

Stitchcraft

A freeform larp for 3 - 6 players

By Liz Stong

ABOUT THE GAME

There are rumors that sewing machines work by magic. That there is no logical way that they should work as they do. That they will only sew for those that respect the old ways. Those rumors aren't wrong.

You belong to a coven of stitchcrafters: those who can manipulate the warp and weft of reality to bring their fabric-based visions to life! After all, what is a sewing needle but a wand that demands the occasional blood sacrifice?!

Stitchcrafters are extremely well-regarded by the magical community. On the other hand, your coven is known for being "avant-garde," "tacky," and on more than one occasion, "talentless hacks who lack a cohesive vision." Still, you're not going to let the haters get you down. Thanks to a missent invite, your coven has been commissioned to design an outfit for the famously fashionable Ash Winters, the organizer for the Threat Gala. What is the Threat Gala, you may ask? Only the biggest fashion event in the magical world! The outfit request was very brief: design an outfit with six distinct pieces consisting of a hat (defined as anything that goes on top of the head), top (clothing that goes between the neck and the waist), bottom (clothing that goes between the hips and the ankles), accessories (jewelry, capes, hair, makeup, etc.), footwear (anything that goes on the feet), and an accompanying outfit for Ash's familiar, a black cat named Kellas.

Not only does the coven have to work together to design an outfit for the famously picky Ash Winters, each person will have to craft an absolutely STELLAR outfit for one of their covenmates. This is your chance to show up all those shortsighted fools who dare not experiment with the darker aspects of stichcraftery, such as mixing plaid and polka dots or wearing white shoes after Labor Day!!!!

You Will Need:

- 1 blank figure outline per player, plus 1 for the group, provided on the final page
- As desired: pens, markers, pencils, crayons, art supplies
- If playing online, a way for multiple people to edit a document
- If playing online, video conferencing software

CHARACTER CREATION

Each player should take a moment and fill out these statements as their character.

- My name and pronouns are:
- The area of stitchcraft I am the best at is:
 hats tops bottoms
 accessories footwear familiar outfits
- The area of stitchcraft I am the worst at is:
 hats tops bottoms
 accessories footwear familiar outfits
- If I had to describe myself in three words, they would be:
- My favorite color is:
- My least favorite color is:
- My aesthetic can best be described as:
 cottagecore vaporwave goth
 steampunk vintage grunge
 other:
- My familiar is named:
- My familiar is this type of animal:
- What I hope happens at the Threat Gala:

After everyone has filled out the statements, it's time to introduce the characters to the group. Introductions should be short, but convey the 2 - 3 most important things about the character. At this time, change your display name to match your character's name and pronouns using the format *Character Name [They/Them]*.

Next, let's weave together character relationships with each other! You're a coven, and as such, there are some complicated friendships and rivalries. For each statement below, go around and have each person say who their character thinks best fits that role in the coven. Take a moment with the other person to flesh out the background of how these particular perceptions developed. All characters should have at least one thread tying them to every other member of the coven. These relationships can be one-sided as people can perceive relationships in wildly different ways.

- Other than yourself (obviously), who has the best style?
- Who do you think is least likely to do a crime?
- Who did something that you've never really forgiven them for?
- Who do you think is the tackiest?
- Who do you respect the most?

How to Play

The Threat Gala is *the* event of the year in the magical world. It's the place where the magical rich and famous go to show off how much money and magic they've poured into their bespoke outfits. Each year, the Threat Gala has a theme. As a group, come up with a theme or pick one from the list below.

The Needle Compromised
Quiet Deadly Pride
Radio Sausage
Space
Some Enchanted Evening

Take a few minutes for everybody to say what the theme means to them.

The Gala has a few rules:

- 1) Outfits must be new and unique.
- 2) Everyone who designs an outfit for the gala must attend.
- 3) All outfits must be accompanied with a statement describing how they represent the theme.
- 4) Nobody can design their own outfit.

