

Chicago
Alliance
Live Action Role Play

Alliance LARP Chicago Players' Guide

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Introduction

Welcome to the Chicago chapter of the Alliance LARP! In this players' guide you'll find basic information on our in-game locations, people, and history, as well as a list of our official chapter policies. The game primarily takes place in the town of Westhaven, a trading post in the Fairfax Barony. Fairfax is on the western edge of the kingdom of Wayside, in the continent of Terna. The in-game year 314 corresponds to the out-of-game year 2014. All of the in-game information included in this document is considered to be common knowledge within the kingdom of Wayside, and you can choose whether or not your character knows it in game.

This guide is not intended to be an exhaustive guide to everything within our chapter; while we encourage our players to use the history and information laid out in this guide when developing their characters' backstories, you should not feel constrained to work solely within the information laid out here. If you want any assistance with connecting your character to the existing world, or if you have any ideas on how we can add to the existing lore, we strongly encourage you to contact our plot team at waysidelogistics@gmail.com.

For information regarding each of the playable races and how they fit into our chapter, individual race packets are available. We would encourage players to only read the race packets relevant to their characters as the information contained therein is not necessarily common knowledge outside of that race.

For any players who are new to our chapter (or new to LARP entirely), there are a number of useful resources out there. The [Alliance LARP rulebook](#) has a great deal of information for new players, and it's something you should probably read before your first weekend anyway. Second, there is the [Alliance LARP message boards](#), and more specifically, the [Chicago portion of those boards](#) - most relevant information for players, such as our game schedule, event locations, and up-to-date in-game information can be found there. Any questions you might have for our staff or for current players can be brought up there as well.

2014 Chapter Staff

Owner

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Chapter Policies

Chapter policies may be changed at any time. Any issues or questions with these should be forwarded to the General Manager or Owner (contact information on page 3).

Age to Play

Alliance Chicago welcomes players under 18 with the following conditions. All players under 18 must have a guardian sign a waiver. In addition, anyone 14 or 15 years of age must have a guardian who is present and keeps a close eye on the child during the event. Anyone under the age of 14 *may* be allowed to play as a page with a guardian present, but parents should contact chapter staff in advance.

Memberships

Any person who plays in Chicago receives a free yearly membership. To back-blanket events, pay-no-play (pay the event fee and receive experience without attending the event), or house a character on our database without actually attending, we do require an annual membership fee of \$15.

Legal Waiver

All first-time players must sign a waiver for insurance purposes.

Event Payment and Cost

We accept paypal, cash, and checks. Event fees are \$50 for PCs, but you receive a \$10 discount if you preregister before the deadline set for each event. Please note that the meal plan is an additional \$10 for breakfast, lunch, and dinner on Saturdays, but is entirely optional and separate from the event fee.

There is no event fee for NPCs.

New Player Policies

All first-time Alliance players will have their first event fee waived. Although the event itself is free, the meal plan still costs \$10.

The person who recruits the new player will receive 30 goblin points as a thank you for the first event they attend. If the new player sticks around and plays for 3 events, the recruiter will receive a free event.

Magic Item Transfer Policy

Restricted items that are creatable by the current system will transfer in freely with no limits. We reserve the right to disallow any item that has strange or exceptionally modified flaws.

Non-Chicago LCO items will abide by the following rules: Once ever items transfer in freely. All other items will be restricted to a hard cap of 25 rituals. Once again, we reserve the right to disallow any item that has a flaw or empowerment that is not standard.

Discipline Policy

Most rules infractions or verbal disputes will be settled by a verbal warning from a marshal. If a verbal warning is not heeded and/or the infraction is severe, a written marshall note will be issued. If the marshall note is not followed, or in extreme situations such as fighting or substance violations, the player will be sent home and given a ban lasting anywhere from one game to lifetime.

Marshall notes will state the infraction and a time frame during which there will be zero tolerance for that infraction from that player. If the infraction is done again within the timeframe the player will face being sent home and possible bans.

