

# Faerie

A blackbox fairy tale

*Stray from the path*

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*Disclaimer:* The author strongly opposes any breach of the ancient treaties; do not actually bring iron of any kind into Faerie. Additionally, deals made with the Fae are made entirely at your own risk, I will not be responsible for loss of hearts, memories, and/or names.

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# Introduction

**Larp style:** Blackbox

**Genre:** Fairytale Fantasy

**Players:** 6 to 16

**Duration:** 4 hours, *Workshops:* 2 hours, *Runtime:* 1 hour 30 min, *Debrief:* 30 min

**Language:** English

## What is Faerie?

*Faerie* is a blackbox larp where up to 20 players take on the roles of either mortal humans or the mysterious Fae.

*Faerie* is a larp about malicious fairy tale creatures removed from the norms of human society, and bound to a tragic prophecy. As four mortals enter the realm of the Fae, they are torn apart and caught up in a chaotic whirlwind, the eternal dance, vastly outnumbered, and unable to find their way out unless they bargain. Will the prophecies be fulfilled or will the mortals find a way to deal with and circumvent their fate?

*Faerie* is intended to be physical; the stories can include theatrical sex and violence. Players should expect to move and be close with other participants. While there is an enchantment mechanic that influences the characters' self-control, players will always be able to opt out of any scene or interaction using a tap-out mechanic. During the workshops the participants will be divided into groups with up to four members, who will negotiate the themes and playstyle of their story.

### How to use this larp script

Read through the script and get an overview of the larp. The most important sections are the workshop scripts. Use the workshop script as a reference, while you are facilitating you can even just read them out if you wish. You may want to print those sections (or have them on a tablet). The *Faerie* larp script can be used as inspiration for other projects. If you want to use the characters for your project, go ahead. Want to just use one of the workshop exercises or briefings in your larp? Feel free. Let *Faerie* inspire you to make something new. If you do please credit me. H. K. Justesen. (2023). *Faerie, a blackbox fairy tale*. Avalon larp studio.

## Resources

### Spotify playlist:

<https://open.spotify.com/playlist/7HiF9XYdeDNLL59UNsHC6g?si=57b75bc4aacc455b>

### Print ready google doc:

<https://docs.google.com/document/d/1SrJchw2I4IK9F1IfqpcUpYDyMfHnzJlDKdGfCaUeWn8/edit?usp=sharing>

### Voice over audio files:

[https://drive.google.com/drive/folders/1gegnDorBxC5L6f79mmMfJHLRyWGYTcqa?usp=share\\_link](https://drive.google.com/drive/folders/1gegnDorBxC5L6f79mmMfJHLRyWGYTcqa?usp=share_link)

# Preparing the Larp

*This section is meant to be read by people who are setting up Faerie.*

## What to prepare before the larp

Before you can run *Faerie* there are some things you need to ensure are in order. Maybe you are running it at a chamber larp festival or convention where the organisers will help with or even complete some of these steps for you.

1. You should read this document several times.
2. Ensure you have access to a suitable theatre space for your blackbox.
3. Ensure you have 6-20 participants who want to play.
4. You need to prepare the blackbox for Faerie.
  - a. For this you need to set up 3-5 fairy tale locations,
  - b. adjust the lighting setup, and
  - c. ensure you have the sound ready.
5. You need a printout of the characters and fairy tale location descriptions.

Reference Table: Player Numbers: Fae, Mortals and Faerie Tale Locations

Players	Fae Characters	Mortal Characters (Player Groups)	Fairy Tale Locations
6	4	2, Remove the Trader and the Heir	3
7	5	2, Remove the Trader and the Heir	3
8	6	2, Remove the Trader and the Heir	3
9	6	3, Remove the Heir	4
10	7	3, Remove the Heir	4
11	8	3, Remove the Heir	4
12	8	4	5
13	9	4	5
14	10	4	5
15	11	4	5
16	12	4	5

## Setting up the stage – Fairy tale locations

The blackbox stage is divided into light islands, you should create as many islands as you have player groups plus one, see the reference table above.

Faerie works best if you create each light island to be a Fairy tale location. While you can run the larp simple light islands, stuff like fairy lights, a big chair, a portable mattress, some sitting pillows and a couple of conference chairs and some black cloth will get you a long way. So if you can get your hands on some furniture, or other scenography to use to decorate them a bit. Let each of the light islands represent a Fairy tale location and have some themes associated with it. In the workshops, limit erotic or intimate scenes to those areas associated with the theme.

*Present the location and their themes you have chosen during preparation of the larp, the larp that you have chosen and set up during preparations, template descriptions are found in the Preparation section. limit erotic or intimate scenes to those areas associated with the theme.*

Each location should have a single theme, each location will be the starting scene (prologue) and ending scene (act three) in each of the player groups. Here is some inspiration:

### **The Enchanting Meadow**

A moss covered meadow that has an alluring nature to it.

*Themes:* Temptation

*Representation idea:* A mattress on a podium covered in green blankets.

### **The Towering Throne**

A throne room in one of the Fae courts, representing the centres of political power in Faerie.

*Themes:* Command

*Representation idea:* Place a large chair on an elevated platform up against a wall and cover it in black cloth.

### **The Misty Marshlands**

A wet area with low plantation on the shore of mystical marshlands perhaps covered in mist.

*Themes:* Confusion

*Representation idea:* Some fake shrub or grass plants and smoke machines on a low setting.

