

Created by Ben Walker and Warren Morrison

Love in the Age of Sore-cery

A larp for 4 to 12 people

Step 1 include veils and lines, and x card no, seriously, put this down and do that.

Welcome, you are all members of a support group run by the local interfaith clerics association for sufferers of Sociothaumaturgical hexes, poxes and maladies. You have taken a lover or otherwise come into amorous contact with an abhuman being and something new has sparked. You've caught ~~penis dragons~~ a SocioThaumaturgical Infection or (STI). Sometimes it is simply a magic and trauma resistant form of tiny groin lizards like pubic lice but with eltrich power. Sometimes instead your naughty bits may develop a 'breath weapon' of elemental damage that requires either enchanted assistance or a partner with certain resistances. Sometimes your genitals may be animate and have a draconic visage. Now this is called penis dragons as men tend to be more forthcoming about their xenophilic behavior and its attendant consequences but I assure you Clit Wyverns are just as difficult to deal with and equally vicious. Your particular malady may not be dragon related, Ghost Fever, Faerie Glitter, Dhobby's Itch and Anthropic Singing Warts are just the tip of the proverbial iceberg.

The Game:

Phase 1 Creation:

First Every person gets a name tag, these should be on lanyards or cards as they will be transferred between players through play. After naming your character come up with their occupation or class and write it on the tag. Next, each player writes the name of a magical, fantasy STI on a separate scrap of paper. Players can choose from the list available or make up their own. They place them in a hat or bowl or what have you. The moderator then removes and discards $\frac{1}{3}$ of the slips present. Then with the remainder in the hat each character pulls one out then puts it on their nametag, then places it back in the hat so that everyone has a chance at all of the diseases.

Phase 2 Onset

Starting to the right of the moderator and moving right, each player in turn describes how long they have had the condition and under what circumstances they got it. This can be florid or terse, explicit or euphemistic, this should be negotiated before play begins we only ask that unless all people present agree otherwise beforehand that there be no descriptions or inclusion of non consensual circumstances. All players with the same disease must have received it from either each other or the same partner described. This follows the rule of yes and. For example if X got Pubic Ivy from their Dryad wife, then Y got Pubic Ivy from the same Dryad either before they were married or as an extramarital affair or what have you, they can't negate the previous person's scene only add to it. Y could also have gotten Ivy from X with X's permission. Each Character's scene must happen chronologically after the previous sufferer unless doing so

creates a situation that the players cannot agree on, such as the player of X not wanting to include infidelity in their character's marriage. The amount of time does not matter.

Phase 3 Symptoms

When everyone has described their situation everyone passes their name to the left. Then starting to the left of the moderator and going left people go around describing the symptoms of their disease. Any players with the same disease must list all of the symptoms of the previous sufferers and must add at least one more as they are in a later stage of the disease. They also describe some of the history of the disease and an incident that happened to someone else.

Phase 4 Group counseling

The character cards are passed to the right twice so that the person to the right of the original card holder has the sheet. Going clockwise from the moderator each person then describes and how these symptoms affect their daily life. They also describe what kind of treatments they are using to mitigate but not cure their condition. How they feel about living with it, and the side effects of the treatments. These methods may be used to treat but not cure the condition.

Stage 5 Resolution.

The cards are returned to their original authors who then may decide if they wish to embark on the treatment or not. If they decide to undergo the treatment they should then narrate if they succeeded or failed and their life during and post treatment. If they instead can not decide they can do the following to randomize the results, take a number of strips of paper equal to the number of sufferers of the disease plus 1. On one of them put a black spot. If they draw the black spot they should describe how their treatment failed.

List:

Penis Dragons/Clit Wyverns
Dhobby's Itch
Screampox
Faerie Glitter
Ghost Fever
Anthropic Singing Warts (Princess's
Pebbles)
Bronze Jane
Wendigonorrhoea
Celestial Spheres
Infernal Taint
Vampire Weekend
Chuul
Expectoration Patronus
Mummy Rot
Black Pudding
Centaur Sores
Bats in the Belfry
Claptraps
Golems' Chafe
Gnomish Squintch
Slodging
Pudu
Cleric's Friend
Gryphon Riders' Knees
Gnoll Furuncles
Golden Cobra
Galloping Haematuria
Gorgonic Priapism (priapism can
affect any gender (we checked
(google is no longer our friend)))
Hectic Nettle
Knobweasles (Flap Stoats)
Dopplegangrene
Extraplanar Marasmus
Featherdust
Localized Lycanthropy
Sphinx Milk Dropsy
Bard's Bafflement
Grundlefrunk
Spunes

For alternate settings such as
**Shadowrun-esque magical
future/modern fantasy:**
Palimpsest aka Map Measles
*(as an aside, Does Dumbledoor's 'scar'
in the shape of a subway map mean he
is a denizen/sufferer/infected of
Catherynne Valentine's Palimpsest?)*
Cyber-Lyce
Subdermal Ransomware
Cyberpunk (contd.):
Tactile Pop Ups
Pelvic Rust/Chrome Crust
Electric Dysfunction
Synthetic Synesthesia
Call Droppings
Port Forwarding
Scuzzy cable
SnowRash
Wire Warts
Slot Sores

Cartoonish Fantasy:

Bulba-Sores
Caring Sharing
Hand Holdin' Lesions
Cuddlecrust
Rainbow Discharge
Magiclapp (aka Fish Fingers)
Muk

Steampunk

Cog Rot
Gear Sand
Motor Oil Drip
Leaky Gasket
Velocipedes
Brass Clamp
The Baron's Confidence
Zeppelin Itch