and flourishing as we found them
- Don't leave the castle grounds on your own accord. If you wish to leave, notify the organization.

Important in-game Rules

- In-game there is a curfew at 11:00 PM. As a good student you can choose to obey this, but as a rebel you can choose to break it, there will be some events that only happen after curfew. So mess around and find out!
- Player rooms are always out-game. On the upper floor you have no reason to be anywhere else than the bathrooms and your own room. Nothing is happening there
- The NPC/Orga bunker is always off limits for a student. If you need someone from the bunker, ring the bell that is at the door. Don't enter on your own accord
- If you break your wand, you can report to the NPC/Orga bunker staff to have someone fix your wand for you or give you a replacement wand.
- When an NPC/Professor raises their fist, you immediately stop talking and also raise your fist
- Potions need to be safe! If you bring a potion of your own, seal the lid and don't let others drink from it
- If you don't know what is in a potion, never drink it. Keep on the lid and pretend to drink it

Important in-game Rules

- Certain commands need to be known to increase the flow of the game:
 - Game In: The LARP starts now, from now on you are in-game
 - Time Freeze: Close your eyes, stick your fingers in your ears and start humming. There is a small in-game problem that needs to be solved.
 - Time Out: The game stops temporarily for everyone, there is a serious issue at hand that needs organizational attention
 - Time Halt: You stop moving and speaking. You are frozen in time but still perceive everything happening around you
 - Time In: The game continues as it was
 - Game Out: The LARP ends. After the Game out, there will be no more in-game play
- People in brown cloaks are invisible. These are our Flying NPCs getting things ready or resolving out-game issues. As long as you are in-game you can't see them or interact with them
- Leave things where they are, unless an NPC or a professor specifically asks you to fetch something. We worked hard to decorate the castle and many people use personal items for decorating classrooms
- CONSENT IS KEY. Never assume, always ask. Discuss heavy plots or physical contact before engaging in it. No means no. Don't force other players in situations they are not comfortable with
- Harassment of any kind is strictly prohibited and results in an immediate expulsion from the event and exclusion from future events from VZW Out of this World. If needed police investigation will be done

Other important information

- If you have a medical emergency or are in need of hygienic pads, see an organizer. The quickest way of finding one is to report to a Flying NPC or the bunker
- If you struggle with heavy emotions or any other form of mental health emergency, there are designated people to help you through this. These people will be announced at the event itself and can guide you through this. You can also retreat to your room or the designated out-game room for some time alone
- The food at the castle will be labeled for people who have allergies, intolerances, diet restrictions or prefer a vegetarian/vegan diet. Before you put something on your plate, make sure to check if you are taking from the right tray



IF YOU COME TO ANY OF OUR EVENTS,
YOU AGREE WITH EVERYTHING THAT'S MENTIONED ON OUR

Consent Sheet

Each person's body is their own. They alone may set their boundaries and say what makes them comfortable.

Out-game harassment, abuse, or assault of any participant – or using the character as an excuse to harass, abuse, or assault a player – will not be tolerated.

Each participant is responsible for their own actions; for reading, understanding and abiding by the community Code of Conduct; and for the consequences of their actions to others.

Consent should be freely given, vocalized, and considered inviolable. I respect this.

No one should ostracize or retaliate against any community member for setting a consent boundary or for making a report of harassment or abuse.

If I am informed that I have harmed someone, I will reflect on my own behavior and seek to change it.

I will respect the boundaries another person sets and accept that my boundaries may be different from someone else's.

I will not touch another participant in-game or out-game, without their consent.

CONTINUING

Consent Sheet

I will not use the alibi of roleplay to harm another player.

For character-to-character interactions involving sexuality, romance, or violence, I will negotiate consent with the other player either before or during the larp.

I will not force my feelings, ideas, or desires upon anyone else: in game or out game.

I will not use my size, voice, body, or power to deprive another community member of their autonomy or consent.

I recognize that some people have invisible mental or physical disabilities that affect their experience.

DATE:

VZW OUT OF THIS WORLD:

SIGNATURE:

DATE:

PARTICIPANT NAME

SIGNATURE:



And that concludes
our handbook!

*Should you have any more questions,
please visit our website:
www.meclarp.com*



Myrddin

Emrys

C O L L E G E