Tales Untold LARP



The Realm of Lost, Magic its heart
Invite you here to all take part
To meet, to seek; to love, to fight
To forge the tales that bards will write

Tales Untold is a Live Action Roleplaying Game (LARP) set in a high fantasy narrative-driven world of fairytales. Players are heroes and villains, nobles and scoundrels, witches and sorcerers, working to further their own agendas and the prosperity of their realms around a great event thrown at the heart of the world, at the invitation of its rulers. In *Tales Untold*, every character has a story to tell - every character has the chance to become a legend. Roll into a fairytale world you can make your own.

***Tales Untold* Chapter 6 - Into the Abyss will take place on Friday 5th - Sunday 7th April 2024 at Kinver Scout Camp. Booking will open soon!**

Tales Untold Chapter 7, the final event, will take place on Friday 27th - Sunday 29th September 2024. *There will be 7* Tales Untold *events total, one in each of 2018, 2019, one in 2022, two in each of 2023 and 2024. To be the first to hear all the latest information, make sure to join our mailing list by emailing talesuntold.larp@gmail.com. You can also email us here with any questions or check our FAQs. ===== The World ===== The world of* Tales Untold *is one of magic and adventure, where*

the once united lands of Albion have been torn asunder by the fall of Camelot. Now known as the Hundred Realms, war, bandits and dragons ravage the land while rulers are left to fend for them themselves for the first time in 50 years. Here Monarchs rule with iron fists or loving care, peasants start great journeys to become legends and sorcerers hone their ever advancing skills to aid either allies or curse their foes. A hundred realms, a thousand possibilities. Who knows how your story will go? ===== The Event ===== To People of these Hundred Realms
To Monarchs proud, to armies' helms
To Mages great with the power they hold
To all who seek their stories told

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Come to our gates, come meet our kin
Come find new legends deep within
For time is short, and times are fraught
Come claim this world from Camelot – *An invitation from The Realm of the Lost The Events of* Tales Untold *each take place over the course of a weekend in Camelot, where players answer the Invitation of the Realm of the Lost – a Realm of stories and yearning to find a home. During each event you can expect to:* **Make your story matter** *Follow the story of your character and the world they're part of. Use Defining Moments to gain access to powerful magic and abilities based on your choices and what's meaningful to you. Form magical Bonds with your friends (and your enemies) to solidify your relationships.* **Quest through an ever changing world of your own design** *Make a Realm of your own design in which you and other characters live. Define that home and make it yours, then embark on Quests to discover what lies beneath the surface. Great leaders gather at the city of Camelot and pit their armies against the armies of their foes in a grand strategy over the course of events that will shape the world to come.* **Curse your mortal enemies, create magic yet unknown** *Wield the fundamental power of Magic to cast spells both known and mysterious. Play it safe and cast spells from a common Spell List or unleash your imagination and take a gamble to create spells of your own design in a magic system where anything is possible. ===== Where to start? ===== We'd suggest starting in the following places: * The Setting pages Camelot and The Hundred Realms should tell you all you need to know to have a grasp on the setting, and the Invitation should give you some information as to why you're meeting together. There are more details fleshed out on other pages, but these pages contain all the information you should need to get a handle on the world. * Character Creation and Skills will allow you to understand how to make a Character for* Tales Untold *and should hopefully lead you to areas of the System that will be more relevant for you. * The Magic pages - while we don't expect every character to be interested in Magic, Bonds, Defining Moments and Scrolls are all very central to the game. * Combat Rules to allow you to understand how Combat works in Quests, Jousts and the Melee. * Conquest if you're interested in the grand strategy game to rule the world. * Events will let you know what to expect at a* Tales Untold *event in more detail. ===== OC Information ===== **



*Information about the structure of every Tales Untold Event * Details about the Next Event in particular * Information about Crew Roles that are available * Information on Style and Influences of* Tales Untold * *Policies and our Acceptable Themes policy. * FAQs*



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