

The Rat King Cometh

By: Atlas Sellman

<https://koboldtime.itch.io/>

Feedback to koboldtime@gmail.com

Today is the day, the Rat King is coming home. In this larp you play rats preparing for the return of their king, in traditional rat fashion. By passing their mistakes off onto each other.

Accessibility: This LARP requires hand touching and eventually climbing over each other in an attempt to untangle yourselves from each other. Please modify the rules to fit players that are willing but unable to accomplish the tasks set forth by this larp. Every person has different needs so speak with them about what accommodations they would be most compatible with. Some solutions might be allowing letting go of hands in predetermined situations, or replacing holding hands with holding onto lengths of string.

Safety: If at any time you are uncomfortable with anything during this larp you are always validated in speaking up or leaving. The activities in this larp aren't for everyone, the group might not be for you, or any other reason are all okay reasons to reevaluate your participation. Safety is important even for rats.

7-16 players (flexible) ideal 10

Play:

1. Pick a rat name and rat pronouns
Grey, Big Paw, Bongo, Heathered, Twice Bitten, Bash, Riz, Blossom, Grand, Awoh, Beans, Snips, Ruddy, Yolk, Inv, Claw Friend, Ully, Tounce, Heel, Nop, or make your own
2. Pick a rat job
Guard, Cook, Scavenger, Tinker, Digger, Child Rearer, Bug Rancher, Scribe, Heir, Courtier, Treasure, Advisor, Food Tester, Steward, Herbalist, Physician, Minstrel, Jester, Tailor, Herald, or make your own
3. Stand in a circle
4. Introduce your rat, preferably in character, going around the circle until everyrat is introduced
5. Introduce The Problem
There is no food left in the store room, A cat broke in to the nest, The drapery is the wrong color, Or make your own.
6. Starting with the rat most affected by The Problem, choose another rat to link hands with. Link hands with the player of that rat and play out a short, in character conversation of you explaining to their rat how it's their problem now.
7. The player who just got their hand linked now has to pass the buck on to another rat. Link your free hand with someone else in the circle and you now start the in character conversation, first stating how you solved the problem, then passing off the new problem you created.

8. Repete that step linking hands with a new rat each time until every player had started a conversation (the rat who went first should be the last one to be talked to)
9. Attempt to untangle yourselves. Feel free to talk in character while doing so. If you manage it with no one letting go of hands you manage to work together and solve the problem, the return of the rat king goes off without a hitch. Describe how you solved the problem. If a grip is broken the mistake that is represented by that grip causes catstrosphy during the return the two players that broke their grip describe how.