### **The Standing Stone(s)**

A tall magical waystone, showing those who know its meaning the way.

*Themes:* Journeys

*Representation idea:* A coat hanger covered with black cloth and decorated with fairy lights.

### **The Crystal Cave**

A cold and moist cave lit up by magical crystals.

Themes: Dreams

Representation idea: Build a blanket fort and hang strings of small LED fairy lights on the walls and from the ceiling to create a magical, glowing effect.

## Extra locations

Here are additional locations you can build, in case you have a lot of time and space.

### **The Whispering Grove**

A serene grove filled with ancient trees that whisper secrets to those who enter.

Themes: Secrets

Representation idea: Hang sheer, translucent fabric from the ceiling to create a canopy effect.

### **The Lost Ruin**

Concealed beneath vegetation lies the remnants of an old Fae stronghold.

Themes: Mystery

Representation idea: Create a set with grey fabric walls, cobwebs, and maybe some cryptic symbols carved drawn on them.

### **The Whispering Well**

A serene grove filled with ancient trees that whisper secrets to those who enter.

Themes: Longing

Representation idea: Hang sheer, translucent fabric from the ceiling to create a canopy effect.

## Light

*This is getting a bit technical, but here is how I would do it.*

You will need 2-3 fixtures (lamps) to point to each of the fairy tale locations, if possible you should project the light from opposite sides of the location. Turn each location into a group of fixtures, programmed into your light desk.

To run the larp all you actually need is four cue settings for each specific season. Each of them needs to light up all groups in the following colours: Blue for Winter, Green for Spring, Yellow for Summer, and Red for Autumn.

There is a detailed plan later for when you want to use what light. To indicate act changes you will need to be able to flicker with the light, use the Blackout button on your light desk, and you should also make sure you can turn off the light completely in between acts.

## Sound

You will need to be able to play music throughout the larp and you will also need to play the voiceovers.

## Music

Here is a link to the Faerie playlist for inspiration:

<https://open.spotify.com/playlist/7HiF9XYdeDNLL59UNsHC6g?si=fdb748f3e0b94454>

You can simply use Spotify on your laptop and minijack into the sound mixer. Personally, I am running with a DJ controller for my tablet. For most people the laptop setup will be easiest, activating the crossfade function at around 5 seconds in the music player adds a nice feel. It is worth making sure the music doesn't run on the same rotation, ideally the theme song for the larp is the only track that is repeated.

Eivør's "Trøllabundin" is the go-to theme tune. It indicates the beginning, end and act changes of the larp. Preferably you can turn the volume music up to a level where it is hard to speak on the stage then turn it down to background level as you play the voiceover.

## Voice overs

The voice overs are used to mark the changing of the seasons audible, introduce each act and tie and end to the larp. You will need a way to play them on the same device you use for music.

There is a link to the files here:

And an overview of what is said in the files:

<https://drive.google.com/drive/folders/1gegnDorBxC5L6f79mmMfJHLRyWGYTcqa?usp=sharing>

### Winter Introduction

- Winter's icy breath came to tell tales of dark nights.
- Snowflakes fell on cold winds, as Winter's touch closed in.
- White blankets toughed in the earth, as the Winter season came.

### Spring Introduction

- A cheerful chorus of songbirds heralded the coming of Spring.
- Spring painted the world with bright colours.
- Nature woke up in Spring's bloom.

### Summer Introduction

- Flowers turned their faces toward the sky, basking in Summer's embrace.
- Summer's blessings sang in cheerful harmony.
- Wildflowers swayed in the sweet Summer breeze.

### Autumn Introduction

- Brown leaves danced on stormy Autumn winds.
- Autumn whispered the secrets of change.
- The tall trees dropped their fiery leaves into Autumn's basket.

## Act 1



Once upon a time, when the veil was thin, one human after another found their way into Faerie, the realm of the Fae. It had been centuries since the Fae last had mortals for visitors and humans only knew of the fair folk from old tales, they had all forgotten the ancient treaties and warnings. Fueled by curiosity the Fae began to explore the mortals and draw them into their eternal dance.

### **Act 2**

Now the dance had truly begun. The lure of the Fae had taken hold of the mortals and they could let their masks fall away. All of the amusing games came to the surface, the mortals found themselves in the midst of the dancing whirlwind.

### **Act 3**

The Fae grew bored. They were done being playful, and so they showed their dreadful side. In a final attempt to amuse themselves, the Fae turned to violence and abuse. Did they keep the mortals in Faerie forever or did they break them just to let them go?

### **Ending**

The seasons had come and gone, and the dance of the Fae came to a halt. They had found the mortals, drawn them in, played with them, and once they were done, they had discarded them as the used-up playthings they were. But, the Fae danced on. The mortals were left with nothing. It makes me wonder if anyone really lives happily ever after...

## **Props**

Faerie can be played with:

- A larp friendly dagger.
- A fake candle.
- A hagstone.
- A fabric pouch
- Character tags (instead of the scarves/cloth listed below).
- Print out of Character Descriptions and Fairy Tale location descriptions

It is also nice to have

- 12 coloured scarves or pieces of cloth:
  - 3 Blue for winter Fae
  - 3 Green for spring Fae
  - 3 Yellow for summer Fae
  - 3 Red for autumn Fae

# Workshop Scripts

My name is **[name]**. Today I am going to be your guide through *Faerie*. We are going to play a larp in the world of Faerie, where you will take on the roles of Fae and Mortals. With me I have **[co-facilitator]**; they will help me run the workshops, lights, and sound during play.

