

Welcome to LAIRE

A Down and Dirty Guide
To Getting in the Game

Live Action Interactive Roleplaying Explorers

Boy Scouts Explorer Post 2510

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Introduction

Welcome to LAIRE, a game where tabletop roleplaying meets improvisational theater, costumes, and the woods of New Jersey! Whether you have come to the game by word of mouth, searching the internet, or happening by the camp, we wish you welcome! LAIRE is a game that is designed to be both fun and safe, and this document will help you to hit the ground running. Many of the topics covered in this guide will be introductions to subjects in the core rulebook. Be sure to take a look at the recommended pages when you find you need more detailed information, but don't worry too much about learning everything before your first event! You may also notice a number of phrases or words that you may not recognize: bolded phrases can be found in the glossary in the back of the book.

For one weekend a month throw caution to the wind and blaze your hero's trail in the fictional world of Midlantia! Read on for a crash course in building a character and understanding a few major concepts that will get the creative ball rolling.

What to Expect

LAIRE is neither Dungeons & Dragons™, nor is it World of Warcraft™. It is not like other tabletop, pen and paper or video games you may have played. LAIRE is a collective, immersive, medieval fantasy game that exists from Friday night through Sunday afternoon for one weekend a month in Lafayette, NJ (dates available at www.laire.com). Instead of a “Dungeon Master™” verbally narrating the story (like D&D™), a Plot Committee writes and guides loose overarching storylines in real-time and real-locations with the assistance of “NPCs” or “extras”.

LAIRE is a storytelling game community that strives to provide excellent thematic plot lines, encourage compelling roleplaying (acting), and test your combat prowess! When playing you will almost always be “**in-character**” and “**in-game**.” There is no logging off for the night. While you may close your door and stay asleep, a band of Orcs might still go stampeding by your cabin at 3 o’clock in the morning.

About the Organization

LAIRE is a non-profit, volunteer organization and a Boy Scout Explorer Post (#2510). We therefore follow all rules and regulations of the Boy Scouts of America. LAIRE allows members ages 14 and up to play unsupervised. Players ages 12-13 may participate, but must be accompanied by an adult at all times. Alcohol, foul language and sexual content are not permitted at the game; LAIRE is dedicated to being a family-friendly and moral organization. *While the age range of the LAIRE community spans from high school to mid-forties and beyond, generally speaking, keep it PG-13.*

Your First Event

At your first event expect a friendly welcoming community. LAIRE is an inclusive organization and loves new players because they bring their own personality and flavor to the mix.

A new player’s work shift is covered by New Player Training on the Friday night of the event. This training session will encompass not only all the necessary rules of play, but will also help you to generate your new character if you have not made one already. Most importantly, new player training will ensure safe combat and gameplay. Afterwards you may opt to “**PC**” or “**FTNPC**,” play your original character or continue to portray extras of varying shapes and sizes, for the rest of the weekend. See “Playing the Game” on the next page for descriptions of both options.

Playing the Game

All players have two choices at the event: Pay to play your Player Character (**PC**) and do a required 5 hour work shift, or Full Time NPC (**FTNPC**) for free and get a free 5 hour shift to play your character. New Players get their first **PC** event for free (even if they opt to **FTNPC** their first event), and are welcome to choose either option.

NPC shifts ensure a consistent supply of extras to play the roles of the goblins, demons, townsfolk, soldiers, and more to interact with the player characters, including your own. Again, if you ever want to play LAIRE for free, there is never a charge to **FTNPC** for the whole weekend.

A LAIRE event costs \$45, \$40 if you pre-register online (\$55, \$50 on a Four-Day event). While you will not be charged to come and play for your first event, or to sleep at Camp Sacajawea, food and beverage still have a cost. Meals, beverages and snacks are available via the player run kitchen and “bar,” and are sold for no profit. You are also free to bring your own food, but must store it properly to avoid bears! For packing tips see the New Player section of www.laire.com.

Building Your Character

*Some people come to LARPing with a character concept that they have ALWAYS wanted to play in mind. Some have no idea where to start. I definitely didn't. For my first event I opted to **FTNPC** so that I could get a handle on how the game worked, how to swing a sword, and what the world and lore of Midlantia and Avalon were like. I ended up finding my character inspiration from one of the various extras I portrayed during my weekend as an **NPC**, and I have been developing her for 4 years from a very simple, peasant background into the complex, evolving **PC** that she is today. Even the most mundane character history can open the playing field to extremely rewarding game play. Whether you're a common man born in Medici who enlisted in the army at 18 and is working their way up to Knighthood, or widowed peasant looking to learn to defend herself, or a band of half breeds looking for jobs as hired bodyguards, anything is possible once you step into the game world and begin to interact with your surroundings. Start with one goal and you are sure to find others as time goes on.*

Don't worry too much about the details – especially with your first character. Think more about what would be fun to play, and run with it! Even if it's simple.

