

Lands OF Exile

LARP EXPERIENCE

Dearest Player,

Thank you so much for your interest in *Lands of Exile: Into the Lion's Den*! We're so excited to bring you new content set in the world of Lands of Exile, and thrilled that you're considering coming along for the ride.

Into the Lion's Den has been an exciting exercise for its writing team, a way to bring you back to the world we know in a different light, while still touching on the same themes and motifs you've come to expect from the Lands of Exile team. *Into the Lion's Den* is first and foremost an experiment - we've jumped in with both feet, and while we can't know for sure if every single thing we have planned will work, we're ready to fly or fail with each other in the spirit of collaborative storytelling.

We thank you so much for your interest and look forward to taking the field with you.

As a warning, *Into the Lion's Den* will feature content some people may find distressing, including but not limited to: **totalitarianism, violence, gore, capital punishment** and **fantasy supersessionism**.

- *The Into the Lion's Den Team*

Lands OF Exile

LARP EXPERIENCE

Into the Lion's Den

Welcome to *Lands of Exile: Into the Lion's Den*! This is a one shot Live Action Roleplaying Game using the extant [LoE rulebook](#). This document contains the necessary logistical information and lore to help get you acclimated to the new setting!

What's Different?

This game is set at the end of the Age of Darkness – the Drow have been in control for 800 years, the entirety of your character's life. As such, daily life is MUCH different from how characters in “modern day” might experience it.

Into the Lion's Den is intended to be a **roleplay heavy, combat lite** event. There will be no required NPC shift, and major combat will be limited to one (1) battle at the end of the event. Character versus Character (CvC) has the potential to be more common at this event, but violence has serious in-game consequences in this setting. IMPORTANT NOTE: Committing a violent act is opting into the consequences. If your character is gonna do it, don't get caught.

There will be no CP gain or Discounted New Player tickets for this event. New Players are more than welcome to attend, and New Player Orientation will be held early so that you go into the game at the same time as everyone else. If you are a New Player attending this event, you must arrive and be ready for orientation at 8pm. Any New Players may purchase a Discounted New Player ticket at the next regular Lands Of Exile event they attend.

Season Passholders receive this event free with their Season Pass! If you still want to support the game and earn Feather Points you can purchase a ticket or donate an amount towards the game. Even if you are attending for free with your Season Pass, you must “purchase” a ticket to fill out the character form and choose a side. An email was sent 6/22 on how to redeem your free ticket to the event.

Character Creation

Into the Lion's Den will have a slightly different character creation than Lands of Exile players are used to - certain playable races, mutations or abilities will be unavailable or restricted for this game.

Players will have two choices when it comes to determining their characters:

1. **Custom Characters.** Players are welcome to play their own character concepts, **pending final approval of their build and backstory.** We have several pre-generated motivations available to help you create a backstory appropriate for this new setting. All custom characters start with 20 CP. Custom characters cannot hold any significant societal rank and cannot be older than 400, and any other race and build restrictions as outlined below still apply to custom characters.
2. **Pre-Generated Character Concepts.** Players can opt to be assigned pre-generated character concepts, ranging from simple common folk to high ranking Drow. These concepts still have room for personalization, but come with certain predetermined aspects, be it occupation, motivation, race or abilities. When you purchase a ticket, you'll answer a brief questionnaire that will help us match a character to the player's playstyle. Only volunteer for races or professions that you are able and willing to meet the required costuming or prop physreps for, if assigned. You are NOT guaranteed a pregenerated character that fits your exact preferences.

When you purchase your ticket you will receive an email with a Questionnaire to fill out. Note that if you are submitting a Custom Character that the usual backstory portal is NOT where you submit to - you must submit your Custom Character to the Questionnaire form.

An example of the Questionnaire will be posted the day before tickets go on sale so that you can see what information is expected.

You must fill out your questionnaire or submit your custom character concept by July 8th. Failure to do so means you will be assigned a random pre-generated character concept with low costuming requirements.

If you purchase your ticket July 8th through July 22nd, you must submit your Questionnaire **within 24 hours** or you will be assigned a random pre-generated character concept. If you purchase your ticket after July 22nd, you may only submit a Custom Character.

Certain Things Are Unavailable or Restricted

Not Appearing In This Game:

- **Mana Elves:** The Manifestation has not yet occurred, and Mana Elves go by a different name: Sanctum City Elves. As the name implies, Sanctum City Elves kept to themselves during this time period and are unavailable to play.
- **Grehlok:** The first Grehlok would not be created for another 2000 years, so it stands to reason that none will take the field.
- **Wartable Specialists:** The Wartable will not be active during this event.

Restricted to Pre-Generated Characters Only:

- **Drow:** While PC Drow will be present, they require a separate application process that will be discussed with those who volunteer to play one.
- **Norraht:** Restricted to certain Pre-Generated Characters only.
- **Blood Mage:** Restricted to certain Pre-Generated Characters only.
- **Leadership Skills:** Pre-Generated Characters with Leadership will be given an amount of Usage Chits free of FP cost, and may recruit Allies in-game.

The Game Within the Game

Ever played “Werewolf”? This game is split into Loyalists and Elendari, but *everyone* should appear to be a Loyalist. If your allegiance to the rebels is widely known, you’ve put a target on the entire cause. Tact is key to playing an Elendari. It’s probably wise to keep your Allegiance to yourself, even on an out-of-game level!

