

PHOENIX: THE MUSE

You've played so many games you don't even remember the number. You know that ideas are more important than people, relations and friendships. People tend to fight, lose, and die, but ideas live forever. You are here to inspire and teach those who want to listen about what is truly important in art. You've been part of LARP groups before and you have seen them fall. Your hopes are high for this one.

Relationships

Boss: Promising, but overly attached to others. They need a shock to mature.

BigJ: Trapped between their serious job and what truly matters, which is LARP! They need a push to make up their mind, but they will probably react with anger.

Cobra: Envious and vicious. Just waiting for the right moment to stab Boss in the back. You love this dynamic. It keeps everyone motivated.

Snowflake: Trapped in their own illusion of perfection. Their roleplay is pathetic and artificial because they protect themselves from feeling real emotion.

Random: An interesting person with no real agency. They are blank as a fresh new canvas and you would like to see others fill it with colour and emotion. The group just needs to pay them more attention.

Instructions

Scene 1 - Afterparty!: In exchange for the personal thanks you get, toast to the best thing about the game you just ran.

Scene 2 - Mystical inspiration evening - Be the Leading character: Lead the others through exercises to get everyone inspired for the next project. The plot may still be a mystery to you, but Boss is working hard. Try exercises in pairs and change them up a few times. Discussion? Meditation? Dream telling? Yoga? You choose.

Scene 3 - Character creation workshop: Is there anything new you can learn about playing and creating? You doubt that. But this also means it's the end of the road... Which sounds even worse. Maybe you should give this a chance? If it fails, you'd better make sure everyone else thinks you made a huge breakthrough.

Scene 4 - Crisis: This is a work meeting on the next project. There's fear in the air. You shall guide them. Even if it hurts.

Scene 5 - At the location: You are at the location and the game starts tomorrow. You've been in situations like this before. This is what it all comes down to: Either the group survives or it doesn't. Last time you didn't take a stand, and it all ended just like that. What will you do this time?

Scene 6 - The ending scene: You are no longer playing Phoenix, but an anonymous interviewer, so be ready to ask questions.