IBGAs

In between game actions may be submitted to waysideibgas@gmail.com

We encourage everyone to submit IBGAs in order to keep the game flowing between events. You may write one letter, take one main action, and take lesser actions based on your Craftsman skills. (At least 1 CO-based action is guaranteed a response, but feel free to submit others - they just may not be responded to, as your character runs out of time.)

The Continent of Terna

History

In ages past, the entirety of Terna was united in the **Ternian Empire**. Peace reigned throughout the land, and all of Terna prospered until the time of Emperor Ternius's death roughly 2700 years ago. In the years to follow, the Ternian Empire receded to the eastern edge of the continent, leading to the rise of the kingdoms of The Northlunds to the northwest and The Eternal Empire to the south. While an Emperor still holds legal power in the modern Ternian Empire, it is primarily ruled by a large number of councils known as Senates. The last several emperors have focused more on self-indulgence than leadership, and have left most of the important decisions to the Senates.

The Northlunds, located on the northwest coast of Terna, is the ancestral home of the Dwarves and Biata of Terna. Founded by the Dwarven leader Dell, the Northlunds has been held by the O'Dell clan since his death and is currently ruled by Seamus O'Dell. The authority of the Dwarven King is represented by the ancient artifact known as the Dell Hammer.

The Eternal Empire or Eternal Kingdom, the ancestral homeland of the Elves of Terna, is a heavily forested nation placed on the southwest coast of Terna. Their king, known only as the Eternal Leaf Crown, holds absolute power over the kingdom. The Eternal Leaf Crown has not been seen since the Corrupt invasion of 313, and it is rumored that a new bearer of the Crown could soon emerge.

The Kingdom of Wayside is a very young nation, founded just a few years ago under the rule of King Gregor Eisenhorn. Wayside was a hotly contested piece of land in years past, wanted both for its strategic location and its verdant, bountiful land. Adventuring, which had been previously outlawed, was first legalized in the year 309, attracting a number of adventurers to the kingdom.

Waystones

The creation of Waystones was a great advance for the people of Terna. Finally, quick travel could be made from one location to the next. The key behind Waystone travel lies within the energies of formal magics. By releasing the essence of formal reagents, such as Pyrotis, Feyander and others, the Waystone network creates a bridge between one stone and another, allowing swift travel between the two stones. While no official documentation of the first Waystone is recorded, it is believed that the Royal Celestial Guild of Terna created the first Waystones hundreds of years ago.

The Kingdom of Wayside

History

Wayside is a kingdom with a very short history. For thousands of years, the neighboring kingdoms fought one another for land and power. With its fertile soil and placement directly between the three major powers, the region of Wayside was always hotly contested.

Roughly 300 years ago, a treaty between the three major kingdoms of Terna established Wayside as a neutral ground, governed by a Council equally beholden to each of the other nations, and led by Wayside's High Regent. All nations were free to trade and do business in Wayside, and they all reaped the benefits of the region's agricultural strength. This treaty, brokered by the merchant lord Horatio Horation, led the entire continent into a long golden age. Horation ruled as High Regent of Wayside until his unexpected death in the year 309, an event surrounded by rumors of an assassination.

Shortly thereafter, a powerful vampire known as Reynios Thargatian (often called Targus) declared war on Wayside. With the new High Regent, Renlee Firstbourne, under his control, Targus set a trap that made short work of Wayside's small military. Amidst the chaos, in the winter of the year 309, Lord Gregor Eisenhorn called the Regent's Council together to declare Wayside its own sovereign kingdom. As the new ruler of Wayside, King Eisenhorn set about raising a Royal Army to confront Targus's forces. After months of fighting, a group of adventurers from the Duchy of Briar Pass brought Targus's head to the King, bringing the brutal Thargatian War, colloquially called the Vampire Wars, to an end.

With the internal threat eliminated, Wayside prepared for a war with the other three nations: a war which never came. Instead, a number of smaller conflicts plagued Wayside for the following years. A creature of Flame and Chaos known as Igneohex assaulted the area of Briar Pass. A new island full of powerful undead creatures appeared from the edge of the Mists. A plague of nightmares killed people in their sleep. A group of cursed creatures known as the Corrupt appeared in pockets across the continent.

