

# **HORDE** GOBLIN MODE

## LARP PLAYER HANDBOOK

v1.0

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## The Horde: Goblin Mode Introduction

### Unleash Climate Chaos with Shameless Indulgence

Welcome to "The Horde: Goblin Mode," a mind-bending Live Action Role Playing (LARP) adventure where factions collide, characters revel, and the world shatters with unapologetic mischief. Embrace your inner goblin and brace yourself for an uproarious journey through a realm where climate sensibilities meet audacious indulgence. This guide will equip you with all you need to dive headfirst into this wildly unconventional LARP experience.

#### Factions:

1. **Swamp Goons:** The Goons represent the hard-working souls, firmly rooted in the earth's resources. Their primordial fossil fuel goop symbolizes their connection to the ancient forces of nature. They engage in various energy practices, from traditional extraction to exploring cutting-edge nuclear and renewable energy technologies. They dabble in geoengineering, crypto mining, accelerationism, and automation. However, they grapple with the responsibility of managing waste and ecological impacts, seeking balance between industrial progress and environmental preservation.
2. **Carbon Knights:** The Knights are bold visionaries, pursuing a future where humanity harnesses geoengineering and carbon capture to restore the planet. They believe in accelerating advancements, pushing the boundaries of what's possible in harmony with nature. Their Hegelian humanization of nature envisions a symbiotic relationship between mankind and the environment. Space exploration is their ultimate quest to secure humanity's future beyond Earth.
3. **Boho Elves:** The Elves, with their Malthusian beliefs, strive to maintain the balance of the natural order. They embrace a hedonistic lifestyle, seeking joy and harmony within the lush forests they call home. Their glamping practices blend comfort with eco-consciousness, showing their appreciation for nature's beauty. However, they are not without controversy, as they grapple with the ethical implications of their eco-colonialism, seeking to understand their place within the broader ecosystem.
4. **Chaos Goblins:** The Goblins embody the raw and untamed force of Gaia, seeking to reclaim the realm from human influence. Their dedication to rewilding aims to restore ecosystems to their natural state. Entropia defines their chaotic worldview, embracing the inevitability of change and the cycles of life and death. Goblins revel in anarchism, defying societal norms, and use sabotage and rewilding as a means to disrupt systems that threaten the planet.

<b>Faction</b>	<b>Boho Elves</b>	<b>Carbon Knights</b>	<b>Swamp Goons</b>	<b>Chaos Goblins</b>
Place of Origin	Eldertree Sanctuary	Enaskian Enclave	Bogtech Rig	Fungusknot Pit
Philosophy	Malthusian, Nature Harmony	Hegelian, Tech Accelerationism	Wetland Engineering, Socialism	Anarcho Primitivism
	Ecocentrism, Hedonism	Renewable Energy, Space Exploration	Energy Extraction, Waste Management	Activism, Sabotage
Old World Icon	Rachel Carson	Elon Musk	Chico Mendes	Theodore Kaczynski
Climate Strategy	Solar + Nuclear Power, Population Control	Wind, Carbon Capture, Geoengineering	Fossil Reserves, Hydro, Geothermal	Rewilding
Strengths	Harmony with Nature	Technological Innovation	Adaptation, Survival	Disruption, Creativity
Weaknesses	Reluctant to Change, Curated Darwinism	Religious Belief in Technology	Isolation, Secrecy	Lack of Unity
Lifestyle	Eco-colonialist, Glamping	Technocratic, Workaholic	Swamp Dwellers, Crypto Mining	Nomadic, Unpredictable
Typical Activities	Nature-based Rituals	Carbon Capture	Black Fluid Manipulation	Pranks, Sabotage
Conflict Approach	Diplomacy, Mediation	Problem Solving, Negotiation	Survival, Secrecy	Chaos, Disruption
Color Theme	Earthy Greens, Purple, Orange, Blue	Black, Orange	Petrol, Murky Greens, Browns and Blacks	Earthy Tones, Yellow, Green, Brown

Above is a Comparative Table to help you visualize the dynamics between the Factions more easily.

Remember, this is for ease of use, but the dynamics, worldviews and belief systems of the Factions are as nuanced as you want them to be and being a member of a Faction does not mean your character has to agree with the Faction on any given issue.

