

Out of Game Policies

Age Restriction

Underworld's age restriction is 18 years of age. We expect all players to be mature enough to conduct themselves in safe manner while in an outdoor, natural environment. Often, the game is played after dark. It is important that all players understand the inherent dangers involved and do not become so carried away as to place themselves or others at risk. Chasing people through the dark woods, climbing trees, or traversing ravines, though usually harmless, can be very dangerous if people are not respectful of their environment.

Mature Content

Everyone, who wishes to play should be aware of mature content, in the form of "medieval speak". Often, players will speak of "wenching, brawling, or battles" while in character. Sometimes, depending on the player, the expletives can be quite colourful. While Underworld does not encourage this, we do not prevent it. Underworld is a game designed by adults for adults to play.

In addition to this, people should be aware of the fact that the Underworld Larp sometimes runs plots that contain mature subject matter and challenging social issues. Though they are tastefully presented (and done so with "growth of opinion", not shock, in mind), some people may take offense or become uncomfortable when becoming involved in such plots. We respect your right to leave the plotline if you wish to do so, and we respectfully encourage you to discuss the issue with us afterwards. Though we will not change our policy, we will happily explain what the motivation and purpose of such content was to the story, and why we felt it effectively and appropriately used.

Religion

Underworld LARP allows for a character to belong to one of several different "faiths" if they choose to do so. These faiths are entirely fictional in intent. Do not attempt to parody or mimic any real world religion.

We will be most displeased with you as you will no doubt upset many of our other players. This element has been included in the game to enhance the gameworld and to allow players to explore issues of good/evil/honour/truth/faith, etc. in an intelligent way. We expect any player who chooses to develop their character in this direction to give the subject matter of "faith" the respect it deserves. Underworld has NO religious affiliations, nor do we wish to foster ANY impression that we do. It is simply allowed in-game to enhance roleplaying. In addition to this, we wish to point out to our players that some real world faiths require for certain dress and/or formalities. Underworld is respectful of these practices and requires that all of our players are as well.

Substances and Alcohol

Illegal drugs are forbidden at game. You will be asked to leave the event immediately if you are caught using or possessing them. Our insurance does not allow for the consumption of alcohol while playing at an event. Do not bring it to the site.

There are only 2 exceptions to the no substance rule:

1. Smoking is allowed at DESIGNATED areas.
2. Sometimes we will allow a player (19+) to bring wine for use in cooking (stews, etc.), but we only approve it when the player notifies us in advance and shows us the wine in question.

3.

Character Policies

Character Creation Fees

Character Creation Fees (to create a new character) are \$15/character.

For new players, that fee can be waived for the first event and can be paid on the second event. Mournafall will take payment in cash for those that can't pay online. New characters can be created but will be locked and unable to spend blankets until the fee has been processed and approved.

Payment can be made to UW: Canada at any time and they will unlock your character. Please send payments by E-transfer to payments@larp.ca.

Race Restrictions

No player may have more than one character in the database of the same race nor can you create two consecutive characters of the same race. The only exception to this rule is the race: Human. You can play Humans back to back and have multiple Humans active. This is because humans are very diverse in culture and it's easy to make two of them very different, even for new players

Remorts

Character "remort" is the rebuilding of your character based on the amount of accumulated Character Points you have gained.. There are two kinds of remort, "Restricted" and "Unrestricted."

A Restricted remort is granted after rules changes have been implemented to allow players to "tweak" their character in order to take advantage of any rules change that may apply. After a rules change has been implemented, a player has up until one month after the next event they participate in as a PC to request a change to the relevant skill. In a restricted remort, the restructuring of the character must remain true to the continuity, logic and history of the character. All abilities that qualify for a Restricted remort will be posted after the change is made. An Unrestricted remort is the rebuilding of your character from scratch using the total amount of creation points you have accumulated. It is very rare for us to allow this, though major rewrites in the rules system will sometimes warrant it.

Character Transfer Fees

Transferring characters between Underworld LARP Guilds will incur a \$35 transfer fee payable to payments@larp.ca via Paypal or E-transfer. Please include (1) the character name and (2) original home guild, and (3) the desired destination guild in the payment comments. Characters must be approved by the destination guild along with all items the character possesses. Please use the password "Underworld". Payments lacking the necessary information will not be accepted.

