

FORWARD

Herein lies the history and information for players of the Alliance Calgary LARP. The history is presented in several "parts" as the world has recovered from the "Great War" between the major races (Common Folk, Dwarves and Elves) and much of the ancient history was lost during that dark period.

Also we have created our "Crunchy Bits" section that goes over all the local rules and regulations for our LARP. We use the Alliance LARP Rulebook and have our own player's rules that we will be enforcing during our LARP events.

Cory F- Owner Alliance Calgary

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The History of the World Part 1:

Come child, sit by the fire and warm yourself. Can't sleep? Well then let me tell you some tall tales of the old days. Long before the surrender of the Elves and Dwarves to the Common Folk. Since long before your great, great, great, great, great grandpappy were your age there was a dark time. The Great War nearly wiped us out to the man, woman, and beast! We have learned a lot, but I think mores' been forgotten truth be told. The words of that time have all been lost. Ruthless were the kings, queens and nobles in their conquests. They burned all that they could and the histories of our world were lost. Even those long lived elves have spent nearly a hundred-hundred years trying to rewrite all that they lost. Back into the Western Forests they went to rebuild and lick their wounds. But believe you me, they gave as good as they got. It was only when the Common Folk nobles stopped their bitch'n and worked together were they able to push back the darkness that nearly tore the lands apart.

Ya see, long ago the races were none too happy with each other. The dwarves hoarded the iron, the elves did the same with the wood. The other races were too few to get involved, so they just sat put in their mountains, or rivers and islands and let the big boys duke it out. The Ogres and Orcs were hired up as muscle which didn't sit too well with the Dwarves I tell ya. That only made them bitterer than they normally are, hehe, but they went and made deals with them Dark and Stone Elves just to poke at the pointy-eared bastards. Well, the Common Folk new they were in for it, so they started to pay out the desert and ice barbarians, plus them gypsies. The Common Folk could hold back the crops and fishing from the dwarves and elves which again just set the whole oil keg alight.

Them feathered eared Biata, the Sarr and the Wylderkin were smart enough to leave well enough alone. They each claimed out an island to the south of the mainland and kept their traps shut and their beast-y selves neutral. Not that that left any good feelings with the big boys, but that's mostly water under the troll bridge.

So then it happened. Not too sure who really started it. Don't really matter anymore. The Great War. The Dwarves stomped their way out of their holes in the mountains, the elves skipped themselves from the treetops and the Common Folk set up their defences around their cities.

The world shook if you believe the tales! Peoples of all races died by the hundred- hundreds. Dwarves killed orcs and ogres, elves killed off the Stone and Dark Elves in droves. They all just killed each other for too long. The mages unleashed their powers that razed the cities, ignited the forests and shook the Dwarf holdings until they caved in on themselves. The lands to the east have been barren and wasted since that time. The armies marched west, and continued the slaughter until finally the price became too great. All the words from before were wiped out by everyone. The Dwarves smashed and burned the Common folk's libraries, the Common Folk burnt down the elves repositories and the elves

paid back the dwarves by smashing their great halls of records into dust. So much was lost. Crafting, magic and alchemy was all nearly wiped. They had to relearn all that they had learnt.

The Elves took themselves way out to the West, to the Endless Forest. The Dwarves dived back into their holds and the Common Folk, well we just dusted ourselves off and started to rebuild. They all split and now there are the 10 realms of the Common Folk and the lands that belong to the Dwarves and Elves. It's pretty brok'd up and scattered.

It didn't take long for their memories to fade and it all started again. The elves and dwarves may outlive us, but I tell ya, they all carry a grudge just as long. The Common Folk passed down their bad blood to a new generation and it all started over. They just didn't get it. This time though, the Dwarves, Elves and Common Folk were divided themselves. The Dwarves had broken off into clans, the Elves had some sort of whoop-de-do and they broke off into the Western and Eastern elves. And of course, the greed of the Common Folk's nobility had kept them at odds for a long time. There were lots of border skirmishes as this Duke tried to expand his land at the cost of that Prince etc. The dwarves were constantly fighting over the best veins of ore in the dirt and the elves, well, they just were angry I guess at each other for not sticking together if you can believe that!

I can see in your eyes that this is a bit too scary child. Maybe I should just tell ya about the happy days? It'll get ya off to sleep a bit easier I'm thinkin.

Well, once again the races were starting to think outside their borders. It was the Common Folk that figured it out first. All those petty squabbling nobles decided to mend some fences and come up with some common rules so to speak. So the nobles that ran their lands all came together at Calanhelm and figured that having a noble in charge of the whole works would be a good idea. So they went through some ritual or challenge or some such nonsense that nobles like to do and proclaimed their first King of the 10 Realms. Unfortunately they kinda forgot to tell the Elves, Dwarves and other folk that they were making such a bold statement. It led to a few more fights and finally the Dwarves and Elves decided to let the Common Folk have their King. They just let them do their own thing and keep doing theirs. Sure they signed some paperwork swearing loyalty to this King, but we all know that is more for show than anything else. The Leaders of the Elven Forests and Dwarven Strongholds hold more sway over their own kin than any Common Folk King will ever be able too. But they're smart enough to know never to offend the Common Folk nobility unless they are told to do so by their noble kinsmen. It keeps the peace.... for now.

Sweet dreams little one!

A Treatise on the Political and Cultural Events Culminating in the Rise of King Ulric Ellesair Masterson to the Throne of the Court of Calenheim and the Known Realms of Calandonia

as recorded by Kaerlon the Younger

In the seventy-eighth year prior to the People's Calendar, a lone figure recognized, arguably, as possibly the greatest King to ever hold command over the domain of Calandonia was crowned, an auspicious day for a proud Noble and his complete ancestral line, known as the First Year of Parson.

King Parson, solely responsible for collecting the shattered pieces of the land together after the Great War, met in confidence with the senior members of many Noble Houses to encompass them in agreement to a declaration of peace. These agreements, brought about forthwith by force commencing from the King's own hand where required, coerced the cooperation of the Elves and Dwarves, each race of which laid claim of the control of their own territories. They had no love of a Human King assuming the throne and leadership of all the Realms, yet so swayed were they by his prowess both in the Royal Court and on the Battle Field they accepted King Parson as the recognized ruler of all the lands of Calandonia.

Thusly were good the times of King Parson's Rule; much needed after the many long years of war and suffering. Times for growth of industry and agriculture, for the mending of relationships long made ill by strife and for the People of the Realms to undergo healings of body, mind and spirit.

'Twas on the Day of the Spring Solstice, one hundred and ninety years previous from this writing, in which the First Grand Council was produced and Parson named King by the right of title, deed and favour, the Council comprised of the highest ranking heads of Noble Families, in addition to honourable authorized representatives of the Elven and Dwarven Courts.

In the thirty-second year of King Parson's rule, the King fell ill, time weakening his old body; Death greeted the King as an old friend. Time had favoured King Parson during his reign, affectionately called by some as the Years of Plenty and the Age of Enlightenment. Leaving no heir, as his wife had only ever conceived one child whom of which had died during birthing, King Parson's line ended with him. Queen Alexanis lived only one year after the King's death, many stating that her heart being so empty without her King to reside with her pushing her precipitately to the grave.

A near catastrophe was avoided by the swift action and fortune of Sir Haton, the renowned Knight of the Realms. Ever the seeker of peace yet afraid not of combat and bloodshed, Sir Haton calls the Nobility together for the Second Grand Council for voting to begin reinstating a new King. Sir Haton, neither wishing nor expecting the title thrust upon him, is crowned as King some months afterward, many reporting that the Nobles squabbled so long trying to put their own issue on the throne, that a vote was cast for Sir Haton simply to conclude the negotiations, allowing the Nobles to return home.

