

# Crewing

*Tales Untold* runs with a crew of 50, split into various teams and roles. Some of these roles may overlap across teams.

Every member of Crew will receive a personal schedule explaining what they are needed to do when.

Crew places cost £25 to cover the cost of food.

[Crew booking is available through this form.](#)

## Quest Team

The Quest Team are dedicated to crewing (or “Monsterring”) for hour-long combat Quests. Some Quest team members may be required to play additional roles in Camp on a case-by-case basis.

### Purpose

- To provide a variety of NPC combat and non-combat encounters for Players on Quests
- To provide a challenge for Players embarking on Quests
- To enrich the gameworld with a variety of NPCs met out and about

### Responsibilities

- Attending Quest briefings given by the Quest Refs
- Following instructions given by the Quest Refs to set up encounters
- Fight the players to present a challenge as guided by the Quest Refs

## Vignette Team

The Vignette Team are dedicated to setting up and playing NPCs for half-hour long non-combat Vignettes.

### Purpose

- To provide a variety of NPC non-combat encounters and puzzles for Players on Vignettes
- To enrich the gameworld with a variety of NPCs met out and about

### Responsibilities

- Attending Vignette briefings given by the Vignette Refs
- Following instructions given by the Vignette Refs to set up encounters
- Roleplay through the encounter to challenge the players

## Camp Plot Team

The Camp Plot Team are dedicated to playing NPCs in Camelot from a variety of Realms and providing plot within the walls of Camelot based on Player Realms and actions.

### Purpose

- To provide a variety of NPC encounters and short storylines for Players to follow
- To enrich the gameworld with a variety of NPCs
- To remind the players of the consequences of their actions, and the existence of people within their home Realms
- To celebrate the creativity of the player Realms

### Responsibilities

- Read the various briefs prepared for plot we are intending on bringing into camp
- Have a rough understanding of the style and culture of Realms
- Entering play as various NPCs with agendas and plot for the players to attempt to resolve

## Long Term NPC Team

The Major NPC Team (which may overlap with other teams) cover crew that are required to play long-term NPCs in Camelot.

### Purpose

- To provide static touchstones for the players to interact with
- To motivate long term plot
- To make the players have FEELINGS

### Responsibilities

- Read and understand a medium-to-long brief that may include metaphysical notes
- Play the NPC when required, following any prompts the crew give you
- Reacting and responding to what players attempt to achieve, rolling with ideas as they come

## Conquest Team

The Conquest Team manage the Conquest table, its use and Order resolution.

### Purpose

- To manage the Conquest Game

### Responsibilities

- Understand the rules of Conquest
- Be available to answer queries from players as to the rules

- Resolve Orders on the map table once Conquest phases have been closed
- Liaise with Head Refs for difficult calls

## Magic Team

The Magic Team manage the Magic system.

### Purpose

- To manage the Magic Game
- To dispense Magic Beans

### Responsibilities

- Understand the rules of Magic
- Write Scrolls as players create them
- Be creative and adaptive to player ideas
- To be available in the Fonts of Magic throughout the day
- Liaise with Head Refs for difficult calls

## Admin Team

The Admin Team is responsible for ensuring the game is running smoothly on an out of character administrative level.

### Purpose

- Ensure the administrative side of the game is running to schedule

### Responsibilities

- Be available at the Operations desk or in Camelot to handle mechanical queries and alert the Head Refs of any issues
- Liaise with all teams to ensure schedules are being kept to and resources are available
- Understand what's going on during the event
- Keep the Head Refs updated of any interesting developments

## Core Refs

The Core Refs are tasked with making judgment calls and ensuring the smooth operation of the event. The Core Ref positions are:

- Joust Ref
- Quest Refs (2)
- Conquest Refs (2)
- Magic Ref
- Field Ref

- Bonds Ref

## Purpose

- To ensure their relevant area of the game runs smoothly

## Responsibilities

- Understand the rules in their area of the game thoroughly
- Understand what's going on during the event
- To make judgment calls to ensure player safety and maximise fun
- To liaise with the Head Refs to keep communication flowing throughout the team

## Head Refs

### Purpose

- Overall operation of the game
- To uphold our policies and ensure a safe environment for all players and crew
- To answer any questions from players or crew
- To handle any complaints or incidents
- To liaise with all members of crew to ensure the game is running satisfactorily and crew welfare is being maintained
- To coordinate the writing of overall plot and direction

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