

# Nimble Things

Nimble Things is a freeform LARP ideal for 4-8 players and a facilitator. Players discover that they are changelings - creatures that were swapped with human children at a young age. They need to make the decision whether to leave for Arcadia - the realm of the fae - or remain in this world. It is a game about belonging, found family and what keeps us anchored.

## Playing Online

This game is designed to be played online. This can be done on any platform but you will need a way to video call each other and share images. Doing it via Discord will allow you to create winding rooms and different areas for conversation. If you do not use Discord, a shared Google Doc may also help you keep track of character and player information.

By clicking this link, you will be able to instantly generate a Discord server for running your game <https://discord.new/ymZpTMJqutM9>

## Gathering Objects

Either before the game or at the beginning, players should gather six (6) objects. Look round your house or surroundings for any six things. The items players pick up could be a bus ticket, a fork with a nice handle, a hairbrush or just anything that catches their eye.. This process shouldn't take more than five minutes.

## What is occurring?

Somewhere, snuck at the back of an Act of Parliament, was a treatise stating that British residents were now allowed to receive communications from the Fae Realms. In addition to that, anyone with a link to the Realm of Arcadia was given a window where they could opt to return to this place. You have received a letter from the government stating that, after a thorough examination of government records, it turns out that you are a changeling. You were swapped at birth into the mortal realm. Which makes sense in a way.... You've always felt strange and not quite like you belonged. You have been called to an ambassadorial house in the country along with some familiar faces from your hometown and must make the decision to stay in the UK or go to Arcadia.

*This bit of the document is for the facilitator. If you're a player, you can stop here or continue at your leisure.*

## **Begin with Safety**

If you do not have established safety mechanics with your group, have a group discussion about lines and veils to learn what is best with your group. If useful, you can write this down either in your Discord channel or shared Google Doc.

Lines are hard boundaries. Things that you under no circumstances want in the game. Veils are softer limits where a player might be okay having something in the game but doesn't want it explicitly described. This can come up in backstory for example but shouldn't be dwelled upon.

So, if it was alcoholism: With a **Line**, no one has ever had a problematic relationship with alcohol nor does that concept really exist. With a **Veil**, you might say "Oooo, Bob likes a bit of tipple on a weekday night," but you would move past the issue swiftly.

## **Talk about a town**

All players are from the same town. Go round your group. Each person in turn should name one truth about this town. These can be things about the history of the town, sights, monuments, the local schools. Anyone can chip in to elaborate on the truth once the player has stated it.

## **Character Generation**

Ask your players to number their objects 1 through 6. Throughout the character generation process, you, the facilitator will call out numbers and the players will pick up the objects and match them to the tasks. The objects are there to inspire - they do not have to feature exactly in the prompt. The only thing that is true about the characters is that for some reason they feel different, weird or out of place in their day to day lives.

1. **Objects 2 and 4** - These objects represent the characters' past and present respectively. Give everyone a minute to think about these and then get people to introduce what they have come up with. No need to rush into this and players are welcome to think out loud. After this point, get everyone to note down their characters' names and pronouns and if your platform allows for it, change their nicknames to those names.
2. **Objects 3 and 6** - These objects will represent the characters' relationships to others. In turn, two players will hold up one of their items. They will then discuss what a relationship could look like with these two objects. Go round until everyone has a relationship for each object.
3. **Object 1** represents an anchor to this world. A person, item or value that roots them here. Players should not reveal what this is to the rest of the players.

## **The Letter**

When they have done all this, ask players to read the letter at the bottom of this game to themselves. Item 5 is what they received with this letter. You are also welcome to change this letter for your country.

You can find a copy of the letter without the rest of this document → [Written Letter](#)

You can find an audio copy of the letter → [Audio Letter](#)

## **Gameplay**

Once you are ready to begin and you have answered any questions that need to be answered, tell the players that you will do a short narration of the Arcadian Ambassadorial Abode and that you will then time in with the Placement Advisor in the house. The characters have 60 minutes to make their decision and then sign the paperwork.

## **Nim the Placement Advisor**

During the game, you may occasionally want to pop on as an NPC. In character, you are there to answer the changelings questions and make their decision easier. Out of character, you are there to stimulate conversation and make their decision harder. Try to give them some breathing space but also remind them that the time to make their decision is ticking!

## **The Portrait**

In one of the rooms in the Arcadian Ambassadorial Abode there is a portrait and under the portrait it says "Ask me questions about Arcadia". These questions must be typed into your text channel . When the question is changed, the picture morphs into a new image.

To find these images, you as the facilitator should type the question or parts of the question into some sort of image search. You can then choose an interesting image and send it to the players. The point of these images aren't necessarily to answer their questions but rather to provoke them into conversations.

## **End Game**

As the time draws to a close, ask the characters to state what their decision is - whether they will stay or go to Arcadia and why.

Then move out of character. Give players a bit of room to debrief and go round each player and ask if they have any thoughts or questions. They may want to write themselves a small letter following the game to those they will leave but that is up to them.

***And that is Nimble Things! Thank you very much to my playtesters Emma, Shek, Laura, Usva, Erin, Dorian, Wol, Kit and Jenna and to Izzy Trevellian for recording the audio letter.***



HM Government

Dear citizen,

Following the International Communication Affairs Act (2020), permission has been granted for communication between the United Kingdom and Arcadia. Arcadia is an unaffiliated land that exists somewhere between Earth and Space known as the Fae Realm. Though it has not been widely communicated in the press, this is a land that possesses a different command of physics to ours. Because of this, the people, creatures and objects here are unusual in a way that is often described as magical.

Based on your medical records, we have been able to identify you as one of the Displaced Individuals (often referred to as changelings). When you were a young child, you were swapped with a human child. This has led to some of the Displaced Individuals feeling a sense of strangeness or lack of belonging. You stayed here while the human child went to Arcadia. We have managed to match you with your original family who are keen to welcome you back.

Please make your way to your local Arcadian Ambassadorial Abode on the 21st September at 2PM to formally make your decision with the help of a Placement Advisor. You will be able to go to [gov.uk](https://www.gov.uk) to find your local Arcadian Ambassadorial Abode.

Communications received from Arcadia do not generally take the form of letters or written documents that you may be used to. We have enclosed an item that has been sent from your biological family (**item 5**) which they believe may aid you with your decision.

Yours sincerely,

Beatrice Charlton  
Secretary of State  
Home Office