

## Downtime: the most boring fantasy larp in the world.

by Alex Carlson and Adam McConnaughey

This is a fantasy larp. Within, you will find tales of wizards and rogues, fighters and clerics. But they will not be tales of great deeds, nor evil conquered, nor treasures won. They will be the other moments. You probably know them as what happens during “downtime” or “after a night’s rest”, though you’ve likely never taken as close a look at them as you will in this game. This game requires any even number of players from 6 to 12, any number of hours from 1 to 2 (depending on the number of players), and a timekeeping device. Nothing else is required, though name tags and something to represent physical objects in the game (anything from actual props and costuming to index cards to write upon) may enhance the experience.

To make your adventuring party, each player should choose a class, alignment and lineage from below:

CLASS	ALIGNMENT	LINEAGE
<input type="checkbox"/> Wizard	<input type="checkbox"/> Lawful	<input type="checkbox"/> Human
<input type="checkbox"/> Rogue	<input type="checkbox"/> Chaotic	<input type="checkbox"/> Elf
<input type="checkbox"/> Druid	<input type="checkbox"/> Neutral	<input type="checkbox"/> Orc
<input type="checkbox"/> Ranger	<input type="checkbox"/> Good	<input type="checkbox"/> Halfling
<input type="checkbox"/> Fighter	<input type="checkbox"/> Evil	<input type="checkbox"/> Dwarf
<input type="checkbox"/> Cleric		<input type="checkbox"/> Gnome
<input type="checkbox"/> Bard		

After naming your characters, you will choose a scene from the list below. Anyone can participate in any scene as long as their class is not explicitly mentioned therein. These can be played in any order, they don’t all have to be played, and an individual scene can be played more than once.

SCENES
<input type="checkbox"/> The wizard is preparing their spells for the day.
<input type="checkbox"/> The rogue is searching for traps.
<input type="checkbox"/> The fighter is donning their armor.
<input type="checkbox"/> The druid is communing with nature.
<input type="checkbox"/> The ranger is summoning a new animal companion.
<input type="checkbox"/> The cleric is praying.
<input type="checkbox"/> The bard is performing for tips.

The first scene will last five minutes. Following scenes will last ten. Take turns timing scenes. Before you begin, make time and space for some activity to expend all of the very entertaining energy adventurers have by nature. This can be as simple as making funny faces at each other, or saying not so serious things very seriously. If you have a favorite warm up or icebreaker, go for it. You should do something you like before getting to these very boring scenes, because they will be so very boring.

Everyone should have a chance to start in a ten minute scene before your time is up. (Those in the first scene should get another go if they'd like.) Each scene starts with two people.

When you are starting a scene, you may grab or create a prop for your character. Any other details pertaining to your character should be decided during the course of the scene.

Notes on being boring:

All the great stories center around epic struggles or, at the very least, compelling interpersonal conflict. To make the most boring scene in the world, try to avoid conflict and fighting. Do not worry about being funny or interesting. Respond honestly as your character would to another member of their party, and listen when they are speaking. Try to maintain continuity with established facts in your scene, but don't worry too much about it.

The players that do not start a scene form the Audience. There are two important things to keep in mind as a member of the Audience. One, your Party Members are doing something very brave, so you should be attentive and responsive. Two, if the scene gets too exciting, you should enter to try to calm things down. However, there can only be three people in a scene at a time. If you enter and then feel as though things have returned to their proper, uninteresting state, you should exit the scene. If the scene becomes waaayyy too interesting and you are not comfortable entering, you may either leave the play space or call "Scene!" If you call "Scene!" the scene should stop immediately and play should move on to the next scene.

If you are in a scene and things become too interesting, you may leave the scene in an effort to calm things down. You do not need to justify your choice, either in character or out, and may exit the play space if needed. You are welcome to rejoin at a later time if you feel comfortable doing so.

The scene continues even if there is no one currently participating in it. Each scene should last its set time unless someone calls "Scene!"

After each scene has concluded, the players that currently make up the Audience should burst into thunderous applause. Playing a scene for the Audience is no small task, and your Party Members deserve recognition, no matter how successful they were at keeping things boring. Spend a minute or two discussing some of your favorite moments from the scene before moving on to the next.

If you are running this game in a public or semi-public venue, some appropriate content notes include: performing in front of an audience, traditional fantasy tropes, awkward silences. This is obviously not an exhaustive list. Adjust it as you feel is appropriate for the setting.

*Explicit Communication Notes:*

*Tongue-in-cheek writing aside, I wanted to make something clear. The rules here and in the next paragraph are intended as safety mechanisms. Leaving the space or calling "Scene!" should primarily be used in situations where you feel uncomfortable or unsafe. You don't actually need to stop a scene if it is interesting or funny.*

- A.C.