

**The Long Rest** - A D&D LARP about the night before a climatic encounter  
*Four players. No GM. Beginner friendly. Approximately two hours.*

## **The Story**

*The **Rogue** did not mean to release the demon, Sorax, from his prison beneath the temple. The Rogue broke in to steal from the temple's treasury, but the traps and sigils that guarded Sorax's prison-box were too enticing to ignore. Upon his release, Sorax nearly killed the Rogue, but the Rogue was saved by the kind old **Cleric** who called the temple home. The vengeful temple priests wanted to punish the young Rogue, but the Cleric took the Rogue under their wing and promised to make things right. To track Sorax, the Cleric emptied their purse to hire their friend, the Ranger, a hard and capable mercenary who knew the country well. Along the way the three of them befriended the Sorcerer, a young arcane prodigy with a terrible power and a mysterious past.*

*For one year, the party pursued the demon and confronted the terrible destruction that he left in his wake. To their horror, they eventually discovered that Sorax was amassing components to fuel a terrible ritual. Sorax plans to open a portal to the Abyss and summon a vast demonic army to ravage the mortal plane.*

*Tonight, the party has finally caught up with Sorax, who waits within a ruined woodland castle just over the next hill. Tomorrow, a solar eclipse will plunge the land into darkness, and Sorax will begin his fell ritual. But with his attention occupied, Sorax will be vulnerable. The party plans to attack Sorax head on, allowing the Sorcerer to use a Scroll of Greater Banishment, which will exile Sorax back into the Abyss from whence he came. Sorax knows that the party is coming to face him, and he has gathered many powerful monsters to guard him. The Rogue, the Cleric, and the Ranger must protect the Sorcerer long enough to use the powerful scroll. Among the four, only the Sorcerer possesses the necessary arcane skill, and the party only has the single scroll. There is no backup plan.*

*However, the climactic battle isn't until tomorrow. Tonight, the party has made camp, the autumn night is clear and crisp, and the fire is warm and comforting. Over their past year together, the party has shared many adventures, plundered many treasures, and killed many monsters. Even so, tomorrow's mission weighs heavily on their minds. This may be their last night together. Even if they succeed, they may not all survive.*

*This is the story of their last long rest before their climatic encounter with Sorax.*

## **What is this game?**

This is a Live-Action Role-Playing game (LARP) about D&D characters, but it is not a game of D&D. There are character sheets, but there aren't any stats and you won't need any dice to play. Instead, this is a game about D&D characters as people.

In this game you will roleplay four characters sitting around a campfire and talking to each other. Unlike D&D character sheets, the pre-generated character sheets on pages 3 and 4 detail the four characters' thoughts and feelings, their opinions of each other, and their interpersonal wants and needs. The character sheets are not secret. In fact, you will each read all four of them before you choose your characters!

Your goal is to breathe life into your character and to help the others do the same with theirs. The setting and backstory are yours to play with. Any additional details can be improvised as needed. Each character has things they need to say, and they each have words that they need to hear from the others. This is the eve of the final battle. They may not get another chance.

## Preparing for the LARP

Each player should read all four pages of this game, including all four character sheets. As a group, discuss the characters and assign the characters using any method you like. Once characters are assigned, pause to discuss any problems or confusion that you might have regarding the story or characters. Work together to answer any questions that arise. If anyone objects to a specific detail or goal, feel free to omit or modify it as needed. You can also improvise additional details regarding the setting, backstories, or current situation as a group. Next, each player should choose their character's name and lineage (Human, Elf, Dwarf, etc...). Finally, players should answer the questions at the ends of their character sheets. They can choose to say their answers out loud or keep their answers secret.

## Playing the Game

Once everyone is ready. Begin roleplaying as your characters. You can begin by talking about mundane things like watch schedules or combat tactics, but you should quickly begin working to accomplish your goals. Each character has multiple things that they want or need from each other, and this is their only opportunity to get them before tomorrow's battle. Try to make every detail relevant. Don't leave anything on the table.

The game should begin with all four characters together, but feel free to split off into groups of two as desired. If playing online, let the other two players watch the scene but assume that their characters are not present.