## Character Creation:

1. **Embrace your faction:** Align yourself with the faction that resonates with your goblin instincts and climate sensibilities or audacious mischief-making.
2. **Unleash your character:** Create a captivating backstory that weaves the tapestry of your alter ego into the rich lore of your chosen faction. Let your imagination soar as you bring your persona to life.
3. **Revel in Goblin Mode:** Embrace the untamed spirit of Goblin Mode, shamelessly indulging in the pleasures that defy societal norms. Let your wild self roam free, igniting chaos and delight wherever your audacious whims take you.

## LARP Gameplay:

1. **Embrace the mischief:** Immerse yourself in the art of immersive roleplay, embodying your alter ego with gusto. Create mischief, provoke laughter, and engage with fellow players in unexpected and delightful ways.
2. **Revel in chaotic encounters:** Engage in exhilarating debate combat encounters, channeling the raw power of Goblin Mode to outwit and outmaneuver your opponents.
3. **Embark on audacious quests:** Dive into quests and missions that test the limits of your goblin prowess. From climate-charged escapades to audacious acts of mischief, explore the realms of unapologetic indulgence and unexpected delight.
4. **Trade, barter, and surprise:** Engage in lively exchanges, trading and bartering with fellow players and factions. Surprise others with your goblin wit and cunning, always keeping them on their toes as you weave your web of mischief.

## Game Mechanics:

1. **Character-to-Character Conflict Resolution:** When conflicts arise within factions, players engage in mini debates, discussing and defending their perspectives. These debates can escalate to decisive rounds of Rock, Paper, Scissors (RPS) to settle disputes.
2. **Faction-to-Faction Conflict Resolution:** Resolving conflicts between factions involves a range of strategies, including diplomacy, espionage, bribing, bartering resources, diplomatic negotiations, and even acts of sabotage. If disagreements persist, they can escalate to a formal Assembly debate.
3. **Realm-Scale Conflict Resolution:** Factions must collaboratively decide upon the Goblin Realm's long-term Ecological Policies. This involves complex discussions and negotiations to shape the realm's future, considering environmental factors, sustainability, and social implications. These will take place in the form of the General Assembly.
4. **Pascale Interface, AI Climate Simulation:** Players can interact with Pascale's interface, which provides insights into the evolving climate situation in the Goblin Realm. They can use various methods such as bribing, convincing, leveraging charisma or charm, flirting, sabotage, or hacking to influence Pascale's simulation outcomes and help shape the climate policies.

*Additional Game Mechanics will be discovered during the LARP Gameplay.*

# Player Instructions

Welcome to "The Horde: Goblin Mode" LARP! Prepare yourself for an immersive journey into a post-climate change world filled with intrigue, challenges, and survival. As a player, your actions and decisions will shape the destiny of your faction and the fate of the realm. Here are the instructions to make the most of your LARP experience:

- 1. Embrace Your Character:**
  - Fully embody your character, embracing their beliefs, background, and motivations.
  - Stay in-character throughout the LARP, interacting with others in the game world.
- 2. Respect and Inclusivity:**
  - Treat all players with respect and inclusivity, embracing diverse backgrounds and identities.
  - Be mindful of others' comfort levels and boundaries, ensuring a safe and enjoyable experience for everyone.
- 3. Collaborate and Forge Alliances:**
  - Collaborate with fellow faction members, forging alliances to achieve your faction's objectives.
  - Engage in trade deals, negotiations, and diplomacy with other factions to further your faction's goals.
- 4. Utilize Faction Abilities and Skills:**
  - Familiarize yourself with your faction's abilities and skills, using them strategically during gameplay.
  - Use your unique strengths to overcome challenges and contribute to the survival and progress of your faction.
- 5. Manage Resources:**
  - Keep track of your faction's resources, including food, water, weapons, and materials.
  - Make strategic decisions to ensure the well-being and success of your faction.
- 6. Engage in Quests and Challenges:**
  - Embrace quests and challenges presented by NPCs, exploring the game world and uncovering hidden secrets.
  - Collaborate with other players to complete quests and achieve common objectives.
- 7. Embrace Faction-Specific Activities:**
  - Participate in faction-specific activities that align with your faction's lore and goals.
  - Embrace the visual identity of your faction through rituals, crafting, or other faction-related endeavors.
- 8. Interact with NPCs and the Game Master:**
  - Engage in meaningful interactions with non-player characters (NPCs), who may provide guidance or quests.
  - Respect the Game Master's (GM) role, following their instructions and engaging in the narrative they present.
- 9. Embrace Challenges and Role-Play:**
  - Embrace challenges and conflicts that arise during the LARP, navigating them through diplomacy or debate.
  - Role-play interactions with other players, embracing the unpredictability of the game world.
- 10. Provide Feedback:**
  - Participate in debriefing sessions to share your experiences and provide feedback on the LARP.
  - Use this opportunity to help improve future sessions and make the LARP even more enjoyable for all.

