

JOURNEY TO AURORA

A freeform LARP by Jeremy Alva

WHAT IS JOURNEY TO AURORA?

Together, a group of travelers must journey through the shifting sands of an arid desert to reach the Aurora, a mystical event where every tenth season the veil between our world and the next thins. It is during this time alone that we may seek guidance from the Others. The journey to reach the Aurora is long and fraught with danger, and the Others are only able to commune with humans for a very brief window, so the travelers must move quickly lest they lose their chance for answers.

HOW TO PLAY

JOURNEY TO AURORA is a freeform larp designed for 4 players, plus 1 facilitator. Each player will create a character using the table below, and follow the prompts set out by the facilitator. There are twelve acts, with each taking roughly 10 minutes to complete. The goal for each character is to reach the Aurora and speak with The Others for their own personal reasons.

At the start of each new day the facilitator will inform the players what obstacle they will face, provide additional information, and may offer guidance during play. The players will act out the scene to find a resolution to the day's obstacles while exploring interpersonal relationships. It is up to the facilitator to call an end to each act. Many acts will have some form of obstacle which may run the risk of extending the journey by an extra day, which could result in one less character being able to speak with the Others in the end. These extra days are not played.

It takes 10 days to complete the journey, plus one day for departure and one for arrival. The Aurora only occurs for a short period of time, and for every day you are delayed, one less person will be able to ask the Others their questions. Each player is motivated to ask their questions for their own reasons. Do not lose sight of this.

CHARACTER CREATION

Choose one characteristic from each column in the table below. It is up to each player to determine what each of these mean for their character. No two players should share any characteristic.

MINDSET:	BACKGROUND:	MOTIVATION:	GOAL:
Naive	Pious	Reflecting on the past	To find answers
Wizened	Wealthy	Seeking advice	To find closure
Stubborn	Broken	Insight on the future	To find direction
Adaptable	Chosen	Pilgrimage	To find myself

FACILITATING PLAY

The facilitator's job is three-fold:

First, you will set-up each day of the journey by reading the prompts as described in the next section.

Second you will act as an outside physical influence when you feel it necessary, speaking as the inner-voice of each character, or providing environmental information to guide each scene. Do not overtake the scene, but instead help it form itself.

Third you will decide when each act is complete. While it is recommended you allow about 10 minutes per act, you are free to allow scenes to run long or cut them short depending on your own judgement.

The facilitator is the only one who will read the second page. Each day of the journey will have four pieces of information:

DAY'S EVENT: This is the flavor text the facilitator will read aloud to provide context for the day's events.

OBSTACLE: The specific event that the players will have to resolve during play. This is read aloud.

QUESTION: This is a question that a character must ask. Only inform that specific player of this question, away from the rest.

FACILITATOR NOTE: This is not to be read aloud. These are your instructions on how to interpret the way the scene resolves.

In the event a character dies or is otherwise unable to complete their journey, but the player is still available for play, they may join you in helping to guide the scenes as a spirit. The other players cannot physically interact with or see the spirit, but can be influenced by the words they say.

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	<p>Preparation - It is the night before your journey begins, now is the time to turn strangers into friends.</p> <p>OBSTACLE: It is time to get to know the people you will be journeying with, and to learn a bit about ourselves.</p> <p>QUESTION: All must be asked "Why are you going to the Aurora?"</p> <p>Facilitator: All should explain why they are going, or if they choose to hold back they should showcase their personality.</p>
1	<p>Departure - As we leave safety behind, so too do we leave behind our former lives.</p> <p>OBSTACLE: As the party begins their journey, each should share a specific bit of their background with the others.</p> <p>QUESTION: Each player should ask another "What about you?"</p> <p>Facilitator: Ensure that each character shares information about their background.</p>
2	<p>Theft - The desert only knows how to take, and sometimes so too do those who traverse it.</p> <p>OBSTACLE: One of us wakes to find that one of our rations has gone missing.</p> <p>QUESTION: The Naive must ask "Do you really need it?"</p> <p>Facilitator: If party searches surrounding area they eventually find ration torn apart by animal, and 1 day delay.</p>
3	<p>Injury - The sands hide many dangers, both large and small, that on occasion reach out to bite the foolish.</p> <p>OBSTACLE: One of the party cuts their foot on desert glass. The rest must decide how to tend to this injury, if at all.</p> <p>QUESTION: The Stubborn must ask, "How bad can it be?"</p> <p>Facilitator: Pick an injured player. If group stops to heal, lose 1 day. No loss if they don't, but player injured rest of play.</p>
4	<p>Sand Storm - The sands rise like a wall and in minutes we are enveloped in a black blizzard of endless sand.</p> <p>OBSTACLE: The storm bears down on the group quickly, and they must decide to either push forward or hold steady.</p> <p>QUESTION: The Stubborn must ask "Do we have to stop?"</p> <p>Facilitator: If party stops they will lose 1 day. If they proceed really emphasize how awful it is, but they lose no time.</p>
5	<p>Conflict - With the morning comes the heat, and as the temperatures flare, so too do our tempers.</p> <p>OBSTACLE: At least two party members are having a strong ideological difference of opinion.</p> <p>QUESTION: The Wizeden must ask, "Why can't you just admit you're wrong?"</p> <p>Facilitator: You may need to instigate an argument, and push players to blow things out of proportion.</p>
6	<p>Oasis - A lake in the desert gives the illusion of hope, but the nearby sun-bleached bones show the reality of danger.</p> <p>OBSTACLE: A large pool of water offers the chance to replenish rations, but at what cost?</p> <p>QUESTION: The Wizeden must ask "Do you think this is a good idea?"</p> <p>Facilitator: Describe strange animal bones, if asked. The water is clean, strangely cool and refreshing.</p>
7	<p>Missing - When morning comes, one of the party is nowhere to be found; their footprints lost in the desert sands.</p> <p>OBSTACLE: We must choose whether to search for them, or push forward without them.</p> <p>QUESTION: The Adaptable must ask "Are they even worth it?"</p> <p>Facilitator: This missing member is either the Naive or the Stubborn. They will return by next scene, aware of decision.</p>
8	<p>Lost - At night you have the Aurora to guide you, but during the day the endless desertscape blends together.</p> <p>OBSTACLE: We are divided on the correct direction to the Aurora.</p> <p>QUESTION: The Naive must ask, "Why does nobody listen to me?"</p> <p>Facilitator: If Wizeden agrees with the chosen direction there is no delay. If they do not, 1 day delay.</p>
9	<p>Heat Stroke - The sun beats down on both the body and spirit, and if we're not careful it will split us in two.</p> <p>OBSTACLE: One of our party has heat stroke. The rest must decide how to tend to the heat stroke, if at all.</p> <p>QUESTION: The Adaptable must ask "Why are you doing this?"</p> <p>Facilitator: Pick an injured player. If group stops to heal, lose 1 day. No loss if they don't, but player ill rest of play.</p>
10	<p>Dissenters - There are times where we discover that the answers we receive are not the answers we seek.</p> <p>OBSTACLE: Our party encounters an angry group leaving the Aurora, who did not receive the answers they sought.</p> <p>QUESTION: All must answer the question: "Is this journey worth it?"</p> <p>Facilitator: Allow this scene to run on a bit longer than normal. Encourage players not to break character.</p>
	<p>Arrival - The Aurora lights are more beautiful than imaginable, and the truths the spirits speak more beautiful still.</p> <p>OBSTACLE: If there are fewer days available to speak with The Others than there are players who have reached the Aurora, then the players must spend the day determining who will ask their questions.</p> <p>QUESTION: One at a time, each character steps forward and asks The Others their question. The other players and facilitator will act as The Others.</p> <p>Facilitator: It is not your place to answer the question. Remind those whose characters receive answers that they get the answer they need, not necessarily the one they desire.</p>