Allegiances

Each player will choose an **Allegiance** upon ticket purchase; there will be a set number of tickets per side and all tickets are first come, first served. Once your ticket is purchased, you CANNOT change or swap sides– choose wisely. Players may not buy more than one ticket, and everyone must buy their own ticket.

Your Allegiance determines two things– where your *character's* allegiance lies at the start of the game, and which side you as a *player* participate in for the final battle.

The sides are:

1. **The Loyalists:** These are your average citizens, and run the gambit between fervent believers in the Drow's way of life and ordinary people who just can't be bothered to care who wears the crown. Whether dedicated follower or overly cautious, they know that getting swept up in rebellious activities means the loss of everything they hold dear. Any truly loyal citizen is morally obligated to report suspicious behavior.
2. **The Elendari:** Long before they became the arm of the Alliance military in the exiled lands, the Elendar were a famous warrior band from elven legend. So when it came time to name the little group of elves who met in the early morning to discuss and shame the drow, the task was simple. What started as a group of high elven rebels has quietly grown into a diverse force to be reckoned with. For a number of years the rebellion has managed to operate without drawing too much attention, but a misguided assassination attempt has made the group infamous– and now the Empire is closing in. No matter how radicalized they appear, the dream of a better world is at the heart of their cause. Elendari are those actively working for the cause, or are on the cusp of joining it once given the opportunity.

While your allegiance determines your character's *beginning* motivation, that doesn't mean it can't change over the course of the game. Switching sides is an option, but will ultimately end in the character being **caught and executed**. You will then be expected to NPC the final battle as the side you began play on.

You must participate on the side you purchased a ticket for in the final battle. There are absolutely no exceptions.

A New Setting

Lands of Exile: Into the Lion's Den finds us in the Homelands on the eve of The Second War. Called Kyo'Feir by the Drow and Shore's End by... everyone else, this settlement was once a thriving, diverse port, but has become a small backwater under Drow rule. The populace had never tasted total freedom from Drow Rule, but for the majority of the last 800 years they rarely came face to face with Drow of any significant rank. But as rumors spread throughout the empire that rebellion is brewing, every yoke is tightened, and the people of Kyo'Feir had their quiet existence disrupted seemingly overnight. Now the denizens are living under strict martial law. Freedom, however it comes, will not be without cost.

History Already Written

Into the Lion's Den tells a story that has already happened in the world of Lands of Exile, meaning the narrative is more important than how the story ends. In the spirit of full transparency, we'll tell you now that none of the characters in this game will ultimately make it out alive; their deaths will either occur on screen or off. The narrative is intended to give meaning and a voice to the in-game history and the lives of those that made it happen.

Life Under the Drow

While any society under the control of the Drow is at its lowest levels largely indistinguishable from any other free society, the intricacies are somewhat more complex. Everyday people are assigned jobs by the Drow, based on class. Young people are assigned careers and begin training before their adolescence. If your parent was a blacksmith, the chances are incredibly high that you are also a blacksmith. The caste system is sacred to Drow society and mostly functions without question or complaint. Individuality is discouraged as a rule.

Kyo'Feir has for many years been largely ignored by Drow society, but this structure has remained their greatest influence on the culture of the town.

The Drow Empire is considered by history to have been a theocracy, with the state religion being Sho'thar worship. Practicing non-Sho'tharian religions have consequences ranging from a hefty fine to imprisonment and execution.

We understand that this is a complex thing to ask of players, but agreeing to attend is agreeing to play within this structure: any attempt to be the exception will be met with consequences, up to and including removal from play.

A Peaceful Existence

The Homelands under Drow rule were nearly unrecognizable; in their 800 year reign, there has been no crime (at least officially) and most Drow cities are incredibly safe. That doesn't mean that the odd smuggler or bootlegger hasn't carved out a niche for themselves. It just means that, on paper, they don't exist.

The Soldiers in Peacetime

There has been no war since the First War, 800 years ago. In this time of peace, soldiers are trained for the protection of the higher ranking Drow. They often spend a few days a year training, waiting for the call that would likely never come. Certain higher ranking Drow soldiers fought in the First War, but they are largely removed from public life in their more advanced age. Today's soldiers are largely bodyguards, mercenaries and monster hunters in their off time, as the Empire offers them a mere pittance for retention purposes.

Resources and the Quartermaster

Unlike New Haven, Kyo'Feir is a well-equipped town with a stationed Drow Quartermaster able to allocate resources to those who's professions require them. The Quartermaster will function like the Merchant used to and replaces the gathering system for this event. They will be able to give characters additional resources freely...provided their paperwork is in order.

Although this is a one-shot event that will ultimately end in the death of each of these characters, your actions will echo through history forever in the world of Lands of Exile. Enjoy the event, and die in infamy!

Lands of Exile: Into the Lion's Den Credits

Written by Justin Bullock, Austin Buysse, Jordan Mullaney, Z.R. Taylor and Emil Zickafoose

Edited by Hannah Davis

Special Thanks to Jennifer Pan for the Pre-Generated Character process

Based on an idea by Emil Zickafoose

<https://www.landsofexile.com/>