Once the game starts winding down, someone should give a five-minute warning. Let everyone tie up any loose plot threads, then turn in for the night.

## Tips and Tricks

- **Stay in character as much as possible**
- **Improvise details as needed:** Do you want to reference a specific encounter from a month ago? Make up the details! Feel free to invent whole adventures, foes, NPCs, plans for tomorrow, and anything that you could have encountered during a long D&D campaign.
- **Yes, and...:** If someone else improvises a new detail, the best thing you can do is accept the new detail (Yes) and then expand on that new information (And) by adding a detail of your own.
- **Players control their own characters:** The flip-side of "Yes, And..." is that you should avoid improvising details that take control of other characters away from their players. Improvising that your character ran away from a Rust Monster is great. Improvising that another character did the same should only be done with caution.
- **Drop out of character if necessary:** If you are confused or having trouble, feel free to drop out of character to discuss with the group. If someone improvises a detail that conflicts with your knowledge of your own character, you can pause, break character to discuss the issue, and resume once the issue is resolved.
- **Use any D&D knowledge you like:** The exact setting is deliberately vague, so feel free to pepper in any D&D-specific knowledge you want to include. Make sure that everyone knows what you're talking about.
- **Player-knowledge vs. character knowledge:** You've read all of the character sheets, but your characters don't know everything that you know. Use your player knowledge to steer towards the drama!
- **The character sheets are where you start, but not where you have to finish:** Your characters can and should grow and change over the course of this game.

**The Rogue**      Name: \_\_\_\_\_      Lineage: \_\_\_\_\_

You are a gifted thief, the youngest member of the party, and relentlessly optimistic. It's your fault that Sorax escaped his prison but you're determined to atone for that mistake. Travelling with the party has taught you the importance of trust and camaraderie, but you still wish you could banish Sorax yourself without relying on the others. Even so, you look forward to proving yourself tomorrow and then embarking on your next adventure.

- The Cleric is firm but kind, much like a parent. As your mentor, they have taught you the importance of duty, honor, and trust. You owe them your life for protecting and mentoring you, but you wish they wouldn't treat you like a child. You've matured a lot over the past year, but they don't seem to notice. Tomorrow, they will see just how much you've grown.
- The Ranger is the coolest! They have badass scars, live by their own rules, and aren't scared of anything. With them at your side, Sorax and his minions don't stand a chance. You idolize them, and you hope they'll stick around once Sorax is defeated.
- The Sorcerer is dark, mysterious, and almost your own age. You have a secret crush on them. They are under a lot of pressure because tomorrow's plan hinges on them using the *Scroll of Greater Banishment* at just the right moment. You know they will succeed, but they need your help to believe in themselves!

Goals:

- Get the Cleric to respect you like a comrade, instead of treating you like a child.
- Tell the Sorcerer how you feel about them. Give them the encouragement they need.
- Convince the Ranger to continue travelling with you once Sorax is defeated.

Questions:

- Why did you first become a thief?
  - When in your travels did you decide that you needed to defeat Sorax? Why?
- 

**The Cleric**      Name: \_\_\_\_\_      Lineage: \_\_\_\_\_

You are the leader of the party, so it is your responsibility to ensure that the others survive tomorrow's encounter. You're an old former adventurer who settled down years ago, but the Rogue's accidental release of Sorax brought you back from retirement. You have a wealth of experience and you love to give advice on everything from combat footwork to romance. You fear that tomorrow's encounter will be tough, but if you die, you'll die without regrets. You are willing to sacrifice yourself to ensure that Sorax is defeated.

- The Rogue is a good kid, but is in desperate need of guidance. You've mentored them as best as you can, but they are still young and headstrong. You love them like your own child, which is why you're terrified of taking them into battle tomorrow. They have a very obvious crush on the Sorcerer.
- The Ranger is a godsend on the battlefield but a bad influence on the kids. You've promised them more money than you or your temple will ever be able to pay. When they threatened to leave, you gave them your most prized possession, an *Amulet of Health* that was a gift from your father. As amoral as they are, you count them as a true friend. You trust that they'll fight by your side tomorrow.
- The Sorcerer is just as young and inexperienced as the Rogue, but far less confident. Their arcane power is innate but they can barely control it. They are clearly haunted by their past, but they refuse to discuss it with you. Tomorrow's plan revolves around them, and you know that the pressure they are feeling must be intense. You are proud of them, and you would carry this burden for them if you could.