Today we are going to play a story in three acts. It is a fairy tale about two to four humans who, one by one, enter the land of Faerie and are caught up in the chaotic dance of the Fae. The mortals have relationships to each other that will amplify their experience, but they will mainly be playing with the fae. We will divide into groups, one for each human, and there you will prepare your experience. The story is based on A tale of Three Brothers

But before we go through the mist, to a land of myth and legend, where magic is real and the most dangerous creatures are those who hide through glamour and disguise. Who are they, the Fae?

## **Who are the Fae?**

The Fae are mythical creatures, found in various folklores. They take many shapes and forms. Common for most of them is a life in nature, beyond the edge of civilization, hidden away from us humans. The fae are utterly alien. Think about a dream. Some parts of it make sense, but then the story shifts and it becomes almost impossible to follow. They might look human, but they are lying. This magic - their "glamour" - is simply a way of luring people in. They are like cats, in as much as they enjoy toying with their prey. They do not have concepts of good and evil, so to us they seem amoral, selfish, and malevolent. Their motives waiver and vary from one fleeting moment to the next. Their actions only make sense because they choose to let them make sense. Their culture is rich with traditions of favours, gifts, and making deals. There is a hierarchy of the fae: they have regents, often called kings or queens, but these positions move according to some unknown rules of ascendancy. They may manifest with a gender or without, but it will be a whim or a fancy regardless.

The Fae need the humans to make sense of their world and their stories. So they feed on the stories and emotions of humans, and there is nothing like a good old tragedy. When they try to imitate humans they will always get it wrong They will twist words and try to get the human to take something from them. Accepting food or drink from them is a terrible idea, and accepting a gift without giving something of equal or greater value in return will leave you owing them. They consider memories, dreams, poetry and song to have value. Offering any of these things will be of interest to them. The more precious the thing is to you, the more value it will have to them. They are also very fond of emotions. Offering one of these up, however, risks giving up that which makes you human.

Iron is the only material that can harm a Fae. The Fae cannot touch iron, even through a cloth or other material - proximity physically hurts them. When a fae is stabbed by an iron blade they are unmade. The Fae were made long ago by ancient forces. As they cannot procreate, death or unmaking to one of their kind is the greatest taboo. Bringing iron into Faerie is against the ancient treaty between humans and Fae. However, humans have forgotten this ages ago.

To the Fae, everything is a transaction. Items handed over are always assumed to be part of a deal. Gifts are only true gifts if they are freely given, else they are assumed to be part of an unspoken deal for a favour of equal or greater value. Favours are the currency of the Fae, they can be called in at any time and they will have to uphold their promise to deliver something of equal or greater value. Fae are not able to go back on their word - any bargain they make will be upheld.

## Fae Magic: Enchantment and Seasons of power

The primary mechanic of *Faerie* is the Fae's ability to enchant other creatures. Through their magic they can make magical suggestions to others who are in Faerie. They do so by suggesting a course of action in a sentence or by leading touch, thus magically influencing the individual. In the beginning of the larp the enchantment must make sense and be seemingly reasonable to the subject, later it becomes complete control.

Fae magic allows them to influence and charm other creatures, they shower them in temptation and desire to do their bidding. When it is their seasons, they can also influence other Fae, but it is a bit rude.

The power of the Fae waxes and wanes with the seasons; each of the Fae characters belong to one of the seasons. During your season, your magic is strong. If there is a contest over the control of a mortal, the Fae's enchantment will counter one another and the mortal will not be under the influence of any of them, unless one of them has its season.

For the first half of the larp, the season changes every five minutes. During the second half of the larp it changes every two and a half minutes.

The stagelight indicates which season we are in:

- Light blue, almost cool white - Winter
- Light green - Spring
- Yellow/golden - Summer
- Red/brown" - Autumn

There will be a voice over every time it changes. A Fae may use the following sentence to remind people they are in charge: **"It is my season..."**

## Trying it out

Now we are going to practise enchantment mechanics in a workshop and try out the mortal and fae character types, so feel out the difference and think about what you want to play. We will practise using scenes where the Fae use their abilities to influence and charm the mortals. To start, you need to pair up and we will play two scenes.

### Scene 1

Choose one to be a Fae - the other one is a mortal.

**Mortal character:** A lost child is searching for a way out of the forest.

**Fae character:** A Fae who wants to make the child their eternal companion.

## **Scene 2**

The person who was a mortal before is now a Fae and vice versa.

**Mortal character:** A **Queen's Ranger** is on patrol in the forest, but they run into a Fae

**Fae character: Fae Guardian** To guard the land against the invading threat.

Divide into groups of three to four. A mortal has been captured by some Fae, they are all trying to control the mortal's actions. The exercise is for the Fae players to practise using their enchanting abilities during different contexts and seasons.

