

## PRICING AND SCHEDULE

All Weekend Events run from Friday evening to Sunday afternoon. Tavern Nights run from 6pm to 12 am Sunday evenings.

Admission for Player Characters is \$30 for Weekend Events, \$20 for Tavern Nights, Non-Player Characters play for free! There are no other mandatory event fees.

**Your first Player Character event is FREE!!**

### Tavern Night Events

**November 23-** “Anyone Still Alive in There?”

**January 11 -** “It’s Cold And There Are Wolves”

**February 15 -** “Shattered”

**March 22 -** “A Glimmer In The Dark”

### Full Weekend Events

**April 17-19 -** “What is Seen in the Stars”

**May 29-31 -** “Act 2” ~ **Free Event** ~

**June 26-28 -** “Ripples”

**July 24 -26 -** “The Way it is”

**August 21-23 -** “The Art Of War”

**September 25-27 -** “Falling Through Fire”

**October 30 - Nov 1 -** “Halloween”

## WHAT ELSE SHOULD I KNOW?

Most importantly, Shadow Realms is a game, and is played for fun. Cheating of any kind is unacceptable, and offending players will be ejected from the game.

Bring your friends! Shadow Realms grants bonus Experience Points to players who bring new people to our game. The more people, the more fun!

It is very important to read and understand our rulebook, especially skills which pertain to your character.

Our player base is very dedicated and approachable, so feel free to ask questions.

We hope to see you there!



For more information, including our free downloadable rulebook, directions to the site and our message boards, please visit:

[www.shadowrealms.info](http://www.shadowrealms.info)

---

# SHADOW REALMS

## LIVE ACTION ROLE PLAYING

"A HARROWING GAME OF THRILLING ADVENTURE!"

---



# THE ADVENTURE AWAITS!

*The world of Shadow Realms is fraught with peril. The realm waits for heroes to return peace and prosperity to the land. Will you be the one? Or will you take what you desire, and allow the world to burn?*

## WHAT IS LARPING?

---

**LARPing (Live Action Role Playing)** is similar to table top games such as Dungeons & Dragons or video games such as World of Warcraft.

**Live:** You and those around you represent the characters you play with costuming and dialogue. You must actually act out your character.

**Action:** When you encounter violent trouble (and you will!) you must use your Shadow Realms approved weapons to defend yourself, and defeat your foes. You must block, lunge, dodge, stab and slash. There are no dice or other methods of resolving combat.

**Role Playing:** You control a single character, and are responsible for their personality and their actions. The game rules and your decisions dictate your characters skills and abilities. Your choices decide your characters fate!

## WHAT TO BRING

---

Regular Camping supplies:

1. Tent
2. Sleeping bag
3. Air mattress (or an extra blanket to stick underneath you as the ground can get very cold)
4. Two changes worth of clothes (and bring extra socks!) Try to bring clothes that have no brand names openly displayed. Don't wear jeans. Your best bet is khakis or cargo pants, but sweat pants work as well.
5. An extra pair of boots or shoes. Comfort first and then what they look like. Try to avoid running shoes or anything else which looks out of period.
6. Food for the weekend (especially snacks and water). Elmvale is also 10 minutes away with a nice selection of restaurants.

For your character:

1. Your costuming is anything you want. Most players make their own armour and various other props. A good place to start for a costume is to make a tabard. It's basically a piece of fabric that starts below your waist in the front and goes over your head and ends below your waist in the back. Cut a hole for you head and add a belt.
2. Go to Value Village, Goodwill or other discount stores. They often have cheap leather jackets (good starting armour)

3. If you intend to play a non-human race, head down to your local costume shop for face paint or prosthetics.
4. Depending on what skills you purchase you may need additional physical representations (phys reps) such as; bandages, a first aid kit, alchemy tools a holy symbol or a smithing kit.
5. Shadow Realms will often have weapons available to rent for new players. If you want to try and make your own weapon that's great, but remember, the plot team must check every weapon for safety. It is not unusual for your first several weapon attempts to fail inspection.
6. Anything else you can bring to wear just adds to the atmosphere of the game. Belts, pouches, canteens, bags, satchels, jewellery, bandanas, fake or drawn on tattoo's extra weapons, gloves, hats, vials for alchemy and potions, rope, ANYTHING!

## RESPONSIBILITIES

---

1. You must be at least 16 years old to play. All players must understand and sign our waiver. Player under 18 must also have a parent or guardian sign the waiver.
2. Regardless of age, Shadow Realms expects ALL players to act in a mature and responsible manner.
3. Alcoholic beverages or players under the effects of such are not permitted at Shadow Realms L.A.R.P.