Retirement and Final Death

At any point, (including at their time of death but prior to flipping for final death), a player may elect to retire their character. If a player retires their character they will receive half the experience blankets they have already applied to that character (rounded down) to be used in one of two ways:

- Those experience blankets will be placed into a player's blanket pool
- The player may apply those experience blankets to a new Mournfall character.

It is important to note that a retired character does not mean a dead character. When you choose to retire you are giving the rest of that character's story to the Shaper team and the decisions they may make with it may not always make you happy. If your character is important to you, in such a manner that it would bother you to see it's ending written by another, then we strongly encourage you to take your resurrection flip and see it through to the true end. Anything that happens to your character after you retire it is in the hands of the Shaper team and you will not be allowed to play it unless asked to as an NPC.

Level 13 Retirement Cap

Once your character has reached level 13, you cannot "buy back" deaths via the soul frag book for that character. Characters who are level 13 or higher will retire as if they were level 12 no matter what level they currently are. There are no restrictions on when they may retire.

Possessions after final death or retirement

When you retire your character or suffer final death, all your character's belongings and possessions that are not on your person, are to be immediately turned in to the Shaper team. You cannot decide what happens to your possessions after you have made that decision (or have had it made for you through final death). This includes your last will and testament, any secret documents or buried treasure you "would" have had on site or anything of the like. There is no issue with players willing away their items to other players so long as they have done it in game, it was documented prior to your death/retirement and that documentation was given to Shaper.

Ethics after Final Death

When you retire or final a character and create a new one, the roleplaying, goals, themes, motives and even friendships of that new character must be dramatically different from the old. We reserve the right to force you to change your new character's roleplay if they are too similar to your previous character. If you do not heed this warning, we will force a remort on you. You cannot pick up where your old character left off and you should do everything in your power to avoid discussing your old character. This also holds true for two active characters you own at the same time. There can be no interaction between your two characters; this includes using a third party (another player) to pass on information, items or favours. Lack of integrity is what separates a professionally run LARP from an amateur one and we will do everything in our power to maintain it here at Underworld.

Visiting Characters

Visiting or transferring your character into Mournfall requires approval. This includes approval for race, class, level, items and magic items, along with any artifacts, chemistry, blueprints or recipes plus anything special or unique to another guild. This also includes obtaining items or effects on your Mournfall character in other guilds, then returning to Mournfall with it. If you are visiting Mournfall with your character from another guild you must provide logistics with details of some items and effects brought into Guild Mournfall by your character. If you visited another Guild with your character and wish to bring new items and effects back with you, you also need approval. The following requires approval:

- Any individual item worth more than 25 gold, or total coin (gold bars, jewelry, items of value, etc.) worth more than 100 gold.
- Magic items and items with special effects, including rituals on your character.
- Unique, important or special plot related items or effects on your character. If in doubt ask. Note: Underworld Mournfall will not approve any incoming item, race, effect or otherwise which does not exist in the Underworld LARP rulebooks. This includes magic items which cannot be created via ritual magic, artifice or other existing rules, templates gained by non-standard methods and special effects on characters which require the involvement of Shaper teams in other Guilds. Items and effects created within Mournfall are unaffected by this policy. Exceptions to this may be made by Mournfall ownership only. If your item or effect is rejected, it will still function in the Guild you obtained it in. Please email logistics with any items requiring approval by the Shaper team when you prelog for a Mournfall event. Any unapproved items used in game will cause a player warning to be applied to the visiting player.

Lost and Damaged Tags

Logistics or the Shapers will be happy to replace damaged tags that are brought to them. The most common cause of damaged tags is water damage from rain. For a Tag to be replaced the original must be brought to Logistics regardless of the condition it is in. Lost tags are not replaced.

Retro-Gaming

Retro-gaming is a term for reversing something that has occurred in game, and it's also something we attempt to avoid at all costs. The only time retrogaming is used by Underworld Mournfall is when a marshal makes an incorrect rules call. If a marshal makes an incorrect call regarding how a rule works

at an event, sometimes events will be changed after the fact in order to fix a mistake that was detrimental to a PC. We will attempt to keep as much of what occurred in game as possible in order to preserve the scene. An example of what might be done is to tell a player whose character died and resurrected that they still died in game, but we would not be applying a death to their card due to marshal error. Or, if a player was able to steal a weapon from another player due to an incorrect marshal call, we may give the victim of the theft a new weapon while allowing the thief to keep the original. In both of these examples players are not told to forget what occurred, instead we simply tweaked the results in order to preserve the actions that occurred in game.

We do not retrogame incorrect rules calls or results made between two PCs or in situations where marshals did not make incorrect calls. If for example a PC uses a defense against magic incorrectly and they die when the defense should have saved them, we will not change that result. Or, if another PC tells you that the healing potion you drank won't save your life and you die, when it's discovered that the potion should have saved you we would not return the potion tag to you or retrogame your death. As a player knowing the rules is your responsibility. This is especially true for rules that your character uses such as spells, defenses, skills, racial abilities, etc. When in doubt, please ask a shaper or marshal.

Walls Doors and Locks

All walls MUST be represented with an opaque barrier. Hopefully this barrier is the same colour as the material the walls are made from (grey = stone). Your opaque rep will be the height of your walls. If you can see over it then so can we (and the spiders can climb). There will be no phasing through the walls because you're too lazy to walk to your door. Lastly, if your walls are not professionally made IG do not expect them to take much of a beating. Doors must have a visible archway. An archway includes a top plank and two side planks. You must also have either an actual door or a tarp/barrier you can pull across when your door is closed. Again, the barrier must be opaque Locks, when purchased, are assigned a difficulty rating 1 through 10. If you lock your building door then you must actually lock your building door. This can be accomplished by two pieces of string tied to the lock. One from the archway and one from the door. The strings connect at the lock. If you wish to open your door you must open the lock. Pretty simple. There is a good half dozen other ways to rep a lock but the end result has to be if you want the door open you need to have the key and take the time to open the lock. If your door is locked, the outside of your door must have a large "L" taped or attached to it. If your door is unlocked the "L" is removed. I'd suggest a small hanging plaque that you can turn around. Like an "open/closed" sign. This will indicate to pc's and npc's who cannot see the lock, that the door is locked. If there is no "L" your door is unlocked (regardless of actual IG locks).

Sleeping in Cars/OOG

Please do not sleep on site at events in your car. PCs found sleeping in cars will wake up with a note placed on your window and you will need to go resurrect. There will be exceptions to this rule (you are sick or your tent is flooded) but to take advantage of that you must first speak with a shaper or medical marshal. Sleeping OOG (or being OOG in general) is not normally acceptable. The exception to this rule is if you are sick or injured. If this is the case, you MUST find a medical marshal before you retire for the night. Until you do you are not considered OOG. If someone tries to kill you in your sleep and you tell them you are OOG and it is found out that you are not, you will take 2 deaths and likely be given a Player Warning.

NPCing Policies

PCs

- All PCs must NPC a shift. To opt-out it costs \$10.
- NPC shifts are 4 hours each.
- NPCing a shift will earn you 5 frags.
- Shifts have limited numbers of volunteers. They will be filled first-come-first serve.
- It is possible to pay to PC then NPC the full event, earning rewards from both. This means you pay for event and get a blanket after game but you also get the frags from being a full day NPC.

Please refer to the shifts in the database each event for shift times. Shift times may change on an event by event basis, due to the specific event's need for NPCs at different times.

NPCs

- NPCs who volunteer for the full event will now be paid 35 frags or 1 blanket.
- Season NPCs earn 50 frags per event or 1 blanket and 15 frags
- Monster Marshals earn +35 frags per event or 1 blanket
- Shapers earn 70 frags or 1 blanket and 35 frags per event
- Props director earns +20 frags
- Logistics earns +25 frags

Further Details

Everyone in NPC camp (season npcs, shapers, etc) needs to prelog as NPCs in the database in order to apply their blankets and/or make frag purchases.

New players must PC their first 3 events and will be exempt from NPC shifts during that time.

You're welcome to put on or take off your own makeup in NPC camp. It's well lit and we have mirrors. We suggest that you take either the first shift before you put on your makeup, or the last shift and take off the makeup at the beginning. If you prefer the "middle" shifts, NPC camp will give any roles that require masks to PCs in makeup first. We can't always promise you that there will be mask roles, but if there are you'll get them first.

Chatroom Policy

If you use our chat room, you are expected to know and follow these rules. Shapers will be enforcing them.

