



MOURNFALL
NEW PLAYER GUIDE



2023

CONTENTS

Meet The Team.....	3
In Game Information.....	4
The World of Arthos.....	4
What is Mournfall?.....	5
Brief History of Mournfall.....	6
Nightfrost.....	7
How do you come in?.....	8
Out of Game Information.....	9
Location.....	9
Before your First Game.....	9
Camping.....	10
What to Bring.....	11
What to Expect.....	12
End of Game.....	13
Afters.....	13
Emergencies.....	14
Appendix.....	15
Warrior Build.....	15
Rogue Build.....	16
Scholar Build.....	17
Community Resources.....	18



MEET THE TEAM

NEW PLAYER LIAISONS (NPL)



SARAH WONG (LEAD)
WONGTON#7569



CASSANDRA LATREILLE
SNOW#5111



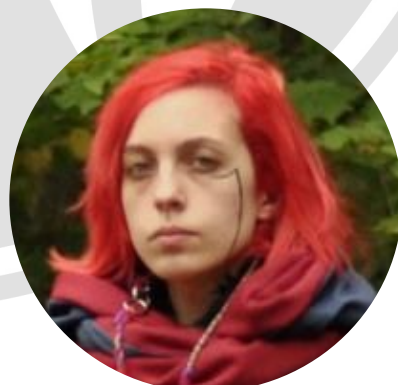
GABEE COMEAU
GABEE#0007



RAY FLEMING
BRYTE#0750



KENDRA TILLER
JUSTKENDRA#7201



VANYA GAGNON
VANNNN#4078

IN GAME INFORMATION

The world we live in

We call our world *Arthos*. We live on the continent of *Maud'madir* in the region of *Jormunger*.

Chronology work in Arthos

To calculate the date, you simply take the current year and add 242. For example, if the current date is March 14, 2020 then the in game date would be March 14, 2262.

Main governments of Maud'madir

The *Berphauntian Empire* is the largest political territory on the continent, including Mournfall, and Guildhouse Jericho, Toronto ON. It spans nearly the entire landmass except for a few holdouts who opposed their imperialism. The ruling monarch is Emperor Louis Berphaunt, and his heir Prince Damarian Berphaunt.

The *Whiteraven Alliance* is a signed accord between the Kingdom of Tiefanue, the Republic of Duvain (including Guildhouse Ralinwood, London ON), and many others who opposed Emperor Berphaunt's claim to the entire continent during a peace summit several years ago.

(Check out our fancy world map [here](#))

WHY IS THIS IMPORTANT?

IN UNDERWORLD LARP, YOU HAVE THE OPPORTUNITY TO TRAVEL TO OTHER GUILDHOUSES TO CONTINUE YOUR PERSONAL STORY. YOU CAN PLAY THE SAME CHARACTER ACROSS THREE DIFFERENT GUILDS IN ONTARIO, AND EVEN TRAVEL AS FAR AS NAGOYA, JAPAN; EDMONTON, AB; OR ORLANDO, FL. KNOWING THE BASICS OF WORLD POLITICS IS IMPORTANT BECAUSE THE OTHER ONTARIO GUILDS ARE SPLIT BETWEEN TWO FACTIONS WHO HAVE OPPOSED EACH OTHER FOR MANY YEARS (IN GAME) AND THIS MIGHT INFORM YOUR INTERACTIONS OR REASONS FOR VISITING.

What is Mournfall?

We are an outpost of adventurers from various origins and backgrounds. You can make up just about any reason to have come to Mournfall.

Located in the far northern reaches of Jormunger, Mournfall is a frontier settlement in a magical oasis on the edge of icy wilderness constantly trying to kill us. People live in tents in the forest, exactly as the campsite appears.

Mournfall is technically unceded land occupied by these adventurers and outlaws. There have been people living here for hundreds, maybe thousands of years, but as they were unaffiliated with recorded civilization in the Empire, the land was considered “unclaimed”. That was until the people of Ashendael arrived with their Berphauntian customs, laid claim to the oasis, and founded the town of Mournfall.

Magic Oasis

The settlement of Mournfall is located inside a magical bubble of land referred to as The Oasis because while everything outside the bubble is frozen tundra, the inside is warm and sometimes even sweltering hot! The weather inside the Oasis mirrors the real world weather and temperature.



A BRIEF HISTORY OF MOURNFALL

As a novice adventurer, you might have heard a few things about Mournfall through rumors that have reached your home, wherever that may be. You can use this information to create your backstory. Chat with a New Player Liaison (NPL) for more ideas!

