

The Waiting Room at Mount Surpis

Golden Cobra Entry Edition

A LARP for 4-12 players at a time by Josh Krehbiel

Premise:

Sunilis is the god of community and industry, and in this position they occasionally open themselves up to conferences with the mortal world inside their temple atop of Mount Surpis. On a first-come, first-serve basis, anyone can come and voice their concerns and ideas on a one-on-one basis with the deity. As popular as the god is, there's a bit of a wait; not too long, but just enough to be a bit boring. Luckily, there always seems to be a few interesting characters hanging out in the waiting room.

Conceit:

The Waiting Room at Mount Surpis is a LARP that can be played with any number of players, with mechanics in place to allow players to leave and enter the LARP at any time. The game can be played over an extended period of time, although each character will only see up to an hour of play. In an appropriate public setting such as a convention, anyone can join the LARP with minimum onboarding.

Set-up:

Print the character list in a order of your liking (see Character List for information). Create a space with adequate seating for up to fifteen people, as well as a space for the facilitator/receptionist near the door to onboard new players. Put up a couple copies of the play area signage so players are aware of the game rules. Set a beginning and end time so potential players know when it is happening. If playing publicly, place appropriate signage on the outside of the play area for new player's convenience. Begin play at the designated time by having players enter one at a time.

Play:

When a player enters the room, they should select a character from the character list. (By default, they should choose one of the three characters after the last crossed-out character, then cross out that character. Alternatively, the facilitator can assign a specific character.)

The player will act as that character until they are called into the god's office by the facilitator. They are free to leave at any time, although it is highly suggested the player leave when their number is called. A player can re-enter after leaving, but they will need to choose a different character if they do. Play continues until the designated time elapses.

The Play Area:

The room comes with a few rules, which should be clearly posted:

- 1) Sunilis wishes everyone to feel safe and welcome; if you do not, please say "break" to make us aware of your concerns, and we as a group will give you the space you need.
- 2) Be respectful and kind to others; there is no shouting in Sunilis's domain.
- 3) Sunilis likes a tidy space free from distractions. There are no magazines or other material available for waiting customers, and you are not allowed to use their phones in the space.
- 4) Respond promptly when your number is called. If you do not, you will need to get another number at the end of the line and must wait longer.

A poster with these rules is included below.

Facilitator Instructions:

Make sure all players are aware of any safety precautions you have in place. (The author recommends cut and break for this environment.) When new players enter the game, explain the concept of the game (as necessary, confirm with them they are aware and will abide by the rules and safety procedures, and then have them select a character and enter if they want to play.

Try to interfere as little as possible, seeming bored and largely unconcerned. The players should feel compelled to talk, but if things are just TOO quiet, or if someone is disengaged, call them up to the desk and ask if they need any assistance. At least once every 5-10 minutes, call someone in to see the god, so that conversation partners will change up and people get a chance to play a different character if they want. When a player is leaving, ask if they intend to return as another character, and if not, thank them for playing.

Character List:

The default character list is below; it includes 50 characters who might have business with a god; some mortal, some immortal, and a handful of "others" beside. The names are intentionally uncommon names to both allow them to be gender neutral and foster a potentially fantasy setting. Each character has a status listing, a reason for being in a waiting room today, and a mood.

This sheet is included as an .xlsx attachment in case you want to add or delete entries, or randomize it.

The Waiting Room at Mouth Surpis Character List

Number	Name and Status	Why You are Meeting Sunilis Today	Mood
101	Timathal, God of Prophecy.	It was prophesied.	Rigidly circumspect.
102	Palwar Slig, Priest.	Questioning the legitimacy of Sunilis's domain.	Penitently pleading.
103	Claris, Water Nymph.	To complain about water conditions near the factories, and wasn't quite sure where to go.	Confusedly petulant.
104	Pilor, Foreign God of Thunder.	Currently in exile and making friends.	Jovially unconcerned.
105	Maros Remi, Mayor of Sunilis's Patron City.	Discussing the grandeur of the annual festival.	Unusually reverent.
106	Herkolsus, Hero.	Marriage advice.	Angrily penitent.
107	Glan Prickle, Lawyer.	In need of a character witness for a case.	Pleadingly meticulous.
108	Dav, King of the Gnomes.	Greetings and well tidings!	Jovially emphatic.
109	Varg Deluth, Soldier.	Dealing with some frightening images and could use some advise.	Bluntly shell-shocked.
110	Barlebus, Satyr.	An excuse to hang out in town and flirt with mortals.	Punnily horny.
111	Cleval Bartholamus, Ghost.	Unfinished business.	Eerily transparent.
112	Luthal Cranbib, Real Estate Agent	Looking for tips on hot new neighborhoods	Exaggeratedly inquiring.
113	Sandro Quil, Artist.	Looking for divine inspiration.	Crankily drained.
114	Kravos, Godslayer.	Business.	Edgily brooding.
115	Havre Thallow, Recluse.	Standing timeslot to offer advice.	Serenely assured.
116	Wistlillo, Unicorn.	Meeting in disguise to hide from unsavory hunters.	Stunningly suspicious.
117	Vinagosiv, God of Romance and Fertility.	Friendly visit.	Breathtakingly inviting.
118	Mark Jones, Foreigner.	Checking on what this god business is about.	Skeptically curious.
119	Rockal Fellog, Business Owner.	Discussing this disturbing idea about collective ownership among workers.	Nervously grasping.
120	Slam Fiblou, City Guard.	Saw a strange intruder at night that no one else believes in.	Formidably rattled.
121	Clup Whesin, Journalist.	Appointment for an upcoming feature.	Eagerly inquisitive.
122	Jabros, God of Small Talk.	Nothing big, just catching up.	Typically chatty.
123	Palis Hawthorch, Socialite.	To personally invite Sunilis to the party of the year.	Breathily obsequious.
124	Ojul Hanrak, Entreprenuer.	Pilgrimage and tithing.	Enthusiastically praising.
125	Partry Slig, Former Priest.	Feeling some sense of renewed faith.	Pessimistically questioning.
126	Snark Handel, Criminal.	On the run and looking for an exit plan.	Desperately undercover.