Goals:

- Convince the Rogue to stay behind tomorrow, or at least run away if things start going bad.
- Confess to the Ranger that you can't pay your debt to them. Convince them to fight anyway.
- Get the Sorcerer to open up to you. Tell them that you're proud of them for confronting Sorax tomorrow.

Questions:

- Which god do you worship? What are they a god of? Why are you drawn to them?
- Why did you retire from adventuring?

**The Ranger** Name: \_\_\_\_\_ Lineage: \_\_\_\_\_

You are a battle-tested mercenary, experienced guide, and warrior-poet. Others call you cynical, but you know that honor and duty won't fill your belly. You care about surviving, getting paid, writing poetry, and defeating evil, in that order. Sorax may be a dangerous threat, but the pay for this job has been crap so far. Therefore, you have no intention of dying tomorrow. The old Cleric claims that the Sorcerer will banish Sorax, but you have significant doubts. You are a professional, but will the rest of the party be up to the challenge?

- The old Cleric is your trusted friend. They gave you a week's pay to track and defeat Sorax, but it's taken a year so far. When you threatened to leave, they gave you their father's *Amulet of Health*, a wondrous and expensive magical item that makes you much tougher. They've promised you an even greater reward once Sorax is defeated. They are kind to a fault and slowing with age. You're worried that they don't plan to survive. They should have stayed retired and let someone else deal with Sorax.
- The Rogue is young and naive, but they also idolize you. The Cleric has filled their head with ridiculous notions of honor and duty that are likely to get them killed. You care about the kid, so you consider it your responsibility to teach them what's actually important in life.
- You don't understand why the young Sorcerer is risking their life. The Cleric is bound by duty and the Rogue is bound by guilt, but the Sorcerer is a mystery to you. Their arcane power is a tremendous asset, but tomorrow's plan hinges on their resolve, and you don't like trusting your life to someone whose motivations escape you. What if they falter at the critical moment? What if they cut and run?

Goals:

- Determine whether you can trust the Sorcerer to cast the scroll and banish Sorax.
- Go over the plan with the Cleric. Make sure you'll get paid even if they die.
- Make sure that the Rogue continues to idolize you.

Questions:

- You call yourself a warrior-poet. What inspires your poetry?
- Why else haven't you left the party to find easier work and better pay?

---

**The Sorcerer** Name: \_\_\_\_\_ Lineage: \_\_\_\_\_

As a Sorcerer, your arcane power is innate. The villagers you grew up with were terrified of your abilities for good reason. After the *incident*, you fled your village to prevent anyone else from getting hurt. After many lonely months, you found the party. They took you in, and in return you joined their quest. You haven't spoken about your past. You enjoy using your raw arcane power for good, but the *Scroll of Greater Banishment* is a work of art that you could never hope to replicate. The scroll needs to be cast with focus and precision, two qualities which you lack. You are very worried that you'll fail and that your failure will get everybody killed.

- The Rogue is friendly, caring, and optimistic. They are also your age and clearly have feelings for you, though they think that you haven't noticed. You haven't decided how you feel about them, especially in light of the *incident*. Regardless, you can't afford any distractions.
- The kindly old Cleric loves the Rogue like their child, treats the Ranger like a trusted friend, and believes in you more than you deserve. They claim to be certain that you will succeed tomorrow but how can they know for certain? They hide it well, but you can tell that their advanced age is catching up with them. They have grown slower and weaker ever since they gave the Ranger their amulet.
- The Ranger is a selfish, money-grubbing, jerk, but their knowledge of the land is indispensable and their poetry isn't half bad. Their magical *Amulet of Health* lets them shrug off blows that would kill you instantly. If they lent it to you, it would be much easier to use *Scroll of Greater Banishment* tomorrow.

Goals:

- Convince the Ranger to lend you their *Amulet of Health*.
- Confess your fears and misgivings to the Cleric.
- Decide how you feel about the Rogue, but don't let them distract you.

Questions:

- What was the incident back in your home village?