Most recently, in the year 312, Duke Jocelyn Raash of Briar Pass declared war on the Spine Dwarves, a subterranean clan of Dwarves who demanded the Dell's Hammer artifact. The war on the Spine Dwarves was concluded within a year, with the adventurers of Briar Pass yet again providing a great deal of support to the war effort.

Duke Buchaneon of Buckland, meanwhile, expanded his own territory into adjacent duchies and legalized slavery in direct defiance of the crown's orders. With war raging, little could be done about it until the end of the year 312, when the duke was taken into custody. His fate is uncertain, though he still holds a great deal of popular support in Buckland.

Notable Persons

King Gregor Eisenhorn - Human King of Wayside. Eisenhorn was a relatively unknown lord before he ascended the throne in the midst of the Vampire Wars. King Eisenhorn rules from the capital city of Arbor. The royal colors are red and white.

Duke Jocelyn Raash - Human Duke of Briar Pass. Raash, like Eisenhorn, was a little-known Seneschal before the Vampire Wars. In addition to his own duchy of Briar Pass, Raash acts as the interim duke of Buckland while Duke Buchaneon's fate is determined. Duke Raash's colors are green and gold.

Duke Baran "Bucky" Buchaneon III - Hobling Duke of Buckland. Buchaneon is currently being held by the Royal Army awaiting trial for treason and slavery. His house's colors are grey and black.

Ser Ganavan Bovar - Human Ducal Knight to Duke Raash. Ser Ganavan is a short-tempered knight who orchestrated the war against the Spine Dwarves.

There are also several adventurers who have worked their way up the ranks of nobility since adventuring was legalized in Wayside:

Sera Eldandiril Zanabanath (PC) - Mystic Wood Elf Knight. Sera Elle is considered the “battle knight” of Baron Selmie. She has often been seen leading young adventurers or even Ser Ganavan’s elite cadre of Rangers into battle.

Sera Liddia Fallingstar (PC) - Mystic Wood Elf Knight and Lady of Mushroom Hollow. Sera Fallingstar is the only person in living memory to be accepted into a High Orc clan, an honor bestowed for her role in ending the “Rockfist War.” She is also an accomplished diplomat and is considered one of the foremost astronomers in the kingdom.

Lord Enan Bluewater (PC) - Human Lord of the Azure Keep in Buckland. Lord Bluewater is a barrister and an accomplished Earth mage. Lord Bluewater leads a group of adventurers known as the Defenders of the Azure Keep.

The Fairfax Barony

History

The Barony of Fairfax is a relatively small but important Barony on the western tip of the Duchy of Buckland. Set as it is on the western border of Wayside, Fairfax sees a fair amount of trade from the Northlunds and occasional visitors from the Eternal Empire.

The region has been held by the Fairfax family since long before Wayside was founded as a kingdom, and the family has a good deal of popular support among the people. The late Baron Darian Fairfax was held in particularly high regard among his people - in addition to being a fair ruler, he was known as a very skilled military commander and strategist. Tragically, the Baron fell in battle defending the town of Westhaven in single combat against a monstrous invader called Libara. Since his death in July of 313, his daughter, Lady Neheris Fairfax, has acted as interim Baroness of the region.

Description

Fairfax is home to a number of small villages, particularly Riverbend and Westhaven, as well as the city of Holt and a handful of trading posts.

Westhaven, a trading post situated at the mouth of a mountain pass leading toward the Northlunds, has recently become a center of activity for adventurers throughout Wayside. While Westhaven has long protected an important road leading to the Northlunds and an entrance into the Barrens, it has not typically been seen as an economically important area within the Barony. Many local merchants hope that the arrival of the adventuring community will stimulate trade in the area.

The invader known as Libara has not been seen much in Fairfax since the adventurers helped its militia retake Westhaven after the Baron's death. However, his presence can still be felt in the area through the occasional incursions of the monstrous races under his influence, particularly of the indigenous troglodytes and lizardmen, into Riverbend and Wayside.

