



CERLARP

Presents

2024 Annual Fall Overnight Event

All-hallows" Eve Festival

Hosted by Northbourne (CER Midwest)

SEASON 13



LARP ADMITTANCE: \$30 • MEAL TICKET: \$30
ONLOOKERS & FIRST TIME ATTENDEES, FREE
BARTON SHELTER AT LOWELL PARK, DIXON, IL
FRIDAY OCTOBER 25th, 4 PM – SUNDAY OCTOBER 27th, Noon.
SCHEDULING IS IMPORTANT TO US PLEASE RSVP "GOING"
ON FACEBOOK, DISCORD, AND/OR PREREGISITER AT
CERLARP.COM

Welcome Adventurer

Thank you for taking the time to join us for our Season 13 Annual Summer Overnight Event: The Midsommer Celebration. CER, pronouncer Sir, stands for Custom Engine Roleplaying and LARP stands for Live Action Roleplay. LARP is a cooperative game or experience in which players create characters to go on shared adventures within a collective story-telling imagination. The players use a set of rules to dictate how they interact with others as well as the world and the systems of CER. CER LARP, our custom game and rules are both Medieval and Fantasy inspired; similar to worlds from Lord of the Rings, Game of Thrones, and Dungeons & Dragons. Within our game you will find deep storytelling and narrative, exploration and puzzle solving, and exciting combat.

CER is open to all new and seasoned role-players. Our overnight festivals and celebrations, such as this one is also open to sponsors, friends, family, and those generally interested in LARP. You do not need to have a character or garb to attend the CER LARP overnight events; you may simply come as a friend or onlooker. If you wish to join, at any time please let a moderator know, and we will be happy to assist you.

Meet your Event Hosts



Game Master Jake

Jake Wallin
Game Creator



Serendipity

Gwen Moore
Game Admin



Special Thanks to the Dixon Park District, Lowell Park, and the Nature Center.



Calum Eventyre

Mike Oncken
Diamond Team
Captain &
Game Moderator

Saint Celest

Alise Sherman
Helm Team
Captain &
Game Moderator

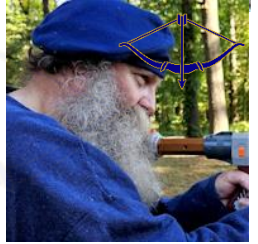


Grand Arboreer Seanabeish

Aric Abell
Axes Team
Captain &
Game Moderator

Krak

David Myhre
Bow Team
Captain &
Game Moderator



PayPal Scan Link
for CER LARP



Donate or Pay
Here



Schedule

- ❖ Friday Evening
 - Camp Set-up
 - Event and Game Announcements
 - Fellowship
 - Opening Ceremony & Shaman Fore-tellings
 - Midsömmar Court Dinner Feast*
 - ❖ Saturday Morning
 - Group Breakfast*
 - Fellowship
 - Sparring
 - Warm-Up
 - Combat Tournament (Mage, Daggers, Swords, Heavies, and Poles)
 - ❖ Saturday Day into Evening
 - Trials Start At 1pm
(Open to the General Public, non-LARPer)
 - Trials
 - Bonfire and Tales of Before
 - The Gelly Cube from the Depths, Event Encounter and Boss Fight
 - ❖ Sunday Morning
 - War-Council and Closing Announcements
 - Closing Ceremony
 - Camp Clean-Up and Pack-Up
(should be cleaned up and packed up by about noon)
- *Please consider a meal ticket to help our LARP*

Park and Overnight Rules

- All guests and attendees must abide by all existing park rules. These rules can be found at DixonParkDistrict.com/Lowell-Park
- Everyone must complete our new waiver before play, no exceptions.
- Everyone must park in the allotted areas. No one is to park on the outside road to the park (Lowell Park Road).
- Lowell Park is a smoke and alcohol-free park. We will enforce this harshly. No alcohol is to be brought into the park or your personal tents.
- Lowell Park's Gates close automatically at 9PM and reopen at 6AM. During the time the gates are closed you will not be permitted to leave or arrive during these times Friday or Saturday night/morning. If you leave during this time, you will not be permitted back.
- No animals will be permitted without permission from Jake.
- No trash or refuse is to be left; everything we bring in must also leave with us; before or at the time of event end.
- Only bring a tent large enough to accommodate you and whomever you may be sharing a tent with. Tents must be set up completely or not at all.
- Our event and our members and attendees cannot disrupt the normal activities occurring in the park, including other families and groups. We will mostly stay in our own area.
- We will be utilizing the Barton Shelter. We will have one cooking fire and one campfire maintained by Admins.

On the rare occasion that the weather is too burdensome or dangerous; we will instead be hosted at the Northwest Territory Historic Center located at 205 W. 5th Street, Dixon, IL. This would be announced.

All-Hallows' Feast

The Midsömmar feast marks an important time for the Kingdom of the North. It marks another year of survival and defiance in the face of annihilation. We feast in an abundance knowing that the dark and cold of the winter as at its farthest point. Meal tickets are \$30 and cover the Court Feast and Breakfast. If are an out-of-game sponsor this season, your court meal will be provided free of charge. This cost of \$30 helps us cover the cost of the food as well as providing additional stimulus to our LARP for the season.

Feast Menu;

- Elven Apple Crisp (Dutch Apple Pie)
- Hearty Bear Stew
- Mashed Potatoes and Gravy
- Roasted Turkey Vulture (Turkey sans Vulture)
- Stuffing
- Sweet Yeast Rolls
- Tea, Hot Coco, & Coffee

Breakfast Menu;

- Dwarven Flat Ration (Pancakes)
- Eggs
- Grain Mash (Cereal and Milk)
- Jams, Jelly, & Syrup
- Sausage
- Sizzling Boar Strips (Bacon)
- Milk, Orange Juice, Tea, Hot Coco, & Coffee

Crials

We will use contest of skill to pass the time. Those who can best their kin may receive a special reward. The trials are as follows. (*Participation is welcome but not required.*) Teams will be split into 4 groups; Diamond, Helm, Axes, and Bows.

Might

- Weighted Discus Toss
- Buster Hold

Magic

- Dowsing for Truth
- Arcane Seal Card Game

Luck

- Fireball Dice
- Boulder, Parchment, Shears

Toughness

- Belly Crawl
- Spicy Pepper Challenge

Will-Power

- Plank Contest
- Staring Contest and/or Ice Bath

Wits

- Elder Brain Trivia
- Rune Memory Test

Reflexes

- Axe Throwing and/or Ballista Dodge
- Meaden Ball

Main Campaign (and Boss Encounter)

As we sit and recount the adventure thus far on the outskirts of Trinity, our scouts have developed a mine shaft in the opening of a field. There are several paths of precision cut in the foliage and undergrowth as if the path was cleared and cleaned magically. The objects that intersect the path have a singed and melted texture that prevent them from protruding into the path.

Main Ceremony & Ritual Sacrifices

Making it home by the festival is no longer an option and we have spread the news to the rest of the kin. Morale is low, but we will attempt to make merry regardless of our situation. We must offer sacrifices in the spirit of the harvest moon so that we may make our way safely. The Wild Hunt is neigh, and I can hear the calls of beasts and those beasts who walk in the shape of men. We will light a large fire to keep the shadows at bay on this night in the tunnels. (Trigger warning; ritual sacrifice, witchcraft, blood, animal cruelty, black magic. All our rituals are strictly fictitious and theatrical and no one or any animals will be harmed in any way in real-life.)

Closing Ceremony

Surviving the Gelatinous Cube's Midnight onslaught has bolstered the resolve of our troops and we march on into the cold months, taking us home for the time being. There are many forces at play, but the North is here to face them.

Q&A's

Q&A's What is the All-Hallows' Festival?

IRL: The All-Hallows' Festival is a Friday-Sunday Overnight and Multiday LARP event, loosely thematically themed on a combination of Thanksgiving and Halloween.

IN-GAME: The Harvest Moon and the Wild Hunt are celebrated together in a multiday celebration known as the All-Hallows' Festival. The Harvest Moon marks a time of abundance before the harshness and darkness of the Dwarveser (Winter Season). During this celebration the Wild Hunt occurs, in which the Land of Medius sends its "beasts and those beasts who walk in the shape of men" (such as were-creatures, vampires, mimicry bears, and wendigos) to cull the weak and gather sacrifices for the Void Moon occurring during the winter solstice. During the Wild Hunt and especially during the Void moon, it is believed that the veil between the Æthereal (spirit) Realm and our realm blurs and that those can be lost to the darkness or even pulled into it, if they are not careful.

Who is the All-Hallows' Eve Festival for?

IRL: Just as all LARP events CER is intended for ages 16+ to play and cooperate. Children may be present for the day-time activities, but it is advised that children younger than 16 do not stay for the ritual. Children 16 and below are not permitted at overnight events without DIRECT adult (must be present for the entire duration of the child's stay) supervision.

IN-GAME: The All-Hallows' Eve Festival is celebrated far and wide. Though the harvest moon feast has its roots in the Vital Lands, many peoples of Medius have adopted the tradition. The wild hunt has its roots in old Jotuun (Fœ/giant) traditions that have intermixed with Gnomish and Dwarvish traditions. Today, the All-Hallows' Eve Festival is celebrated in a multitude of cultures from the Dwarves of Northbourne to the Fœ of the QuinnRow Forest, the Moon Elves of Farthurndern and the Vital Lands.

How do I prepare and what should I bring?

IRL:

- If you want to get the full experience of the Event, we recommend trying to stay the entirety of the event with an emphasis on reducing outside distractions such as cellphones. You will need at least a sleeping bag or tent to sleep in along with your LARP gear. We recommend you also bring water and snacks.
- Wear layers. Costuming and Garb can be taken off if it is too hot. Remember that we will not be sitting around a campfire the whole event. **We will be playing regardless of temperature.**
- Think about staying dry. Wool socks and waterproofed boots can be the difference between a comfy camping experience and a miserable one. Use wind breakers, bring changes of dry clothes and keep the inside of your tent moisture free. **We will be playing regardless of precipitation.**
- Simple solutions can often be the best solutions. Plain blankets can be worn as capes and cloaks with the help of Cloak pins and ties. Twine and a rock can be used to make a clasp.
- Insulation matters. Throwing extra blankets on the outside of your tent, hanging them up on the inside, or sleeping on extra blankets can make all the difference. You may opt to use a heater or furnace, but if you do; you must follow all fire safety including having a working battery-operated carbon monoxide censor, and an appropriate fire extinguisher for your type of fuel. Wood stoves should burn only hard wood, not coal or charcoal as this can melt stoves! Propane heaters should be elevated away from tent surfaces such as floors and walls and also away from blankets and clothes that may catch fire. Make sure whatever the heater is on will also not melt or start on fire.
- There will be no electricity, so plan accordingly. You may wish to dress lightly, or pack battery operated fans to help with the heat.
- **Food will be provided for those with meal tickets, but donations are very welcome. We will also be staying up into the late hours of Friday and Saturday morning, so adjust your sleep schedule accordingly.**

IN-GAME: We must prepare for the fights that await us now that we have returned to basecamp, so make merry and lift your spirits now. **Be prepared to fight and stay awake into the late hours, despite the cold and wet.**

Can I help prepare or during the festival?

IRL: Money donations go a long way during events like these as well as those who would like to help set-up and clean-up. Donations of **water, firewood, blankets, tents and other general camping supplies** are also welcome. If you would like to donate, please use cash or use the PayPal scan code on page 3.

IN-GAME: All the North army is expected to pitch in and help their kin.

What can I do as a player to help, other than give money or clean up?

IRL: Committing to being at our best and longest event of the year as long as you can is the best thing you can do in addition to inviting friends/family to our Saturday night festivities. You can also help people set-up and tear down.

IN-GAME: N/A

I want to party and drink. BYOB?

IRL: Lowell Park is an alcohol-free park and campus. No alcohol is allowed at events being held at Lowell Park.

IN-GAME: Have you ever partied with a Dwarf? You likely won't remember it in the morning.

Black Magic, Witchcraft and Ritual Sacrifice? Oh my!

IRL: All our rituals are strictly fictitious and theatrical. No one or any animals will be harmed in any way during the performance. During these rituals, we ask for group participation to elevate story and narrative. If the idea of watching or participating in a fake magic ritual is offensive or not for you, politely decline to participate by saying pass or quietly removing yourself from the scene. Everyone at CER is encouraged to have their own beliefs and opinions and you will never be penalized for those beliefs. At the Midsommer Celebration we will be having a bonfire but no rituals.

IN-GAME: We face dark magic of the All-Hallows' Eve blood moon. These are powerful and dangerous magics.

Will there be restrooms or showers?

IRL: We will be providing two porta-potties however we advise anyone who can “go behind a tree” to do so to reduce the amount of congestion within the public restrooms. Please use common sense and be appropriate when doing this since we are in public. (A privacy tent can be erected to use.) Showers will not be available, and you will be “grubbing it”, so bring any personal hygiene items you wish to use. **Anyone caught stealing, vandalizing or otherwise being disrespectful will be dealt with by admins and removed from the game and/or criminally charged if need be.**

IN-GAME: Marching war bands are all too familiar with the grit and dirt of the trail, however citizen of NorthBourne pride themselves in hygiene and presentation. Remember if you can smell yourself, so can everyone else.

What if it is really cold or rains/snows?

IRL: We will continue with our plans in rain or shine, cold or heat, so dress and prepare accordingly! We advise you bring ways to heat up such as hot hands and warm drinks. We may adjust the or move the schedule of events based on the safety of those at the event. On the rare occasion that the weather is too burdensome or dangerous; we will instead be hosted at the Northwest Territory Historic Center located at 205 W. 5th Street, Dixon, IL. This would be announced, so plan to come to Lowell Park unless otherwise stated. IN the case of extreme heat we will move the majority of the physically intense roleplaying, combat, and trials to after sundown.

IN-GAME: N/A

Is this like a Renaissance Faire?

IRL: Easy answer, **no**. While we strive to have a setting similar to a renaissance faire as far as immersion, we are not performative for the public’s sake. This event is cooperative game for LARPer in which those present are expected to cooperate by playing, abiding by the rules, and being invested. While we do open Saturday night up to the players’ friends, family and the general public, this is intended to show those people what we do and get them excited about LARP. **CER LARP overnight events are not a “bring your stroller and walk around while you are entertained drinking beers” kind of event. We even recommend that children under the age of 16 are not permitted to stay past sundown.**

Will there be Vendors and chances to purchase goods? How does purchasing goods in the LARP work?

IRL: Many other players may sell goods or services, so having some spending money may not be a bad idea.

- If you are a player and interested in setting up a booth or having things to sell at ours, please contact Jake at jakewallin2012@gmail.com . Vendors may on sell items to peoples attending our festival at this time. Please do not try to solicit other park guests without express permission of Jake or the Dixon Park District.
- If you would like to purchase something in-game, there will be two prices for an item: an in-game cost and an OOG (out-of-game) cost. **By purchasing an item, you agree and pay both prices.**
- Vess’ Best Vestments will be joining us selling period dressed and cloaks.

IN-GAME: Wherever there are people, there is gold being exchanged; as sure as a Dwarves’ heart keeps’ a beatin’.

I like to pack light. What is the absolute lightest I can pack?

IRL: You will need your costume, gear, a light source (preferably other than your cellphone), some way to sleep such as a hammock or sleeping bag (you may sleep outside but beware of bugs, animals and weather) and at least some water to hydrate. If you did not purchase a meal ticket you will need some snacks. It is recommended that you bring what you can to immerse yourself and help simulate that experience for others such as covering containers that are too modern.

Can I walk the trails, hike and explore in my downtime?

IRL: Yes! As long as you are not hindering anyone or being bothersome to anyone else during your down time you may explore, but you are responsible for making your way back to camp. Don’t go on a hour long hike if you need to be back to camp in 30 minutes. Likewise, do not take heavy gear with you if you are unused to hiking with heavy gear. It is recommended that you do not take anything into the woods that would easily be lost such as trinkets and ammunition.