- Mournfall lacks natural resources, has a poor economy, and is a dangerous place to choose to live.
- When the adventurers arrived, they found the magical oasis was occupied by many tribes of gnolls (hyena-like humanoids of low to medium intelligence). Thus began a season of land dispute skirmishes with these gnolls.
- The settlement made an alliance with the local Coldspear tribe of ice elves, thus making enemies of the Einher– a semi-nomadic human warrior race– specifically the Einher clans of Malar-skaw and Lofoten, who had offered aid in the land dispute with the gnolls. It is important to note that Ice Elves and Einher have been at war with each other for many generations already, so this decision created a rift between Mournfall and various factions of Einher.
- In an odd turn of events, the adventurers have created a tenuous alliance with the Deep Dwarves who live in tunnels beneath the mountains.
- In 2263 the alliance with the Cold Spears was broken.
- Mournfall was under constant attack by a cult known as Nightfrost. After many battles, the town is now under a ceasefire treaty that ceded its territory to Nightfrost. Berphauntian officials placed it under the authority of individual known as Misrule, one of Nightfrost's leaders.

Nightfrost Hold

Nightfrost Hold is the primary residence of Zseira, The White Dragon and her followers. It is ruled over by a frightening figure called The Butcher, who is Zseira's first Dragonknight. Within the city she can usually be

found resting or gorging herself upon the offerings of those who are still desperate enough to remain within the ruined city. The mortal occupants of the city are, for the most part, criminals or outcasts who seek shelter in a place where no one sane would dare to follow them. They eke out a harsh life, trading to get the supplies they need, raiding the surrounding areas for supplies, and kidnapping any unfortunate soul they can to bring to Zsiera as an offering.



How did you arrive in town?

- As of June 2264 the new citizens of Mournfall successfully moved a Skein Gate to the crossroads just outside of the Town Center. The Skein Gate is our method of instant magical transportation in Arthos, allowing you, the player, to travel between locations far across the world.
- Mournfall is located near a harbor, about one day's walk through the cold tundra, so you may have arrived by boat. This harbor is located in the dwarven stronghold of Humblebrag, which you can learn about by listening to this podcast: <https://open.spotify.com/episode/5w8sTAmEAFWa1vowExgsTF?si=1847484c5f5f4887>
- If you prefer to have arrived by land, you would have traveled through Mjoll and Jormunger, past Einish forts and strongholds, and Ice Elven tribal lands, and even through the mountains of Humblebrag where clans of mountain dwarves live in their underground kingdom. This is a long, arduous journey from civilization through harsh and unforgiving landscapes.

Feel free to contact any one of our **New Player Liaisons** through Facebook messenger or Discord to chat about local lore and how your character may have ended up in Mournfall. Join our [Discord server](#) to chat with current players who all love to help new players get acquainted with the story and find their place in town.

Additional lore about the world, Gods, demons, angels, and dragons can be found in our [global wiki](#).

OUT OF GAME INFORMATION

Campsite Location

Whispering Pines Campground
681 Concession Rd 10, Curran, ON
K0B 1C0

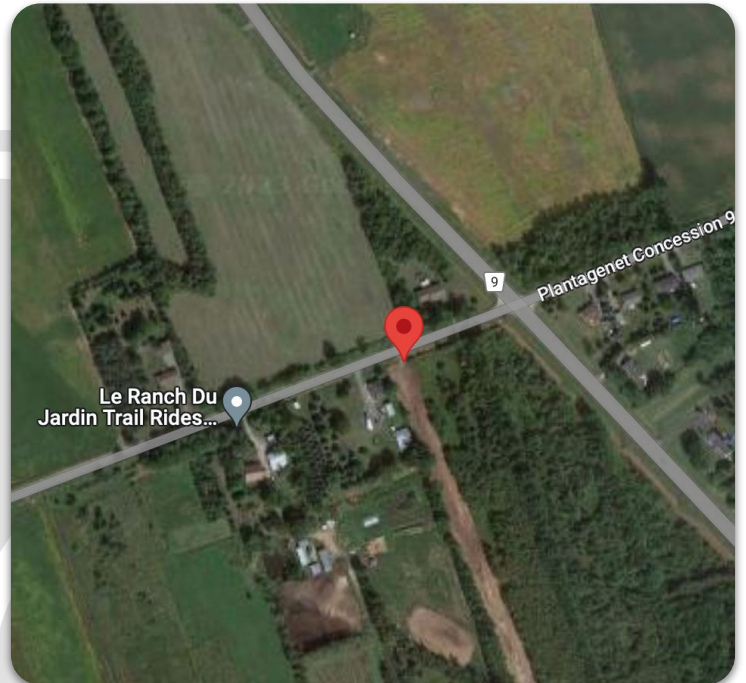
Before your first game

Join the Facebook group and Discord server. Contact a New Player Liaison to help you with character creation, costuming, and registration.

