

Where the Journey Takes Us by Aaron Silverman

This is a larp for between 4 and 10 people. While it can accommodate any number of players, the game will get very slow with too many players. In order to play, you need the ability to meet with all players online and the ability to mail items to the other players. It's inspired in part by Final Fantasy: Crystal Chronicles and the disaster that is the year 2020.

Introduction:

A great disaster has befallen your world, and now a thick miasma fills the air. The council of mages has called for a Journey, a great undertaking of mages in different parts of the world. By weaving together potent magic, a powerful spell can be completed that can fight off the miasma and save the world.

You have been selected to participate in this Journey. You will need to find or create a potent spell component to be used as part of this great ritual and send this spell component to the next mage in the Journey. When all of the mages in the Journey have received a spell component, the ritual can be completed.

Session 0:

Before the game begins, meet with your fellow players, either in a group chat or call. Before you begin world building, it's important to discuss safety measures. This game features reading about people's adventures and stories. Players should share what content they don't wish to see in the game, in order to avoid any triggers and to make this world feel better for every player. Remember, you're collaborating. If a player later on wants to add a topic to the list of content not allowed in this game, let them. Players should feel safe at all points in time.

Players should then discuss what spell components they do not wish to receive. For example, someone might be offended by animal products, or someone might have an allergy.

Players should agree on the maximum size of the spell components you're mailing. Does the spell component need to fit in a standard envelope, or are all players comfortable with allowing bigger packages?

Players should also agree on the wait time between players. Approximately two weeks is recommended, but if players have busy schedules or are comfortable waiting longer, more time acceptable. A player should not take more than the agreed upon wait time to mail their spell component.

Players should also keep track of where the Journey is. It's useful to know who is currently on the Journey, and when spell components were sent and received. An online document can help

make keeping track of this much easier, but an email to a group with updated information also works well.

After you've agreed on these terms, together you'll be building your world. Does it have a name? Does anyone know how the disaster happened? What time period is this world? Do science and magic coexist, or are they at odds? Remember, you're collaborating together to make this a fun and interesting space to play and build characters.

Determine who will start the Journey, and determine the order of the players. Each person will receive one spell component from the person before them and send one spell component to the person after them. The first player will also be the last to receive a spell component, completing the circle. Share addresses as needed.

Determine with the other players what, if anything, you need to do to finish the Journey after all of the spell components have been shared. Does a chant need to be said? Does the ritual complete once the seal of the last envelope is opened?

The last part of Session 0 should be spent making characters.

Making a character:

When making a character, use these questions for inspiration.

1. What's your name?
2. Where are you from?
3. What type of mage are you?
4. Do you have a special brand of magic, or are you a generalist?
5. How do you feel about being called to the Journey?
6. Why do you think you were selected?
7. What is your most important memory?

Share as much about your character as you want with your fellow players. If a player is having trouble, feel free to ask questions of them that might provide inspiration. You can also seek help from your fellow players on how to better connect your character to the world.

Playing the game:

For your part of the Journey, you will be undertaking a great trial. This might involve going on an expedition, or it might involve creating a spell component. If you are going on an expedition and leaving the safety of your home, remember, the miasma is deadly. **Wear a mask!**

An expedition might entail a walk through a park, a long hike through the forest, or exploring the streets of the city. Your goal on an expedition is to find something that resonates with you. You are going on an adventure, after all. As you journey, you should reflect on the state of your world and the struggles you face as a mage. Search for something that you think would be

representative of your part of the world, or something you think will be useful in the greater ritual. Once you've found your spell component, journey back to the safety of your home. Document your adventure for the mage you'll be sending the spell component to. You can do this as a journal entry, a series of drawings, an audio file on a flash drive. Whatever makes the most sense given your character and your world.

If you choose to create a spell component, think carefully about what you're making and why you are making it. As you craft the spell component, document your process, your decisions, and what magic you are weaving into it. When you mail it to the next person on the Journey, you want them to have an account of what you did and why.

You can also choose to do both, undergoing an expedition to find the material necessary to craft your spell component.

If you are not the first player, your part of the Journey will begin by receiving a spell component and journal entries from the previous mage. Use these as inspiration in your own Journey, and see if your spell component can play off of theirs, either by complimenting it or contrasting it. If you are the first player, when you receive the final spell component, consider how it compares to the spell component you sent off many moons ago.

You should take photos of your spell component before you send it off, that way it can be shared with everyone once the game is complete.

Finishing the Journey:

If there's anything you need to do to complete the ritual and to complete the Journey, do it once the last spell component has been received.

After the journey is complete, arrange another online meeting, where everyone can share photos and their experiences with one another. Discuss how your characters felt upon completing their individual portions of the Journey. Discuss how they feel now that it's done. This is a good place to share any memories, weird stories, or thoughts with the other players. This is the space to debrief, and step away from your character. Thank each other for playing and undergoing this Journey together.