## **Scene 3 (Winter to Spring)**

**Mortal Character:** A **curious young warrior** looking for a new adventure.

**Winter Fae:** Wants to find a new source of glamour to gain power in the admiration of the warrior.

**Spring Fae:** Wants to seek revenge against the warrior who wronged them.

## **Scene 4 (Spring to Summer):**

**Mortal Character:** An artist looking for inspiration for their next masterpiece.

**Spring Fae:** Wants to trick a mortal into fulfilling a centuries-old bargain.

**Summer Fae:** Wants to lure mortals into Faerie for sport and entertainment.

## **Scene 5 (Summer to Autumn)**

**Mortal Character:** A wealthy merchant seeking a new trade path for their wares.

**Summer Fae:** Wants to gain control over the mortal.

**Autumn Fae:** Wants to find a mortal to serve as their muse.

## **Scene 6 (Autumn to Winter)**

**Mortal Character:** A herbalist studying the local flora and fauna.

**Autumn Fae:** Wants to use mortals as pawns in a political plot.

**Winter Fae:** Wants to gain the mortal's knowledge and expertise in alchemy and magic.

# Playstyle

Fae are creatures that are inherently intense, prone to violence and intimacies: while they uphold a facade of nobility, they are **extra** in every way. This means they have very different social norms to us humans, and they will go straight through human boundaries

During *Faerie* we will simulate intimacy, sex and violence in a theatrical style. You will negotiate in your player group to what extent you want to include these aspects in your story, but you need to be aware that they might happen around you. If you are uncomfortable with that, the discussion after this briefing is the time to speak up and/or leave.

Erotic play only happens in the **Enchanted Grove**. It starts in an elegant and symbolic manner letting one physical action represent a more intense physical action. An example could be kissing your own hand while side of someone's knee to represent oral stimulation. So we can represent kissing by placing a hand gently onto the other person and kissing the back of our own hand instead. From here you can escalate into more intense theatre sex, if you pre-negotiate that in your player group discussion later.

In *Faerie* violence is mostly one-sided, in that most violent scenes contain a Fae ruining the mortals. Ensure that any violence bears narrative significance. Again we begin simulating violence through symbolic actions: strikes are done by moving the victim up against a wall or piece of furniture, then hitting the wall/furniture instead of actually hitting the victim, then we can escalate into soft violence from there.

For both violence and erotic play to feel real, the response is key: if you decide to play on these themes, focus on the faking of pain or sexual stimulation, be it good or bad. This means that the responsibility for steering the scene and making it seem real defaults to the player of the receiving character

Make sure to go slowly and always leave a chance for people to opt out. Now, here are the hard limits:

- This is **not** a larp where you can undress. The entire larp will be played with your black clothes on. That does not mean you shouldn't not have a build up, just that the clothes can't leave the player.
- You can escalate into dry humping and other realistically feeling theatrical sex if your scene is happening in the **Enchanted Grove**. If you are in a pile of people you try to make sure everyone is cool with it.
- Do not actually harm anyone - nothing that leaves a mark should be done at this larp.

We use the keyword **off-game** and the **tap-out** mechanic from martial arts to instruct de-escalation.

## Forming groups

We will now move onto forming groups. **This is the point of no return, if you are uncomfortable with the themes or style of this larp, it is perfectly fine to leave now.**

This is the time to choose who you will primarily be playing with. If you are here with someone now you should grab them and find a group together.

*Refer to the reference table for the number of players and groups.* We are **N** players so therefore we need **N** groups. The group numbers should be divided as balanced as possible, if you have 16 players, you should have 4 groups with 4 players. You will have connections outside of your group, and you are allowed to interact with them.

Look at the five location posters, their themes and their prophecies, based on that place yourself near the one you want to play the most.

**The Enchanting Grove** - A moss covered meadow that has an alluring nature. *Theme:* Temptation.

*Prophecy:* An innocence lost shows the world in a new light.

**The Towering Throne** - A throne room in one of the Fae courts, representing the centres of political power in Faerie. *Theme:* Control.

*Prophecy:* A betrayal will give birth to a new reign.

**The Misty Marshlands** - A wet area with low plantation on the shore of mystical marshlands perhaps covered in mist. *Themes:* Confusion.

*Prophecy:* A mistaken love will lead to a broken bond.

**The Standing Stone(s)** - A tall magical waystone, showing those who know its meaning the way. *Theme:* Journey.

*Prophecy:* A sacrifice made never to return.

**The Crystal Cave** - A cold and moist cave lit up by magical crystals. *Themes:* Dream

*Prophecy:* A dream is shattered to nothing more than an echo of its former self.

*Do your best to divide the players into groups based on their wishes, however there should be one mortal in each group.*

## Picking characters

Now that we have formed groups, I want you to figure out in each group who wants to play a mortal?

*Give the mortal characters and the family timesheet that is the next page. Now let them go and self-facilitate that part of the workshop.*

I'm gonna read the character names and archetypes one-by-one and if they sound interesting to you, please raise your hand. If two players want the same character, the person to back down will be owed a favour by the Fae taking the character.

***Read out all of the Fae character names archetypes and facilitate the favour game. There is a list of characters here:***

Lock	The Tragic Poet	Summer Fae
Dusk	The Toxic Mother Bear	Summer Fae
Willow	The Luring Dreamwright	Summer Fae
Snowdrop	The Playful Trickster	Winter Fae
Tealeaf	The Seductive Lover	Winter Fae
Key	The Shadow Weaver	Winter Fae
Redmare	The Wild Hunter	Autumn Fae
Ainsel	The Inevitable End	Autumn Fae
Raven	The Mischievous Jester	Autumn Fae
Tinker	The Cunning Godmother	Spring Fae
Bluebell	The Stalwart Guardian	Spring Fae
Magpie	The Mad Theatre Director	Spring Fae

## Split workshops: Mortal and Fae Relations

Take a minute to read your characters, then go together in your fairytale groups, without the mortal, and we will talk about the relationship between your Faes.