Create a database account by emailing logistics@mournfall.com.

Log into the database and pre-log for your first event! Remember, you do not need to pay for your first event.

Read the first three chapters of the main rulebook and think about the kind of character you'd like to play. Don't feel too pressured, though! If you decide you don't really like your character after your first game, you can change your entire build and backstory for free before your second game.



***Important note:** While the address of the site is essentially the same, the entrance for parking is now on Concession 9, not 10. *

Use these coordinates in your map:

<https://www.google.com/maps?q=45.489051,-74.964005&entry=gps&shorturl=1>



Camping

Tent sites are claimed on a first come first served basis. For new players, there is an area dubbed Camp MORE reserved for you. It is located next to Town Center. Ask veteran players for directions when you arrive at site.

Your sleeping arrangement is entirely your responsibility. You must bring all your own camping equipment, there is none available for borrowing or renting officially. If you require borrowed equipment, you may ask the Facebook or Discord groups for other players willing to help you.

Town Center is a short walk from parking through rough walking trails. Plan accordingly on how much to pack and bring with you because at this time you cannot drive up to your tent spot.

If you make off-site sleeping arrangements such as renting a motel, you must let an NPL or Shaper know that you're leaving the campground before retiring for the night.



WHAT SHOULD YOU PACK FOR YOUR FIRST GAME?

- SOCKS
- WATER
- FOOD/SNACKS
- Costume
- Armour
- LARP safe weapons
- Comfortable footwear
- Layers of clothing and changes of clothing
- Sleeping/living equipment (tent, chair, sleeping bag, pillow, blankets, cot, air mattress, whatever floats your boat)



- Safety light and/or glowsticks
- Toilet paper & hand sanitizer
- Toiletries (Deodorant, Toothbrush, toothpaste, hairbrush, feminine hygiene products)
- Sunscreen
- Bug repellent
- Warm layers (Leggings, thermals, woolsocks)
- Waterproof layer (Rain jacket)
- Garbage Bag (Clean up)

WHAT TO EXPECT WHEN YOU ARRIVE ON SITE FOR YOUR FIRST GAME

If you can, plan to arrive before dark. Get your tent set up, take a stroll to learn the layout of the site and greet other players.

Be available outside the tavern at 9pm. **Logistics** usually opens around that time. Get all your costume, armor, and weapons on before you head there to log in. Line up to log in and receive your character sheet. Your first game is FREE, so you can proceed to armor and weapon marshaling if you are wearing "reps" (this is the word we use to refer to your items being physically represented by costume and props). At your first event, you will have 30 pts of free, "invisible" armor. Costumes can be expensive and we don't want you to be worried about spending hundreds of dollars for your first event. Invisible armor is not magic, it can be repaired by blacksmiths the same as all other normal armor, it just doesn't require you to have "reps" to be entitled to the protection it provides.

The next step is to visit the armor and **weapon marshal(s)**. They will check that your weapons and armor meet our standards. Refer to the main rulebook for specifics about weapons and armor. In general, purchased latex weapons from brands such as Epic Armory, Calimacil, and Ateliers Nemesis will be passed successfully. If you wish to use a DIY weapon you've crafted yourself, be sure to do your research and get guidance from community members about how to follow Underworld standards. After marshalling, it's best to stick around the tavern area and not go back to your camp just yet. Players tend to hang out in this area for a couple of hours before game starts, so it's a good opportunity to get to know them out of game.

After Logistics, the New Player Liaison team will give you a New Player speech and answer questions. After you have heard the New Player speech, you are free to roam but you still shouldn't stray too far because GM announcements begin between 10-10:30pm next to the main fire pit.

END OF GAME

The game usually ends mid-day after a final mod, which most of the town participates in. After the game is concluded by a GM you are free to start packing up!

ALL GARBAGE MUST GO WITH YOU. Make sure to leave your camping area neat and tidy. Anything you bring onto the site needs to leave with you. Any garbage left behind will risk in and out of game consequences.