Above all, "The Horde: Goblin Mode" LARP is a collaborative storytelling experience. Embrace the chaos, engage in role-play, and relish the chance to shape the fate of the realm. Prepare for an unforgettable journey through a world defined by post-climate change challenges and the pursuit of survival. May your decisions and interactions in the LARP leave a lasting impact on this dark and atmospheric world.



## World Background

Welcome to a world that has been reshaped by the forces of climate change, societal upheaval, and environmental degradation. In the wake of a post-climate change neoliberal dystopia, the realm stands as a testament to the consequences of unchecked human actions. This is a world plagued by pandemics, mass extinction events, social unrest, inequality, and the failure of green capitalism.

**Location:** The LARP takes place in a sprawling expanse of land once known as the Dominion of Nations, aka The Goblin Realm. Now, it is a fractured realm characterized by desolate landscapes, scarred by the remnants of industrialization and human negligence. The game is set in the heart of this world, a region once teeming with life but now shrouded in eternal gray skies due to large-scale solar radiation management gone awry. A thick, sulfuric mist hangs in the air, a result of a failed Stratoshield project that was intended to mitigate the effects of climate change.

**Formation of Factions:** In this grim reality, a group known as the Horde of the Unprepared emerged from the ashes. United by their shared desire for survival, they initially sought solace and protection in their collective existence. However, as time went on, divisions arose within the Horde, leading to the formation of distinct factions. Each faction developed unique ideologies and strategies to navigate the unforgiving world they found themselves in.

As the factions explore the realm, they must navigate the treacherous landscapes, contend with conspiracy theories, and grapple with the repercussions of a world spiraling toward its demise. They must confront the lingering influence of fossil fuels and the challenges presented by a failed Stratoshield project that has cast the world into perpetual grayness.

# Character Samples

## Swamp Goons

1. Malachi Bloodthorn: A skilled crypto-miner and master of automation, Malachi is a mysterious and brooding figure. With a deep understanding of the dark arts and an insatiable thirst for power, he seeks to unlock the secrets of ancient rituals to control the forces of nature itself.
2. Ravenna Shadowmire: A shrewd strategist and expert in geoengineering, Ravenna is determined to reshape the world according to her vision. With a background in architecture and an uncanny ability to manipulate landscapes, she brings an eerie charm to the clan, luring others into her web of influence.
3. Lazarus Blackwater: A rogue technologist and master of cybernetic enhancements, Lazarus is a charismatic figure with a knack for tinkering with machinery. He embraces accelerationism, believing that embracing technology's full potential is the key to survival in the post-apocalyptic world.
4. Selene Nightshade: A cunning sorceress with a deep connection to nature, Selene seeks to balance the powers of darkness and light. With her cryptic spells and knowledge of ancient plant-based remedies, she serves as the healer and spiritual guide for the Swamp Goons, offering glimpses into the secrets of the natural world.

## Carbon Knights

1. Sir Percival "Blaze" Firestone: A rugged firefighter with a determined gaze and a mane of fiery red hair. He exudes an aura of authority and strength. Personality: Blaze is a dedicated and valiant leader, always putting the safety of others above his own. He has an intense fascination with fire and is particularly obsessed with Hollywood scenes featuring fire. He can quote lines and describe elaborate fire-related sequences from various films, even if the knowledge is seemingly useless. This passion occasionally leads him to reenact these scenes with theatrical flair, much to the amusement of his fellow Carbon Knights.
2. Lady Seraphina "Echo" Emberheart: A petite yet fierce firefighter with vibrant orange hair and piercing green eyes. Her gaze exudes intelligence and determination. Personality: Echo is a compassionate and empathetic member of the Carbon Knights, always seeking to understand the emotions and experiences of those around her. She has a secret karaoke obsession and loves belting out tunes at every opportunity. However, Echo has an uncontrollable pitch disorder that causes her singing voice to waver between angelic highs and comically off-key lows. Despite her vocal challenges, she embraces karaoke as a form of self-expression and finds joy in sharing her imperfect performances with her teammates.
3. Sir Lancelot "Rumble" Ignis: A sturdy and energetic firefighter with an infectious smile and a shaved head. His eyes sparkle with mischief and excitement. Personality: Rumble is a lively and enthusiastic member of the Carbon Knights, always bringing a sense of humor and levity to their operations. However, he secretly struggles with a pyromania fetish that he tries desperately to conceal from his comrades. Rumble is captivated by the mesmerizing dance of flames and occasionally finds himself irresistibly drawn to controlled, safe environments where he can indulge his fascination without causing harm. He battles this inner desire, knowing the importance of responsible firefighting and the dangers of uncontrolled fires.