## Family time – self-facilitated Mortal relations

*Hand this page to the mortal players so they can self-facilitate.*

### Character overview

The trader – oldest sibling who runs the family business.

The soldier – sturdy second born, recently returned from battle/war.

The adventurer – practical third born, has an adventurer's air about them.

The heir – heir to the local lord, in love and betrothed to the adventurer.

Help each other to make up names, don't tell the Fae players.

•

When everyone has a name, spend some time talking about your internal relationships.

- *Trader and Heir: Trader was the one who set up the betrothal and introduced the heir to the witch*
- *Soldier and Heir: Fought together in a battle, the heir was the commander of the soldiers unit.*
- *Witch and Heir: The witch doesn't want to be married, they just want to dance under the moon.*
- *Trader and Soldier: The soldier looks up to the trader and their character of responsibility. The trader perceives the soldier as free to go on adventures and is envious of them.*
- *Trader and Witch: A parental relation. While being their older sibling, the trader actually raised the young witch after their father passed away when the witch was a toddler.*
- *Soldier and Witch: The soldier treats the witch as the child they were when they left for war.*

Discuss your relationships. Do you like the ones listed here? Do you want to build upon them and make up your own?

You should have quite a bit of time to talk about your relationships. Here are some extra questions you can ask:

- Which of these characters does your character respect as an authority?
- Of these four characters, whose well-being is most important to your character?
- How does your character handle loss of control?
- How does your character feel about strangers?

You will likely only have brief interactions with each other, brainstorm how you can make them meaningful.

- What moments, brief scenes, would you like to share with each of the other mortals?
- Is there anything you don't want to happen?



## A friendly gift, a broken oath and a favour owed

Let's begin by getting into character. It's time to move: walk around like your character, maybe think about what kind of Fae you are. Are you a heavy troll who stumps through the landscape? Or maybe you are a proud elf who blesses the grass beneath their feet with every step they take? When you feel ready, greet a Fae that you meet and build a relationship with them based on your past. **This first relationship should be positive or supportive, based on a gift given.**

*[Give them 3 min to discuss, call out when there is one minute left.]*

Thank you. Now it is time to walk again. Try walking like a creeping goblin who skulks through tunnels and caverns, and now a light pixie, flying from flower to flower in the wind. You see another fae; you know this creature, they are your enemy. Once you were friends, but an oath was broken. **Discuss how your enmity has grown.**

*[Give them 3 min to discuss, call out when there is one minute left.]*

Now it is time to walk again. Are you a prowling satyr, on the hunt for their next prey? Lastly, move like a flirtatious nymph, ready to drag their suitors into the cold, breathless waters. Greet the last Fae you meet and **build a relationship with them, it should be based on a favour owed.**

*[Give them 3 min to discuss, call out when there is one minute left.]*

That is it for now, let's bring the mortals back in.

## Building a story

*Call the mortal players back.*

Alright, it is time for the last workshop before we move into playing the prologues. I will go over the act structure, then you will have an opportunity to negotiate playstyle and scenes and build a tragic prophecy. In the end you will practise a prologue scene, which we will use to get you started playing the larp.

## The Three Acts

Faerie is divided into a prologue followed by three acts played in succession. While the acts are played continuously, the prologue is played in a workshop setting. Between each of the acts the lights and sound will give you cues:

- The light will turn on and off 2 minutes before the end of each act so you know when to end your scene.
- The volume of the music will rise and the lights will dim between each act.

Please reset the space during the blackout.

## Act 1: Temptation

Beginning of the fairy tale, during this act the Fae will explore the mortals. The act takes 30 minutes. There will be a voice over that introduces the act. **Glamour guide:** The Fae can place ideas in the head of the mortals.

## Act 2: Play

Now the storm has risen and the Fae have gotten a hold of the mortals, during this act the Fae will use and abuse the mortals. The act will take 50 minutes. There will be a voice over that introduces the act. **Glamour guide:** The Fae can make strong suggestions to the mortals, making them want things they never had thought of before.

## Act 3: Dread

The story is coming to an end. The Fae are done with being playful, they have lost interest in the mortals, so during this act they will discard or let the mortals go. This act only takes 10 minutes, you will only have to play a single scene. There will be a voice over that introduces the act and ends the act. **Glamour guide:** The Fae can completely control the mortals.

## The Artefacts

There are 4 artefacts in Faerie. They will be in play, we will briefly go over them now and hand them out.

**A leading light** - A candle that blows in the direction you need to go. Which includes out of Faerie, if it is carried by a human, whose true desire is to get home. The light begins with the Fae in the Heir's group. The Heir should trade for the light, during Act 1, so they can begin looking for their fiancé.

**A hagstone** - A stone with a natural hole in it. It gives the human wearer second sight, the ability to 'see the truth' - and resist Fae trickery (enchantment). The Young Witch starts with the stone.

**A cold iron dagger** - Looks like a normal knife, but it is wrought of iron rather than steel. "Deadly" to the Fae, a Fae stabbed with the dagger will be unmade: the longer the dagger remains in the fae the longer back in time the fae will be unmade. Cannot be touched, used or otherwise carried by a Fae (iron burns to the touch). The dagger is brought to Faerie by the Soldier - in a breach of the ancient treaties.

**A pouch of fairy love** - Smearing the fairy dust on someone's eyelids will make them fall hopelessly in love with the first individual they see. The pouch begins with Tealeaf, The Seductive Lover.