AFTERS

Many of us enjoy going to a restaurant called Grill de Ville once the game has concluded. It gives us time to socialize and reminisce on the events that transpired in game! If you've still got time to burn after packing up, why not join us? Get directions from an NPL at the end of the game.

4509 Ste-Catherine St, Saint Isidore, ON K0C 2B0



IN CASE OF EMERGENCY

What constitutes an emergency? An injury, a weather warning, or any reason you may need to leave the site for personal reasons all count as emergencies.

1. If you need to leave the game site, please make sure to notify a staff member (Shaper or NPL) that you are leaving and whether you intend to return. For safety reasons, we have needed to make head counts in the past, and this just makes our job easier. If you can't find someone in person, please message Chris Carswell (Chichi#1671) or Scott Hopkins (Sco77ie#8160) through Discord DM or Facebook.
2. If you are injured or witness an injury happen during combat, please remember that only the injured party should call a Hold. If the person is unable to call their own Hold, you may ask them if they want you to do it for them. If they are unconscious, you may ask for a Hold and a medical marshal. For this reason, please make sure to be very aware of not saying the word "Hold" in game, such as saying "hold the line", because it could easily be misunderstood. Instead, use phrases like "stand your ground" or "push forward"
3. If a medical hold is called, you should drop to one knee or take a seat and wait for a Shaper to call Lay On.
4. Weather can be unpredictable, and sometimes changes without warning mid-event. During a weather warning such as a rainstorm, you may be advised by a GM or Shaper that the game is either in a hold or a soft hold. Both these terms mean that play is paused until we assess the situation. A soft hold is essentially putting the game on pause but you are welcome to continue social roleplay at your leisure if you like. The plot team will simply not be running content while they confer on how to direct the players for maximum safety precaution.
5. If you feel unwell due to sickness, extreme mental stress, or physical injury, find a NPL or a Shaper. You will be temporarily be taken out of game and a medical marshal will assess you. If you feel well enough to return to the game after some time, you may do so. If the injury/illness constitutes an emergency (examples: heat stroke, fractures, concussion), an ambulance may be called. If another player is unwell and cannot seek help for themselves, find a Shaper, NPL, or medical marshal.

APPENDIX

New Character Quick Builds

In the left column is a suggestion for your first game build, and on the right is a logical build progression to third level. Always keep in mind, these are only suggestions to help you understand the most common character builds in Underworld LARP and is by no means an exhaustive list of combinations you can make. The possibilities are endless with a little creativity!

Warrior

<p>Mercenary (Level 1: 150CP) Body: 6</p> <p>Flurry of Blows (40 CP) Weapon Group Proficiency Medium (40 CP) Self Mutilate (15 CP)</p> <p>EITHER: Flurry of Blows (2nd) (40 CP) OR Shield (50 CP)</p>	<p>Mercenary (Level 3) Body: 10 *Remort and remove Flurries*</p> <p>1/Physical Hamstring (30CP) Weapon Group Proficiency Medium (40 CP) Self Mutilate (15 CP) 1/Weapon Specialization Specific (100 CP) 1/Slay/Parry (100CP) Racial Bonus (50CP)</p>
<p>Ranger (Level 1: 150 CP) Body: 6</p> <p>Anatomy (40CP) Ambidexterity (30CP) Florentine (40CP) Weapon Group Proficiency Medium (40 CP)</p>	<p>Ranger (Level 3) Body: 10</p> <p>Detoxify (30CP) Anatomy (40CP) Alchemy x1 (50CP) Ambidexterity (30CP) Florentine (40CP) Weapon Group Proficiency Medium (40 CP) Weapon Specialization +1 "Type" (120CP)</p>
<p>Templar (Level 1: 150CP) Body: 6</p> <p>Weapon Group Proficiency Large (70 CP) Read & Write (45 CP) Read Magic (20 CP) Self Mutilate (15 CP)</p>	<p>Templar (Level 3) Body: 10</p> <p>1x Burn Slot (30 CP) Weapon Group Proficiency Large (70 CP) Weapon Specialization +1 "Type" (130 CP) Read & Write (45 CP) Read Magic (20 CP) Read Advanced Magic (30 CP)</p>