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Number	Name and Status	Why You are Meeting Sunilis Today	Mood
127	Brigit Julous, Atheist.	To prove this whole thing is a hoax.	Smugly certain.
128	Lenu Voolirish, Escort.	Pre-arranged meeting.	Numbly intrigued.
129	Colum Martel, Police Detective.	The clues lead in an interesting direction.	Indifferently probing
130	Theltheon, God of Creation.	Remodeling advice.	Quietly serene.
131	Cranak Wal, Beggar.	Pilgrimage and tithing.	Obligingly sacrosanct.
132	Thebator, Hero.	Advice on Labyrinth navigation.	Sneakily valiant.
133	Lystheria, Scion of Sunilis.	Just heard the news from Mom	Expectantly uneasy.
134	Frigol Norris, Delivery driver.	Two large pepperoni pizzas, olives on right half of second, crazy bread, large soda.	Mildly impatient.
135	Q'Wal'Qik, Foreign God of Destruction.	Diplomatic negotiations.	Otherworldly obtuse.
136	Kal Dragolni, Conman.	To offer the deal of a century.	Charmingly sleazy.
137	Denoli Arg, Assistant Mayor of Sunilis's Patron City.	Discussing the budget of the annual festival.	Tentatively Concerned.
138	The Minotaur.	Advice about potential home invasion incident.	Characteristically bullheaded.
139	Hathos, God of the Afterlife.	Logistics discussion.	Morbidly businesslike.
140	Alwart, God of Combat.	To issue a challenge.	Haughtily aggressive.
141	Thim Swichel, Actor.	Character study.	Gracefully attentive.
142	Diogur, God of Relaxation.	Hang time.	Breezily laidback.
143	Ragnorfus, God of Fire and Volcanoes.	Personal dispute.	Eternally Angry.
144	Jal G. Kennik, Politician.	Looking for an endorsement.	Awkwardly charismatic.
145	Fujimo Naglo, Student.	Confession.	Restlessly enamored.
146	Ingvar Mastick, Tabloid Journalist.	To get "comment" on the juicy rumors being published next week.	Sleazily snooping.
147	Xxx, Doppelganger.	Whatever the previous guest said.	Blankly mirroring.
148	Rax Mavrim, Worker.	Discussing this intriguing idea around the lumberyard about collective ownership.	Agreeably petitioning.
149	Achullos, Hero.	Assistance with the Quest for the Golden Chariot.	Confidently humble.
150	Lark Xanthos, Farmer.	Voicing concerns about encroaching urbanization.	Humbly taciturn.

This Room is Currently Playing The Waiting Room at Mount Surpis until __:__

If you also want to play, please read below.

What's this?

The Waiting Room at Mount Surpis is a live-action roleplaying game that can be joined at any time. During the game, players play a character who is waiting to see the god of community and industry, Sunilis, who has "office hours" at their temple on Mount Surpis.

So what would I do?

Mostly, sit around and talk to people as your character. The characters provided have a short description (only two or three

lines), so you can quickly internalize the character and have fun chatting with other people in the room.

How long do I have to do this?

As long as you want! If you want to leave after five minutes, go for it. If you want to stay the whole time, cool! The game is designed to have characters constantly cycle in and out. After a while your character's number will be called and the character will go in to see the god (this scene happens off screen), but you can come back and play as another

character afterwards if you want.

Anything else?

The facilitator will discuss a couple of safety precautions with you to make sure everyone in the room has fun and feels safe, and there will be some room rules posted you must abide by.

But I want to be disruptive!

Sorry, but that's not how this works. Play by the rules or don't bother. So, still want to play?

Okay.

Then come right in here!

Welcome to Mount Surpis

===A few rules===

1) Sunilis wishes everyone to feel safe and welcome; if you do not, please say "break" to make us aware of your concerns, and we as a group will give you the space you need.

2) Be respectful and kind to others; there is no shouting in Sunilis's domain.

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