Locations

Locations of the chat room are static. Each room is designated as being where the scene will take place. Exceptions (if ever) on any rare occasion would be Plot driven. Players are asked to adjust their RP to fit the locations, or use Facebook or other private communication for locations not provided. New rooms can be made if there is demand, and enough reason to believe they will be used. The old retired ranger who lives in a cabin in the woods and is PC'd by someone who can be online all day and night but rarely has visitors doesn't need a room.

Visible Actions

Try not to post anything that is not visible to others. Thoughts and emotions are great additions to storytelling, but in the chat format, remember that people can only act on what they see, and they can't see you thinking about how much a jerk that other person is. They could see the look of rage that comes across your face of course, but let them put together what those expressions mean. It's more fun that way anyway.

It is natural to type in posts and chats as if you were composing a story. What we should keep in mind is that if we were not typing we would not SEE private thoughts and feelings that aren't shown.

Combat

The chat rooms are primarily to encourage role playing between events. Combat online is discouraged and frowned upon by the player base and the plot team. Still, from time to time combat will inevitably take place. If it does please keep the following rules in mind:

Combat favors the defender; the defender will decide the results of actions unless there is no other alternative. It's best when players can sort out situations on their own and come to a mutually agreeable, realistic result, but if this cannot be done, find a shaper. Please, be reasonable and remember that a shaper can always supersede the decisions of both the attacker and the defender when defining an outcome. Engage in online combat at your risk.

Try to be realistic within the skills of your character. If you can't do a cartwheel, describing your character as somersaulting between tree branches to land smoothly on one knee with your arrow perfectly nocked so you can epically shoot an apple out of the hand of your enemy... well, it stretches belief a bit, and annoys other players who know you can't do this. That being said, epic description adds a lot of combat. Just be reasonable with it.

All Combat actions should be Open actions. The result of your combat action should not be declared. The defender will declare the result. You may include your intention with your combat action.

Example: I swing my blade at your head, trying to cut it from your shoulders. NOT : I swing my sword and cut off your head.

Death in the Chat Room

While combat is rare, death should be even more so. More often than not online deaths will not count on your character sheet. That being said, each death is taken on a case by case basis. As a pc you should try to avoid death online as much as you do at an event. If we feel you are doing otherwise the death will count.

Other Rules

Unless you have the costuming to actually completely change your identity don't expect others to be fooled unless they want to be.

If your character is in Chat, you are visible and should be present at your keyboard. If you have to go away from the computer, you should exit chat until you come back. Players in chat will be free to act and react based on your presence in the room. An Exception to this is when you first enter and type your entrance description or some power/skill that hides you.

This sounds obvious but it happens : you can't be in the chat room watching without being there in game. The only exception to this is when we give permission to a new player who has yet to make a character to watch and learn how things are done.

IMPORTANT: We've given Shapers the power to send you a private message to see if you're at your keyboard. If you don't reply within a reasonable amount of time, they will kick you from the chat. You can not leave the chat open for 8 hours while you sleep and collect information like a sponge, while your character is safe from any harm or interaction.

Multiple Characters, Same Player

No player may play more than one character in the chat room within a 24 hour period without express permission from a plot marshal.

Safety

Harassment Policy

Underworld LARP is committed to providing an environment free of discrimination and harassment, in which all individuals are treated with respect and dignity, are able to contribute fully, and have equal opportunities.

Under the Ontario Human Rights Code, every person has the right to freedom from harassment and discrimination. Harassment and discrimination will not be tolerated, condoned, or ignored at Underworld LARP. If a claim of harassment or discrimination is proven, disciplinary measures will be applied, up to and including permanent removal from game.

Underworld LARP is committed to a comprehensive strategy to address harassment and discrimination, including; providing an effective and fair complaints procedure; and promoting appropriate standards of conduct at all time

This Policy prohibits discrimination or harassment on the basis of the following grounds, and any combination of these grounds:

- Age
- Creed (religion)
- Sex (including pregnancy within the first trimester)
- Sexual Orientation
- Gender Identity
- Family status
- Marital status
- Disability (see separate policy on disability in regards to safety, site, and play restrictions)
- Race, Ancestry, Place of origin, Ethnic origin, Citizenship, Colour
- Association or relationship with a person identified by one of the above grounds
- Perception that one of the above grounds applies.