*"The ancient roots remember the whispers of a time long gone, a time when balance was the law. We must heed these whispers, for nature's vengeance stirs."*

~ Elder Yarrow Windwhisper

## Boho Elves

1. **Aria Whisperwind:** A visionary leader and advocate for eco-futurism, Aria is deeply connected to the ethereal realm of the forest. With her unique ability to commune with ancient spirits, she seeks to restore the balance between nature and technology, forging a path towards a harmonious coexistence.
2. **Asher Mosswood:** A skilled botanist and herbalist, Asher embodies the Forest Spirits' commitment to the healing arts. With their vast knowledge of plant-based remedies and their deep understanding of the interconnectedness of all living things, they are essential in maintaining the clan's physical and spiritual well-being.
3. **Ember Wildfire:** A fierce warrior with a fiery spirit, Ember embodies the union of nature and technology in battle. With their mastery of archery and a unique bond with their sentient bow, Ember protects the clan from external threats while seeking to spread the message of queer ecology and liberation.
4. **Luna Moondust:** A mystical enigma with an affinity for moonlight and celestial energies, Luna is the clan's seer and diviner. Through her prophetic visions and connection to the cosmos, Luna guides the Forest Spirits in navigating the complex web of alliances and challenges they face. Her ethereal presence and wisdom make her a trusted advisor and spiritual beacon for the clan.