It is during this time that the Rights of Succession are penned, King Haton and the noble families of Calandonia agreeing upon thence signing the declaration which will ultimately guide our great land to glory and downfall, as generations afterward use the document as a platform for their own designs. Proof of such political and military manoeuvring came next, thirteen years into the Reign of Haton, as nobles from Middenvale conspire with insiders of the Royal Court, deposing Haton in favour of the nobles chosen and preferred monarch, King Khalen. Haton, hailing originally from Valdenhold, unaware of the animosity between the noble families of Valdenhold and Middenvale, saw not the evil transpiring within his own camp, resulting in his very own blood being spilled in the King's Throne Room. The Mages

Guild of Calenhelm, backing the usurper and instrumental in bringing about the coupe, soon resent their hand in the dealings of politics and Nobility, as five years after his rise to the throne King Khalen outlaws Celestial Magic, blaming it, and the Mages Guild indirectly, for the issues plaguing the land. Another five years will pass before the Mages Guild has an opportunity to seek retribution, and restore honour to the Throne, as they replace Khalen with another Guild-chosen leader for the land, King Xerxes.

King Xerxes proves to be a good king, beginning his rule already a father of three, and an experienced military commander, practiced in Magic lore. The duration of his rule, known by all as the Reign of Xerxes however more appropriately named the Reign of Calm, is marked by the defeat of a rebel mob in Middenvale whilst simultaneously defeating an incursion of Orcs from Ok'Turak. For over twenty years, King Xerxes is the undisputed leader of all the lands, gaining favour with all races if not for his Magical or Combat abilities, then for his proficiency and prudence in matters of commerce, trade and politics.

It is said that when Xerxes died of natural causes in bed, his family in their entirety at his side, the very sky deepened in sorrow, the earth grew still and all the beasts of the world hushed to honour his passing. For one full year Calendonia mourned, despite Cyrus having been already named publicly by Xerxes as his successor and future King. Cyrus refused to wear the crown for one full year, allowing time for his father's life to be remembered, celebrated, and his soul to find its rest.

The Day of Gladness came when Cyrus accepted his royal duties with a public coronation for the entirety of the realm to see, followed closely by a ten-day celebration. King Cyrus rules with the same passion, clarity, honesty and firmness as his father, and the kingdom flourished at this time in all areas, particularly Magical Studies in relations to the Earth as new discoveries are made in the Arcane Arts. Alas, all good things come to an end, and nearly on the eve of King Cyrus twentieth year as monarch he is killed, the identity of the assassin never discovered, and the means by which the killer escaped never known. A second attempt is thrown at Malcolm's life, the heir apparent named by Cyrus, however the Fates intervened on Malcolm's behalf as the prince was away from the castle and a loyal aide, mistaken for the prince, was killed in his stead.

Malcolm reluctantly assumed the throne in Year twenty-two of the People's Calendar. Malcolm is favoured of the People, and they love him for the compassionate ways in which he attempts to follow in his gallant father's footsteps. He passes laws that extend the rights of the common People. Malcolm is adored for his efforts, and is known from this time on as the Compassionate King. But alas, corruption finds noble hearts once again, and Malcolm is found dead one morning. All whispers in the kingdom point towards his brother, Evenard, as the murderer as he assumes the throne the very same day, making a public proclamation that no funeral shall be given for his brother and no one in the land is allowed to grieve for the fallen king, doing so being punishable by three months of labour in the stocks or mines.

Evenard is spoken of as the Heartless Reign, the Pitiless Monarch and the Cold King as he shed not a single tear for his dead brother, and the People believe that Evenard must be a demon in the guise of a human. Evenard continues to run the kingdom as his own playground, taking over one thousand women as wife or concubine, draining the Royal Coffers of all resources to pay for his own lavish parties, and largely ignoring any of the problems of the land. Any who defy him are put to death, almost always in his presence so he can laugh at their passing.

In three years of this intolerable rule, the People storm the castle and grounds as a rebellious mob in what is known as the Peace Riot, for not a single drop of blood was shed from guard or commoner. Mysteriously, but not so, the guard was for the most part not present for the dethroning, beating and execution of King Evenard.

The following squabbling between the Noble Families created a vacuum in power, and the kingdom ran yet again without a leader for nearly a year. The Rights of Succession were re-worked at this time, adjusting their power. Duke Gerard of Faybridge assumed the throne and quickly began to pick up the pieces of the kingdom, restoring the faith of the People in the leadership of the Throne. Gerard returns to the time of Cyrus and Malcolm's reigns, restoring many of the things that the Cold King had done away with. Gerard also turns the economy around, putting the military to work at many projects throughout the land in construction, cleaning and building up what had fallen into disgrace from Evenard.

It is whispered that the Cold King returned one winter to exact his revenge on the kingdom. In mid-winter, King Gerard was struck with an unknown and incurable illness that stole his life in three short weeks. The sudden passing of the king is too much for his son, Alistair, to take, who in turn flees the throne only four months after assuming it. According to the Rights of Succession, his brother Markus took control of the kingdom and in a sombre coronation became King after the Summer Solstice. It appears to have been destined this way, as Alistair, although the older brother and rightful heir did not appear to have the same heart for leadership as his younger brother did. Markus ruled justly for a period of three years, when once again the corruption of jealousy broke its way into the heart of a family member.

Eleanor, Princess of the Realm, caused havoc in the Royal and Noble courts, asserting her right as the true Queen she should be. Two years of bickering turned into civil war, and the land turns to darkness for many years. The Elven Nations of Faybridge backed the king for the love they bore him and his father, yet despite the added support Eleanor's troops prove surprisingly resistant and a four year bloody war takes the lives of many, destroying many priceless landmarks both natural and crafted. Queen Eleanor, as she has been titled since the beginning of the war, finally had her brother and his army cornered between a mountain range and a wide river. Her victory seemed assured, yet she rested for one fateful night in order to properly declare her triumph in the light of day. The morning of her conquest at hand, Eleanor is found dead in her command tent, two Elven arrows showing the cause of her untimely death.

Despite many envoys asserting the Elves innocence in Eleanor's murder, suspicion and hatred begin festering. To avoid further bloodshed and loss, Markus flees the throne of Calenheim and takes up residence in the forest realm of Kanask. He is never heard from again. The Elves, sickened by the vile ways of Man, closed their borders and declared their Independence from the Realm. The Nobles were only too happy to see the Elves hasten away, and have no leader to control the conflicted armies anyway if such an attempt to force the Elves back was even to be attempted.

The Elves since this time have controlled their own borders, create their own laws and rule themselves, yet they are not outwardly hostile to the other territories.

The land was again without a king, and the Noble Families once again horde their power and influence, buying land and mercenaries, ready for another civil war to erupt. Fully fourteen kings pass through the Throne, most having only a handful of weeks to attempt to prove their worth before disappearing once again into the mists of history. Citing the rules and regulations laid down in the Rights of Succession, Arch Mage Artruros declared himself king as, according to the law was his right.

Soon after, Artruros was found dead, assassinated some purportedly tell by his own brethren within the Arcane Sanctum. Rather than pursue evidence, the Guild began an investigation of the heinous crime immediately, and in short order produced three Noble Houses that were all suspect. No trial being set, staged or run, the Realm lost each surviving member of all three Houses in one day, thusly creating the apt name of Crows Day for the many birds that feasted on the flesh of the more than a hundred bodies left in the fields. Within a week, Az'Caine, the new Arch Mage of the Guild, stood as Regent of the

Realms and claiming the seat of the Throne as allowed by the laws of the Rights of Succession.

The Dwarves, tired of the never ending political struggles within the common people, closed the doors to their great Halls, severing their ties to the Realm and losing their voice in the Court. The Realms would not see another King on the Throne for many years. Not much has been written in this time, as chaos and disorder ruled the streets and hallways of the kingdom. With no powerful leadership to pull the people into a single focus, the territories of the Realms begin to withdraw into themselves, and whispers of even greater rebellion becomes the favoured talk of most taverns.

Then, the orcs attacked.

Brutal, ruthless and complete, their savagery and armies with no discipline appear as a cooperative and mighty force against a land that has no ruler to look up to. The invading armies of goblins and orcs, and handfuls of even more vile creatures, meet little to no resistance and win every battle. Calenheim itself is threatened, and the Nobles withdraw into the castle for protection, yes, but for also another worthy purpose: announce a king, one that can pull the Realms together and face the dark threat besieging them all.

It is said that in sometimes you must fight fire with fire, and that is what is commonly known for King Valenta, the Savage King. A Barbarian himself hailing from the frozen lands of Cadnia, King Valenta is chosen and crowned in the hopes that his own impressive and strong military background might lead the People to victory. He was known to be gruff, tough and without mercy or hesitation for those who stood in his way, yet he also knew very well the hearts and minds of the warriors who served him. To them, he gave food, drink, women and luxuries, to keep their appetites for all things whetted, longing for more.

The Savage King, leading the troops in some battles, and drinking wine from the hill top in others, forced the invading Orcish Hordes out, erecting three Outposts on the southern border of Valdenhold to watch for any signs of the hordes return. The celebration that followed lasted several days throughout the Kingdom, although for King Valenta it lasts many months as he locks himself in the castle, taking wine, food and women to his side. The problems outside the castle walls are not of his concern, it seems. He celebrates continuously, and workers in the castle tell that the King has gone mad.

Without preamble or warning, the King suits up and leaves Calenheim, bringing a strong force of soldiers with him and entourage of servants and women. He declares publicly from his horse as he rides through the streets towards the city gates that he and his brave men with him are embarking on a quest to bring glory to the King, the land and the Realms as a whole. No specifics are given, however four months later a handful of them return with an announcement: the King is dead at the hands of a band of Ogres.

Research has shown that there was no time of lament, and it appears that the world was only too happy to say goodbye to the fallen king. Many people in the land feel that a king is no longer necessary, and some even attempt to vie for a new system of politics, however the Noble Families still hold much power and once again return to their Rights of Succession.

The haggling, name calling, accusations and attempts at the Throne continue again for almost five years. With only weeks to go before the Mid-Winter Festival, a new name appears on the historical horizon – Ulric Ellesair Masterson.

Ulric's family claim to be descended from the original line of King Parson, and Ulric himself has proven to be a worthy leader in combat, mercantile trade and court. He claimed the Throne for himself in the boldest display in recorded history, marching into the castle courtyard and planting his banner in the ground for all to see. The Heraldic Festival refers to

the two week period of time where Ulric took on all comers, for anyone who had a challenge to the throne, he felt, was therefore in direction opposition and challenge to Ulric himself, who was now King, albeit self-declared.

The Heraldic Festival is held every year to honour this time – Ulric was gracious to those who lost to him in combat, allowing them to live but only if they swore fealty to him. Only two young nobles refused, to which Ulric's reply was simply to grant their request and run them through. The actual count of nobles that Ulric bested is not fully known, however some historians, this one included, believe it to be well over one hundred.

After the Nobles finally accepted Ulric as King, change came swiftly. Corruption was swept out of the city and prosperity returned to the land. King Ulric, blessed be his name, had restored justice, law, order and wealth to a land on the brink of collapse. These are good times, where our King fights wherever the need is greatest – in the Courts of the Nobles, on the fields against any enemy, and in the Market as an advisor and law maker for success.

We stand now in the reign of King Ulric Ellesair Masterson, in good tidings yet with the shadow of a looming threat brewing from an unknown port.

The History of the World Part 2:

Notable events in the timeline since the People's Calendar was created by King Cyrus during the Spring Festival in the fourth year of his reign:

(Reign of Parson 32) Year PC -78 to -46 The proud noble, Parson, begins to pick up the pieces after the Great War. The nobles are scattered and scared doing what they must to survive and ensure that their lines continue. Many illegitimate children are born during this time and the lines are still askew to this present day. Parson was the first noble to bring all the Realms to Calenhelm for a declaration of peace. The Dwarves and Elves sent a representative each, as did the majority of nobles. Although there was a lot of misgiving from the Dwarves and Elves, this "Grand Council" declared Parson to be the rightful King through deed and proper title. His death nearly brought on another civil war between the nobles.

Fortunately Sir Haton was able to steer the lands away from this course and through his actions was declared King, ending the Parson line of succession.

(Reign of Haton 13) Year PC -46 to -33 Nobles continued to squabble over the remains of the once proud Kingdom. The war with the Elves and Dwarves has been over for nearly 50 years and many things that were lost in the wars are slowly being rediscovered. Alchemy and Blacksmithing begin anew with many powerful recipes and forging techniques lost to time. Haton is instilled after a Grand Council of the Realms nobles finally decides on an appointment of the title King. Several noble families hold a grudge that will later prove to be fatal to the line of Kings. The Council also pens the Rights of Succession, the laws that govern how and when the King may be replaced or succeeded. The nobles jockey for position in the Rights should the current King have no heir.

(Reign of Khalen 6) Year PC -32 to -24 The reign of Khalen following a bloody coup by the Nobles of Middenvale to replace King Haton of the Valdenhold Realm. Khalen's seat is bolstered by the Arcane Sanctum until he declares Celestial Magic as the source of the demons plaguing his lands. Animosity from the declaration begins and the Arcane Sanctum backs another leader, Xerxes who courts favour of the Guild to set him upon the throne.

(Reign of Xerxes 24) Year PC -24 to -1 The reign of Xerxes comes to an end. The King died of natural causes after a long rule. His son Cyrus claims the throne through proper rights of succession written during the Grand Council.

Year 1 PC - King Cyrus decrees a new calendar be instituted. Previous calendars were held only in the name of the present ruler (for example, in the 5th year of King Xerxes rule). Cyrus believes a better way to track the passage of time is available, and thus creates the People's Calendar. This system will track the passage of every year based solely on the passage of the seasons, year to year, so that all the people of all the Realms, no matter what race, culture or geographic area, will be able to track a common timeline. He names it the People's Calendar for two purposes: to give the common people of the land ownership in something, trying to unite them further, and second to recognize that this way of telling and tracking time affects all people regardless of stature, race or position, and thus is truly of and for The People.

8 PC - Seers proclaim the Year of the Comet, as a large blue-tailed comet passes near enough to see with the naked eye. As far as they are aware, this comet has not been observed before; even the Elves have no recollection of this event. They name the comet Cyrus in honour of their king.

9 PC - Comet Cyrus returns after being lost from view for 4 months time over the winter. It returns the day after the Spring Festival begins, marking the end of winter. Seers take this as a good omen. The comet disappears the day after the Spring Festival is over (7 day event) and is not seen again. Seers proclaim that crops and agriculture of all kinds will receive a boon this year.

16 PC - Four days after the 20th year celebration of King Cyrus reign, two weeks before the Harvest Festival, the king is killed by an assassin. The identity of the killer is never discovered. Cyrus' son Malcolm avoids an attempt on his life, and assumes the throne; the coronation takes place on the first day of the Harvest Festival.

22 PC - King Malcolm passes a law allowing farmers to sell their goods within City walls at designated market areas. Previous to this, the only areas available for farmers to sell goods was in the Agrura Circle, an area in the fields just outside the city walls; the name Agrura was given by nobles in the past as slang meaning "smelly merchant", or those that are soiled in dirt and/or animal filth. This law allows the sale of foodstuffs only - livestock is still limited to the Agrura Circle.

24 PC - King Malcolm extends the rights of farmers to sell horses and oxen within the city walls; all other livestock is limited to the Agrura Circle.

26 PC - King Malcolm is kidnapped and killed in the middle of the night. His body is found in the Market Square the next morning, in the Farmer's Pens, a dead sow beside him. Malcolm's brother Evenard assumes the throne that afternoon. Several certain noble families press for a quick coronation although this is against the written Rights of Succession; Evenard is proclaimed King the next morning to the scorn of the Mages' Guild. Two days later, Evenard forces all of the farmers out of the Market Square, removing the previous law created by Malcolm. Evenard, one month later, removes the People's Calendar and proclaims the date to be Year 1 of the reign of Evenard.