Michele Reznik, Director of LAIRE Public Relations, 2013

Seek to play something that is going to be fun! If you want to stand in the front line of a fight, create a warrior. If you want to command spells and effects, create a mage. If you wish to indulge your sneaky side, laying traps or picking locks, create rouge. ***But beware: LAIRE is a live action game; much of your game play depends on your own physical abilities.*** Consider the concept of your intended character, but also the limitations of your own ability in the real world. Your character will be as fast as your legs can carry you, their cunning and dexterity only as good as your own. Be sure to choose a character class with these considerations in mind.

Choosing Your Character Class

Every new character starts with 25 “**build points**” with which you will purchase your character’s starting skills (1 bonus build point is awarded when you email your character stats to lairelogistics@yahoo.com by Sunday at Noon a week before you first event). You may spend as many or as few points as you would like before you start, but once you walk into game you must find teachers to learn from. Now is the time to put down the skills that make up who your character is BEFORE they arrive in Avalon.

Part of the character building process is based in the character *class* that you choose to specialize in. A class, or basic career list, costs 10 **build points** (unless your chosen race indicates otherwise), and grants you access to the skills of that specialization at a reduced cost. You may purchase skills off list at a higher price. You may also opt not to learn any of these lists and wait to find out what you want to pursue **in-game**.

There are three general classes or paths in the LAIRE world, all of which lead to a multitude of advanced careers:

Warrior Career List (RB page 40): Warriors can be anything from a mercenary to an aspiring knight, from a soldier to an adventurer. For those who wish to fight and defend, the Warrior’s List offers discounted access to a wide range of martial skill necessary for a stalwart warrior.

Mage Career List (RB page 41): As different as the names for a mage in medieval fantasy, (wizard, warlock, mage, spell caster, etc.) the role of the mage can be just as varied. The mage commands the forces of magic, and can wield it to harm, heal, neutralize a situation, or manipulate the natural order. The schools of magic that a mage chooses to learn and practice may be dictated by their personality and goals in life. The Mage’s List offers discounted access to a wide range of spells and **power points**.

Rogue Career List (RB page 42): The rogue can range from a thief, to a military scout, to an assassin. They specialize in stealth and dexterity skills such as picking locks and precision striking from behind. Some skills require real world ability, and can be taught to you **in-game** by other more experienced players. The Rogue’s List offers discounted access to a wide range of dexterity and stealth skills.

Choosing Your Character Race



Once you have an idea of what class you want to pursue, it's time to decide which race to play. Races are broken down into a few main types, with several sub-race options. Once you know which race(s) interest you, look the full listing up in Chapter 2 of the rulebook. Think about the characterizations and cultural differences between races, as well as their different make-up and costume requirements before settling on your chosen race. These features can make or break a compelling character!

The main groups of playable races are:

- Humans
- Elves
- Dwarves
- Halflings
- Half-breeds
- Mystical Beings

Humans

Humans are by far the most prolific race found across Midlantia. Yet even humans come with different abilities gained from the regions and cultures where they live. There are six human cultures or tribes that a player can choose from. There may be other human cultures encountered during game play but only these are available to the player.

LAIRE Rulebook, 4th Edition

Common Man (page 24): This is the average human. The most common race, it has no great advantages or disadvantages, no favor toward any class, no makeup or costume requirements (other than time period appropriate garb), or accents. The Common Man is whatever you make them. These characters are generally from Avalonian, though they may hail from other countries in and around Midlantia.

Northern Barbarian (page 24): These people are from the Northern Mountains. They are tribal in nature, have tremendous difficulty learning magic, and are illiterate coming into game. Their costume requires at least 25% of their clothing to be real or imitation fur. Northern Barbarians must wear their hair in a braided fashion. This can include fake braids (which do not have to be the same color of their natural hair).

Plains Barbarian (page 25): These people are horse experts and are very nomadic and tribal in nature (note: there are no real horses allowed at LAIRE). Their costume requirements are black makeup around the eyes and 25% of the face. The tattoos must remain the same event to event, so take a picture for reference!

Southern Barbarian (page 26): These people represent the more peaceful tribes of barbarians and are known to establish homes and agriculture. They boast a longstanding heritage of warfare and a propensity for elemental magic. Their costume requirements include earthen colored clothing and earthen colored beads or feathers.

Outlanders (page 26): Inhabitants of the southern desert, Outlanders are xenophobic and live in hunter-gatherer societies. They are gruff and live in a “might makes right.” power structure. They have a fierce distrust and hatred of magic and will avoid even magical defenses. They may be convinced over time that magic items are acceptable, but cannot use them until level 15. Outlanders must wear real or imitation fur as at least 25% of their costume.

Gypsies (page 27): Gypsies are nomadic in nature, and are known for their traditionally flashy dress and excessive jewelry. Gypsies are very clannish by nature and tend to be distrustful of non-clan members. This roleplay causes friction between Gypsies and Avalonian society, mainly because of their blatant disrespect for Avalonian nobility. While they often come bearing coin and goods for trade, they also have a reputation as thieves. Because they are nomads, a Gypsy character must miss four regular LAIRE events per year (the player may still come to the game all year round, but must either play another character or choose to **Full Time NPC** without a PC shift). Gypsy costuming must include brightly colored clothing and jewelry. They must also speak with a Romanian accent.

Highlanders (page 28): Highlanders reside in the lower Wolfskael Mountains, and are a people steeped in a rich oral history passed down through the Shanahee (spellsingers) over the generations. Their society is broken down into large clans, each lead by a clan chief. Clans are very loyal to their own members, and pay special respect and reverence to Druids. Highlanders must speak with a Scottish accent. Costuming includes wearing a Scottish Tartan as part of the costume, whether as a kilt, skirt, dress or trews (close fitting tartan trousers, worn especially by certain Scottish Regiments). Must take on a Geasa** and keep to it at all costs.

Celts (page 28): Celts live in the upland regions of the Wolfskael Mountains alongside their Highlander cousins. They cling to old traditions, most important amongst them reverence, respect and obedience to Druids. Celts must speak with an Irish accent. Costuming requirements include wearing an Irish Tartan as part of their costume, whether as a kilt, skirt, dress or trews (close fitting tartan trousers, worn especially by certain Irish Regiments). They must obey personal a Geasa**.

****The Geasa.**

The Geasa is a superstitious belief or code developed during a Celt or Highlander's life. Some examples include:

Only accept spells from others of your race.

Do not walk alone at night

Never refuse a drink offered for free

Always be the last to turn from a battle

Always aid a Celt/Highlander when asked.

This superstition is so ingrained into the character that breaking it incurs tremendous penalties. The character will halve their **body point** total, may only use passive or defensive skills and may only swing their weapon's base damage (they lose all benefits of proficiency or strength which would add to the damage). These effects endure until they atone.

Elves

Folklore tells of an ancient race known to some as the Anteanum. Historians believe these beings to be the earliest ancestors of the Elven kind we know today. It is said that the Anteanum held dominion over the known world of their time for centuries. As time went on, and more races began to inhabit Midlantia, their numbers dwindled... perhaps even to extinction. Though the Anteanum may be gone, in recluse, or a complete mystery, their descendants may yet walk amongst us in the Elven men and women with whom many of us serve side-by-side.

*The Avalon Press (an **in-game** newspaper), September 2009*

Dark Elves (page 29): Dark Elf society historically reveres Arachnia (one of the nine hierarchs), and is a matriarchal culture featuring men as second-class citizens at best. Dark Elves dwell underground in a place known as The Deepening Realm. Most of what is known about The Deepening Realm is learned from those who reject their upbringing and venture out into Avalon. Like all elves, Dark Elves cannot learn the Charms school of magic, despise having their free will taken away, and are able to naturally resist charms magic. They are known for their naturally roguish skills. Costuming requirements include wearing black pointed ear tips and black makeup on all exposed skin.

Grey Elves (page 30): Grey Elves live in the heart of the Mistwood. They favor magic and are very proud, to the point of looking down on other type of Elves (let alone other races). Like all elves, Grey Elves cannot learn the Charms school of magic, despise having their free will taken away, and are also able to naturally resist charms magic. Costuming requirements include wearing pointed ears and blue makeup around the eyes.

Wood Elves (page 30): These are the woods-dwelling, ranger-type Elves who live in the Mistwood. They leave the politics to the Grey Elves and are more likely to work alongside members of other races. Like all elves, Wood Elves cannot learn the Charms school of magic, despise having their free will taken away, and are able to naturally resist charms magic. They are known for their exceptional abilities with a bow. Costuming requirements include wearing pointed ears and brown makeup around the eyes.

Dwarves

The Dwarven nation appeared in the mountains of this part of the world well before the founding of any human settlements. Said to be old enough as a race to have known the Ancient Elves, the Dwarves have changed little over the long years since their appearance.

LAIRE Rulebook, 4th Edition

Hill Dwarves (page 31): These Dwarves live in the Black Hills. They have difficulty with the arcane arts, but are known to be exceptional armor and weapon smiths. They are unable to use bows, but they may use crossbows. Costuming requirements include males wearing a fake red or brown beard (even if they have a real one) or females wearing two long fake red or brown braids (even if they have real ones).

Mountain Dwarves (page 31): These Dwarves live in the Black Hills. They have difficulty with the arcane arts, but are known to be exceptionally strong. They are unable to use bows, but they may use crossbows. Costuming requirements include males wearing a fake black beard (even if they have a real one) or females wearing two long fake black braids (even if they have real ones).



Halflings

Halflings are merry folk who, though frail of stature, are crafty and make skilled artisans. The Halfling's love of good food and drink is renowned and indeed these people are often found in taverns indulging their desires. Halflings make poor warriors and usually depend on their cleverness and stealth to protect them.

LAIRE Rulebook, 4th Edition

Halflings (page 32): Halflings are known as a small but jolly people. They love to eat and are known as very skilled rogues. Because of their small stature, they can never use large shields or weapons requiring the use of both hands (except for Staffs). Costuming requirements include wearing fur (real or imitation) on the tops of their feet/footwear. Males must wear fake muttonchops and females must wear fake curly cues.

Mystical Races

These races are strange and varied, indeed, creatures right out of story books. Their histories and societies are varied, but all share a mystical nature that makes them far from human.

LAIRE Rulebook, 4th Edition

Kaletani (page 32): These are cat-like people. They are humanoids with feline features and are not to be confused with were-creatures. They are very strongly attuned to magic and their ancestral homeland, Nasharpura, boasts a high number of mages. They are able to wield their claws as weapons and are especially adept at learning healing magic. Kaletani have a very difficult time learning all master warrior skills and can never learn Necromancy or any Necromantic skills or rituals. Costuming requirements include wearing fur on all exposed skin, with fur makeup on the face/neck and hands. They must wear a feline tail and either prosthetic or makeup nose and whiskers. Finally, they must wear feline ears. They have an unstoppable urge to attack undead whenever possible and prudent and can never wear full metal armor such as Chainmail and metal Platemail.

Saurian (page 33): These are snake-like people. They are humanoids with reptilian features and are not to be confused with were-creatures. Saurians are naturally strong with a hardened skin and natural claws that they can wield as weapons. They are able to spit poison and are adept swimmers. Saurians are color blind and have a difficult time grasping the arcane arts. Costuming requirements include full body coloring of any earthen tones, red, yellow, green or brown, and must have scales. Saurians must wear a tail and are slowed down by the cold and enter a dream-like state when they hear beautiful music. They are also badly harmed by icy attacks.

Wolfen (page 34): These are wolf-like people. They are humanoids with canine features and are not to be confused with were-creatures. They are known to be exceptional warriors and are able to wield their claws as weapons. They have a very difficult time grasping the arcane arts. Costuming requirements include canine ears and fur on exposed areas of the body. On the face, Wolfen wear canine prosthetics or makeup. Wolfen have a strong pack mentality and will put the pack before self.

Half-Breeds

Most races cannot interbreed, they are simply too dissimilar to create offspring. Some, however are similar enough that occasionally a child is born from their union. Humans are the only race that can create half-breeds. These children are usually, but not always, sterile and cannot have offspring of their own. If both parents are of the same half-breed they will create a half-breed child. If one of the parents is of pure blood, they will always create a pure blooded child. Dissimilar half-breeds never produce any offspring, so if a Half-Orc and a Half-Elf mate they will never produce an offspring

LAIRES Rulebook, 4th Edition

All half-breeds are half Human and half something else.

Half-Elves (page 34): Half-Elves are caught between Elven society and Human society and not quite at home in either. Half Elves live to about 1,000 years and age as humans do, up to about eighteen years old, then physically age about one year for every ten years of life. They are able to resist charms magic like their pure-blooded Elven relatives, and can never learn charms magic. Costuming requirements include pointed ears.

Half-Ogres (page 34): Exceptionally strong and stout, and generally exceptionally dumb, Half-Ogres are excellent fighters but find learning magic or roguish skills very, very difficult. Costuming requirements include wearing yellow makeup on the face and all exposed skin. Half-Ogres are dim and naïve and take twice as long as the other races to learn skills.

Half-Orcs (page 35): Half-Orcs are very strong and stout, but not very intelligent, though they are the “smartest” of the monstrous half-breeds. With great determination they can learn magic, how to read, and even Spell Singing! Costuming requirements include wearing green makeup on the face and all exposed skin.

Half-Trolls (page 36): Half-Trolls are exceptionally strong, and not quite as dumb as Half-Ogres. They are largely unable to become rogues, but are able to wield their natural claws as weapons with great skill. Half-Trolls have a very difficult time learning magic, how to read, and the roguish skills, as well as philosophical concepts like religion. They also harmed by fire twice as much as the other races. Costuming requirements include wearing brown makeup on the face and all exposed skin.

Fleshing Out Your Character

So now that you have a quick rundown of all the races and all the classes, you'll want to start thinking of which you would enjoy playing and why. Are you seeking to play a Grey Elven Mage? Do you want to swing an ax as a Mountain Dwarf? Does a happy go-lucky Halfling rogue sound more entertaining? Or is a Common Man aspiring to be a knight more your style? Any combination you can dream of is absolutely perfect so long as you are having fun with it.

Think about who your starting character is and what makes them tick. What are their goals in life? Here are a few prompts to help you get started:

- Where are you from?
- What is your family like?
- Did you have a lot of friends growing up? Or were you the outcast?
- Why did you leave home for the life of an adventurer?
- What do you aspire to be one day? Etc.

More questions and prompts can be found in the main rulebook on page 23.

Start small so that you have some room to grow and evolve! You are not going to walk into the game as a knight, or a princess with great sums of wealth (or other such concrete advantages). You will not have magical weapons and armor. Also, do not trick yourself into thinking that you will be the ultimate master of magic, the premiere assassin, or the mightiest warrior the land has ever known at your first event. Level 1 means that you are better off than the average farmer, and can face off against bandits and goblins if you have a few allies to help you to stay alive.

All characters may have one purchase of the Profession skill (page 175) for 0 **build points**. This gives you a background, whether it is a sailor, guard, farmer, or blacksmith. This is not mandatory, but does allow you to add some extra flavor to your character's background and knowledge that may help you **in-game** from time to time.

Please refrain from exactly recreating your favorite character from a book or movie. There is nothing wrong with drawing inspiration from it, but make it your own with your unique flavor. Movie and pop culture references have a negative effect on the immersive experience we try to create at LAIRE, so keep that in mind when building and playing your character.

The World Around You

All LAIRE events take place in the real-world location of Camp Sacajawea in Lafayette, New Jersey. However, the story may take place anywhere in the world of Midlantia. Most often we are in the Duchy of Avalon or one of the baronies therein. Here are some of the more common areas where most characters are born with very short descriptions below. More in depth descriptions are found in the rulebook starting on page 236.

Avalon: The World's Melting Pot

The City of Avalon: Often referred to as Avalon Proper, this is the capital city under jurisdiction of the Lord Chancellor of Avalon and the seat of Avalonian Government. The Ducal Keep, the Duke's residence, is located here.

The Dale: A Barony that is mostly made up of farms and agricultural land, this is considered the bread basket of Avalon. There is also a settlement of Halflings in the Dale called New Gleneden. Motto: "By perseverance one gains the palms of prosperity."

Medici: The northern Barony of Avalon, Medici has the largest standing army of any barony in Avalon and is responsible for the defense of the northern border. It has large forests and quarries for stone. Medici is often referred to as the "Barony of War." Motto: "In war and peace prepared."

Islewatch: The Southern-most area of Avalon, Islewatch has a long and well-defended coastline, and therefore a number of successful ports for trading. Motto: "To the brave and faithful man, nothing is difficult."

Eastguard: The Eastern-most barony, Eastguard has many mining resources and is renowned for its craftsman. It also heavily trades goods with Coventry and the Dwarven lands from the North. Motto: "Each man is the maker of his own fortune."

Ultor: The youngest barony in Avalon unfortunately held the shortest lifespan. Ultor sank into a hell pit in 1110 (2010, real world time) and is swarming with Demons. Though the forces of Avalon have since reclaimed the "pit" and defeated its hellish denizens, the Barony remains uninhabitable at this time.

Other Nations

Nymidia: An Empire considered by many the enemy of Avalon and often aligned with evil forces. Nymidia is currently run by Emperor William Thallman, a Necromancer who is also the Demonknight of a Hierarch (Zebulon). Avalon currently coexists with Nymidia, bound to a nonaggression pact with this mammoth of evil power.

Barconia: This nation encompasses the land northeast of the Darkwood. They have enmity toward Nymidia and are allied with Avalon.

Coventry: An area north of Eastguard and one of the only free cities. A trading port city ruled by wealthy merchants, Coventry is known for treachery and thievery and is the only port known to deal with the Reaver Islands and the pirates who reside there.

The Mistwood: This forest is the home to the Grey Elves and the Wood Elves. The stories of magical glades and pure springs are legendary, however very few non-Elves are ever admitted there.

The Black Hills: The home of the Dwarven Kingdom. Their capital city is deep beneath the ground. In the subterranean there are monsters and creatures the Dwarves constantly battle against to defend their homes.

The Highlands: Found in the northern Wolfskael Mountains, this land is home to both the Highlanders and the Celts. The Highlands are full of lush green pastures and mountains.

Almeida: Only accessible via portal, this is a land of warriors which has only recently been discovered and visited.

Nasharpura: This island is about a 2-week journey by ship to visit. It is the ancestral home of the Kaletani people who are also found throughout Midlantia.

The Terris Republic: It is said that it is about a 3-month journey by ship to visit, but no Avalonian has ever visited and returned to tell of it. The people of this place were only recently discovered when they appeared by sea to wage war on Nymidia.

Faiths at LAIRE

Just like in many fantasy settings, there are forces many (but not all) heroes look up to or follow. There are three deities at LAIRE: the High Lord, the Mother, and the Dark Lord. Each of these deities boasts a retinue of followers both supernatural and natural – including many **PCs**. Will yours follow a path of faith?

The High Lord is the universal and stereotypical “good” deity. He rules over the plane of Elysium and is served by a counsel of nine Dragons (in LAIRE, Dragons are one of the ultimate “good guys.” Therefore playing an aspiring “Dragon slayer” is something that would be considered unacceptable and a wholly evil profession by the heroes of Avalon). The High Lord seeks to protect and nurture, and is eternally opposed to evil. Faith characters for the High Lord are Clerics, Paladins and White Sorcerers. More information can be found in the rulebook starting on page 132.

The Mother is the chief deity of this plane, Midlantia, where she protects and rules over the creatures and plants that she has created. The Mother’s most powerful servants are the Forestals. These are the living manifestations of all natural life and are well equipped to protect the Mother’s plane from the most powerful of invading powers. All of nature is her domain and she largely does not participate in the battle between the High Lord and the Dark Lord, except to maintain the natural order of life, death and rebirth. The faith characters of the Mother are Druids. They fight to maintain the natural cycle and to destroy the one direct threat to the natural order, Necromancy. Necromancy is anathema to the Mother, and as such Druids seek to eliminate it in all forms. More information can be found in the rulebook starting on page 137.

The Dark Lord is the deity of Hell and rules over the counsel of nine Hierarchs. He is a force of evil, corruption and destruction. He is the source of all malevolence, necromancy and all things vile in the universe. The Dark Lord is the eternal rival of the High Lord, and their war rages from the dawn of time until present day with no signs of ever stopping. His creations and servants range from Demons to Goblins, to monstrous creatures, and the specific servants of his nine Hierarchs. He demands absolute obedience and servitude from them, as well as his faith class followers, the Dark Cleric, the Dark Paladin and the Dark Sorcerer. **Note:** Avalon is a good and lawful society; therefore evil **in-game** actions can have in-game consequences. Be sure to read the full list of the Common Laws of Avalon can be found on page 256 of the rulebook. So remember to not get caught. Until you know how the game world works and how to be stealthy about an evil character, it is strongly recommended that you do not try to play the villain... at least not for your first character. More information can be found on the Dark Lord starting on page 142.

Equipping Your Character

When you create your character, they will be allowed standardized equipment (all equipment must have an “**item card**” attached to it) and starting money (1.5 silver pieces). You will be allowed to start the game with up to 2 normal quality weapons, 1 normal shield and 1 normal suit of armor. Whatever you come into your first event with is what your character is considered to own. If you wish to play at your second event with a shield and did not have one at your first event, your character will have to earn the coin in order to “purchase” the shield **in-game**. However if you were to bring that shield to your first event playing that character, and then not to the second event, your character still owns it, but can be assumed to have just left it at home or elsewhere. You may bring it back for later events; so long as it still has its **item card** attached.

You must have a weapon skill on your character card in order to use that type of weapon. Additionally, with the purchase of any of the three Career Lists, the Small Weapon skill is a free skill. It will allow your character the use of daggers or clubs that are small in size. All other weapon skills must be purchased with **build points** as you develop the character’s skills.

Descriptions of LAIRE weapons can be found on page 40 of the rulebook.



Money in the Game

Just like in the real world, money keeps your character fed and housed. One month's room and board costs 1 Silver Piece, however droughts, famines, or surpluses may cause that amount to fluctuate. Each player must hand his or her "upkeep" coin in with their character card at checkout after the game.

The Money System works as follows:

- 10 Copper Pieces are equal to 1 Silver Piece
- 10 Silver Pieces are equal to 1 Gold Piece

The common folk rarely find themselves in possession of a Silver piece and they may never see a gold piece in their lifetime.

Some players use the following analogy: Coppers are drinking money, Silvers are eating money and Gold Pieces are for banking.

An average dagger may cost you 8 Copper Pieces to purchase; an average one-handed sword may cost you 15 Copper Pieces to purchase. An Elven-Crafted Mithril sword, on the other hand, is going to cost you a pretty penny, so you'd better start saving up now!

Your character can make money in the game by taking on jobs for different people (clean the dishes, work at the bar, hire your services as a body guard, serve as a member of a guild, etc.), adventuring, or massacring monsters and searching them for coin or items.

Player Representatives and the Welcoming Committee

LAIRE, as we have mentioned, is a community organization run by volunteers. There are a number of people who are here for you, the player, if you have any questions, concerns, or ideas about the game. Chief among them are player elected representatives and the welcoming committee.



There are 4 player representatives (Player Reps) elected by the playerbase as members of the executive board at LAIRE. The Player Reps are there to field your concerns, questions, or compliments to the executive board and to champion the desires and best interest of the community. They are available at all times during an event and are happy and willing to take time out to talk to you when you need it. The Player Reps will be identified at the beginning of the event during opening ceremonies.

The welcoming committee is a group of friendly, approachable players who have all volunteered to be available to you at any time during the event. These players are normally members of the public relations committee or the executive board and will be wearing a yellow favor featuring an open white book on their belts during the weekend. Please feel free to approach these people at any time when you have a question, or a concern, or are looking for someone to roleplay with.

Last Minute Tips

Here are some last minute tips for a game that has been running for over twenty years:

Remember that worrying heavily about “min-maxing” your stats tends to create boring or generalist characters. Roleplay is always the main catalyst for a great character, the skills are just support.

Relax, have fun and jump right in!

When you have questions, ask someone.

It’s about the journey, not the destination!

Never expect anything! Expectation is the root of all disappointment. Strive towards goals as a character, but always be open for the roleplay to lead you in a new direction.

Roleplay roleplay roleplay! The world of LAIRE is developed by the players, and you add to that universe. Whether you’re a PC or an NPC, remember what makes your character a person. Consider your character’s social, political, economic, and spiritual characteristics.

A couple of thoughts to define your character:

- How much of a survivalist are they? How reckless?
- How strong or weak are you? Physically? Emotionally? Socially?
- How intellectual is your character?
- How brave? How cowardly?
- How charismatic? How wise?

Pack lots of socks and drink lots of water!

Try **FTNPC**-ing. That way, by the time you make a character, you know what style you like and who you most look forward to playing with, without having to commit to anything before you're sure.

Play hard. If it's fun, do it, even if it's dangerous for your character. The goal of a game like this is to enjoy the time you spend as a hero. There are an infinite number of new characters just waiting to be made.

If at first it seems like a good plan, consider mentioning it to someone. Saying it out loud might reveal a few key flaws or get them to join you.

Feel free to join the member forums to poll the LAIRE community if you’re stuck for ideas.

If You Want to Learn More...

... join us at the game! As many times as you might read this guidebook, or peruse the LAIRE rulebook, there is no better introduction than immersing yourself in your first event.

The LAIRE community invites you to join us for creative, inventive fun once a month – and new friends waiting to meet you. Action, adventure, and good company await at...

LAIRE – Live Action Interactive Roleplaying Explorers

Boy Scout Explorer Post # 2510

www.laire.com - facebook.com/LARPatLAIRE - forum.laire.com

Common Terms

Body (Points): This is the measure of how much damage your character can take before they go down. Each player is responsible for keeping track of their own body points and is held to an honor system. If you're out of points, lay down on the ground. The full death system rules can be found on page 13 of the rulebook.

Boffer (Weapon): A sword, axe, claw, or other weapon made of PVC pipe, insulation foam and duct tape. These are the weapons used for combat at LAIRE. Each boffer must be checked for safety at the beginning of the weekend. For full instructions on how to build your own LAIRE legal boffer weapons, see page 201 of the full rulebook.

Brownie (Points): These are points awarded for volunteer service to the game. You can earn them by donating props & costuming to the game, participating in a locker cleanout, joining a committee like Plot, Logistics, Finance, etc, **Full Time NPCing** and more! These points can be used to buy magic items, new weapons, potions, and skills off of the monthly Brownie Store (posted between events on the member forums: <http://forum.laire.com>). They can also be used to help your character resurrect, or traded for **in-game** money!

Build Point (bp): This is the measure of value for each particular skill. Your character begins with 25 build points with which you may build your starting character skills. Build points are earned at a fixed rate based on your character's level, and there are additional ways to purchase and earn extra build over the course of the year. Every 10 build points constitute one level. Your level goes up regardless of how much build you have *spent* on skills.

Chits: Roleplaying Chits are 0.1 **build point** rewards given for exceptional roleplaying performances. Plot members or members of the executive board are authorized to give chits when they see someone maintaining character integrity, portraying their race exceptionally well, giving a particularly moving speech, or for many other reasons. Players may petition the executive board to give chits to a fellow player if they feel they deserve recognition! You can also earn chits for going on **modules** (see next page).

Damage: This is a measure of physical effect that a given weapon, spell or affect has. i.e. "7 Mithril" is a higher striking damage than "2 damage" (which is normal). Spells will sound something like "I summon forth an Eldrich Flare. 8 Magic Fire!" Incantation first, then the amount and type of damage if it's a damaging spell.

Defenses: “Are you Defended?” is a phrase you might hear a lot when you first walk into the game as your character. Defenses are usually spells that protect you from different kinds of attacks. i.e. a Negation Spell protects you from a single magical attack and is cast on you as a “latent spell.” The spell caster will say “I weave a protective and warding aura of negation” and touch you with a **spell packet**. This means that the next time you are in battle and someone is casting spells at you, you have the ability to block ONE of the spells that hit you by calling out “NEGATION!” Once used, you cannot defend against a spell in that way again until a spell caster casts another “negation” on you.

Full Time NPC (FTNPC): This is the name of the option to play LAIRE in a reversed schedule to that of a paid PC weekend. Whereas PCs are required to give a 5 hour work shift as a Non-Player Character, **FTNPCs** are given a 5 hour shift off to do with as they please. They may use this time to play their character, or they may use this time to shower, nap and relax. They may also opt to continue to NPC through their off time for extra rewards. **FTNPCs** earn **build** and **brownie** premiums for their volunteer time and effort.

Hold: This is the game’s pause button. When you hear someone shout “HOLD!” immediately shout “HOLD” in return and stop what you are doing, remaining quiet until the person who called the Hold resolves their concern. A Hold may be called because of an injury, because of dangerous combat terrain, if someone needs to clarify a rule, or if the plot marshal needs to give a description of a scene or effect.

In-Game (IG): When someone is in character, or in an in-game area (the “inn,” one of the sleeping cabins, most of the camp grounds, etc), they are “in-game.” **In-game** players should do their best to ignore **out-of-game** people and distractions. Likewise, **OOG** players should be courteous of **IG** players.

Item Card: There are three types of item cards: Magic Item cards, Weapon Cards and Armor Cards. Each describes what type of item you have, and if it has any special qualities. Grey indicates a normal item, blue indicates an item of quality, and red indicates a magic item. A player must carry both the physical item AND the item card in order to use that item.

Lay on: After a hold is resolved, the person responsible for calling it will usually shout “Is there any reason for this hold to continue?! 3... 2... 1... LAY ON!” and the game will resume where it left off. “Lay on” is also the term for the very start of the game at the beginning of the weekend. i.e. “Lay on will be in 15 minutes! If you are **NPCing** tonight, please get to your shift!”

Module: A Module, or “mod,” is a side quest of sorts that usually takes place on a more remote part of camp. These “side quests” are often self-contained adventures i.e. “Goblins are attacking my farm, please help!” or “I need to hire some bodyguards to take my caravan safely through the mountain pass.” Modules are a good place to earn **in-game** money and roleplaying chits.

No Effect: This means that the effect or type of damage inflicted upon a character does not affect that character for some reason. Certain rituals will make a character immune to certain types of damage. Certain monstrous creatures are immune to certain types of damage or magics. If you don't understand why someone is not taking the effect, ask around. If you feel that someone is breaking a rule, call a "hold" and ask for a "marshal".

Non-Player Character (NPC): The act of playing any manner of extras that the plot committee requires in order to facilitate the storyline. This may include but is not limited to: orcs, goblins, demons, townsfolk, con artists, bakers, soldiers, visiting nobility, damsels in distress, bandits and more. All Players are required to give a 5 hour NPC shift out of their PC weekend, unless they have opted to FTNPC (See below), or have been tasked with a different work assignment.

Out-of-Game (OOG): When someone is wearing a white headband, or is in an out of game area (at the logistics desk, in the NPC Hut, in the bathroom, etc), they are "out-of-game." They may not interact with the IG PCs and are asked to be courteous and quiet when walking through IG areas.

Physrep: The name of a physical representation of an object in the game. A "boffer" is a physrep. A **spell packet** is also a physrep. A styrofoam head painted to look like the enemy you killed last month is also a physrep.

Player Character (PC): This is the character that you roleplay. The act of playing your character is called "PCing." This often also refers to the act of opting to pay for the event to play your character all weekend with the exception of your 5 hour required NPC shift (see below). "Are you PCing this month?"

Power Point: This is a measure of magical power. This is a measure of how much magic a spell caster can use and a measure of how much magical force it takes to generate each individual spell. Every spell has a power point value, and it is up to the player to track how many power points they have remaining.

Spell Packet: A spell packet is a beanbag that is used to represent a spell flying through the air. A spell caster must say the complete incantation of their spell, clearly and audibly, before throwing the packet at their target. Don't forget to aim!

Strength Bonus: This is a description of extraordinary strength. It allows a bonus to your damage with all weapons and the ability to move or lift heavy objects. If a strength effect has the "combinable" label, it is further able to double the strength bonus if both hands are used.

Tag Cycle: Many skills, stats and abilities revolve around a tag cycle. If used they cannot be used again until a new tag cycle begins. That tag cycle occurs on the 7's. At 7 AM and 7 PM every day of the event, the tag cycle will refresh and all tagged abilities of your character are restored. The specifics of this cycle will be explained at New Player Training.

Tag Skills: Skills that can only be used a limited number of times per **tag cycle**. Tag skills do not “roll over” into the next cycle either. If you only have one “slay” or one “dodge” and you have not used them yet when the **tag cycle** changes, you do not now have 2 of each at your disposal – you only have the ability for the ONE on your character card. These skills are currently tracked by marking check boxes on your character card.

Threshold: This is usually attached to a damage value. If you have threshold X, any time your character takes damage that is equal to or less than X, it has no effect on you. If you are hit with damage greater than X, you take all of it.

Packing Essentials

LAIRE is held on a camp in northern New Jersey, so pack as if you will be active, running around in nature, and as though you plan to go camping.

A typical packing list should include (but may not be limited to):

- A white headband (one is provided at your first event)
- Flashlight & batteries
- Pens
- Toiletries & shower supplies
- Any needed medications
- Enough clothing for 3 days (check the weather forecast and pack accordingly)
- Extra neutral clothing for NPC duty
- Hiking boots & extra socks (4-6 pairs recommended, especially in wet weather)
- Sleeping bag
- Money and/or food (optional food services on camp require an additional fee)
- Anything that belongs to your character: costuming/armor, weapons/shield/spell packets, and in-game items such as coins, alchemy, etc.
- Summertime items: bug spray and a bathing suit