*If you have more props, tell the players they exist but do not go over them in detail.*

## Negotiate what style of play and potential scene you want to play

Each group will now get a handout with some questions, each of you answers the questions one at a time, before you answer them, think about it for a little while and try to formulate short answers.

- What scenes come to mind that you really want to play?
- Do you think it would be interesting to include intimacy or violence as a part of your story, if so how?
- Is there anything you definitely do not want to happen that others in your group should be aware of, if so what?

## Build a tragic prophecy

*Faerie* uses a bit of fate play, your fairy tale should have a tragic ending you can play towards. Using the prophecy from the fairy tale location combined with scenes you brainstormed above, what do you think could be a tragic ending to the fairy tale - remember that tragedy is more than death.

Once you have agreed on an ending for the story, think about what the last scene might play out? Both your first and last scenes have to take place in the location your group was assigned through in fairy tale group formation.

## Plan and practise your prolog scene

Okay now that we know how the story ends, we need to think about how it begins. You need to come up with a strong start. Discuss what call to action sends the mortal out into *Faerie* on their adventure. Just like your ending, your first scenes also have to take place in the location your group was assigned through in fairy tale group formation.

## Prologue Scenes

Now we are going to play each of the scenes you just planned, one by one. You will get another 5 min to plan how you will begin.

*Choose the group that seems most ready.*

Let's start with you.

*Then go clockwise around the room. When you have been through all of the groups, read the final instruction below.*

Thank you for that. Now we are ready to begin. When I am done speaking, I will turn off the light and play some music, once the music is done the Humans can begin to enter *Faerie*.

# Runtime Production plan

*This section is an overview of what you will be doing during runtime of the larp. There is no runtime direction in this larp, you will let the larp run and control the light and sound.*

Time	Category	Action
- 01:30	Light, Sound	Play theme song during Blackout
-00:20	Sound	Lower volume cue Act 1 voice over
00:00	Light, Sound	Blue winter light and winter sounds
05:00	Light, Sound	Green spring light and spring sound
10:00	Light, Sound	Yellow summer light and summer sounds
15:00	Light, Sound	Red autumn light and autumn sound
20:00	Light, Sound	Lower volume, cue Blue winter light and winter sounds
25:00	Light, Sound	Green spring light and spring sound
28:00	Light	Flicker the lights
30:00	ACTBREAK	Loud theme tune and blackout
	Sound	Lower volume cue Act 2 voice over
35:00	Light, Sound	Yellow summer light and summer sounds
40:00	Light, Sound	Red autumn light and autumn sound
45:00	Light, Sound	Blue winter light and winter sounds
50:00	Light, Sound	Green spring light and spring sound
Keep 05:00 rotation until 60 - change to 02:30 rotation		
60:00	Light, Sound	Yellow summer light and summer sounds
62:30	Light, Sound	Red autumn light and autumn sound
65:00	Light, Sound	Blue winter light and winter sounds
67:30	Light, Sound	Green spring light and spring sound
Keep 02:30 rotation until act break at 80		
77:30	Light, Sound	Green spring light and spring sound
78:00	Light	Flicker the lights
80:00	ACTBREAK	Loud theme tune and blackout
	Sound	Lower volume cue Act 3 voice over
82:30	Light, Sound	Yellow summer light and summer sounds
85:00	Light, Sound	Red autumn light and autumn sound
87:30	Light, Sound	Blue winter light and winter sounds
90:00	Light, Sound	Green spring light and spring sound
92:30	ACTBREAK	Blackout and play the ending voice over.

# Debrief Script

Now we are debriefing that is important because it allows the players to de-role: get out of their characters and into themselves.

## Check-in Round

Now we will go around and everybody will tell us who they are and how they are feeling right now. My name is [name], I am feeling happy to have facilitated this larp. Hello person to my left, who are you, and how are you?

## Optional talking groups

Those of you who want to stay and talk in small groups, I have three questions for you to guide your conversation. Do your best to use character names rather than “me”, “I” or “you”.

1. What was one scene that shined through?
2. What do you want to remember from your fairy tale?
3. Knowing what you know now, what would you tell your character?

# Characters

*This section gives you an overview of the characters of Faerie and some background knowledge of them. You can either print out this section and cut them to size to make handouts, or if you have more time to prepare you can print out the character cards and use those.*

## Overview

Name	Archetype	Type
Made up in the workshop	The Rich Trader (Eldest Sibling)	Mortal
Made up in the workshop	The Brave Soldier (Middle Sibling)	Mortal
Made up in the workshop	The Young Witch (Youngest Sibling)	Mortal
Made up in the workshop	The Heroic Heir (Fiancé)	Mortal
Lock	The Tragic Poet	Summer Fae
Dusk	The Toxic Mother Bear	Summer Fae
Willow	The Luring Dreamwright	Summer Fae
Snowdrop	The Playful Trickster	Winter Fae
Tealeaf	The Seductive Lover	Winter Fae
Key	The Shadow Weaver	Winter Fae
Redmare	The Wild Hunter	Autumn Fae
Ainsel	The Inevitable End	Autumn Fae
Raven	The Mischievous Jester	Autumn Fae
Tinker	The Cunning Godmother	Spring Fae
Bluebell	The Stalwart Guardian	Spring Fae
Magpie	The Mad Theatre Director	Spring Fae

# Mortal Characters

## The Rich Trader

You are the oldest of three siblings.

After your father died, you became the primary provider of the household, taking over his declining mercantile enterprise. But you had no idea how bad a shape it was in. So you did what you had to do, you found your way to Faerie and you made a deal. Since then you have prepared for this moment, you have built a strong business that the Soldier can take over and you have negotiated the betrothal with the local baron, ensuring the Witch was set up to be married to the Heir.

Your story begins after you have enjoyed 21 years of successful business and have returned to Faerie in service to the Fae. You are flung into a whirlwind of temptation and games as you become the plaything of the Fae. Maybe you can find a way out?

When your siblings come after you, you will have to do what you can to protect them. You might not be able to save yourself, but you will do anything to save them from their own mistakes. You know that you have to fulfil the original bargain, but in the end you will also have to make sure your family doesn't end up in Faerie with you.

## The Brave Soldier

You are the second of three siblings.

You are the second born and as tradition dictates you became a soldier. You have recently returned from war and find yourself restless, seeking adventure to repress the dark scars of battle. You have always idolised the Trader for how they turned around the family business after you lost your father.

Your story begins when the Trader disappears, and you decide to go to save them. With you, you bring a knife of cold iron: the only weapon that can unmake a Fae. When push comes to shove, you will be unable to bring yourself to use the knife, and your rescue attempt fails as you are trapped and become a plaything of the Fae.

There is still hope for you to leave Faerie - you haven't made a deal; if you can find a way out you might be able to make it. In the end, you will have to face a difficult decision: can you leave your older sibling behind?

## The Young Adventurer

You are the third of three sibling.

After receiving news that the soldier has left for Faerie, to save the trader, you decide to follow them. Setting out on an adventure to bring home both of your older siblings, you have brought your lucky charm, a hagstone, that lets you see through Fae trickery. Determined to reunite your family, you leave your fiancé(e) behind.

Your story begins when you enter Faerie and the Fae try to seduce you - but you always evade their tricks, until you lose the stone. When your fiancé(e), the Heir, comes looking for you, you will have to find a way to protect them from Fae magic as well.

In the end you are the only one who can appeal to the Fae and show them something of true beauty, you must find a way to convince them to let you and those you care about go, or you will be caught in their dance forever.

## The Heroic Heir

You are due to inherit the barony.

You are betrothed to the Young Witch, sibling to a wealthy merchant who will save your family from financial ruin. Determined and hopelessly blinded by love, you journey into Faerie to win back your lost fiancé(e).

Your story begins when you enter the faerie realm in search of your fiancé(e) who was 'taken by the fae'. You have heard tales of an enchanted candle with a flame blowing in the direction of the heart's desire. You know to get it you will have to bargain with a Fae creature.

Along the way, you must confront the harsh realities of marriage, love and sacrifice as they are faced with difficult choices that will determine the fate of your relationship. In the end, you might need to sacrifice your own happiness for the greater good and make a choice- if you want to save your loved one, or live with having lost them forever.



# Fae Characters

## Lock, The Tragic Poet

### *Summer*

You have a gift for turning the ordinary into the extraordinary. You spend most of your time looking for a glimpse of emotion you can use as inspiration for your poetry, and nothing is more inspiring than strife.

During the relationship workshops, find a player who can be your muse, and discuss the art they have inspired in you.

Use mortals against other Fae. When you see another Fae gain interest in a mortal, you try to win over the mortal and use the mortal to influence the other fae. The tragedy of others is your greatest poetry.

## Dusk, The Toxic Mother Bear

### *Summer*

You are fiercely protective of those who entice you, and you will do whatever it takes to keep them safe, even if it is from themselves. However, your methods are often harsh, causing tension amongst those you care for.

During the relationship workshops, find a player who can be your adversary, discuss your conflicts that are a result of your controlling behaviour.

The truth is you have a deep fear of losing those you care about. This fear stems from the loss of someone you loved deeply, and you will stop at nothing to prevent that pain from happening again. Find a player who can be this person.

## Willow, The Luring Dreamwright

### *Summer*

You are the master of dreams, weaving tales of wonder and illusion, ensnaring the mortals in their minds. You will grant them their every desire, but in the end, in the end you will shatter their dreams and leave them broken and alone.

During the relationship workshop, find a Fae with a lost dream, and plan how you will make a mortal dream it for them.

You dare to innovate, to create, to spin new things out of nothing. The other Fae do not understand your vision or your talent, they are stuck with simple material ambitions. You have found the true potential of mortals' cognitive abilities. Look for mortals who dare to dream, who long for something more than the mundane world. Offer a glimpse of what that might be.

## Snowdrop, The Playful Trickster

### *Winter*

You have always been mischievous and playful, delighting in causing chaos wherever you go. You are a master of disguise and trickery, able to blend in seamlessly with mortals and other faeries alike.

During the relationship workshops, find a player who is drawn to your playful nature and discuss with them how you have developed friendly rivalry for causing most mischief.

You are motivated by the rush of excitement that comes from outwitting others. Use your charm and wit to manipulate those around you, but be careful not to reveal your true intentions. Your mischievous nature is heightened during the winter season, taking pleasure in playing pranks and causing mischief.

## Tealeaf, The Seductive Lover

### *Winter*

You are a master of seduction and manipulation, using your charm and beauty to lure in your victims. You are a creature of passion, driven by your desires and needs. You thrive in the cold winter months, drawing in those who are lonely and vulnerable, using them for your own gain.