(Reign of Evenard 3) 29 PC - Evenard increases taxes at the beginning of the year, and further demands tribute from the nobility; rumblings within both the common people and nobility alike erupt into a full rebellion. Evenard is dragged from the castle by an angry mob through the streets of the city and into the Agrura Circle, where he is beaten and hanged. Peculiarly, the House Guard was not in the correct rotation of their watch during this time. The Arch Mage Artruros assumes a role as Regent until a proper successor can be found, as Evenard had no family, and there are too many related nobles with ties to the throne to have only one clear line as is decreed in the Rights of Succession.

30 PC - Although the Rights of Succession were penned 70 years previous, there are legal challenges to the written law and after 10 months of negotiating, contests and political infighting, a new king is chosen from the Nobility; Duke Vincent Gerard of Faybridge assumes the mantle of leadership for the Realms at the age of 47. He quickly re-instates the People's Calendar, and uses Crown money to buy out several homes and other buildings in order to expand the size of the Market Square. He orders it sectioned off into two areas, to allow any and all livestock to be traded and sold in the pens in the Western Square. This in turn allows merchants of higher esteem and nobility to market in the Eastern Square, away from most of the common folk traders. He changes the name of the Agrura Circle to Traitor's Stand, using it as a place for executions, public trials and duels to the death to be carried out.

41 PC - 11 years of peace and progress are enjoyed under King Gerard's rule. In mid-winter, the king falls ill and dies within weeks. After a formal inquiry to ensure that the King did not meet with foul play, King Gerard's son, Alistair, reluctantly assumes the throne at the age of 36.

42 PC - Alistair abdicates the throne and leaves Calanda, never to return. It is whispered that he did not have the character nor strength to rule. His younger brother, Markus becomes King at the age of 33 as per the Rights of Succession and amendments to the written words from the previous legal claims of 12 years previous.

45 PC - King Markus' sister, Eleanor, who is one year older than Markus, challenges his claim to the throne using a legal loophole in the Rights of Succession. She proclaims that she is a better fit for the throne, even though no female has ruled the lands alone in recorded history. Her claim has serious merit although the nobility is unsure of the spirit of the written word versus the penned words.

47 PC - Civil war once again grips the land. Elves from Faybridge come to the aid of Markus, to honour his father, as Gerard was favoured by the Elves. Eleanor, however, holds the sway of a large majority of the Nobility. The war is expensive, and costly in lives.

51 PC - After 4 years of war, Eleanor is found dead in her tent, two Elven arrows in her chest. It was a time of a ceasefire, and the murder is put completely on Markus' and the Elves' shoulders, despite evidence that there were no Elven war camps near Eleanor's forces. Knowing he cannot possibly return to Calenhelm again as the Nobility who supported Eleanor would never trust him, Markus abdicates the throne and flees with his family to the far west, residing with the Elves there in the forest realm of Kanask. He is never heard from again. The Elves, who live in and control most of the forested and coastal province, declare their independence and break all ties to the rest of the Realms.

54 PC – The civil war continues, as every noble in the realm puts their claim on the throne. The Rights of Succession are once again debated on endlessly while the nobles vie for any power they can get and begin to expand their territories and lands.

68 PC – A quick succession of 14 kings passes over the throne since Markus fled; each king is assassinated, bribed or simply disappears without a trace, leaving the throne once again empty. This brings on the peasant slang of “parsonage” as in the lands have not seen a proper rule since the Age of Parson.

72 PC – The returning Regent, Arch Mage Artruros, announces that if a king is not chosen and established by the end of the People’s Year 72, he himself will assume the throne if only to bring an end to so many years of needless bloodshed. The Rights of Succession allow a Regent to assume the throne if it remains vacant for more than 5 years.

73 PC – Arch Mage Artruros is found dead, hanging from one of the nooks in Traitor’s Stand. The Mages Guild is outraged, and begins a massive investigation throughout Calenheim, even resorting to interrogating people out in the street. Without a king to look to for leadership, the city guard is powerless to stop them.

74 PC – Three Noble families are named as those behind the assassination of the Arch Mage. All three family lines are dragged by the powerful mages and their allies to Traitor’s Stand. There is no trial – the Arcane Sanctum’s word is taken as a given, and each member of the three families is executed. In total, one hundred and forty two Nobles are killed in one day. It becomes known as Crows Day, for the bodies that are not hanging in nooses are left in the field nearby, and thousands of crows (and other birds) clutter the ground and skies as they feast.

75 PC The Arcane Sanctum instates their new leader Az’Caine as Regent and once again threaten to seat him on the throne as the previous Regent’s claim still holds true and the Rights of Succession hold the legal precedence.

78 PC – The Dwarves of the Kelech-mor Stonghold declare their Independence from the Realms, disgusted by the political intrigues of the human lands. This nearly causes a minor war as the Arcane Sanctum takes offence to the Dwarves attitudes and reminds them that they too signed the Rights of Succession. The Dwarves quote the written laws, noting that the nobility is unsure of themselves; the Rights of Succession dictate that only another Grand Council may dictate the next King. By declaring independence, the Dwarves waive their rights to vote, and would not have a say in the Council.

82 PC- The Arcane Sanctum along with several nobles continue to delay the convening of the Grand Council claiming that they are working to remove a Dragon threat from their midst although there is never any firm proof that such a creature, let alone a Dragon, is in the known Realms.

83 PC – An army of orcs and goblins raids the southern lands. They have been watching the growing unrest and attack, knowing that the kingdom is weak and ripe for the picking.

85 PC – In light of the Dwarven Independence, still reeling from the terror of Crows Day, and losing ground quickly to the orc horde, the Nobles finally are able to call a Grand Council together. They meet in the castle of Calenheim for several weeks, agreeing to not leave the city until a new King has been chosen.

86 PC – After weeks of deliberation that ran through the winter, a King is voted on from the Nobility. King Valenta from Cadnia has his coronation on the first day of the New Year.

90 PC – The Orc wars begin. King Valenta spends one year pooling resources in Calenheim, then orders the army south to drive back the orcs into their own lands. They have partial success, regaining the western and central border, but not moving too far on the eastern front.

93 PC – After almost three long years of war with the orcs and goblins, the hordes retreat into the hills of their own lands. King Valenta visits the new southern border once the war is declared over, and publicly

declares his victory. He orders the construction of 3 outposts along the border as protection and an early warning defence should the orcs ever attack again.

95 PC – King Valenta enjoys the court, and ignores most other problems in the world. Three provinces of WintersEdge, Cadnia and Turorn try to follow suit of the Elves and Dwarves from years past and declare their Independence from the kingdom, but King Valenta sends his army to squash the rebellion. Unrest is quelled in two of the regions, however Cadnia proves a very difficult terrain for the Kingdom Army to fight in. As winter sets in, they leave the region alone; Cadnia remains war torn to this day, the native nomadic people fighting each other, and anyone else who enters their territory.

97 PC – Ignoring requests from the people of the land, the king remains in the castle enjoying wine, good food, women and song. Outside of the castle walls corruption of officials and overall crime increases to a level never seen before.

98 PC – Peasants form a mob and strike at the castle, but are turned back by the city guard.

100 PC – King Valenta leaves the city for an unknown “quest”. He brings an entourage of over one hundred servants, concubines and guards. It is whispered that the king has gone mad, as he travels the countryside insisting that the city and castle are no longer safe. Three months later the entourage encounters a camp of trolls and ogres, close to the Rocholm border. A handful of guards and servants survive to bring the news to the court. Chaos follows as nobles once again vie for power through the Rights of Succession. Again the Arcane Sanctum is called upon to take the spot of Regent until the new King is declared. From the previous Grand Council the Regent may never claim the throne for succession and the Regent must be replaced within 5 years to ensure that he may not gather enough support to make such a claim.

104 PC – The bastard son of a distant noble lord, Ulric Ellesair Masterson makes a public proclamation that he is assuming the throne, to put an end to all the squabbling and bickering in the noble families and the kingdom at large. He introduces his wife and son as Queen and Prince, and makes it known that within his blood is the lineage of King Parson. Ulric then marches into the courtyard of the castle, and asks any and all challengers to meet him there for combat if they want to speak against his claim to the throne. In single combat challenges that last almost two weeks, Ulric takes on all comers, defeating one after another. In the end, the noble families (some with enthusiasm and some with begrudging acceptance) agree to Ulric’s claims and he is made King.

105 PC – King Ulric wastes no time in bringing a stop to corruption within the castle, city of Calenheim and the lands in general. He passes laws to help bring more power to magistrates in deciding justice, and personally is involved in many raids against thieves, brigands and mercantile cutthroats. By the end of the year, a majority of the kingdom is held completely under his command. Agriculture and industry alike begin their return to normal production levels after decades of poor management. What was at first a reluctant acceptance turns into a hopeful faith in the new king.

110 PC – News of goblin raids reaches the king’s ears. He sends his armies out to some eastern areas to help stop the goblins, but the problems increase. The southern borders report no activity, so the new threat is coming from an unknown location.

112 PC – The current year. Major events will be scribed as they may occur.

Calandonian Law

The Realms are all governed by the same laws. Through the Grand Council the Laws were passed and ratified by the Elves and Dwarves. All other races are bound by these laws and ignorance of the Law is no defence. All breaches of the Law will be brought before the local Magistrate for sentencing. For all intents and purposes the Magistrate speaks with the authority of the King (or Regent) and may only be reversed by the ruling King (or Regent).

Arson: Arson is defined as the destruction of another's property, be it land or material goods, by use of fire. The general punishment is repayment of the property damaged and/or indentured servitude to the wronged party.

Assault: An intentional act causing another reasonably to anticipate immediate harmful or offensive bodily contact. Also used loosely to refer to the intentional injury of a person. This crime also includes the placing of unwanted spells, alchemical effects, or other arcane effects upon a person. The general punishment is time in the stockade.

This shall be recognized in all cases save those effects of a Formal Magic nature, which shall be listed as separate law.

Battery: The intentional and direct interference with the body of another that is either harmful or offensive. 'Harm' is defined as any damage requiring the use of curing through healing spells, potions, elixirs, or antidotes. The general punishment is time in the stockade.

Conspiracy: An agreement by two or more persons to carry out legal acts, the predominant purpose of which is to injure another, or an agreement by two or more persons to injure another by illegal acts. Giving aide and comfort to a known criminal or obstructing a lawful investigation of a crime shall too be known as conspiracy. Having knowledge of a planned crime prior to its being committed and not reporting it, nor taking reasonable steps to prevent it shall too be known as conspiracy. The General punishment can be time in the stocks up to Death or banishment.

Contempt: A criminal offence that typically involves interfering with the administration of justice, ignoring the rules of court, or defying a judge or another person of authority. For the common citizen, it shall be observed that any individual holding Noble title of Knight or higher is deemed as 'one who has the power to do so.' Be it known that said Nobility may deem multiple counts of contempt as Treason.

Forgery: Forgery is the production or planting of false papers and documents or false signatures on legitimate documents that the accused knows or has reason to know is false. Let it be known that forgery committed against any Noble of Calandonia will also carry with it the crime of Mockery.

Kidnapping: Kidnapping is defined as the taking and holding of a person against that person's will. Let it be known that the minimum punishment for this crime be incarceration of the guilty party in the nearest stockade for no less than the duration of said kidnapping.

Manslaughter: A partial defence that reduces murder to manslaughter. It is available when the accused is faced with a sudden act or insult that would make an ordinary person lose self-control, and which caused the accused

to act suddenly and before his or her passions had cooled. The punishment for Manslaughter is banishment from the lands.

Mockery of a Noble: Let it be known that to insult, degrade, or otherwise show disrespect to any recognized member of a Noble of Calandonia constitutes a direct insult to the traditions of our land and the proper respect for the Nobility and is henceforth illegal. So too shall be the false use of a Noble title by one who has not been granted such.

Murder: Murder is defined as the intentional taking of a life, even if the victim receives a Life spell before resurrection is required. Intent to commit murder must be illustrated or the crime shall be manslaughter. Let it be known that the minimum punishment for this crime shall be a sentence of death.

Necromancy: Necromancy is the antithesis of the life and nature that sustain all peoples and can be seen as no less than the most heinous of acts. Necromancy is defined as the use of 'chaos' magic or items, or the willing association with or creation of the Undead or beings of Chaos. Let it be known that the minimum sentence for the first offence of Necromancy is death, with a minimum sentence for any second offence being Obliteration and exile.

Registration of Power: All casters of both Celestial and Earth must register themselves with their respective guilds. Casters do not have to be part of the Arcane Sanctum (Celestial) or Earth Weavers (Earth), but must at least be registered with these organizations. Casters that are found unregistered are sent to the stockades for days on end and then registered after paying a fine of 5gp.

Slavery: Slavery is defined as the selling or holding of another sentient being in bondage, be this through physical, alchemical, or magical means. Calandonia recognizes no race of people or monster that are to be considered slaves. Furthermore, let any visitor to Calandonia be aware that no exceptions be made to this law regardless of slavery laws that might permit this within their own kingdoms. The minimum sentence for slavery shall be death.

Theft: Theft is the stealing of another's possessions from their person, home, place of business, cart, stand, or other place of storage. Possessions of a lawfully slain foe shall henceforth be considered property of the person or persons responsible for said slaying.

Treason: Treason is defined as any action that is taken against the lawful governing body of any area within the Kingdom. This includes the committing of any known crime against the Nobility of the land. In addition giving aide to any enemy of the Crown or Kingdom is also treason. Let it be known that the punishments for treason are to be of the strictest nature and shall be no less than death.

The Grand Council

During the Great War the Grand Council was shattered. Only recently has it been rectified to deal with the ongoing inner fighting of the Common Folk. It is only rarely that the council gathers. A meeting of the Grand Council is usually a symbol of a major issue or conflict that needs to be resolved by every race to keep from falling back into civil war.

The Grand Council is comprised of 13 Members:

Calandra's King/Queen- By Deed or by Battle! The King usually holds the most sway in the Council. His/Her wish is normally carried out unless there is a major reason. The noble house representative normally votes with the King/Queen to keep in favour.

Calandra's Noble House Representative- Chosen by the Noble Families. One voice represents the higher nobles on the council. This seat changes regularly based on the politics of the time. Nearly every Noble house has, at one time or another, been the representative on the council. Bickering or a scandal usually spells the downfall of the current representative and a new one is chosen.

Mystic Wood Elves of Turom- The MWE, Dryads and Stone Elves select a representative through ritual to attend the Grand Council. Each meeting of the Grand Council requires a new representative as per the customs of the Turom Elves.

Dwarven Thanes of Durom Falls, Ral'enthias, Kelech Mor and Ironridge. The Dwarven Clans each have a seat on the council The current Thane is the Clan representative.

The Sultan of the Edgeland Desert- The Barbarian ruler of the Edgeland Desert holds a seat on council. This is more symbolic of his station than the actual interest of the Sultan.

The Dark Elf Enclave of Shadowrose gained his seat as part of the deal to aid the dwarves during the Great War. The dark elves only use the seat to keep the emotional scars open to the dwarven people.

The Elves of Faybridge and Thysrael- Each holds a seat with the council. The elves of Valdenhold and Kal Taure have no interest in a seat on the council.

The Dark Elf Enclave of Valdenhold- This Enclave sends a representative to the Grand Council at the request of the Shadowrose elves. It is more symbolic to have 2 seats on the council than practical.

The Arcane Sanctum- The Archmage of Calandonia, Az'Caine, has the final "seat" on the council. He is only called upon to break tie votes. He has, in the past, elected to abstain from a vote in order to force all parties to settle their disputes.

The Crunchy Bits:

Alliance Calgary runs all events using the most recent version of Alliance LARP rules. You can purchase rulebooks online or at events. While the rulebook can seem daunting to a first-time player, all players are responsible for having a reasonable knowledge of the rules of the game – you wouldn't play poker without knowing which hand beats another, and you can't play Alliance without knowing what the various effects and combat rules are. Rules marshals will be available at every event to answer questions. All new players will be given a brief overview of the most important rules by the Chapter Owner (Ops) or the General Manager (GM) at the beginning of each event, to support them in having a successful weekend.

