

THE LAST CAMP-FIRE AT WORLDS' END

BY FRANCISCO LAGUNA DE LA VERA AND DENNIS LANGE

Instruction:

You play epic heroes in a fictional world! Distribute the characters on the backside of the card and do a quick introduction of your various characters. Come up with an idea of a world, whose hero you are. Could be a fantasy-world in the first run, but also renaissance or the everyday world. Adapt the characters, as you need them.

Course of Events:

The game is divided into 5 phases. Create your enemies in the first round and play your characters in the next 4 phases. Imagine to sit at a camp-fire (use the back of the card if you like). Choose one of you, who decides, when a scene should end. To do it, put an imaginary piece of wood on the camp-fire (symbolized by a pen). The final phase ends, when the chosen person looks around and says: „They are coming!“

The phases of the game:

1. Create your monster (before you start playing): Imagine how the enemy you're facing might look like (and its generals, weapons and goals) and write it down as cheatsheet.
2. Repression/ Anger: You've lost – that's hard to accept. Negligibilities and angry talking are the results of avoiding the main topic. Details of the fight or outer reasons might be topics of your discussion. (Ends with „new firewood“)
3. Who is guilty? Bemoan the fate: You could have won, if not ... Talking about who is responsible (people, gods, other forces?) might be the topic. (Ends with „new firewood“)
4. Acceptance of the hopeless situation: The fighting is over and there's no way out. You look back at your life and on what you've reached. Recognition of the true dimension of the hopeless situation. (Ends with „new firewood“)
5. Absolution/ Preparation for the end: Although no one wants to – you will go to battle. You make your peace and prepare to face your final battle. (Ends with: „They are coming!“)

larpwriter.de

an initiative of



supported by

LWL

Für die Menschen.
Für Westfalen-Lippe.

Characters:

Paladin or Highpriest/ Pope/ etc.
You know the secrets of religious faith and higher powers.

Academic Mage or Scholar/ Scientist/ etc.
You studied for a long time and gathered a high amount of knowledge on secret powers.

**Mighty shaman or Bard/ Leader
Reseach Institute/ etc.**

You know the secrets of social and the energy of life.

Healer or Alchemist/ Medic/ etc.

You know every means to heal injuries or illness.

**Influential Thief or Ninja/
Rockstar/ etc.**

You have contacts to the underworld, where money, unscrouplessness and rumours reign.

**Barbarian or Knight/
Elite-Soldier/ etc.**

You trained hard and became a living weapon.

The setting:

You are the biggest heroes of your time and prepared all your life for the last final battle against evil. Evil came – you made a stand against it and ... you've lost! There's no escape, no way out – it's obvious: At dawn the evil will strike again and destroy the world as you know and love it. You will stand up against it again, but it is obvious that you have no chance to win ... and that you will certainly die. This is your last desperate night at the camp-fire at the end of the world!