The baronial colors of the region are sky blue and black - Knights and guardsmen of the region are typically seen in tabards bearing one or both of these colors. Ducal soldiers, on the other hand, wear the traditional black and grey of Buckland, and Buckland's elite soldiers can be identified by a Razorboar insignia.

Notable Persons

Lady Neheris Fairfax - Human Lady of the Fairfax Manor. Since the death of her father, the previous Baron, Lady Fairfax has served as acting Baroness of the Fairfax Barony. Her house's colors are black and sky blue.

Ser Kurzon Silverleaf - Elven Knight and High Captain of the Fairfax Militia. Ser Silverleaf has served the Fairfax family for decades and has recently taken the position of Lady Fairfax's right-hand man. Ser Silverleaf commands the bulk of the military in the Fairfax barony.

Ser Eren Davis - Biata Knight and Lord of Fairsdale. Ser Davis, a former adventurer, was knighted under the late Baron Darian Fairfax. Since his promotion into the nobility, he has focused on protecting Fairsdale from the undead and training recruits in the Earth Guild's Guardians of Light.

Lord Artemis Christobal - Human Lord of Riverbend. Lord Christobal, a prominent merchant in the area, has had his eyes on the Baron's seat for many years.

Sybil McNulty - Current Head of the McNulty Group, the most well known merchant family in Fairfax.

The Guilds

The Greater Earth Guild of Terna

The Greater Earth Guild of Terna has always served to benefit the realm. It has endured through multiple Empires and has established itself as a servant of the betterment of the mind, body and spirit. Following the loss of a great number of the members of the Brotherhood of Light after the betrayal of their leaders in the Vampire War, the guild has seen a recent restructuring. In the guild's new structure, there are four distinct branches. While the overall message, "To serve the people through knowledge," remains intact, each division oversees a different aspect of the guild's pursuit of knowledge.

Formal Research and Development: Manipulation of magic is the highest priority for those under the R&D branch. It was through this branch's efforts that the ability to talk during resurrections was created, and many new formal magic rituals have been developed through their experiments in modifying existing rituals.

Location: Fairfax

Grand Counselor: Master Haven

Apprentice Counselor: Dair Nearwarder

Potions and Non-Magical Pursuits: Those who serve in the Potions branch of the Earth Guild strive to foster new ideas and spread the knowledge of the crafting arts. In addition to potion crafting, the PaNMP also boasts a large number of skilled alchemists and other craftsmen.

Location: Old Hearth

Grand Counselor: Cass Darrin

Apprentice Counselor: Skip Miller

Healing Branch: For those in the Healing branch, nothing comes above caring for those in need. The Healing branch provides direct healing services for people, works to spread knowledge of the healing arts, and seeks new advances in healing magic.

Location: Capitol

Grand Counselor: Sakura Willowroot

Apprentice Counselor: Lufia Koshinari

Guardians of the Light: Established after the betrayal of the Brotherhood of the Light, the Guardians serve to protect Terna from Necromancy and its tainted creations. Their members place at least as much focus on combat tactics and martial skills as they do on the use of Earth magics.

Location: Buckland

Grand Counselor: Brother Cole

Apprentice Counselor: Jax Pettleton

The primary Greater Earth Circle of Power in Fairfax, which is held in a small cabin just outside the main adventurers' tavern, is overseen by Circle Master Eric Marsters. An additional Greater Earth Circle can be found a short distance away in the Fairfax Manor.

The Solars' Guild of Wayside

The Solars' Guild of Wayside seeks to spread knowledge of Celestial magic, to train its members in the best use of magic both in and out of combat, and to serve the Kingdom of Wayside in whatever ways it can. Recently, however, much of the guild's efforts seem to be aimed at gaining money, leading some to speculate that the guild is either deeply in debt, or that its reach has far exceeded its grasp.

Much like the Earth Guild, the Solars' Guild has been significantly reorganized recently. Many of those who previously held Master positions within the Guild are merely Journeymen now, and even former Journeymen have been moved down to senior Apprentice ranks.

The Solars' Council: At the head of the guild are the four Solars who run the guild as a council. The Solars of Ways, War, and Aether govern their own aspects of the guild, whereas the Solar of Peace mostly oversees the guild's finances and the logistical side of running the guild. Each of the Solars is selected from among the guild's masters and serves for life once selected.

Solar of Ways: Nicolai Rudari Pendari, who wanders between lesser Guild houses

Solar of War: Varsis Koshinari, who serves out of the Arbor Guild

Solar of Aether: Clara Clawsome, who serves out of the Gatik Guild

Solar of Peace: Yolan Vassil, who serves out of the Arbor Guild

The Knowing of the Ways: The Solar of Ways oversees the education of the Apprentices. The Knowing of the Ways is important in teaching those new to the Celestial arts that while the magic can be powerful and destructive, the role of the guild and all its members is to serve the people of Wayside. It is at this tier that the basics of magic and its proper use are taught.

The Knowing of War: The Solar of War manages the Journeymen of the guild. Once the basics have been mastered and an Apprentice has begun to learn formal magic, they may advance to the Journeyman ranks. At this point they will learn not just how to cast battle magic effectively, but also the application of ritual magics, important battle tactics, and intelligent use of resources.

The Knowing of the Aether: The Solar of Aether guides the endeavors of the guild's Masters. Only after undergoing the rigorous Trials of Mars may a Journeyman advance to the Master ranks. Moving beyond mere knowledge of spells, the Masters of the guild study intense magical theory, explore the role of Fortannis among the other planes, and go beyond the limits of typical mortal understanding of the universe. It is rumored that the Masters of the guild have access to a "Celestial Pool" which provides them a limited ability to channel rituals in the same way a greater creature like a dragon would.

The Bashtali: Beyond the first three aspects, the Solar of Peace is said to lead a fourth group known as the Bashtali. The Bashtali are rumored to serve as anything from glorified bodyguards to spies and assassins. Little is known of their actual purpose and even their existence is often written off as idle gossip.

Greater Circles of Power can be found in many places, but two are located in the area near Westhaven. The first circle belongs to the Solars' Guild and is 10 minutes due north of the town. Anyone may identify an item here for a nominal fee of 5 gold. A second circle can be found just outside of the main adventurers' tavern. The Solars' Guild owns this circle as well, but they have agreed to a long-term lease agreement with a handful of adventurers and plan to auction investitures into the Circle in early 314.

Appendix A: The Laws of Wayside

The laws of Wayside apply to all citizens of the Kingdom, including any member of the fifteen protected races who maintains a permanent residence within the borders of Wayside. The protected races are: Barbarians, Biata, Dark Elves, Dryads, Dwarves, Elves, Gypsies, High Orcs, High Ogres, Hobblings, Humans, Mystic Wood Elves, Sarr, Stone Elves, and Wylderkin.

Enforcement of these laws falls under the purview of the nobility of Wayside, or of any officers the nobles appoint to keep the peace. Such officers may include local magistrates, sheriffs, justices, or the deputies of any such officers. An officer of the law may choose to hold a trial if he sees fit, but it is not required and not typically expected for crimes committed by commoners. Any charges made against a member of the nobility must be brought by a noble of at least equal rank, and a trial must be held by a noble of superior rank. Any commoner who believes a member of the nobility has committed a crime may request audience with a noble of equal or greater rank to said noble. The ranking official who holds jurisdiction over the area in which a violation occurs shall be responsible for conducting a trial if necessary, determining the sentence, and carrying out the punishment for any citizen accused of any of the following crimes:

Murder is intentionally causing the death of another citizen to the point of resurrection, with malice and premeditation. The penalty for murder is resurrection. For cases in which intent is not immediately evident, a suspect can be tried instead for involuntary or negligent homicide, which shall carry a penalty entirely at the discretion of the local magistrate or highest-ranking law enforcement official.

Assault is causing bodily harm to another citizen of Wayside. The severity of the punishment for assault shall be dependent on the severity of the offense.

Theft is the appropriation of any items or valuables which are the legal property of another citizen.