Rogue

<p>Assassin (Level 1: 150CP) Body: 4</p> <p>Weapon Prof. Exotic Stiletto (130CP) Self Mutilate (15 CP)</p>	<p>Assassin (Level 3) Body: 6</p> <p>Shiv (30CP) Garotte (60CP) Weapon Proficiency Stiletto (130CP) Critical +2 Stiletto (100CP) 2x Vital Blow (110CP)</p>
<p>Night Blade (Level 1: 150CP) Body: 4</p> <p>2x Sap (70 Cp) 1x Trapsmith (45 CP)</p>	<p>Night Blade (Level 3) Body: 6</p> <p>1x Trapsmith/Locksmith (45 CP) Feint (30 CP) Read & Write (55 CP) 2x Sap (70 CP) Critical +2 Dagger (120 CP)</p>
<p>Witch Hunter (Level 1: 150CP) Body: 4</p> <p>Weapon Group Proficiency Large (100 CP) Your choice of Production, Racial, or Read/Write</p>	<p>Witch Hunter (Level 3) Body: 6</p> <p>Witch Mark / Hated Sphere: "Name" (30 CP) Read & Write (45 CP) Weapon Group Proficiency Large (100 CP) 1x Vital Blow (65CP) 1x Sap (35CP)</p>
<p>Witch Hunter Spellcaster (Level 1: 150CP)</p> <p>Read and Write (45 CP) Read Magic (25 CP) Vital Blow X 1 (65 CP)</p>	<p>Witch Hunter Spellcaster (Level 3) Body: 6</p> <p>Witch Mark / Hated Sphere: "Name" (30 CP) Read & Write (45 CP) Read Magic (25 CP) Weapon Focus: Stiletto (130 CP) 1x Vital Blow (65 CP) Sphere of Magic: "Name"(75 CP) Spell Slots: (30 CP) 1st I I (20CP) 2nd I (10CP)</p>

Scholar

<p>Druid (Level 1: 150CP) Body: 3 Skills: (145CP spent, 4 available) Read & Write (50 CP) Read Magic (15 CP) Sphere of Magic: "Name" (25 CP) Spell Slots: (30 CP) 1st I I (20 CP) 2nd I (10 CP)</p>	<p>Druid (Level 3: 434CP, 6 blankets) Body: 4 Skills: (385CP spent, 79 available) Create Grove (30 CP) Weapon Group Proficiency Medium (80 CP) Read & Write (50 CP) Read Magic (15 CP) Sphere of Magic: "Name" (25 CP) Spell Slots: (160 CP) 1st I I I I (40 CP) 2nd I I I I (40 CP) 3rd I I (40 CP) 4th I (20 CP)</p>
<p>Mage (Level 1: 150CP) Body: 3 Skills: (150CP spent, 0 available) Read & Write (40 CP) Read Magic (15 CP) Sphere of Magic: "Name"(25 CP) Spell Slots: (70 CP) 1st I I I (30 CP) 2nd I I (20 CP) 3rd I (20 CP)</p>	<p>Mage (Level 3: 434CP, 6 blankets) Body: 4 Skills: (405CP spent, 29 available) Identify Magic (30 CP) Read & Write (40 CP) Read Magic (15 CP) Read Magic: Advanced (25 CP) Sphere of Magic: "Name"(25 CP) Spell Slots: (300 CP) 1st I I I I I (50 CP) 2nd I I I I I (50 CP) 3rd I I I I (80 CP) 4th I I I (60 CP) 5th I (30 CP)</p>
<p>Bard (Level 1: 150 CP) Body: 3 Skills: (130CP spent, 20 available) Anatomy (35 CP) First Aid (55 CP) Read and Write (40 CP)</p>	<p>Bard (Level 3: 434CP, 6 blankets) Body: 4 Skills: (425CP spent, 9 available) 1x Song of Aversion (30CP) Anatomy (35 CP) First Aid (55 CP) 2x Physician (80 CP) Read and Write (40 CP) Read Magic (25 CP) Spell Slots: (30 CP) 1st I I (20 CP) 2nd I (10 CP) Sphere 1: "Name" (50CP) Group Prof. Med (80 CP)</p>

COMMUNITY RESOURCES

Underworld Mournfall group:

<https://www.facebook.com/groups/mournfall/>

- Mournfall local Facebook group for event announcements, looking for a ride or help from fellow Mournfall players

Mournfall Discord: <https://discord.gg/tAWV3Ks>

- Mournfall Discord server chat, including a voice channel for new players to speak directly with an NPL

Underworld Crafters group:

<https://www.facebook.com/groups/UWcrafters/>

- Get advice from other crafters, show off your crafts, sell items on Wednesdays, and make commission requests

Underworld LARP Global:

<https://www.facebook.com/groups/UnderworldLarpGlobal/>

- Global game updates, announcements, rulebook files, and Dave's memes



SEE YOU SOON