All persons present at a sanctioned Underworld LARP events are expected to uphold and abide by this Policy, by refraining from any form of harassment or discrimination, and by cooperating fully in any investigation of a harassment or discrimination complaint.

Game Owners and Lead Shapers, will endeavor to act immediately on observations or allegations of harassment or discrimination.

It is important to note that Underworld LARP can only ensure and enforce the Ontario Human Rights Code, at official Underworld LARP events

If you feel you have been the victim of harassment, or if you have witnessed the harassment of another, a reporting system procedure has been put in place to ensure that the Owners of Underworld LARP can give the issue the important attention it deserves. Any and all allegations of harassment need to be sent, in writing, to either of the following:

- **Email:** comments@underworldmournfall.com

If the matter is pressing, verbal notification is of course acceptable, but for a proper investigation to be conducted a complaint in writing will be required.

All allegations are taken extremely seriously and will be fully investigated. We are not in a position to accept anonymous complaints.

Thrusting

Thrusting with Latex Weapons Latex/foam weapons that have been approved by an Underworld Mournfall Weapon/Armour marshal may be used to thrust with in combat. These attacks are only to be used as "Lightest Touch" attacks, where the goal is to make contact with the other opponent, but not deliver a solid strike. Every strike must have a pull-back of at least 12 inches. It is the attacker's responsibility to ensure their attack is safe and not harmful to the defender. Please note that thrust-only weapons (such as spears, polearms) are NOT permitted to be thrust with, only slashed.

Pregnancy

Pregnancy Underworld Mournfall does not allow any player who is pregnant beyond the first trimester to:

- PC or NPC in any situation where combat happens or has the potential to happen
- Be at a safety risk due to environmental factors outside of our control
- Play any roles, including non-combat roles, unless the event is completely non-combat The dangers of LARPing are inherent, such as tripping while running through the forest at. For the safety of the baby and the mother and the protection of the game we cannot allow pregnant players to participate in situations where combat is possible and put themselves and their unborn child at risk. We may make exceptions if the player is performing staff duties, as such as logistics or assisting with makeup and costume in NPC camp all weekend, but those would be case by case decisions.

Weapon

Safety

It's important to us that all foam weapons and shields are safe, especially arrows! You MUST check ALL your weapons with the weapons marshal at every 3rd event you attend. Arrows and crossbow bolts MUST be checked every event. Sometimes we will go easy on you and ask that something be changed by the next event if we see that the weapon will shortly become unsafe. This NEVER happens with arrows. Do NOT fire an arrow that has not been repaired and rechecked fully!

Disabilities

Underworld Mournfall diligently works to make its service accessible to people with disabilities, limitations and impairments while respecting the privacy of its customers. Unfortunately, due to the nature of the activities undertaken some disabilities cannot be accommodated in a safe fashion, and from time to time certain potential players may not be allowed to participate. If you have any concern about whether or not your disability can be accommodated by Underworld Mournfall, please contact ownership at comments@underworldmournfall.com well in advance of any event you plan to attend.

Payment

First Event

Event fees are waived for any player who plays their very first Underworld event in Underworld LARP Mournfall. To be applicable, the player must not have played an Underworld LARP event at any Underworld LARP guild and must play a Mournfall character. Boffer weapons will be provided for free if the player does not have any.

Attendance

Players may do the following and still receive benefits of attendance:

- Pay cash at logistics and attend the event.
- Pay cash at logistics and immediately leave the event.
- Prelog and prepay for an event online and not attend in person.
- Pay cash for another player at logistics who is attending the event and is with you at logistics.

Players may not:

- Give cash to another player to bring to logistics and have them pay for you when you aren't there yourself. Underworld Mournfall considers events that you have paid for but don't attend to be "attended". If every character who attended the event takes a death or gets race-changed, your character will too. If you have a special promotion that kicks in, or are suffering an event suspension, paying but not attending will count toward them.

Refunds

Underworld Mournfall does not grant refunds outside of special circumstances. If a player pre-pays for an event then cannot attend, they will still receive character experience as if they did. Frags are never refunded.

Mournfall does not allow the transferring of soul frags between players once they have been applied. We are happy to split frags from donations to multiple players and you are welcome to "donate" your frags to another player through your donations, however once applied, frags cannot be moved.