During the relationship workshops, find a player who is drawn to your alluring nature and discuss with them your plans for seduction and manipulation.

You are motivated by your own desires and needs, willing to do whatever it takes to get what you want. Use your charm and beauty to manipulate those around you, but be careful not to reveal your true intentions. Be bold, remember you are a heart-breaker.

## Key, The Shadow Weaver

### *Winter*

You are the master of the shadows, weaving intricate patterns that dance and writhe like living things. Ages ago, you were hurt by the mortals, since then you have feared them and wanted revenge. So now, you need to cause fear to any mortal who dares enter your world.

During the relationship workshop, find someone who knows about your secret scars and might use it against you.

You are motivated by fear. Fear that someone might hurt you again. Be slow at first, learn about the mortal, who they are, what they fear and when they least expect it you shall take everything away from them. Be fearful, so you no longer have to be afraid.

## Ainsel, The Inevitable End

### *Autumn*

You are fierce and ruthless, driven to bring an end to all stories. You revel in the fall season, taking pleasure in the decay of the natural world and the blood of your enemies.

During the relationship workshops, find an enemy who can oppose your destructive nature, either by leading you on to a path of redemption and creation or through your own unmaking.

You are motivated by the simple fact that for things to matter they must inevitably cease to exist. After all, what is life without death? You seek change, you see beauty in its very nature. You know that all things must eventually cease, that includes the Fae.

## Redmare, The Wild Hunter

### *Autumn*

You are a skilled and relentless hunter, taking pleasure in the thrill of the chase and the satisfaction of a successful hunt. You are feared by both mortals and other Fae alike for your deadly accuracy and your insatiable hunger.

During the relationship workshops, find a player who can be your ever escaping prey and discuss how your relation can be used in the stories.

You are motivated by the thrill of the chase and the rush of power that comes from dominating your prey. Use your hunting skills to assert your dominance over the other Fae and to gain the respect of the mortals.

## Raven, The Mischievous Jester

### *Autumn*

You love to laugh, and you love to make others laugh. Your jokes are your way of telling people how it is, without decorating the truth.

During the relationship workshop, find someone who appreciates the excitement you bring to Faerie, who will enable and encourage you, and who will have to choose between something (or someone) they desire and your laughter once one of your jests spirals out of control.

You are very comfortable around mortals, you understand them, but cannot relate to their struggles. Engage with the mortals as if they are your play things, engage with Fae as old playmates.

## Tinker, The Cunning Godmother

### *Spring*

You are a powerful and wise Fae known to grant wishes and make deals with mortals. You have a kind and nurturing exterior, but do not be fooled - you always have a hidden agenda.

During the relationship workshops, find a player who is in need of something and discuss with them what they are willing to give up in exchange for your help.

You are motivated by a desire for influence over mortals, making them indebted to you. You enjoy playing the role of the benevolent helper, but ultimately, you always make sure that you

come out on top in every situation. Use your enchantments to gain influence over the mortals and other Fae. Put them in situations where they need your help. Be careful not to reveal your true intentions. Show off your cunning and manipulative nature during the spring season.

## Bluebell, The Stalwart Guardian

### *Spring*

You are a knight. A proud warrior who dealt with any challenge that was put before you. Your honour and glory saw no equal, until you were dishonoured, bested by an intruder, and lost your glory. Now you roam faerie in search of redemption.

During the relationship workshops, find a player who is in need of a hero, so you can regain what you lost.

You are motivated by a desire to prove yourself as the guardian of Faerie and to reclaim your former glory. You are brave and willing to make sacrifices for the protection of the realm. Use your strength, courage and determination to guard the land of Faerie and its traditions.

## Magpie, The Mad Theatre Director

### *Spring*

You are a perfectionist. Mad and eccentric, driven by a need to create and direct art. You revel in the new beginnings and the creative energy that spring brings. You use mortals as the subject of your art, staging plays through their actions, creating sculptures with their bodies, and writing poetry with their words. You see mortals as the missing piece of your art, they bring something that you can't achieve on your own - you need them to complete your art.

During the relationship workshops, find a player who is drawn to your creative and eccentric nature and discuss with them your plans for creating art together.

You are motivated by the need to create, in search of the most beautiful story. Willing to do whatever it takes to make your art a reality, no matter how crazy it may be. Make the mortals participate in your shows and punish them if they do not satisfy your vision.

# Credits

*It is easy to stand tall, when you stand on the shoulders of giants.*

First and foremost, I would like to thank my fellow designers at Avalon larp studio for their support. I hope the work we did for Avalon (2018) on the fae culture and characters carried over into *Faerie* in a way that is respectful to our vision and memories of the larp that brought us together as designers.

I would also like to thank the people who helped me throughout the process:

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- **Yauheniya** for being the inspiration and reason I made *Faerie*.

Other fae and folklore larps you should check out:

- 3AM Forever by Bjarke Pedersen, Juhana Pettersson, and Troels Barkholt-Spangsbo.
- Avalon by Avalon Larp Studio
- Harvest Dance by Poltergeist larp
- Høstspillet by Mads Havshøj and Bjørn-Morten Vang Gundersen
- Midsummer Disco by Poltergeist larp
- Spellbound by Maria Bergmann Hamming and Jeppe Bergmann Hamming
- Shadows of the Forgotten by Maksym Tiseiko, Anna Nazarenko (Fra), and Hanna Homeniuk.
- Tale of the North Wind by Avalon Larp Studio