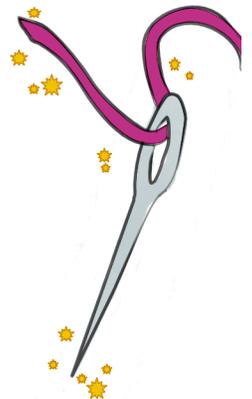
Through some skulduggery, the coven managed to get the famously secretive Ash Winters' exact measurements. That's all the information that the coven could dig up without alerting the Gala organizers to their mistaken invite. It's a big project, and the only way the coven will finish all the outfits in time is if they divvy up the work.

DESIGNING OUTFITS FOR THE COVEN

First, figure out who is designing which witch's outfit. Each player should have a blank figure for their chosen covenmate. People can edit the blanks by drawing directly on them or by stitching together images they've copied and pasted from elsewhere. Since familiars come in many shapes and sizes, you can either use the provided blank or make your own. Take fifteen minutes to decorate the blank for your covenmate. And don't forget your covenmate's familiar!

Don't worry about quality -- anything you design will surely be magical! Feel free to ask your covenmates for help finding a specific thing or their opinions between pieces. No stitchcrafter is an island!

Once the fifteen minutes are up, write a few lines explaining how this outfit represents the theme of the gala. Everyone will take a few minutes to present their statement and design to the group.



Maybe you'll be lucky and the person who designed your outfit ABSOLUTELY nailed your sense of aesthetic. Given your coven's track record as a whole, this is exceedingly unlikely. Luckily, there's some room for negotiations. You can't request a whole new outfit, but you can ask for one change. Even if you love the outfit and it's practically perfect in every way, you can't let them know that they've exceeded your skill and expectations! It's like you're magically compelled to suggest changes!

Once everyone has presented their designs and received feedback, the group will take five minutes to implement the feedback to the best of their ability and aesthetic. Remember that malicious compliance is absolutely a thing! Present your redesigns to the group.



Repeat the feedback/revision process two more times, for a total of three feedback and revision rounds. After the third round, no matter the status of the outfit, it is complete. Update your design statement as necessary.

DESIGNING ASH'S OUTFIT

Now that the group has absolutely no grudges, conflicted feelings, or bruised egos, it's time to design the outfit for the famously coordinated Ash Winters! Decide who will design each piece of the outfit: hat, top, bottom, accessories, footwear, and familiar outfit. It should be one per player. If there are fewer than six players, the hat, accessories, and footwear can be combined or dropped as needed. There should be one blank figure in a place where everyone can add to and edit, such as a Google Slides document.

Take fifteen more minutes to add your element of the design on the communal blank figure. Draw on your unique fashion sense, aesthetic, and the advice of your covenmates in crafting this outfit. Once the fifteen minutes are up, the group must write a short statement on the symbolism of the outfit and how it fits within the theme of the event.

While the outfit is undoubtedly eye-catching, you just know that it could be made better. But there isn't a lot of time left for changes! Everyone can suggest one change that needs to be made. Take five minutes to head back to the drawing board, with each person implementing any changes from feedback for their piece. In the off chance you didn't get any feedback, obviously you know what the magical community wants; feel free to help your covenmates with your impeccable fashion advice! Like with the previous designs, this process is repeated twice, going through the suggestion/revision process three times in total.

THE THREAT GALA

After the final statement for Ash's outfit has been completed, it's time for the Threat Gala! The coven surely made an impact! Have everyone describe the general reaction to their outfits from other gala attendees or any notable memes that came from your outfits after pictures made their way to the social media site, SpellBook. Describe a highlight and lowlight of the event for the characters. What was the reaction of the public and famously outspoken Ash Winters to their outfit? Did the organizers ever learn about their mistake in addressing the invite to your coven? How has the magical public's opinion of your coven changed?

Once everyone has had a chance to share, the game is over! Take some time to de-role. Change your display name back to your name. Everyone should take a moment to introduce themselves and give one fun fact about themselves. After that, everyone has a chance to talk about the game. This could be anything from a favorite moment, a funny joke that couldn't be acknowledged during the game, or even some feelings that need to be let out.



HUMAN AND FAMILIAR BLANK FIGURE OUTLINE