Working with Alliance Calgary

Players that are interested in contributing more to the game should contact the Owner and/or General Manager for information about positions available along with descriptions of each role. While experience is not necessary, we do look for earnest desire to create a better game along with personal accountability and reliability.

Becoming Nobility

Nobility in the Calandonia campaign entails both IG and OOG responsibility. While any player may strive to attain a noble rank, there are several rules regarding playing a noble character at the Calandonia.

- ❖ Any PC that wishes to play a noble character must meet with the Owner and General Manager for an OOG conversation.
- ❖ In order to PC a noble character, you must become a member of the Calandonia Customer Service team, and comport yourself accordingly. While we are not going to designate how your character must behave, nobility should enhance the game and contribute to the fun of all players rather than detracting from it. This Customer Service position is in effect during events only, and does not bring additional responsibilities for actions between events unless desired.
- ❖ Any noble character must remain active, and frequently attend events. The intent of this rule is to prevent characters from disappearing while still holding a title (since titles are very limited in number). This also enables Calandonia to reward active and involved players by spreading titles around amongst those people that are playing the game.

Classes and Work Days

We are currently working on scheduling regular “classes” and Work Days for each month. Some months there may be more and some less. It will depend on the needs that Alliance Calgary has and level of interest for the classes.

Classes that are being proposed are as follows:

Classes (* = mandatory):

Costume & Armour Building - going over the basics of costume building, some examples, what is legal and not legal in-game, how a costume is judged for Armour Points, etc

Weapons - how to build weapons that are safe for use in-game, what is legal and not legal, etc

Acting/Role Playing - how to get into and stay in character; how to prepare yourself using your character sheet as a guide; how to use your characters traits and goals to help shape the story going on around you

*Safe Combat - discussing the rules for safe combat, as well as some practice time in physical combat to learn the ropes

Monster / NPC Camp (for all volunteers) - how to be an NPC that enhances the game for others; what it means to be a monster, and how to role play them

Magic; creating spells / preparing materials (* for all magic characters) - a session on how magic works, how to cast spells, how spells refresh and other magic related rules; also time to do some crafting and create a cache of bags required to cast spells

Work Days:

These will be held monthly at minimum and possibly more throughout the winter months in preparation for the upcoming season. Sessions will be held at Myth Games in Calgary #4 3434 34th AVE NE.

At the Camp

Safety Policies and Rules

Alliance Calgary has many policies in place to ensure that our game is safe and enjoyable to everyone. Each event will have at least one designated Safety Marshall. ONLY these Marshalls are permitted to move during Safety Holds.

While we maintain a dedicated safety team as well as comprehensive insurance (for everyone, including those coming out as a trial-members) we would rather prevent injuries than treat them.

The Hold Rule

While it is stated quite clearly in the rule book, we will restate it here. The most important rule in Alliance is the "Hold Rule". Simply put, when you hear the word "Hold" shouted, you must take a knee if able, and look at the ground. Holds are called when someone notices a safety issue. This is not a time to look around for people sneaking up on you but you may go through your tags to track your abilities remaining. A Hold will end when the caller of the Hold does a three count to "game on". If you see an immediate safety concern, call "Hold" in a loud voice. It is better to have an extra Hold, or two, than to have an injury. But remember, Holds are primarily for safety issues and are NOT intended for asking rules questions or clarifying an effect a monster or player is using.

Waivers and Medical Documentation

All players within, even those attending for the first time as a trial, must complete a Waiver and Medical Information Form. We don't do this to be nosy; we do it to ensure our safety team is kept aware of all medical issues including allergies to food or medicine. This is an absolute requirement to play, and while we do not wish to turn anyone away, you will not be allowed to participate in our game without completing these forms. These are available online for download and should be filled out prior to your first game

Quiet Time!

During our weekend events we want to maintain a safe environment and that includes sleep. From 2am until 6am there will be no combat events without notice by Ops or the GM, and those instances will be very rare indeed. You are more than welcome to continue to talk and interact, but we ask that you respect the players that have chosen to get some shut eye by not speaking or interacting near the sleeping areas. We will try to ensure that the "tavern area" is always available for you.

Out of Game (OOG)

All players are considered In Game for the entirety of the time they are on-site during game hours, unless they are wearing an easily visible white headband. All items stored in a container or clearly marked OOG are considered personal possessions and are not stealable. In Game (IG) items may NOT be stored in an OOG container or vehicle – doing so is considered cheating.

In addition to wearing a white headband, players in the bathroom are also OOG. Players may not be attacked or threatened while in the bathroom.

Players may not retreat to an OOG area in order to avoid combat or threatening IG situations.

Kitchen/Cook Area

The kitchen or cooking area of the camp is a special "No Combat" IG zone. Players that are in the kitchen when combat breaks out have the option of joining the combat immediately, or waiting until it is over. Players may not retreat to the kitchen and then pop in-and-out in order to avoid being struck in combat. Doing so will have a 3 count by a Marshal. If the PC does not exit by the 3 count the player will be slain and must move to a resurrection circle immediately, dropping all possessions in the process.

Monster Camp

Monster Camp is a restricted OOG area. PCs must announce themselves when approaching Monster Camp, using the words “PC on deck” or something similar. PCs may not enter Monster Camp until they are invited in. This policy is not intended to make players feel excluded, but rather to allow the Plot Runners to speak freely to the NPCs without worrying that they might ruin the weekend for a paying player by revealing information that would force the player to sit out that portion of the weekend’s event.

Age to Play

Players must be 18 years or older for the entirety of the event in order to play. Proof of age will be required the first time a player is on-site. See “Paging” below for special circumstances.

Pre-register/logistics policy

Player Character (PC)

All players that pre-register and pre-logistic before the posted deadline for an event will be entered into a drawing with two prizes: an LCO Magic Item and \$50 Restaurant.com Gift Certificate. Additionally, pre-registering guarantees that a player will be able to PC the event. Please note that players that do NOT pre-register and pre-logistic may not be able to PC an event if the correct NPC to PC ratio does not exist at the time they arrive.

Attendance at events is guaranteed only for those that pre-register. The pre-registration discount ends the Sunday prior to the event.

Pre-registration price: \$65 (includes food: vegetarian, and meat options available)

At the door price - cash or credit: \$85 (includes food: vegetarian and meat options available)

Non Player Character (NPC)

Every NPC that only NPCs for the weekend (does not go IG as a PC at any time) pays \$40 for the event (to cover the costs of the camp) and will stay in the NPC camp. Meals will be provided free for all weekend NPCs.

Memberships

Every player must have an active membership in order to play at an Alliance Calgary event or purchase monthly experience blankets. Memberships will be valid through the end of the calendar year in which they are purchased, in order to simplify matters for our logistics volunteers.

1-event membership: \$10

Full year membership (valid through December 31st): \$40

Event NPC to PC Ratio

In order to provide quality events and a high level of customer service to each player that pays for their weekend, Alliance Calgary will be enforcing an NPC to PC Ratio of 1:4. In other words, for every 4 PCs there must be at least 1 NPC. While we realize this is unorthodox, it is our strong belief that a larger ratio makes it impossible to provide a high quality game for every player, and we are not willing to provide less than the best to our paying players.

Players are encouraged to pre-register in order to guarantee their ability to PC an event. While we understand that life sometimes prevents players from pre-registering to attend the event, we do ask that players that cannot pre-register arrive prepared for the chance that they may need to NPC depending on the ratio at that time. Any player that is unable to PC due to ratio will be given the opportunity to pre-register immediately for the following event, in order to guarantee their slot to PC the next event.

Transferring Items

LCO Items

Alliance Calgary does not currently accept LCO items from other chapters. Exceptions may be made when requested by the plot committee of another chapter, but individual players should not ask for exceptions to this policy.

Restricted Items

Alliance Calgary currently accepts all restricted items, but as per Alliance by-laws reserves the right to refuse items on a case-by-case basis. Please note that there are plot effects within Calgary that may render magic items unusable: this is an in-game effect rather than an out-of-game policy.

Playing as a Page

In order to allow players that cannot safely engage in combat to enjoy LARPing, such players may “Page” for an event. Any player with an illness or physical circumstance that prohibits their involvement in combat should Page for their own safety. Pages must wear a clearly visible orange headband with the word “PAGE” written across the front. Pages may not remove or hide this headband in any fashion throughout the weekend, except when in obviously OOG areas. The following rules apply to Pages are non-negotiable:

- ❖ Pages may NOT enter combat in any way. This includes, but is not limited to:
 - Giving potions to unconscious bodies on a battlefield.
 - Being within 25 feet of any combat – a Page within that range when a combat breaks out should make every effort to move away as soon as possible.
- ❖ Pages may not use or carry a weapon, and may not throw spells or alchemy. Pages may touch-cast spells and use all alchemy with the exception of gases (which must be thrown).
- ❖ Any player found to be “player bashing” a Page (see rulebook for definition) will receive a warning card from a Marshall.
- ❖ If at any time a Page acts outside these guidelines and the spirit in which they are intended, they will be asked to leave the event for their own safety.

Sportsmanship and Courtesy Stuff

It is our intention to run a fun and safe game that can be enjoyed by adults. Unfortunately, we must also acknowledge that basic rules of conduct need to be spelled out so that there is no confusion as to what is permissible and what is not.

General “Life in Medieval times” Stuff

Please remember that when you arrive you will be in another “world”. For those of you that may never read anything about medieval life you should come prepared with a few tidbits:

1. Any NPC of authority (King, Magistrate, Sherriff or Guard) must be treated as you would if you met a real world leader (the Prime Minister, Judge, Police etc). Remember that treating these NPCs disrespectfully (verbally or physically) will more than likely have your character sitting in the “stocks” for an uncomfortable period of time. Depending on their rank, you character could even be put to death. We will

do our best to identify these NPCs through the use of Sashes across their bodies as well as pictures of these NPCs at the entrance to the event.

2. While we understand that there are modern world items that you will bring with you, each player must ensure that they are not used in an IG area. Cellphones, iPods, laptops etc are strictly prohibited during the events. If you need to use these devices, please go back to your vehicle. Any person caught using these items during an event will be asked to leave. Watches and glasses are permitted, but you must conceal your watch at all times (many players cover their watch with an arm guard or bracer).

Harassment

Harassment of others, sexually or otherwise, is illegal and strictly prohibited in our campaign. Players whose behaviour can be construed as harassment will be asked to stop immediately. If the behaviour continues past that point, that player will be banned permanently from the game. We are trying to create a fun and safe game atmosphere; harassment of players and/or staff does not belong. Any player that feels they are being harassed should bring the matter immediately to the attention of the Owner and/or General Manager.

Types of harassment include, but are not limited to: bullying, psychological harassment, racial harassment, religious harassment, sexual harassment, stalking, mobbing, hazing, and hate speech.

Any questions about the definition of harassment should be directed to the Owner and/or General Manager.

“Creepy Martin” Rule

Players are expected to stay within the bounds of reasonable taste, and avoid causing discomfort to other players. Any player receiving complaints about their conduct will receive ample warnings and the opportunity to adjudicate the matter if they feel the complaints are unwarranted or constitute harassment. If legitimately offensive or “creepy” conduct does not show significant and sustained improvement after the warnings, Alliance Calgary reserves the right to ban the player as per our policy on harassment.

Ban-worthy Actions

- ❖ Out-of-game theft
- ❖ Out-of-game physical assault
- ❖ Multiple OOG verbal altercations with other players or staff (evaluated on a case-by-case basis)
- ❖ Harassment, sexual or otherwise, of other players or staff
- ❖ Repeated, purposeful cheating/rules-breaking
- ❖ Willful defacement or destruction of property
- ❖ Any convicted sex offender found to be playing in the campaign will be immediately banned and escorted from the site

Goblin Stamps

In the Alliance Rulebook there is a section on Goblin Stamps. These are rewards given to players for helping out the LARP. This can be done in many ways and below are the rules on what gives you points and how you can spend them. Volunteering your time and/or donating supplies to make the LARP run is a great way to generate additional XP and IG benefits for your PC. Any GS earned with Alliance Calgary may only be spent at Alliance Calgary events.

Ways to Earn Goblin Stamps

- ❖ **Workday**
150 GS Base
- ❖ **Workday Donations**
Same as per usual donation amount if supplying materials.
½ usual donation amount if contributing only labor.
- ❖ **General Donations**
All general donations should be pre-approved to maximize goblin stamp compensation. See donation list on website and contact GM between events for more information.
- ❖ **Money Donations**
2 GS/dollar
As well, if there is a need for things such as Canadian Tire Money or Gift Certificates you will be awarded the 2 GS/dollar donated. Receipts for any Gift Card must be presented. Please notify Ops or the GM to ensure that these are currently needed.
- ❖ **Labour Rates**
General Labour: 15 GS/Hour
Specialty Labour: 25 GS/Dollar typically billed/hour
- ❖ **Full Weekend NPC**
36 + Hours: 200 GS + 1 Magic Item pick.
Bonus: \$25 Gift Certificate IF pre-registered to attend.
- ❖ **Partial Weekend NPC**
12-36 Hours: 100 GS
Less than 12 Hours: 30 GS
- ❖ **Tavern Night NPC**
30 GS
- ❖ **NPC Camp Cleanup**
General Assist: 50 GS
Close NPC Camp: 150 GS (this means you stay until the end of camp and ensure all areas are clean)
- ❖ **Character Transfer Bonus**
All characters with Calandonia as their “home” chapter will receive a 30 GS bonus each time that character is played at another chapter. This does NOT include “pay-no-play”.

Ways to Spend Goblin Stamps

Event Blanket

60 GS

Earns experience, as if you had played, for one character for a full weekend. This may not be applied

for the same weekend played or gobbied elsewhere. In other words, an event blanket can be applied once per weekend per player, not per character, regardless of how many chapters played.

Monthly Blanket

30GS Available monthly for one character per player. The character must have Calandonia as their home chapter.

LCO Weekend Spirit Effects – i.e. “Frost Titan Tokens” (FTT)

- ❖ Available effects with full descriptions are available on our website
- ❖ Effects come within packages and may not be traded or exchanged in any fashion
- ❖ FTT are valid for the entirety of the event in which they are purchased, and do not travel through the mists
- ❖ FTT remain on the spirit through resurrection
- ❖ Only 1000 GS worth of FTT may be purchased per player, per event
- ❖ FTT packages may only be purchased through pre-logistics or on Friday night
- ❖ FTT packages may only be used by the purchasing player

LCO Magic Items

- ❖ One pick is earned by NPCing a full weekend event.
- ❖ One item per player per month. Picks may be saved for future use, but must be spent one per month.
- ❖ Gobbies must be available for the full amount at that time, and cannot be “pre-spent”.
- ❖ Items may be built by player, based on the GS Magic Item creation policy as found under the “Magic Items” tab.
- ❖ In order to have your item engraved and a tag ready at the event, items purchased with GS must be requested by midnight the Sunday before an event and should include a description of the physrep.
- ❖ If a player wishes to make a pick and did not meet the deadline to have a tag made, the item will receive a “temporary magic item tag” for the weekend and an item number sticker. The physrep and tag must then be turned in at the end of the weekend, and will be returned at logistics during the next event.
- ❖ Player is responsible for providing the physrep for the item. Must be submitted during the Friday logistics in order to have engraving completed on-site and the item usable for the weekend. Note: Alliance Calgary does not guarantee physreps will not be damaged by the engraving process, and will not compensate the owner should damage occur. We strongly encourage players to use strong physreps that are not valuable. If an item cannot be engraved it will be marked in another permanent fashion.

Buying Back Deaths

- ❖ The first two deaths on a character card may never be bought back as per Alliance LARP rules.
- ❖ A player may choose to “buy back” a resurrection to reduce the risk of permanent death by reducing the number of black stones in the bag.

- ❖ Resurrections may only be bought back for characters with Calandonia as their home chapter.
- ❖ The cost of the first “buy-back” is 40 GS, second “buy-back” is 80 GS, third “buy-back” is 160 GS, and so on with the amount doubling for each successive buy-back.
- ❖ Deaths may not be bought back for permanently dead or regenerated characters.

Production/Coin

- ❖ A player may choose to use their GS to buy up to 100 points of production items and/or coin at their first logistics period for an event. Alliance Calgary has a right to limit the amount of coin a player would receive if it would drain the coin coffer.
 - 1GS =1 Production Point.
 - 1GS = 1 copper.

Frost Titan Tokens

The below packages are intended to give players that contribute to the campaign another outlet for spending their Goblin Stamps. Frost Titan Tokens (FTT) are listed in alphabetical order.

Please note the following:

- ❖ Effects come within tokens and may not be traded or exchanged in any fashion
- ❖ Each token package is stand-alone: no substitutions of effects is allowed
Frost Titan Tokens are valid for the entirety of the event in which they are purchased, and do not travel through the mists
- ❖ Frost Titan Tokens remain on the spirit through resurrection
- ❖ Only 1000 GS worth of Frost Titan Tokens may be purchased per player, per event (therefore 4 FTT)
- ❖ Players may only purchase one package within each category per event
- ❖ Multiple packages in different categories may be purchased until a player hits their 4 FTT limit
- ❖ Frost Titan Tokens may only be purchased through pre-logistics or on Friday night
- ❖ Frost Titan Tokens may only be used by the purchasing PC. If you plan to play a second PC you MUST specify which PC has which FTT
- ❖ All effects are on the player’s spirit – NOT a weapon or item, in order to prevent theft or transfer between players
- ❖ All abilities are useable only once per event. They do not refresh at a second logistics night. Once you cross these off your Battleboard they cannot be regained in any way.
- ❖ If you do not use the abilities at the current event, they are lost.

The Ratio of Goblin Stamps to Frost Titan Tokens are 250:1 (so 250 GS=1 FTT)

Character Background

One of the best ways to get involved with plot is to know the basic information about the world you inhabit as your character! Reading the Calandonia History and your Race package is important in determining your character's background. Alliance Calgary will give you Goblins Stamps for a good character background. The amount depends on what you write, how "open ended" it is and if we can use it for IG plot. The range is between 5 and 50 GS.

Character Histories

The fastest way to get involved in plot (aside from actively pursuing it during events!) is to write a comprehensive character history for your character. Not only will it add depth to your role-play experience, but it will also enable us to write plot specifically designed either to engage your character's interest (based on what you tell us) OR to write plot just for you!

When writing a character history, be sure to follow the guidelines in the Alliance LARP rulebook. The plot committee reserves the right to deny a character history that does not follow these guidelines, or that introduces forbidden topics such as religion or sexual assault. If a history is denied in part or whole, the Plot Committee will work with the player to develop an alternative that is acceptable to everyone involved.

In Between Game Actions (IBGAs), or Plot Submissions

Players are welcome to submit requests for their character to take IG actions between events. Actions can include research, communication, travel, and other activities that might be impractical for your character to achieve during an actual event. Anything that can be done during an event, however, should be reserved during the event. A player that requests a conversation with an NPC may find that their response merely indicates that the NPC will be available during the next event.

Characters do NOT gain experience by submitting IBGAs, but they may gain valuable information they can use IG. Players that are proactive both during and between events tend to be the best-informed and the most involved in plot.

A few guidelines to submitting IBGAs:

- ❖ Submit your IBGA at least two weeks before the next Calandonia event. Our staff is composed of volunteers, and while they love to write responses, they have real jobs that take up most of their time. Anything received after the two week window will not receive a response before the event.
- ❖ Submissions must be sent to [email needed]. Submissions received via other venues will not receive a response.
- ❖ Write what actions you intend to take, but do not include the outcome to those actions. That is what the plot committee will determine for you, and will either email you a response or provide the information in written form at logistics.
- ❖ Only one plot submission per character between events.
- ❖ No combat, spell-casting or rituals will be accepted as an IBGA – these actions can and should take place during an event.
- ❖ No production skills benefits. While you can certainly work on blacksmithing during an IBGA, or increasing your skills, you will not actually receive items in exchange for that action.
- ❖ Players doing joint submissions should email plot individually, even if they're not sending the final group submission, to indicate their approval of involvement in the group submission.

Being an NPC

Alliance Calandonia is dedicated to making every effort to reward our NPCs for their volunteerism, and to encourage repeat performances. As the hardest-working players in the game, NPCs are a vital component to creating an immersive and exciting experience for PCs.

Alliance Calandonia compensates NPCs as follows:

Full Weekend NPC

36 + Hours: 200 GS + 1 Magic Item pick.

Bonus: \$25 Gift Certificate IF pre-registered to attend.

Partial Weekend NPC

12-36 Hours: 100 GS

Less than 12 Hours: 30 GS

NPC Camp Cleanup

General Assist: 50 GS

Close NPC Camp: 150 GS

We strongly encourage new players to NPC their first few events in order to learn the rules system and also familiarize yourself with the variety of PC classes that can be played. What better way to figure out what kind of character you'll enjoy playing, than to actually play many characters within the space of one weekend?

The core NPC philosophy is a simple one: make the game fun. Quite simply, we as the NPC team are there to entertain the PCs. What this means is that we need to be somewhat selfless and play our NPC parts not as our own characters, but as characters that belong to the game collective. This makes NPCing somewhat more restrictive because you do not have free will with your characters, but rather need to play them within the boundaries set by the staff.

Occasionally NPCs begin to develop a competitive mentality towards the player characters; this is the worst attitude a NPC can have! Remember that we as NPCs are there to help the PCs have fun, not to compete against them. Yes, in combats we want to make things difficult and perhaps even deadly, but we are never doing so for our own ends. We are doing so to further the enjoyment of the game by creating an immersive atmosphere that feels real.

Like any player, NPCs are expected to have a working knowledge of the rules. Alliance Calgary holds new player training sessions twice per event that you should attend if you are unsure about any of the rules, or could just use a brush-up and helpful advice. Furthermore, you can always feel free to ask the staff about any questions that you have regarding the rules; the staff is here to help everyone have the best game experience possible!

One of the greatest things about being an NPC is that you get to play roles you would never be able to play as a PC. This requires a lot of acting range from the NPCs. Costume, makeup and motivation are great starting points, but once you step into game you now have to make that character come alive. If you are supposed to be fierce you have to act fierce. If you are supposed to be scared, you have to act scared. Worried about how to play your role? Imagine a real-world scenario that's similar to what you're going to be doing, and then ask "What would I do in this situation?" You'll do just fine starting there!

Whenever you are given a part to play the monster marshal should be giving you a time limit for you to be in game, even if you are playing combat parts. Sticking as close as possible to this time limit is essential for monster camp and the plot of the weekend to run smoothly. You might not know what other encounters are planned for the day so it might not seem to you that time limits are important, however,

the plot committee has a schedule for the day that they need to stick to. Staying on schedule makes sure that the entire plot for the weekend that was written can be run on time. So when you are given a time limit please stick to it. This is particularly important for parts that are not intended for combat. Remember to ask yourself if your assignment for your part has been filled and then leave game as soon as it has.

One of the big risks when it comes to NPCing is getting a sense of attachment to an NPC role that you are given. This is very easy to do, because sometimes the roles are endearing or just plain fun! The problem, however, with becoming personally attached to an NPC role is that you stop remembering the prime rule of NPCing: that we're here to help the PCs have fun. Always keep in mind that your NPC role is intended to enhance the game as a whole, rather than just helping you to have fun. When you're ready to strike out on your own, that's when it's time to make a PC and come into game as a player!

Always remember that as a NPC you are there to entertain the player characters. Always act with the greatest respect for sportsmanship and the spirit of the rules.

Most of all: HAVE FUN!