Treason is any action which is intended egregiously to harm the kingdom of Wayside, and/or to directly aid Wayside's enemies. The minimum penalty for treason is resurrection.

Sedition is any speech intended to incite people to acts of riot or rebellion against Wayside, any of its duchies, or any of the nobility of Wayside or its provinces.

Necromancy is the use of any magic which calls upon Chaos as its source, including magics cast from memory or from magical items, or creation of potions imbued with the power of such magics.

Unsanctioned ritual magics: All necromantic rituals, or Earth/Chaos rituals cast with the necromantic aspect are strictly prohibited. Any formalist wishing to cast a ritual must obtain prior approval from the appropriate Guild. Additionally, citizens are not permitted to use the Waystone network to enter the private property of another citizen, or property controlled by a member of the nobility, without consent of the Waystone's owner.

Disrespect to nobility: Offenses against the dignity of a member of the nobility, including insulting a noble, speaking disrespectfully to a noble, or otherwise conducting oneself in an uncouth manner in the presence of a noble, may incur a misdemeanor charge with a minor punishment at the discretion of the enforcing officer. More serious offenses, including perjury (lying to a noble in a way which obstructs their duties) and slander (speaking ill of a noble with the intent to cause harm to their reputation) may incur a more severe sentence, at the discretion of the enforcing officer.

Appendix B: Nobility and Royalty of Wayside

Royalty

The King of Wayside holds ultimate authority over all matters within the Kingdom of Wayside. The founding King and current ruler of Wayside is His Royal Majesty Gregor Eisenhorn. The King is to be addressed as "Your Majesty" or "His Royal Majesty" depending on context. A member of the royal family is to be addressed as "Your Highness."

It should be noted that Wayside is not necessarily a patriarchy - a Queen may rule as well as a King. The only ruler Wayside has had since its foundation as a kingdom, though, happens to be male.

Noble Titles

A Duke of Wayside rules over one of the thirteen Duchies within Wayside. A Duke's authority is second only to that of the royal family within his/her own lands. The proper term of address for a Duke or Duchess is "Your Grace."

A Baron of Wayside holds authority over a Barony or, occasionally, a large city. Each Duchy is divided into a number of Baronies as determined by the ruling Duke. The proper term of address for a Baron or Baroness is "My Lord Baron" or "My Lady Baroness."

A Knight of Wayside enforces the authority of the Crown and of the Nobility of Wayside. A Knight's position is signified by a white belt. Knighthood confers upon the bearer the title of "Ser" for a male knight or "Sera" for a female knight. A Knight may serve the King, a Duke, a Baron, or a Lord of Wayside. While Knights may serve under a Lord (a Vassal Knight), a Lord may not appoint a Knight without the authority of a noble of higher rank.

A Lord or Lady of Wayside holds authority over all affairs within their territory. This territory can be a city, a stretch of rural land, a group of small villages, a keep, or any other estate as determined by the Lord's ruling Baron. A Lord is to be addressed as "My Lord" or "My Lady;" "Your Lordship" and "Your Ladyship" are also acceptable, but are less commonly used.

Rules of Nobility

A noble must always defer authority to another noble of higher rank. A Duke outranks a Baron, who outranks a Knight or Lord. A Royal Knight outranks a Ducal Knight, who outranks a Baronial Knight, who outranks a Vassal Knight. A lower-ranking noble, however, need not obey the orders of the higher-ranking noble if they are following the orders of a noble of equivalent or higher rank. For instance, a Royal Knight would rarely defer to the orders of a Duke or Baron as they are nearly always carrying out the orders of the King or his royal family. A noble holds the authority to appoint nobility of lower rank within their own lands, and Knights hold the authority to appoint Squires beneath them. A Squire, essentially a Knight in training, is identified by a red cord worn as a belt.

A commoner in Wayside must kneel to all members of the nobility upon meeting them, with the exception that one need not kneel to a Lord or Lady outside of his/her lands. Failure to show proper respect to the nobility may result in punishment from the legal authorities or from an agent of the noble in question. Commoners may also be subject to orders from Squires or other authorities appointed by the nobility, such as a sheriff or magistrate.