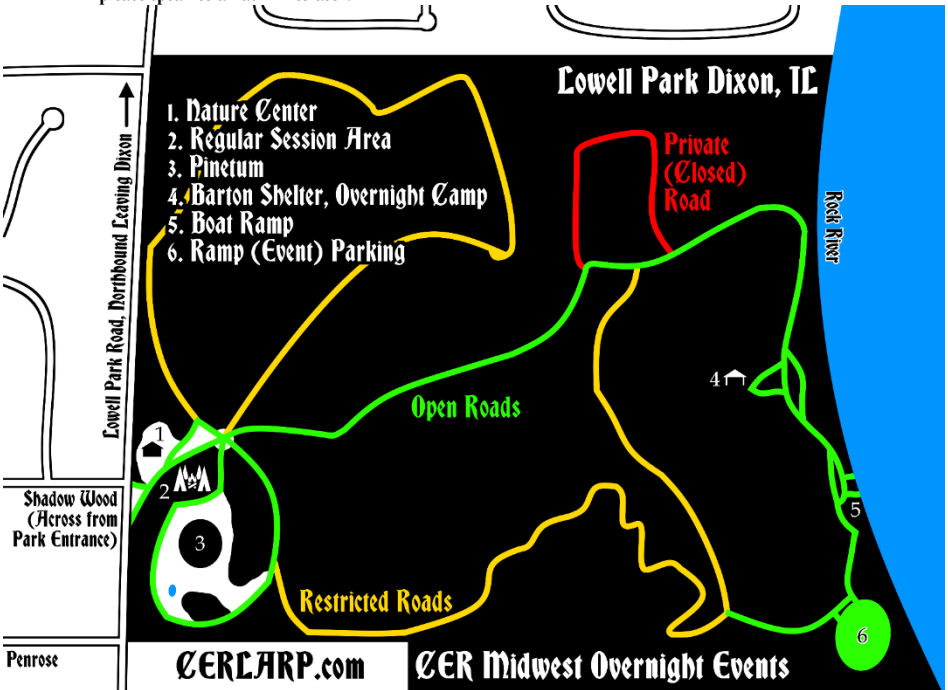
Park Gates

Park Gates located at the main entrance and the trail heads automatically close and lock preventing through traffic from 9PM-6AM each night. During this time, you will not be able to leave or return. We will have emergency transportation measures in place, but they are just for that; emergencies. Picking up your girlfriend, not being able to sleep, or grabbing Taco Bell is not considered an emergency. For this reason, make sure you have everything and everyone you need to be comfortable during this time.

Players will enter Lowell Park via the main Park Entrance located on Lowell Park Road. Continue down the roads until you reach the lower level of the park (by the river) and locate Barton Shelter. Players may unload equipment at the Shelter but will need to park in the boat ramp parking lot (number 6).

Parking

- Players will need to park in the boat ramp parking lot (number 6). They may also park in the top of the park by the nature center but road to the lower park will close and lock at 9PM automatically.
- We will designate the emergency vehicles for getting into and out of the park. No one else should park anywhere else.
- Players may drop off and unload at the shelter but then must park in the designated areas.
- Players and attendees may not park on the shoulders of roads either on or in the park. This includes Lowell Park Road and Roads in the upper and lower park. Please utilize the parking lots only. If you are unsure, please speak to an administrator.



Camping Area

We will be utilizing the space around the Barton Shelter for shops, our feasting hall and our kitchen. Tent space is assigned by Game Admins and is a first-come, first-serve basis. Cooking should only occur in the designated areas with allowance by game masters. We will only have one other singular fire which will also be managed by game masters. Please do not start any of your own fires; as it can result in your removal from the event. Only utilize tents that fit you, your gear, and any companions adequately, please. There should be no huge empty spaces within peoples tents. If you have a larger tent, consider sharing it with those that might need additional space. We will also enforce tents being set-up completely and properly.

Event Area

During normal park hours we will be mainly in the area around the Barton Shelter. That means that all dueling, sparring and other LARP business should occur in this area, so as not hinder the park's regular guests or their events, if any. After hours, we will be spreading out a little bit to help aide in our adventure. If you have spare time; you may explore the park freely but please do not disturb other patrons of the park.

Saying Goodbye

Remember to leave the park in a better state than when you arrived. We want to make sure that we will be invited back in the future. Please pick up all trash and items.

Thank you for spending your weekend with us! Until next time Adventurer!