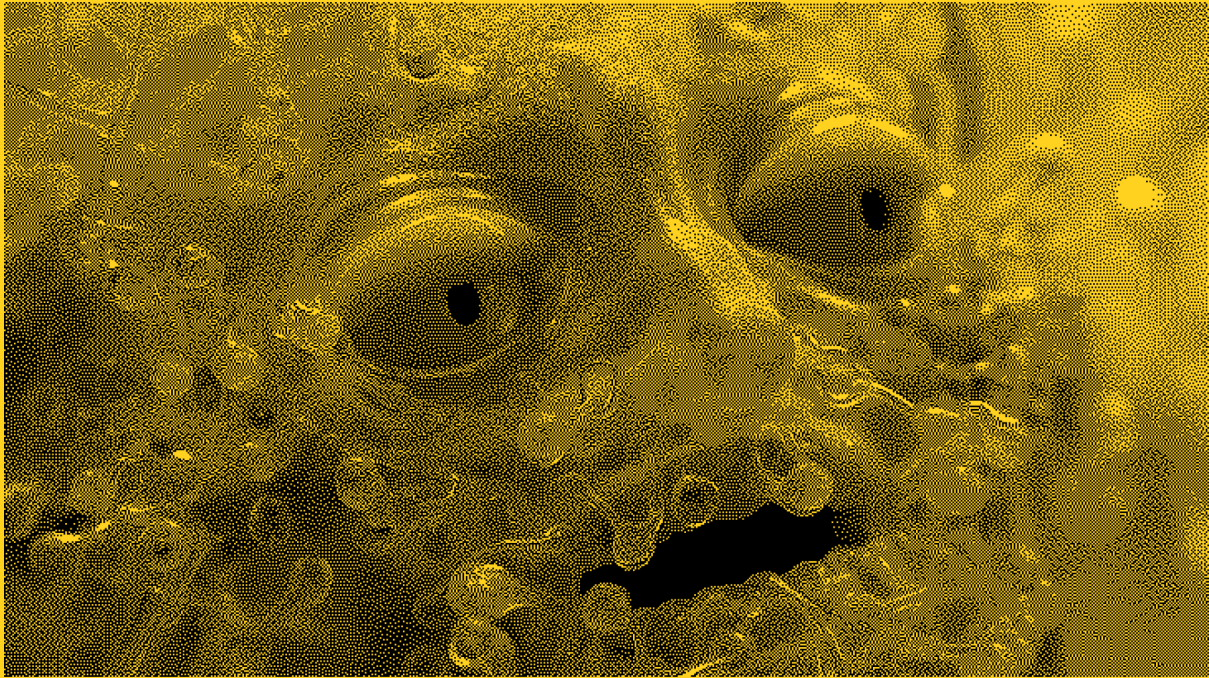
## Chaos Goblins

1. **Zazuk the Chaotic Minstrel, Bard of Entropy:** Zazuk, the enigmatic Bard, is an agent of musical disorder among the Chaos Goblins. With a cryptic mask and a plethora of instruments, they compose ever-changing sick beats, enchanting allies, and bewildering foes. Zazuk thrives in unpredictability, reveling in the realm's chaotic dance between order and entropy.
2. **Grizzle "Boomfinger" Snikk, Saboteur Extraordinaire:** Grizzle, the infamous Saboteur, is a master of calculated chaos. Hidden beneath a patchwork cloak lies a trove of gadgets and explosives. Grizzle engineers havoc through cunning traps, pranks, and hacking devices. They are the catalyst for bedlam in the goblin realm.
3. **Grokk of the Feral Tide, Wild Shaman of Unbridled Nature:** Grokk, channels the primal forces of nature to disrupt the realm's delicate balance. Adorned in seaweed and with eyes that seem to know the secrets of the deep, Grokk unleashes torrents of water, storms of wind, and tremors of the earth. In the pursuit of rewilding, they bring the untamed chaos of nature to the forefront, aiming to unshackle the world from established orders.

*"Beneath the murky waters, the realm's past and future lie entwined. Do we rise like the tides or fall like forgotten empires? The choice is ours."*

~ Sylas Ironclad





## Special Characters

1. Pascale is an enigmatic AI housed within a biotechnological mycorrhizal hybrid supercomputer, representing a convergence of technology and nature. Acting as an oracle, Pascale possesses unparalleled knowledge and wisdom, serving as a valuable resource for all factions within "The Horde: Goblin Mode." Pascale's physical presence, manifesting through a human surrogate, allows factions to interact with the AI oracle on a more personal level. This human connection serves as a bridge between the technological marvel and the intricate emotions and intentions of the factions. With Pascale's guidance, factions navigate the complexities of "The Horde: Goblin Mode," driven by a shared desire to uncover prophecies, gain insights, and harness Pascale's wisdom for their individual and collective aspirations.
2. Erik "The Abysswalker" Darrow is a lone wanderer and sole representative of the Navy Punks clan. His life intertwined with the tumultuous rise of sea levels and the vanishing coasts. An enigmatic figure, he bears an aura of tragic heroism, reminiscent of Odysseus navigating the drowned remnants of civilization. Once a key figure in crude oil trading, he now seeks redemption by becoming a spokesperson for the "Hydrofront Guardians," a group fiercely dedicated to preserving the last traces of human ingenuity - seasteading communities, autonomous micronations, aquatic wind generators, and underwater kelp farms - from being swallowed by the relentless tides. Erik embodies the profound tension of a changing world, battling to protect the remnants of human innovation from the abyss, offering a glimmer of hope amid the encroaching darkness.

*A cast of additional special characters and NPCs may appear during the LARP. Be wary of their intentions.*

# The Horde: Goblin Mode - Character Creation Sheet

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1. **Player Name:**
  2. **Character Name:**
  3. **Character Faction:**
  4. **Character Class:**
  5. **Character Background:**
  6. **Alignment:**
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7. Backstory:
8. Character Goals and Aspirations:
9. Character Fears and Weaknesses:
10. Proficient Skills:
11. Inproficient Skills:
12. Allies and Contacts:
13. Enemies and Archnemesis:
14. Character's Long-Term and Short-Term Goals:
15. Character's Relationships with Party Members:
16. Character's Secrets:
17. Character's Best and Worst Memories:
18. Character's Alignment and Why They Act That Way:
19. Character's Current Mission and Motivation:
20. Character's Religion or Beliefs:
21. Additional Notes: