

WOMEN OF BRITAIN

SAY -

"GO!"



FM3: 1917



FAIRWEATHER MANOR 3: 1917
DESIGN DOCUMENT (v1.0, May 16th, 2016)



FAIRWEATHER MANOR

What is this document?

Welcome to the Design Document

This is the Design Document for *Fairweather Manor 3: 1917*. This larp builds on some of the events of Fairweather Manor 1, but is open to players who did not play that larp. This document collects a lot of the knowledge you need to play the larp, gathered in easy, readable chunks. You will not need to read all of it (not even close), but there will be some texts you will want to read.

If you have questions, you are as always welcome to write to Claus at claus.raasted@gmail.com.

All photos are by John-Paul Bichard (<http://johnpaulbichard.com/play/>)

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RECENT CHANGES

MAY 16, 2016

p6, p7, p9 added.

Chapter 4 changed completely.

MAY 2, 2016

Massive overhaul of the Design Document



FAIRWEATHER MANOR

Welcome to Fairweather Manor 3

A historical-ish drama

Fairweather Manor 3 is not a historical larp, but a larp inspired by a historical period. It's set in March 1917, but we're not trying to recreate things as they were then. Instead, we want to create a feel of "being there", while still allowing for interesting drama filled with passion, intrigue and facades.

Fairweather Manor should feel like stepping into a TV drama, not going back in time one hundred years.

First-time larpers are welcome

This is a larp that is newcomer-friendly. It doesn't matter if you've never larped before; you'll still be able to have a great experience attending the larp. We're very aware that attending your first larp is something daunting and a bit scary (but also quite magical), so if you have questions and need guidance, please talk to us. We cannot solve all problems, but there is not question too small or too stupid. Ask away!

If you have questions, Claus is the first person to write to. He can be reached at claus.raasted@gmail.com.

We've done this before

The first *Fairweather Manor* larp was run on November 5 - 8, 2015, with 140 participants from 10 different countries. The second run was held on April 7-10, 2016, with a new cast of players (though some returned), and with a lot of the lessons from the first *Fairweather Manor* implemented. These will of course also be in effect for *FM3*, since they made the larp a lot better. We've gathered a description of many of the changes on p5, if you're curious.

We're all in this together

A larp like this is a huge co-creative process. The organizing team provides the setting and the direction, but this is not like a theatre play or a movie. In the end, the larp is brought to life by the participants, and that means that you as a participant enjoy a high level of both empowerment and responsibility. This is one of the qualities of larp, and it also means that the classical auteur/spectator divide is breached. A consequence of this is that players who are skilled, enthusiastic or well-prepared (or all at once) add immensely to the larp. Or to put it in plain language. You make the larp better by being there, since it won't happen without you.

In most media, it's easy to see who contributes and who consumes. In a larp, it's different. You're a co-creator.

A melting pot of playing styles

Participants from *Fairweather Manor* come from many different countries and larp playing styles, and some have never played a larp before. This means that you may encounter ideas and ways of doing things that are very different from what you are used to. Don't despair. Playing with people who are used to doing things in other ways is extremely rewarding, as long as we all remember to be tolerant of each other and give everyone the benefit of the doubt. After all, what is seen as interesting or "good" in one larp culture may well be considered strange or even "bad" in another. We're all here to have a good time, though, and empathy and understanding are key words.

Welcome to *Fairweather Manor*. We hope you have a wonderful experience.



FAIRWEATHER MANOR

The Fairweather Family Crest





FAIRWEATHER MANOR

Changes since FM1

There's always stuff that needs changing

The first run of *Fairweather Manor* provided some key insights into the design of the larp - both positive and negative. Some things functioned exactly as planned, others even better. Some didn't work out that well. Luckily, one of the advantages of running the same larp again is that the design can be improved. This here is a list of some of the many things we changed for the last run of *Fairweather Manor* (April 7-10, 2016). We were quite happy about them, and have very few major changes for *Fairweather Manor 3: 1917*, except for those that have to do with doing a 1917 larp instead of a 1914 one!

The changes implemented in FM2 are grouped by area:

PRE-GAME

- For the briefings, the briefers will move around instead of the players, saving valuable time.
- The dance workshop is no longer held after the formal program, but as part of it.
- We have set aside more resources to facilitate activities, so good ideas don't go to waste.
- There is no signup lottery. Tickets are sold on a first-come-first-serve basis.
- We will set aside extra people for debriefing first-time players or others who feel the need after the larp is over.
- More effort is put into player contact before the larp, since we now can answer a lot of questions we couldn't before.
- We are producing videos that show off behaviour and etiquette for those wishing to learn.
- And perhaps most importantly, this document is available on the web page for those interested in signing up. For the first run, some players signed up and realized the larp was different from what they envisioned. Now there's a lot of info out there. ;-)

PRACTICAL

- Servant tickets are now 100€ cheaper than non-servant tickets, to account for the less glamorous quarters.
- Clear signs for special locations will be put on doors (The Black Room, etc).
- Coordination-heavy duties like party planning, seating, etc. will now be supported by two runtime ingame game masters (the Duchess' Assistant and the Under-Butler).
- The film crew will use lessons learned from FM1 to be more discrete.
- Maps will be provided to all servant players. The few we had last time worked wonders.
- The colours of the age ribbons will be changed, so white and black and are not used.
- Nametags will be bigger and contain titles, so as to be easy to read. Also, they won't have a ton of middle names on them.

CHARACTERS

- All characters have been completely rewritten, and the level of ambition for the character writing has been raised. This means that characters are longer (5-8 pages), but have increased playability.
- Some characters have been retired outright. Servant characters with a primary function they couldn't perform due to hotel rules (the cooks, kitchen maids and scullery maids) no longer exist.
- The number of noble characters has been reduced, and the amount of servant characters increased. This means a lessened workload for servants, and more "space" for individual noble characters.
- The amount of personal servants has been increased greatly. Visiting noble groups now all have servants, since the personal servants worked very well as characters for the first run.
- There are now only three types of maids (Lady's Maids, Maids and Maids-of-All-Work) instead of six.
- The gender ratio of the characters has been changed, so as to be close to 50/50.
- Several artist characters have been integrated into groups with nobles or guests.

STRUCTURE

- The Opening Scene on Thursday is now just the speech in the Grand Staircase Hall, to have more time for workshops.
- There is no longer a Servant's Ball on Friday evening, but a Servant's Celebration, that takes place at the same time as the Grand Ball. This solves the "waiting for the larp to end" problem for the servants. It also means that the first evening is less hectic, which gives more time for relation play for everyone.
- The activity blocks have been moved around, so there's no lunch break between them.
- We will use fewer rooms downstairs, centering play more.
- Nobles will only enter the servant area downstairs under the most dire circumstances.
- There is no cinema hour. The idea was good, but it turned out it was unnecessary and stressed players.
- There will be clear work schedules for servants, so they know when they're off duty.
- All nobles and guests (artists and experts) now eat together, while the servants eat alone. A clear division works best.
- Breakfast and lunch are now both informal, meaning that only dinner is fully formal. Dinner time has been expanded to be the 2,5 hour affair it ended up being, so there's time enough.
- The round ten-person tables have been exchanged with rectangular six-person tables to allow for more conversation partners.
- The meal seating plans will be available on a big, nice-looking board, so there is less delay when seating everyone



FAIRWEATHER MANOR

Fairweather Manor 3?

This is a sequel to FM1 - but it's a bit of a special one

There are several reasons we're doing this special run of *Fairweather Manor*.

First of all, we had so many players who wanted to return after the first larp, that we discussed how we could make that happen. A larp set a few years later - during the Great War - seemed the obvious solution.

Second, it meant that we could design a very different larp. A lot of the structure is the same, but the content and flavour are different. This time the guests are not here for a birthday, but for a wedding - the wedding of one of the Duke's sons to his fiancée.

Thirdly, we get to try out a design idea inspired by one of the groups at *FM2*. We've come to realize that a lot of the groups of *FM* are very self-contained and that - since groups are created mostly facing inwards - it's very easy to replace a family branch from Northern Ireland with a Finno/Swedish/Estonian branch.

Fourth, this goes doubly for the artists and experts; whether there's group of local musicians attending or a group of performance artists makes no big difference for the design of the larp. However, it makes a lot of difference for the players, since they get more freedom in co-creating their characters.

Fifth, some parts of the larp will stay very much the same. The servants of the Manor are the biggest group in the larp, and have relationships and functions that weave in and out of each other's characters, and they will stay that way. But we'll do our best to make the servant experience even better (and cheaper as well!).

Lastly, doing this "sequel" is an experiment. If there's not enough interest from returning players, we'll just give everyone their money back and not do the 1917 version of *Fairweather Manor*, but a regular *FM* run instead. Of course, in that case, tickets can be freely converted from the 1917 version to the regular one.

What this means for the larp

Characters will come in different types, chosen on signup:

- Returning characters from *FM1*.
- Returning characters from *FM2*, if necessary changed a bit to fit the *FM1* storyline.
- Player-created groups (both nobles and guests), created in dialogue with the organizers.
- Organizer-written groups (both nobles and guests), for those who do not sign up in groups.

We'll have a two-week period of signup where ONLY *FM1* players can sign up. Then after that we'll have a two-week period for *FM2* players. After that, we'll open signup to everyone. The reason we're doing this "staggered" signup is both to gauge interest and also to ensure we don't get "doppelgangers" without at least talking to the players in question about how to handle this.

If we're going to run this, we have set the minimum number of signups from *FM1* and *FM2* at 40 nobles/guests and 20 servants. If we do not manage to get this amount of signups, we will do a regular run instead.

From here until the larp runs in November, we'll be creating the larp together with the players. That means that while some things may not yet be decided, they will be during the process. Our experiences with sequels is that they are messy and chaotic to design, but very interesting to play and organize. So we're giving it a shot, even though it wasn't part of our original plan for *Fairweather Manor*.



Signup and Characters

Some notes on how the signup works

Since this is a bit of a special *Fairweather Manor* run, signup is a bit different than at previous runs. Signup is right now only open for players from *FM1*, who wish to play returning characters. On May 28 we will open signup for players from *FM2*, who wish to play returning characters. On June 15, we will open signup for the remaining spaces.

One of the reasons that we're doing this three-stage process is to make it a LOT easier to design the character matrix in a meaningful way as we go along. We realize that not everyone from *FM1* will want to reprise their roles, even though a core part of The Main Family (the Duke, the Duchess, some of their children, etc.) will be returning. Having characters from *FM2* will work out quite nicely, but we want to make sure that we handle "overlaps" in an elegant way, and that means doing signup this way.

What if there are more than one of each character?

Then we'll solve that by adapting some names, storylines and personalities a little. It's not problematic for the larp if there are two Russian branches at *FM3* - the Fairweather family is large enough to contain it, and Russia is (quite frankly) going down the drain in 1917. But having everyone sign up at once with no chance of coordinating and finding good ways to do it? That'll just cause chaos. ;-)

And experience from other "combined sequels" has shown that it's actually surprisingly easy to convert characters to a shared storyline, even though they come from different ones. The important thing is that *FM3: 1917* is very much its own larp, even though it will contain characters who also existed at *FM1* and *FM2*. There will also be plenty of room for completely new characters, and for players playing a new and fresh version of characters that were present at earlier runs, but where the players are not returning.

Won't this just be a huge mess?

Had someone asked us about this before *FM1*, we'd have agreed wholeheartedly! Yet, at *FM2*, we had a group of players, who created their own group, with strong character concepts, meaningful relations, and connections to other characters. It worked out admirably, and taught us something about the *FM* design. The characters have a high degree of inter-connection, but since the primary focus is on creating self-sustainable groups that are only connected to others at certain points there's more flexibility than we thought there would be.

Example: The Germans are all connected to each other, but only have a few touch points with "outsiders", and these are easily changed. Whether the German Butler has a friend in the Russian branch earlier or a newly-created Italian branch really doesn't make a big difference for the overall structure.

This realization also means that there are several ways to approach characters at *FM3*.

- Returning characters from *FM1*.
- Returning characters from *FM2*, with minor adjustments to make them fit.
- Already written characters that can be played by new players for this run.
- Player-created groups, that are created specifically for *FM3*.

The bottom line is that we'll be creating a lot of the characters together with the players this time. It'll be fun!



CHAPTER 1
Structure of the larp

Richard



FAIRWEATHER MANOR

The Three Acts of FM3

Why do we have an Act structure?

By splitting *Fairweather Manor 3: 1917* into four distinct Acts, we try to pace the tempo and feel of the playing. There are no offgame breaks between the Acts, and they are to be viewed as guidelines rather than chains. It's perfectly ok to be grumbling and worrying during Act Three, or be happy as a clam during Act One, but for most characters, the mood and atmosphere will reflect the current Act. The Acts are described below.

Act One: Conflict & Worry (Friday day)

Fairweather Manor starts off with the action being kicked off right from the beginning. As the larp starts on Friday morning with the Duke and Duchess welcoming their guests to the Manor for the wedding, everyone is on edge. Some believe that holding a wedding here during the very darkest of hours is not proper, while others wish so desperately for a little joy and happiness that they try to close their eyes towards the horrors of the times. Disagreements become conflicts and small misgivings blossom into full-fledged worrying and despair.

Act One ends as the Dressing Hour before dinner starts, and tempers flare and things explode (in a British way!)

Act Two: Escalation & Confrontation (Friday evening)

During the evening, things get decidedly heated. Discussions become more pointed. Arguments become snapping competitions. Conflicts come out into the open, and hearts and friendships are broken in emotional moments. Harsh words create gaps and new allies find each other due to being thrust together by those close to them. The unbendable rules of society and status are bent a bit and high drama ensues. An evening of not-so-hidden feelings, and grand declarations of both love, hate and everything in between.

Act Two ends as the Manor goes to bed around midnight.

Act Three: Bliss & Peacemaking (Saturday day)

Act Three starts as the Manor wakes up, and the events of the evening before poke sleepy brains and make them recoil in horror. This is the day of the wedding, after all! A time to celebrate, to come together and to find peace and forgiveness. If not solved, conflicts are at least buried for the time, and a sense of hope and looking to the future is in the air. Things that should never have been said are apologized for, friendships are reforged and those who cannot close the gaps created yesterday at least come to peace with that fact. A collective fantasy of everything being alright with the world - at least right now - creeps into the Manor.

Act Three ends after dinner has been eaten.

Act Four: Melancholy & Endings (Saturday evening)

Alas, bliss is temporary, and the harsh reality of 1917 once more starts to intrude. There is a party to be had, dances to be danced and music to be listened to, but tomorrow many of the guests will be leaving the safety of the Manor to return to the world outside. Some of the servants, who have been called to war to replace losses at the front, are to leave soon after, and tomorrow suddenly seems a lot less bright. During the final phase of the larp, characters try to squeeze out the last happiness before darkness again settles. The feeling of the players, wanting to be with their characters for the last moments, is mirrored in the feelings of the characters wanting to wallow in the ending. It is a time for passion, plans and tears. Until it ends at 23.00...



FAIRWEATHER MANOR

The schedule of the larp

The schedule will be done in June

The story of FM1 and FM2 centered around a birthday. The story of FM3: 1917 is centered around a wedding. This means that while we are re-using a lot of the schedule from FM2, there will be changes that have to do with the wedding. The final schedule is being discussed by the Duchess and the Butler, and as soon as they come to an agreement of the precise proceedings, they will be revealed. On a more low-key practical note, this is something we're still talking over and researching customs on, but while the schedules on the following pages are not the final ones, they will more or less look like this!

Thursday

On Thursday, all participants arrive on location at Zamek Moszna - either via our bus from Wroclaw, which arrives at 15.00, or by some other means of transport, in which case you should be there by 15.00 at the latest. The day goes with briefings, workshops, and preparation for the larp, and at the end of the day we play out the opening scene of the larp. The opening scene consists of the welcome speech by the Duke and Duchess, and is the only scene played Thursday. The continuous larp starts Friday morning.

How the Activities Blocks work

In the schedule there is time set aside for Activities. This is to make it easy to find out when interesting things are happening. The players playing Guests (artists & experts) will be in charge of most activities, but not all. These will be a broad range; everything from lectures on morality and theatre plays to croquis drawing lessons and spiritual sessions. You should go to activities that either you or your character find interesting.

People who are missing are easily forgiven

In our version of Edwardian England, there is a high tolerance for not appearing for an activity. This is due to the fact that not all of us are hyper-social animals and that being this many people this close can be stressful - especially since we're all pretending to be other people all the time! Or they may just be lost in what is supposed to be their own home. So if someone is not present for something, treat it like an acceptable thing. "Oh, he has gone to have a lie-down. You know how British weather affects him." and such explanations are common. If you're interested in skipping something as a way of insulting someone, send a note saying that you can't be bothered to be there - if not it's a safe bet to assume that there's a good player reason for the character's absence. We aim for activities starting on time, since waiting for latecomers makes little sense.

Meals are a central part of the schedule

All meals except for the Servant's Light Meal are eaten in the Main Dining Hall, which normally serves as a restaurant for the castle hotel. Finding space for so many people eating at once isn't easy, and serving the servant meals in the downstairs Servant Hall is not feasible. This means that the nobles and guests are busy elsewhere, while the servants eat, and stay out of the Main Dining Hall during servant meal times.



FAIRWEATHER MANOR

FM2 Thursday Schedule

15:00 - Bus arrives from Wroclaw Airport.

15.15 - Check in and welcome (including a sandwich).

17:00 - Everyone meets in the Grand Staircase Hall. In day costume!

17:10 - Welcome briefing. Briefing groups are introduced.

17:15 - People move into briefing groups. approx. 25 in each group (random). Briefers rotate rooms.

- **Inspired by Downtown Abbey** (tension, finding solutions, rare direct conflicts, up and down, involve other people, age explanation)
- **The castle** (HQ, practical, food, alcohol, hotel staff, Boruta/Swistak)
- **Dramatic rules** ("Very good, sir. The other servants will do it." -> Do it yourself, "I'll ask downstairs -> I'll ask the organizers, my lady.", "Think of the family" -> De-escalate conflict)
- **History 101** (What's going on in the world, what's important, themes)
- **Playing Culture** (the others are not idiots, "they were intimate", change the character if you need, gossip rule: don't suspect servants unless they're no other choice)
- **This is NOT a historical simulation** (Play along, the players words are final: experts and real-life rules, Sir/Lady to everyone)

18.00 - Rehearsal Dinner (with actual food and room for laughs!). Servant players eat afterwards.

20.00 - Everyone meets in Grand Staircase Hall, and divides into big workshop groups.

- **Servants** How to serve in an interesting way. How to play on gossip. Theme Grouping. Briefing on how to play.
- **Guests:** How to do Activities. Tour of Activity Rooms. Theme Grouping. Briefing on how to play.
- **Nobles:** How are the families connected. How to involve other players. Theme Grouping. Briefing on how to play.

21.30 - Dance workshop in the ballroom.

22.30 - Opening Scene in the Great Staircase Hall. Champagne. The Duke's welcome speech.

22.45 - Goodnight!



FAIRWEATHER MANOR

FM2 Servant Schedule

THURSDAY: See p8

FRIDAY

07.30 - 08.00 Chapel & announcements
08.00 - 08.45 Breakfast
09.00 - 10.00 Morning dressing hour
10.00 - 11.00 Serving breakfast for nobles & guests
12.00 - 12.45 Lunch
13.00 - 14.00 Serving lunch: Nobles & guests
14.00 - 15.00 Activities (Block I)
15.00 - 16.00 Activities (Block II)
16.00 - 16.30 Light meal
17.30 - 18.30 Evening dressing hour
18.30 - 21.00 Serving dinner for nobles & guests
21.00 - 21.45 Dinner
22.00 - 23.30 Nobles relax for the evening; light duty for servants
00.00 The Manor goes to bed

SATURDAY

07.30 - 08.00 Chapel & announcements
08.00 - 08.45 Breakfast
09.00 - 10.00 Morning dressing hour
10.00 - 11.00 Serving breakfast for nobles & guests
12.00 - 12.45 Lunch
13.00 - 14.00 Serving lunch: Nobles & guests
14.00 - 15.00 Activities (Block III)
15.00 - 16.00 Activities (Block IV)
16.00 - 16.30 Light meal
16.30 - 17.30 Evening dressing hour
17.30 - 20.00 Serving dinner for nobles & guests
20.00 - 20.45 Dinner
21.00 - 23.00 The Grand Ball & Servant's Celebration

23.00 - 23.15 *The larp ends*
23.15 - 00.00 *Structured Debrief*
00.00 - 04.00 *Afterparty*

SUNDAY: Breakfast & Farewells

NOTE: THIS SCHEDULE IS NOT THE FINAL ONE, BUT GIVES A GOOD IDEA NONETHELESS!



FAIRWEATHER MANOR

FM2 Nobles & Guests Schedule

THURSDAY: See p8

FRIDAY

09.00 - 10.00 Morning dressing hour
10.00 - 11.00 Breakfast
11.00 - 11.30 Chapel
13.00 - 14.00 Lunch
14.00 - 15.00 Activities (Block I)
15.00 - 16.00 Activities (Block II)
17.00 - 17.30 Speeches
17.30 - 18.30 Evening dressing hour
18.30 - 21.00 Dinner
21.00 - 22.00 The split: Men go to the Hunting Room / Women go to the Drawing Room
22.00 - 23.30 Evening relaxation
00.00 The Manor goes to sleep

SATURDAY

09.00 - 10.00 Morning dressing hour
10.00 - 11.00 Breakfast
11.00 - 11.30 Chapel
13.00 - 14.00 Lunch
14.00 - 15.00 Activities (Block III)
15.00 - 16.00 Activities (Block IV)
16.00 - 16.30 Speeches
16.30 - 17.30 Evening dressing hour
17.30 - 20.00 Dinner
20.00 - 21.00 The split: Men go to the Hunting Room / Women go to the Drawing Room
21.00 - 23.00 The Grand Ball

23.00 - 23.15 *The larp ends*
23.15 - 00.00 *Structured Debrief*
00.00 - 04.00 *Afterparty*

SUNDAY: Breakfast & Farewells

NOTE: THIS SCHEDULE IS NOT THE FINAL ONE, BUT GIVES A GOOD IDEA NONETHELESS!



Meals at the larp

Eating is a social activity

At *Fairweather Manor*, eating takes place in the Grand Dining Hall, which normally functions as a restaurant in the hotel. Breakfast and lunch are somewhat informal, but the dinners are full multi-course affairs that function very differently. The meals are prepared by the castle staff, but are served by the servants in the game. This means that meals are a bit special at the larp.

First of all, the meals are divided into two. The nobles and guests eat together, while the servants eat together either before or afterwards. The two meals function in very different ways.

The nobles and guests are served their food

In the Grand Dining Hall, there is a large buffet table, where the castle staff place the food. From here, servants (personal servants, footmen and various maids) serve the food one plate at a time. During the meals, a veritable swarm of servants move from table to table in the Grand Dining Hall, making sure that everyone gets their food in an orderly and elegant fashion.

For each meal, the nobles and guests are placed in a complex seating arrangement - this is taken care of by the Duchess' Assistant, after consultation with the Duke and the Duchess. Every servant responsible for serving food has prior to the meal been assigned several people to serve (a duty of the Butler team), and takes care of them during the entire meal. This means taking orders for what should be brought, putting food on plates from the buffet and bringing the plates to the table. It also means taking care that glasses are filled and empty plates are carried off. All are involved in the serving of the evening meal; including valets and lady's maids.

Practical concerns are more important than historical accuracy here

This is a bit different than what was done historically in most large English houses, but we are aiming for playability and practicability here, so we have chosen to do things this way. We have also chosen that nobles and guests remain seated at the tables until the dinner bell rings (another duty of the Butler), and if they finish eating quickly, they engage each other in conversation to pass the time.

When the bell rings, all nobles and guests clear out of the Grand Dining Hall, and go to places in the manor, where after-meal entertainment and talks are had, leaving the servants time and room to eat. This means that there are no servants on call for at least an hour after meals, since they are having their own food.

The servants eat their meals afterwards

After the nobles and guests have left for elsewhere in the great house, the servants eat their meal. The castle staff brings out their food (which is the same food, but some of it has been ordered to be ready later, so it can be hot/ready for the servant players), and there is much less formality. Everyone serves themselves from the central buffet table, and though there is seating arrangement (another duty of the Butler team), it is not as rigid and strict as that in place when the fancy people are eating.

When the servants are done eating, they return to their duties.



FAIRWEATHER MANOR

Who serves who?

Everyday life at the Manor has been disrupted

One of the reasons that there are so many servants at Fairweather Manor is due to the fact that there are almost always many visitors at the estate. Never is this more true than here and now, for the wedding, where all sorts of family members and guests have arrived.

This means a couple of things for everyone at the larp.

Almost all servants have extra duties as personal servants

Many of the visitors have personal servants, who take care of their well-being and help them out in all manner of things; from the obvious and accepted, to the more discrete and shady. These are the valets and lady's maids of the nobility and some of the finer guests. However, nobles need lots of help in their daily lives, and for this purpose, the rest of the staff does part-time personal servant work as well.

This means that all visitors are assigned servants who will help them with things like getting dressed, keeping their appearance in perfect condition and running errands for them. For this purpose, almost all the servants have been commandeered into service, and many of them serve several people. Of course there is a large and status-conscious hierarchy based on who serves who, and there is much greater prestige in having the 1st Footman, serve as your valet, than in having one of the hallboys, do it!

Responsibilities may change during the larp

Who serves who is decided by the Butler and Housekeeper teams. Upon arrival, every noble (and some of the guests) are appointed servants, who will assist them when needed. It is understood, that they also have other duties and are not on call at all times, so that sometimes it may be needful to accept help from a different servant if a matter is pressing. Most bring their own servants as well.

However, these "temporary valets and maids" can expect a large degree of trust from their part-time masters and mistresses - after all, even though angering a servant is something many nobles will do without even thinking, angering one's own personal servant is something most wouldn't dream of without having an extremely good reason to do so!

Needless to say, who is assigned to who may change during the weekend, as relations grow warmer or sour in the face of family intrigues. The servants have their own status games going on, of course, as there is more status in serving the renowned actress Sarah Bernhardt than in serving some obscure family member from overseas who no-one is familiar with.





CHAPTER 2
Characters

Richard



FAIRWEATHER MANOR

Character age

There are three age categories

For Fairweather Manor, we want to give the impression that generations and age matters, without focusing too much on precise ages - and without focusing on player ages either. For this reason, we have made three simple categories for the characters: Young, Adult and Old. In reality, there are of course more than three age categories, but we have chosen to have only three to make it easy to navigate. It should be made very clear that with the exception of the very young and the very old, all characters are perfectly suited for both physical and romantic play. After all, both those aged 15 and 60 engage in love affairs and fistfights at times!

Examples of Young characters

These characters from the Downton Abbey series would belong to the "Young" category for the larp:

Mary Crawley, The Eldest Daughter (23 years old in 1914)

Tom Branson, The Chauffeur (30 years old in 1914)

Daisy, The Kitchen Maid (age unknown)

Young characters are usually somewhere around 15-25, but this is in no way a set age range. They are old enough to be taken (more or less!) seriously, but still have their whole life in front of them. Young characters aren't necessarily in a hurry to find their position in life or in society, but they are ready to do so if it makes sense for the story. Young characters all have strong beliefs, big dreams and a tendency to rash behaviour!

Examples of Adult characters

These characters from the Downton Abbey series would belong to the "Adult" category for the larp:

Matthew Crawley, The New Heir (29 years old in 1914)

Sarah O'Brien, Lady's Maid to Lady Grantham (age unknown)

John Bates (45 years old in 1914)

Adult characters are usually somewhere around 25-45, but this is in no way a set age range. They have (for the most part!) found their place in life and are competent at what they do. Adult characters can make drastic changes in their lives, but these do not come easy, and the impetuousness of youth has given way to the considered actions of adulthood. Adult characters have learned some life lessons, and are often quite conservative.

Examples of Old characters

These characters from the Downton Abbey series would belong to the "Old" category for the larp:

Cora Crawley, Lady Grantham (46 years old in 1914)

Violet Crawley, The Dowager Countess (72 years old in 1914)

Charles Carson, The Butler (age unknown)

Old characters are usually older than 45, but this is in no way a set age range. They are either experts at their craft (if they have one!) or old enough to know exactly what they're doing. Old characters are either very good at fitting in, or very good at sticking out, and they understand that personal relationships are often worth more than ideology and reason. Old characters tend to be philosophical, outspoken and eccentric.



Character Writing

The Basics

Name: The character's name

Nationality: The character's nationality

Type: Nobles/Servants/Guests

Age: Young/Adult/Old

Profession: What the character's title & workplace position is

Group: The group of characters this character belongs to

Keywords: Five words describing the character

Description (approx. 0,5 - 1,5 pages)

This is a short text that gives an idea of who the character is, and some interesting ideas for play, plus a little back story. A little about hopes, dreams and personal history can be found here.

Light / Dark (approx. 0,25 page)

Light Side: Positive traits that the character has

Dark Side: Negative traits that the character has

Relationships (varies)

Every character is part of a group, and has relationships with all other characters in the group. Some characters also have relationships with characters from other groups. If there are secrets, old friendships, etc. involved, these are mentioned here. Relationships are up to the players to interpret, and the text here is just for guidelines and inspiration. The players may freely add to their relationships during pre-larp preparation.

Questions (5 questions)

This is a list of five questions that the player must answer. The questions help the player flesh out the character, and make sure that every portrayal of the character is unique.

Ideas for what to do (10 actions)

This is a list of ten things that the character can actually do during the larp. The idea is to give the player some fallback options for what to do if in doubt. The player is welcome to do things that are not on the list, and it's also quite ok to ignore the list entirely. The main point is to provide inspiration and meaningful tasks/scenes that the player can choose to bring into the game.

The finished characters are usually 5-8 pages



FAIRWEATHER MANOR

Character Example (1)

The Basics

Name: Peter Skuggins

Nationality: English

Type: Servant

Age: Adult

Profession: Birdkeeper

Group: Higher Servants

Keywords: Streetwise, Secrets, Past, Ruthless, Talker

This is NOT the actual birdkeeper character, but an example character - so don't read too much into it!

Description

Considering how rough your early life was, it's a miracle that you've ended up with a cosy position as a birdkeeper at a grand manor. You weren't born into poverty, but it was close, and many of the lessons you learned in your childhood, you learned on the street. Knowing when to keep your mouth shut, knowing when to accept defeat and when to kick downwards very valuable lessons, that you've put to good use since.

You've come by your current position after starting at the bottom and working your way slowly upwards - never because of skill or manners, but because of your ability to know whose secrets to keep and whose to spill. Some of your old friends would have say you've grown too large for your boots, but since you left your old life behind many years ago, they can't say it to your face. And you're fine with that.

Life as a birdkeeper is good, if sometimes a bit unexciting. No one really knows what it is you do, but everyone seems to agree that your job is essential. After all, Fairweather Manor has had a bird garden for half a century, and a bird garden needs a birdkeeper. It's your own private kingdom and though you're not one of the higher-ranked servants, in the bird garden, your word is law.

You've turned this fact to your advantage, and have a knack for making people feel comfortable enough with you that they spill their secrets. Talking of birds can easily lead to talking of other things, and you're good at talking about birds. Not that you know a lot about them, but luckily, neither do most other people!

And if someone approaches you with a discreet parcel or valuable item that they need hidden from prying eyes, well, then who are you to say no to them? After all, who would dream of looking in the bird cages but you, and everyone needs a place to store a secret or two, don't they? And it's not as if you charge them money for that service, is it? No, you just quietly let them know that if you need a favor somewhere down the line, you expect it to be paid. Street wisdom is like that. All about knowing when to keep quiet and when to talk.

Light / Dark

Light Side: You don't judge people just because they've done bad things. You've had to do some hard things yourself, and wouldn't hold that against either man nor woman. And you know better than most that everyone needs to feel in charge once in a while - even the lowliest of the low. And while you're good at talking, you're also good at knowing when to be quiet.

Dark Side: People may be allowed to do horrible things to each other, but if they've done something to you, you're as an elephant. Also, you have no sense of loyalty in the classic sense. If power shifts, you'll gladly jump ship and accept the winds of change. You're good at quiet, but also good at whispering secrets in ears.



FAIRWEATHER MANOR

Character Example (2)

Example of relations

Peter Skuggins, The Birdkeeper & Clarissa Fairweather, The Duke's Youngest Daughter

Many people come down to the bird garden for the peace and quiet. Some also come down there to be listened to without fear of their secrets being retold. Lady Clarissa has a soft spot in her heart for the birdkeeper, Skuggins, and the though from vastly different backgrounds, the two of them share a special bond. Maybe it's to do with the fact that Lady Clarissa feels like a caged bird too, and Skuggins has a way with them. But more probably it's because the birdkeeper caught her sinning with a young nobleman in the bird garden a few years ago, and wisely chose to hold his tongue in exchange for gaining her trust.

Peter Skuggins, The Birdkeeper & Jane Perkins, Lady's Maid at Fairweather Manor &

Skuggins once had a thing with Perkins' sister, and even though it didn't end in public scandal, it went horribly wrong. There is a stand-off between them, though. As long as Perkins keeps quiet about Skuggins' mistreatment of her sister those years ago, Skuggins will keep it to himself that he knows that Jane Perkins was once a prostitute in Portsmouth, servicing sailors returning home from the Colonies. Neither will let a chance to snub the other pass, but they both do their best to keep their distaste from each other from those upstairs - there's no need to unprofessional, after all!

Questions

1. Did you commit any actual crimes when you were younger? And if so, were you caught?
2. Do you feel any class loyalties, or do you only feel personal loyalties?
3. Are you content with being a birdkeeper (it's a cosy gig, after all!) or do you strive for more?
4. How do you feel about gambling? Do you keep away from it, or can't you?
5. How do you feel about women suddenly being heard? Are you an equalist at heart or conservative?

Ideas for what to do

1. **A private meeting.** Invite someone special for a private moment in the bird garden. Maybe a friend, maybe a romantic interest.
2. **Blackmail.** Threaten to spill a secret if you don't get a concession of some sort. A promise. A kiss. A lie.
3. **Showoff.** Dazzle the nobles with your birds. Make sure they know it's YOUR bird garden.
4. **Switch loyalties.** Leave a friend hanging and break your word.
5. **Payback.** Plot revenge over som slight. Real or imagined. Then carry it out, or get others to do so.
6. **Saviour.** Help out someone who needs it, and make sure they know the help comes at a price later.
7. **Explore.** Try to use your unique position to gain access to places you shouldn't be in. Even if it fails.
8. **Spymaster.** Spy on your fellow servants, and figure out what to do with the knowledge you gain.
9. **Relax!** Enjoy the fact that there's a grand party and the house is full of artists. Take in a play or a song.
10. **Lose your temper.** Over something small or something big. Then try to cover up the mistake.



CHAPTER 3
How to play the larp

Richard



FAIRWEATHER MANOR

Playing a servant

This is not a historical simulation

We are not doing *Fairweather Manor* to give a realistic portrayal of life in 1917 England. One of the reasons for this choice is that servant life was tough and often dull. For example, Mr Richard Gillow, the butler of Leighton Hall in Lancashire in 1893, had a day that started at 6.45 and ended at 01.00, with only short stretches of time to rest. For the lower servants, the days were physically harder, if not always longer.

Our focus is on people

Work in *Fairweather Manor* is almost always about people, and when it's not about people, it's meant as background for talking about them. This means a couple of things for servants - no matter what function.

- **Physical tasks are never done alone, but always in twos or threes.** Cleaning the room for the visiting nobles of the Russian Branch is not that fun, but three chambermaids gossiping while they're making a room look presentable can be very interesting.
- **Nobles require lots of personal wardrobe assistance.** Brushing off dust on dinner jackets, straightening dresses and combing hair - all these activities lead to private scenes where servants and nobles have a chance to talk (and chatter!). A lot of the work will be keeping the nobles "presentable" in this way.
- **"Very good, sir/my lady. The other servants will do it."** If a noble or a guest tells a servant to do something, and the player playing the servant feels that this is either too boring or straight out impossible, the servant can use this phrase to let the other player know that she must do it herself if she wants it done. This is a way for the servant player to discreetly signal to the other player that the task won't be done.
- **We are at an actual hotel.** This means that most actual work will be done by the actual hotel staff. Playing a kitchen maid doesn't mean cooking meals for a large amount of people, but preparing platters of cookies, evening tea and the like, just as playing a scullery maid doesn't mean washing dishes you don't want to!
- **"I'll ask downstairs, sir/my lady."** As organizers, we will be dressed in servant's uniforms and will be clearly marked by a clear visual code (a coloured armband, for instance). This means that if doubts arise as to what's possible and what's not, you can always find us and ask. The way to discreetly signal this to the noble/guest players is by saying "I'll ask downstairs, sir/my lady" to let them know you'll ask us.

Colourful characters

In historical England during the First World War, most servants were hard-working, law-abiding people who did what they could to get the best out of life. Things like secret romances and bizarre pasts were of course a reality, but these exceptional stories were few and far between. At *Fairweather Manor*, everything is more colourful. Think of the characters as the cast of a TV drama, where many episodes have been squeezed into one, four-day super-episode.

Fairweather Manor is supposed to be a chaotic riot of interesting stories happening all over the place - it's not supposed to be an accurate representation of life at an English manor in 1917. This doesn't mean that every servant is a run-away criminal, or that every noble has an affair with a handsome footman, but it does mean that there's a much higher concentration of extraordinary fates and stories gathered than is realistic.

This is especially true of the servant characters, who are placed at the bottom of the social hierarchy, and therefore must have extra-interesting stories to make the experience engaging. Remember this when playing the larp. While it might be realistic to be bored out of your skull as a servant, it's not exactly the kind of experience that most participants will be going for, so don't feel you owe it to anyone to have a dull time!



Playing a noble

This is not a historical simulation

We are not doing *Fairweather Manor* to give a realistic portrayal of life in 1917 England. Real English society at that time was in many places very stiff and static, and that is not exactly interesting to play. Also, the divide between the lower classes and the upper classes of the time is something that we as modern human beings have a very hard time really understanding - so we're not going to try too hard! Instead, we're going to have an awesome experience akin to stepping inside a TV drama, and instead go for history-ish.

With great power comes great responsibility

As a noble character at *Fairweather Manor*, you have a lot of power in the fiction - even if you're just a rather distant relative of the Duke and the main branch of the family. But unlike most nobles in 1917, you actually care about the experience the (people playing) servants have, so here are some guidelines.

- **"Very good, sir/my lady. The other servants will do it."** During the larp, you will be giving tasks to servants. Don't be afraid to do so. This creates play for them, and is part of their experience. But if someone uses that phrase it means that the task you've just given will NOT be carried out. This can be because it's deemed too boring/hard/demeaning/etc. You can now choose to either discreetly take care of it yourself (taking your boots to the offgame room and shining them, if that was the task in question, for instance), or by cancelling the order, e.g. "Ah, forget it. It's not important!"
- **"I'll ask downstairs, sir/my lady."** Sometimes you will ask a servant player to do something where the player honestly doesn't know if it's possible or not. If you hear the phrase "I'll ask downstairs, sir/my lady." it means that the servant will ask the organizers for help/permission/advice/etc. Whatever the task/question is, remember to accept the reply that comes back from "downstairs" with good grace!
- **Nobles require lots of personal wardrobe assistance.** As a noble you need to look your very best at all times. This means frequent pauses for being groomed by your personal servant(s), and creates moments where you can talk more freely with them. While you're getting your gown re-arranged or your jacket dusted off, don't be quiet - talk, gossip, complain and let the mouth work while you're being attended to.
- **Servants are invisible most of the time.** As a noble, you'll happily discuss things in front of servants that you'd never talk about in front of relatives or guests - especially ones you don't like. Unless you have particular reasons to distrust specific servants, ignore their presence if they're just in the background.

It's all about the family

As a noble and part of the extensive Fairweather family, with all its sprawling branches, bloodlines and ties of friendship and support mean everything to you. This is true whether you've married into the family, are a part of the main family branch or are a distant relative who's never before met the Duke. The Fairweather family is a large, multi-headed beast where individual heads sometimes snap at each other, but all understand that they are solidly connected.

Conflicts may happen, tempers may flare and secrets may be exposed, but in the end, everyone is a part of the family, and while there's plenty of room for ending up at the bottom of the social hierarchy of the nobles, whoever is there is still part of the family. This means that even those who genuinely care for each other are always aware that being part of the Fairweather family means navigating a constantly shifting and complex web of alliances, feuds, obligations, lies and "understandings".

And trying to control the Fairweather family is a bit like trying to herd cats. Well-bred cats, of course!



FAIRWEATHER MANOR

Playing a guest (artist)

This is not a historical simulation

We are not doing *Fairweather Manor* to give a realistic portrayal of life in 1917 England. Many artists at the time were incredibly talented and productive, but still struggled like crazy to make ends meet. Also, for a lot of them, there was a very large class divide that was hard to bridge. At the larp, we want the artists to be able to bridge the gap between the nobility and the servants and mingle (more or less) freely with both. We're also very much aware that very few of our players are actual artists, so the artistic bar is lower.

To entertain, to teach and to activate

As an artist character at *Fairweather Manor*, you (along with the experts) are placed in an interesting position between the servants and the nobles. You're not part of the family, and while you may be intimately involved in family affairs, you're not one of them. Neither are you a servant, and that means both freedom and anxiety. Not being tied down also means not having safety a a time when safety means a lot. Here are some guidelines on how to portray an artist character at the larp.

- **You're at the mercy of the nobles.** As an artist, you do not have stable income and are constantly looking for supporters, admirers and patrons. No artist at *Fairweather Manor* (even the famous ones) is immune to the pressure of having to be in some noble's good graces. Not everyone has to like you, but if no nobles do, then you're in a horrible position. Remember that in your play. Sometimes artists swallow their pride!
- **It's expected that you entertain the nobles and guests.** Of course you're not on call 24/7, but it is expected that you give performances and show off your craft. This can be a reading from your newest novel or poem, a concert in the concert hall or perhaps leading a merry dance. Everyone knows that most of the artist players at the larp are not professional artists, so don't be afraid of performing - applause will come.
- **You should also entertain the servants.** Any wise artist knows that while it's the nobles who pay, unkind words from the servants easily lead to missed opportunities. Doing a folksy piano session with the servants, or letting them see the theatre play's last test run is considered very prudent. The smart artist knows the value of the good opinion of the servants, and remains on good terms with them.
- **Involving other players in activities is good.** Apart from performances as such, it's also expected that you will provide interesting activities that others can partake in. Organising a dancing workshop for the willing or teaching painting classes is part of the price artists pay for guesting the great house. These activities can be either open and scheduled or secret and spontaneous. Perhaps even both.
- **Conversation and controversy.** Everyone knows that artists are a bit strange and have lofty ideas. This means that you can "get away with" having much more radical ideas than others, and that you should function as a conversation starter. A noble lady opening a discussion by saying that she doesn't believe in the monarchy is unheard of, while a pompous artist stating the same will lead to fiery debate. Speak out!

Being an artist is about being heard

No-one listens to moderate, mild-mannered artists without strong visions of how the world should be. It is in the nature of the artist to provoke, to enlighten, to question and to divide the waters. One of the most important things for you as an artist character is that people take notice of you. After all, no one will appreciate your art or your opinions if no one remembers your name or what you stand for.

For the larp, this means that you may bounce around merrily from one social sphere to another, burning bridges and creating new friendships along the way. As long as you remember to keep some allies at all times, it doesn't matter if there are people who dislike you. If they dislike you, at least they've heard you!



FAIRWEATHER MANOR

Playing a guest (expert)

This is not a historical simulation

We are not doing *Fairweather Manor* to give a realistic portrayal of life in 1917 England. We are doing it to create dramatic and interesting experiences while dipping our feet in the waters of historicalishness. For you as an expert, this means that you don't have to worry too much about being precise in your interpretation of your field of expertise - but you do have a lot of responsibility for making things interesting.

Experts and interpreters of the possible

As an expert character at *Fairweather Manor*, you (along with the artists) take up a space somewhere in the middle of the noble/servant hierarchy. Some experts will be closer in status to the nobles, while others will be closer to the servants - but all experts can interact somewhat freely with both servants and nobles alike. You also bring expertise to the table when other characters are in dispute over what can and what can't be done at the larp. Here are some tips on how to behave as an expert.

- **Husbands and wives work closely together.** To preserve a feeling of historical correctness, we have decided not to have female doctors, priests, bankers, etc. However, just as sometimes was the case in reality, the wives of these "experts" are knowledgeable about their field and are listened to. This means that while the Banker maybe knows more about banking than his wife, she knows more than anyone else and is also regarded as an authority on banking matters. Remember this, and remind each other.
- **Experts are authorities in some field or other.** The Banker and his wife are the people who know about finance, the Priest and the Spiritualist are the individuals to consult on matters of the soul, the Lawyer will be able to make decisions regarding the law, etc. This means that as an expert, you have a field of expertise, and if discussions arise, your word is final on the matter. If you are in doubt, you are more than welcome to contact us organizers and get some advice. It should be stated very clearly that your job is NOT to know everything about your field of expertise, but decide what is true in the fiction if others come to you for judgement. It doesn't matter if it's not historically correct - as long as it makes sense in the frame of the fiction and make for interesting play.
- **Don't pass judgement too quickly or harshly.** As a final arbiter of how things function in the game world (but outside the larp itself), you should be careful not to make your interpretations all too clear and one-sided. After all, it's a lot more interesting if the lawyers tells the Duke's family that there may be a loophole that allows him to change the order of succession if several of the family branches agree than just telling them that nothing can be done or that they just need to sign a piece of paper. Do your best to let your "rulings" create more play, not close off further opportunities for it.
- **Your special gives you the excuse to talk to anyone.** Whether playing the Diplomat's Daughter or the Nurse, you have a special place somewhere outside the normal social hierarchy that enables you to get involved with people both upstairs and downstairs. Don't be afraid to barge in and entangle yourself!

You have a lot of power of definition - use it wisely

We're placing you in charge of defining part of the fiction through your actions and decisions, and we ask that you're not too hasty about that. It's always ok to say "My lord, I will consult my books on that and give you an answer later." if someone asks you a question, and if you're playing with a co-expert (The Banker and his wife for example), it's a good idea to constantly update each other on decisions made, so the game world will seem consistent.

And if mistakes happen, don't worry a lot. The real world is often unfair and bizarre. It was in 1917, too!



CHAPTER 4
Themes

Richard



How the themes affect the larp

Ideas for character opinions

In this chapter are a list of themes. Each theme has a page of its own, and the idea behind having them laid out this way is to give easy reference points and interaction possibilities for the characters of the larp. Characters may not have strong opinions (or even knowledge!) on all of the themes listed here, but there is a good chance that many of these will become relevant during play. This chapter is meant to provide some guidelines and inspiration on how to tackle the topics that were relevant to the people of 1917, even though we ourselves live a century later.

Ways for creating interesting play

Fairweather Manor is of course about more than the themes listed in this chapter, but these are some of the main things that the characters will get into discussions about. And even though some opinions sit more easily with some types of characters (there's little chance that the Russian baron is a communist, for instance!), there is a lot of freedom to choose. It is perfectly possible to play the larp without having read this chapter at all, but it gives a short briefing on some of the important issues of the day - and ideas on how to play on them.

Opinions can provide the most unlikely allies

The sheer number of themes and the different positions available mean that no matter who interacts with who, they will have some shared opinions and some where they are in conflict. This will make for some interesting and unexpected alliances of thought, which will lead to interesting and nuanced play. Our hope is that this will make it easy to make the characters three-dimensional and make the larp come alive. After all, this means that even the most disliked characters will find allies somewhere and even the most saintly and well-liked will find those who disagree on something. Just as it should be.

Formal structure of the theme descriptions

Each theme has a page describing it. This consists of the following.

Introduction gives a very quick sketch of the theme in the historical context of England in 1917. This is meant to give players who are unfamiliar with the history of the period a short glimpse into it.

Positions gives 2-3 opposing viewpoints that can be adopted by the characters for the larp. This is not to say that there are only 2-3 viewpoints on each theme, but that these are easy to understand and easy to play on.

More info on this topic gives a wikipedia link for those interesting in diving into the topic. There are many other places to get information, and some of the wiki articles are better than others. Still, it's a place to start!

Each page also has one or more images to support the text.



FAIRWEATHER MANOR

Romance & Love

Introduction

This is a time when many conventional truths are overturned and the world is in uproar. Nowhere is this more apparent than when it comes to romance and love. The old, slow courtships of the pre-war era are ill-fitted to the fast, roaring life of desperation that many lead during the war. Morals are more relaxed. The boundaries of what is forbidden and what is allowed is changing, and no one knows where it will end.

Women are earning their own money, working in weapon factories. Men are picked from their safe and somewhat dull lives to go to fight for King and Country, lending a sense of romantic hopelessness to even the most sorry and uncharismatic young man. The promise of imminent death and the stories of wholesale destruction coming from the battlefields of the Continent make men bolder, women more loving and the future uncertain enough that more is expected of the present.

The differences between the classes are still enormous, but what was unthinkable just a few years ago is now possible in some places. Some hold to the standards of yesterday, clinging to the world they know in an attempt to survive this chaotic time. Others embrace the new times with all that they bring with them.

Overall, it is both a terrifying and an amazing time to be in love in!

Positions

If it was good enough for our parents

The relationship between man and woman may be changed for some, but definitely not for all. The natural order of things is not to be disturbed by the wars of men, and things should remain exactly as they were. This may cause some friction with so-called free-thinkers and scandalous types, but that is no excuse for frivolity!

We must find what happiness we can

These are dark times, but that shouldn't keep us from connecting to other people. A marriage proposal may come faster and an affair may be more intense, but this is natural. War makes people value life more, and if it means taking an extra chance here and there, so be it. The times, they are a-changin'

Anything goes!

Death is all around us, and the only way we can live with that fact is by celebrating our passions. Where has reserve and stiffness brought us? This is a time for new, radical ideas, and since there may well be no tomorrow, we should strive to live for today. When hell is just around the corner, sod the consequences!





Faith & Doubt

Introduction

When the world of rationality crumbles, faith suddenly returns to even the most doubtful. This is a period of intense trials for a big portion of humanity, and the question of beliefs and religion is quite different than it was a few years ago. The scientific and the rational had made many view true believers with a certain skepticism during the pre-war years. Having faith was all well and good, but if humanity could make machines fly, were we not far from medieval and outdated ideas of God and faith?

The War has changed that. Faced with disasters and a world at war with itself, the need to find answers is stronger than ever. Some turn to God. Some turn to spirits. Some turn to mysterious cults and esoteric orders to find salvation, meaning and fellowship. Many a churchman has found his life a lot more meaningful these past years, but some have also lost all faith in the Almighty. Which God could allow this to happen?

The whole question of faith is still deeply personal, but more important than ever.

Positions

God is punishing us for our sins

Humanity has been arrogant and uncaring about the wishes of our Father in heaven, and now the fire and brimstone rain from the sky. It is our fall from grace that has brought us to this point, and only by coming closer to God can we hope to end this nightmare. For some, God has been replaced with other entities, but the message is the same; we have brought this on ourselves and need to change our way of thinking. We need to stop worshipping technology and instead let the religious and spiritual into our lives once more.

No just God would allow this!

The German philosopher Nietzsche might have said that Man has killed God. That's nonsense of course, but what's certain is that no kind and righteous god would have allowed the war to happen. How are we to believe in the forgiving and loving god that the church talks about, when He lets millions die like this? Whether God exists or not is up for debate, but following Him and living by his rules? Not any more.

Who knows what's actually true anymore?

Maybe there is a god. Maybe He is true and wise and omniscient. Maybe He isn't. Maybe He is just something that's been made up and Karl Marx is right. Maybe religion is the opium of the people. It's so hard to be certain of anything any more. It makes no sense that Christianity has been a guiding light for Europeans for almost two thousand years, if it's all just a story. On the other hand, what if it's true? Doubt. That's what's left.





Death & The Wounded

Introduction

The war has claimed so many lives, and it's not done claiming them. So many young lovers have been torn from the arms of their paramour, and so many parents have had to bury their son - or sons. The war is raging, some would say it is even intensifying - and no one can say when it will reverse course. This is the war to end all wars, and the price will be paid in blood.

Of course, not everyone who goes to the war dies, but the casualties are truly massive in scale, something entirely unseen even in Europe which has known so many wars. There are those who yet survive - and there are those who have been grievously wounded and can not fight anymore. They say that every country sends their best and only get broken men back - if anyone.

Almost everyone has someone they miss. A brother, a son, a father. Some few even find refuge in their hope that the dead are not truly gone - that they can be contacted. As gruesome as it might be, this is an excellent time to be a medium. It is, however, also likely to be a very sore spot among some. A wounded veteran cares little for something he perceives to be mockery.

Positions

They are not gone - they are still with us

You can contact them from beyond the pale - you can reach out to the dead and see your dearest departed one more time. Or, you probably can not, personally - but there exists people who can do it. There are people with special abilities, there are mediums, and many of them are willing to contact the dead and gone on your behalf. Would you not like to see your son again? Your brother?

We can not reach beyond the pale

There is no way to contact the beyond - God never intended it. What more is, God might not even exist - how could he in the midst of all this carnage? Why should something such as reunification beyond death be possible? This is all wishful thinking, and nothing more than that. It's a slap in the face of the dead and the wounded.

Who cares if it is true if it stops the tears

This all might be delusional, but it is a delusion born of deep grief. Reaching beyond the pale of death might not be possible, but the need for it is still very real - people are afraid, and they need something to believe in. Sure, it's hard to believe it's actually your son or your brother talking through the mouth of the medium - but what if it is? That hope is better than the gaping maw of nothingness.





FAIRWEATHER MANOR

The Brave New World

Introduction

Drastic changes have befallen the world - be it in the spheres of military, politics, or culture. This is a time for new ideals and new norms. And while this commotion has given rise to much erosion and the loss of many ideals, others find new expression and new energy. Aristocracy means very little in this day and age, and old money is drying up. That makes way for meritocracy - and it makes way for new money to take the place that old money once held.

This is a time of much horror and bloodshed - but it is also a time of once unimaginable social mobility. Anyone can become anything these days - and everywhere, rather than just America, too. The old world is as new as the colonies once were, and a man who was once a mere artisan or laborer can rise to occupy seats on councils and ownership of factories. What a time this is.

All the old social conventions are going right out the window in tact with the further modernization of work - and some say in tact with the further Americanisation of Europe. Time is money now and money is everything, it seems like very few things don't have a price-tag anymore. Resources, luxury items, even people. Everything and everyone can be bought.

Positions

What a time to live in!

This is an exciting time, and it makes everywhere an exciting place to be - save for the war, this is a great time to be alive. Any man can take any position, if only he has the gumption and willpower to fill the shoes that need to be filled. Surely, this is a great gift - who would ever have seen this happen only a century ago? One bright spot in the midst of all this, the change of something once ingrained.

There is no more soul in this world

America killed its own chivalry, its own nobility, and its own sense of refinement. Now that dreadful disease seems to have spread to Europe as well, and age-old institutions and natural orders are being eroded before one's eyes. Soon enough every King will be the equal of a pauper - soon enough only soulless coin will have dominion over

Best of tomorrow and best of yesterday

The old Greeks had a world called *sofrosyne*, and its rough translation is "the middle road". A learned person should know what *sofrosyne* is, but that person should also be able to talk about the telephone, the tank and the Titanic. The refined are those who understand the meaning of both future and past.





The Twilight of the Nobility

Introduction

Many things are slowly eroding away in these troubling times - but something that has eroded for centuries has now finally arrived at its last panicked breaths. Aristocracy as the world has known it will never be the same at the conclusion of the Great War. While the last dance of the Nobility has not yet been held, the time is swiftly approaching.

The aristocrats simply do not have the same amount of influence as they once had. Everywhere monarchies are being toppled and replaced by democracies or quasi-democracies. Everywhere the historical privileges of the blue-blooded are being rescinded, or reformed as to be irrelevant. Heirs are dying in trenches just the same as the sons of commoners - they all bleed red in these times.

Soon there will be no more Ladies-in-waiting, soon there will be no more Barons and Counts - or perhaps they will simply be irrelevant, like a play to amuse the commoners, to remind them of an imagined past. Soon nothing of the beauty will remain - soon nothing of the excesses will remain. Everyone knows, everyone sees it coming, and everyone has an opinion on the matter.

Positions

A greater tragedy there has never been

There is so much history, and so many storied traditions, that will be lost once aristocracy has sung its last verse. Never again shall the age-old institutions of the blue-blooded see the light of day. The world will truly have lost something great, something unique. People everywhere are calling for limits on the power of the Nobility, considering it outdated - but do they truly know what they are asking?

And good riddance to Nobility, I say

The Nobility has run its course. Frankly, some would say it's been outdated for centuries. At best they've been paragons of long-forgotten values - archaic values of a past that will die once they are gone. And what a past it has been, recent or ancient. The so-called social betters of the commoners have always been little better than glorified parasites. They'll be irrelevant, as they should be.

Keep them, but do not let them govern

It's a little bit romantic, the whole Nobility thing. That's the thought that a lot of commoners have taken to recently. After all, it's not really the Nobility who are in control - at least not in most modern states. Old money is drying up, and blood means little to nothing. New money is the future. Let's keep the aristocracy, but keep them out of politics - they're a cultural relic.





The End of Service?

Introduction

With the Nobility in decline, there's another thing that goes with it - the act of service. While perhaps less mourned and seen as less integral to the cultural identity of ages past, the act of serving Nobility is an old and distinguished profession to some - and without the power of the nobility, that old and distinguished profession will lose a lot of its prestige and weight.

Footmen, Hallboys, Lady's Maids, Maids-of-all-Work and all the others - soon many of them will have to find new work in the face of the huge downsizing that the Nobility will have to do. Some of the Butlers might be able to keep their job - but what of all the others who have dedicated their entire lives to service? What of the ambitious Footmen who were aiming for the position of Butler?

Nobody knows, and often it can seem like nobody cares. But this question is profoundly important for those people who've sacrificed so much of their life and given so much of their blood, sweat, and tears to work for the highest of the Nobility. It's also important for those who never planned to make a career out of it - because now they're going to need a new job.

Positions [Servants only]

Without this life, what good am I?

Service defines us, it's all we are. We've been doing this work since the time of Charlemagne, and though it has changed character over the centuries - certainly become much more refined - at heart lies the loyalty to one's house. Even if you're not truly part of the family - they're often much more family than anything else you've had. Their struggles become yours. It becomes your identity.

I am much more than my service

You might do your work very well, or you might do it without a hint of aptitude. You might just be average, really. In any case, you're much more than this work - and you can do many other things than simply serve the Nobility. The aristocracy might fall - so be it. You'll remain, you'll just be doing something else. It's a change just like any other, and does not mean all that much.

It is a shame, but I'll manage

It's very hard to say goodbye to something that has become such an integral part of what you are, but at some point you have to move past it. You'll manage. The sense of belonging to a great house is important to you - it's not something you would throw away if given the chance to hold unto it. But you can not hold unto it, so you'll have to make do. It's a damned shame, but that's life.





The Role of Women

Introduction

This is an exciting time to be a Suffragette, and at the same time it's also a time of hibernation for the cause. This is the time where the Suffragette Movement stands at its peak, and the time where women are closer than ever to achieve the vote and to become political equals with their male counterparts - the dream might very well be achieved sometime in the next decade.

This has not gone unnoticed. In part this has a lot to do with the role of Suffragette organizations in promotion of the war - their show of patriotism in many countries of Europe and Northern America led to both greater visibility and greater acceptance among broad swathes of society. Of course, many Suffragette organizations remain closely allied and related to socialist and peace movements.

On the other hand, many countries - Great Britain included - has taken great pains to silence any and all political activism during the war, Suffragism included. That does not mean that lobbying is not done - it is merely done more quietly. Someone who has not been keeping attention might wrongfully be led to believe that Suffragism is on its way back. In truth, it is stronger than ever before.

Positions

A just and right thing

Women are the equal of men - at the very least in the political area. These old ideas of women being unfit to vote become even more and more laughable in the face of the current political scene - perhaps women voting could have stopped this war dead in its tracks before it even began? Woman, with her grace, might be able to purify the field of politics - that's the view of some.

What is this nonsense?

The women vote? Is that a joke? Even in the midst of the Great War, few of the more conservative and traditional members of civil society would give much thought to such a laughable idea. Sure, it is getting more and more popular - there's no denying that - but Communism is also rather popular and that hardly makes it any less dangerous a concept. Women are simply too frail to engage in politics.

It'll blow over, surely

The idea might have been nice to you, or it might have been a horror - but it simply has no staying power. Not now, after the war has so soundly removed all traces of political movements. After the war people will have forgotten about the Suffragette Movement. It had its time, but sadly the time is long past - there are far more pressing matters to attend to.





Is there are point to the War?

Introduction

This war is unlike so many others in the past. No glorious charges, no heroism and personal victories. A lot of huddling in a trench, hoping beyond hope that you're not killed by invisible gas before being shot down by faceless enemies just as scared and confused as yourself. It's all quite horrifying, and it all seems so very pointless. Cynicism and pessimism is on a rise in Europe, and the all-encompassing absurdity of war is on everyone's mind.

The artists - those few who've had time away from the front - have already started producing works inspired by this great dread, and the apathetic hollowness that goes along with it. Poetry and the rest of the art world will never be the same after this. Already now, in the midst of it all, people understand that this war will traumatize European consciousness for decades to come.

But why are people even fighting? What is the reason? So few can understand the truly byzantine circumstances that led to the declaration of the war, and those who can understand one version of the events are not particularly comforted - it's all so very irrational. They try - they try so hard - to create a narrative that makes sense out of the unreasonable.

Positions

There is no reason for our shed blood

War is glorious - that's what so many said. This'll all just be a little skirmish to clear the air. What foolish naivety that gripped all of us before the Great War. This war was made by faceless bureaucrats and state officials, this war has so little to do with glory or honour. There is only death, and no one to blame, and the everlasting despair of knowing there is nothing you can do to change it.

There must be a reason why we're dying

Wars happen for a reason - even if that reason is not obvious to us. Even if the reason we know seems altogether absurd. There simply must be a satisfactory answer to why a young girl has to lose her husband - to why grandfathers have to bury their sons and grandsons. If this is all truly for nothing, that is too much to bear. So there must be a reason, even if you do not know it yet.

My country, right or wrong

What is important is not the reason for the war, what is important is fighting for your country. It does not matter who the aggressor is - it does not matter who is right or who is wrong. What matters is standing up for your nation, what matters is fighting for your homeland and for your people. It's always been like that - but now, more than ever, it's the one thing to hold on to.





Revolutions & Nations

Introduction

The unthinkable has happened. One of the Emperors of Europe has been toppled. Russia is in chaos. The rest of Europe is in flames, and revolutionary talk is everywhere. For most, the world is mad enough without wanting to change the way of things, but for some loud voices, there has never been a better time to be heard than now. It's easy to criticize regimes who have sent millions of young men to their deaths.

Extreme ideas are on the rise, and though governments do their best to squash such ideas, there's little doubt in anyone's mind that these are times of change indeed. The Czar has been overthrown, the Ottoman Empire - long named "The Sick Man of Europe" looks like it could fall apart at any time, and the Empire of Austria-Hungary is bursting with internal conflict. What will happen when the war ends is anyone's guess.

One thing is certain, and this is that the social order of Europe is up for massive upheaval. No matter who wins or loses the War (something that is still very uncertain at this point), there is no doubt that the map of Europe will be re-drawn drastically. For some, this is a time of great opportunity, and a chance to change how the world works. For others, it is a time of dread and anxiety.

Positions

Viva la Revolution!

For too long have the landed elites and their sycophants ruled the world. It's a new era, where the old and established must make way for the new and just. Ideology and motivation may differ from individual to individual, but many have one thought in common: The time of kings and nations is coming to an end, and the only way for humanity is to embrace radical new ways of thinking about communities.

One change at a time

This war may be the most bloody that the world has ever known, and it may shake the very foundations of European society, but that is all the more reason that we must save what can be saved. Progress should come in reasonable increments, and while the world is surely changing, this change must be controlled. There's more than enough chaos to go around, even without some dimwits trying to overthrow society itself!

The Old World must be restored

This nonsense of revolution and radicalism must be stamped out wherever it is found. It's more than enough that the world is deeply troubled right now; but the solution is a return to the stability and systems of the last century, not some grotesque hunt for meaning through new ideas. The long peace that held Europe together from 1815 to now was based on checks and balances, not on absurdity and dreams. Rationality should rule.





CHAPTER 5
Design decisions

Richard



FAIRWEATHER MANOR

“Why are the characters like this?”

There are many different ways to write characters

In some larp traditions, there are no written characters. In others, a character of 30-40 pages is considered normal. For *Fairweather Manor*, we have players from both these extremes and everything in between. Add to that, there are many different schools of thought on what is actually written into a character, and what is up to the player to decide/figure out/guess/etc.

We can't make everybody happy - so we aim for flexibility

Having done international larps with written characters before (our first was Motherland in 2008), we have come to the conclusion that no matter what we do, some people will love it, some will like it and some will be less than happy. Instead of trying to make everyone happy (we can't!), we have made a character template that we believe works quite well, and when a player is not satisfied with that way of doing things, we talk with the player in question.

This means that if you think there's something strange (or plain wrong) with your character, contact us. We are happy to have a dialogue with you about your character and find a solution together. But if you don't tell us we have no chance of knowing. This is very important. We can fix many things, but not if we don't know!

We're here to help you have a magnificent larp

And that means that if you're not happy with things, talk to us. We may be able to help, and if we can't, at least we can provide some fresh eyes on the issue.



FAIRWEATHER MANOR

“Why character gender matters at the larp”

We could have done a different larp - but we chose not to

The first thing that should be said about gender roles at *Fairweather Manor* is that it's a conscious choice to do things the way we do, where player gender is unimportant, but character gender is very important. We could have done a larp where character gender had to match player gender, but we saw no need for that, as we felt it would limit more than it would enable. We could also have chosen to do a more gender-neutral larp, where character gender played little or no role. That might also have been interesting, and is something we haven't ruled out for the future.

Gender does matter at Fairweather Manor

One of our original ideas for this larp was that we wanted it to feel the TV series *Downton Abbey*, and we could simply not envision that being possible if we'd decided to change gender perception drastically. We are very aware that there was a very skewed power balance between men and women at the time, and that those who stood outside the binary gender spectrum were hard off indeed. However, we want to have all characters be playable and interesting, and do not wish to fall into the trap of leaving female characters without agency or interesting play options.

A bit more progressive than reality

One of the choices we have made to effect this is that the Fairweather family - and the servants and guests there - are a bit more progressive than historical 1917 would suggest. This is not a historical simulation, and while there are clear lines drawn between the gender roles in the larp, there are also a large amount of spillovers, rebels against those roles and characters with a high tolerance of “new ideas”. Instead of giving women access to all the spaces men inhabit, we have tried to create spaces where men are not welcome, so that gender becomes “different, but equal”.

The British reserve

Another way we seek to balance the scales is by focusing on the “British reserve” and the idea of the “stiff upper lip”. In British society at the time, both genders were supposed to suppress their feelings, and the idea of sticking a fork into your hand at dinner to keep from exploding (while keeping a frosty smile in place) is very much typical of the era. During the Edwardian age, women were seen as more fragile and emotional beings. For the purpose of this larp, it means that women have a lot more freedom to express emotions - both positive and negative. Men are expected to be more reserved, but just like secrets should be told, norms are here to be broken.

Simplified reality

While we are not trying to make a game that is even close to 100% historically correct, we are still borrowing heavily from history. Our guiding principle is that we want the larp to focus on the things we find interesting about 1917, and not fall into the trap of trying to be as historical as possible. We do not want 17-hour work days for servants, boring talks of unimportant manners for nobles or debates on historical details that do not make for interesting play. And we definitely still want the female characters of the larp to speak up, take up space and be involved in decisions and play.



FAIRWEATHER MANOR

“They come from all over...”

We are at war!

We have players coming from many different countries, and we have chosen to also have characters from many different countries. The reason for this is that we feel it gives an extra layer of play for people for those who are interested in it. Fairweather Manor takes place in 1917. The Great War is going on as we speak, and it is becoming increasingly desperate for the Entente Powers of Great Britain, France, Italy and Russia. The Russian Revolution is sweeping through the country, and Britain only has supplies for a couple of weeks if the U-Boat war continues the way it's happening now.

A family of many nationalities

It is for this reason that we have created the Fairweather family as so wide-spread, with family branches in several different countries instead of mainly in Britain, which would be more normal. We have no special wish that the Irish speak with Irish accents, or that the Russians be overly familiar with the Russian language, but we want to give the idea that many people of different nationalities are gathered. We are trying to create an interesting experience, not make a historical simulation, and this is one way to make the world “come closer”.

Doom is upon us - but there is also light

The War is terrible, and only a few cling to the outdated ideas of glory that were commonplace before it. But while things are extremely desperate right now, there is still room for light and laughter. War and horror bring out the best in people as well as the worst, and though most have lost someone close to them by now, there is still much worth living for. And on a personal level, while the trenches of France are breaking the minds and bodies of the soldiers there at an alarming rate, the people who are at the wedding at Fairweather Manor are most decidedly NOT in the trenches. They may sympathize, and some may even have been at the front, but currently they're in safety, comfort and splendour - trying to party away the war, and remind themselves that not all is gloom and doom. Desperate cheer is still cheer, after all!

Greater diversity in costumes and cultural play

Having characters from different cultures and nations also opens up for a more diverse visual feel to the larp, and it makes the groups more distinct from the other groups. Had there been fifty British members of the Fairweather family, this diversity would have been harder to spot. It also means that people from the same country have some kind of bond that they can choose to play on, if they should choose to, and everyone has to position themselves in relation to the dominant English culture somehow - whether as members of it, admirers of it, or rebels or adversaries of it.

We do not expect historical fidelity

When doing a larp like *Fairweather Manor*, there's always a delicate balance between having too little historical and cultural knowledge, and demanding too much of it. We do not expect the Russian players to suddenly become intimately familiar with all Russian literature of the time, or those player French characters to have a complete understanding of the intricacies of France before the war. We want historical knowledge to be something that adds to the game in a positive way, not something that is used to bulldoze other players with. How to achieve this will be explored more in the workshops before the larp, but do not be afraid if you're no history scholar.



FAIRWEATHER MANOR

“But they’re still family!”

The nobles are all connected to the Fairweather family

At Fairweather Manor all noble characters are part of the Fairweather family in some way. Some are close relatives of the Duke (his brother, the war hero Lord Peter Fairweather for instance), while some are more distant. There are some reasons why we have chosen this approach instead of having the wedding visited by many different nobles, as would have been the case in a truly historic larp.

Family acceptance

No matter how much family members mess things up or get into conflicts with each other, they’re still family. This doesn’t mean that everything is peaceful and quiet - far from it - but it means that there’s always the underlying reasoning of “But they’re still family!”. Time heals many wounds, but family ties help a lot too. Of course those related by blood have stronger ties, but once someone is part of the family, they’re treated as if they belong (somehow). Family is family, after all.

Everyone has a tie to the Manor

All nobles have some ties to the Manor. Either it could have been theirs, or it should have been theirs, or it can be theirs someday. For some characters all three rationales are very unlikely, but they’re still possible. And even if Fairweather Manor itself doesn’t end up in the hands of someone unexpected, every family member still has a sense of belonging and entitlement where the Manor is concerned. And since even those you despise may end up owning it someday, there are good reasons to mend broken bridges and make peace after conflicts, however harsh.

No one gets thrown out

For obvious reasons, we don’t want anyone thrown out of the larp, no matter how scandalous behaviour their characters has been engaged in. Family ties also make that more easy to accept. People are not thrown out, though they may be subjected to social punishment (that hopefully generates interesting drama and experiences). Problems are solved inside the family, so calling the police or some such drastic measure is not an option. Being made to eat with the servants, being stripped of the chance to inherit or being forced to apologize publicly are a lot more interesting than being forced to leave the game.

Marriage and intimacy work a bit differently

One of our sources of inspiration is the TV series *Downton Abbey*. Here, two of the main characters marry each other, even though they are related, and nothing is made of this. Marrying your niece or cousin is seen as deeply problematic in most countries today, but these are different times. Marrying someone from a different country that shares your name or ancestor? No one would be offended or even surprised. In *Fairweather Manor* romance and marriage proposals play a big part, and it is vital to point out that no one but siblings, parents and children are off-limits. Not even servants and nobles are impossible matches, though they are definitely controversial ones.



CHAPTER 6
Locations

Richard



FAIRWEATHER MANOR

The Ballroom

Description

The Ballroom is a place of merriment and joy. Here the Duchess holds her grand balls, but it is also here that piano lessons are taught by sleazy rogues hailing from exotic places.

Size & Furniture

ca. 125-150 m²

A large work desk, some chairs, large book shelves, a piano, a LOT of floor space, divided into two sections

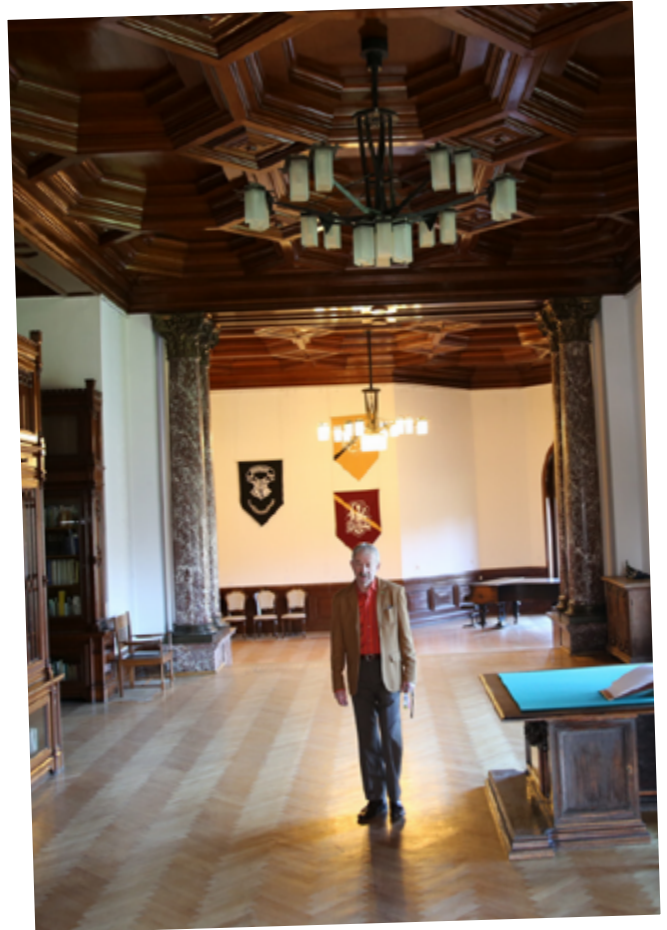
Play ideas

Stately dancing

Memorable concerts

Intimate piano lessons

Pictures





FAIRWEATHER MANOR

The Black Room

Description

The Black Room was decorated by one of the late Duke of Somerset's elder sisters, who in her old age was not the most positive of people. It contains living quarters, a sitting room and a luxurious bath.

Size & Furniture

ca. 30 m²

A sofa, a small table, a couple of chairs, a fireplace, a luxurious bath (that we sadly can't use!)

Play ideas

Heated family meetings
Relaxation and conversation
Risqué poetry recitals

Pictures





FAIRWEATHER MANOR

The Chapel

Description

The Chapel is one of the most important places at the Manor. Here, weddings have been conducted, sermons have been preached and prayers have been answered. It is also here the Butler gives out morning messages.

Size & Furniture

ca. 100-125 m²

Rows of chairs, a balcony with chairs, a piano, a stage

Play ideas

Beautiful choir singing

Dull servant briefings

Righteous sermons

Pictures





FAIRWEATHER MANOR

The Cinema

Description

The Cinema is a recent addition to the Manor - for many years it was a private theatre stage, but now it also has the equipment necessary to show modern moving pictures. It is the pride and joy of the Manor.

Size & Furniture

ca. 100 m²

A big screen, a stage, ca. 100 chairs, lighting, a balcony

Play ideas

Hilarious cinema showings

Avantgarde theatre plays

Interesting lectures

Pictures





FAIRWEATHER MANOR

The Drawing Room

Description

The Drawing Room has always been the domain of the females of the Manor, and many artists have gained or lost a patron due to their behaviour in this room. The paintings on the walls are especially noteworthy.

Size & Furniture

ca. 40-50 m²

A large table with 8 chairs, a big carpet, lots of floor space

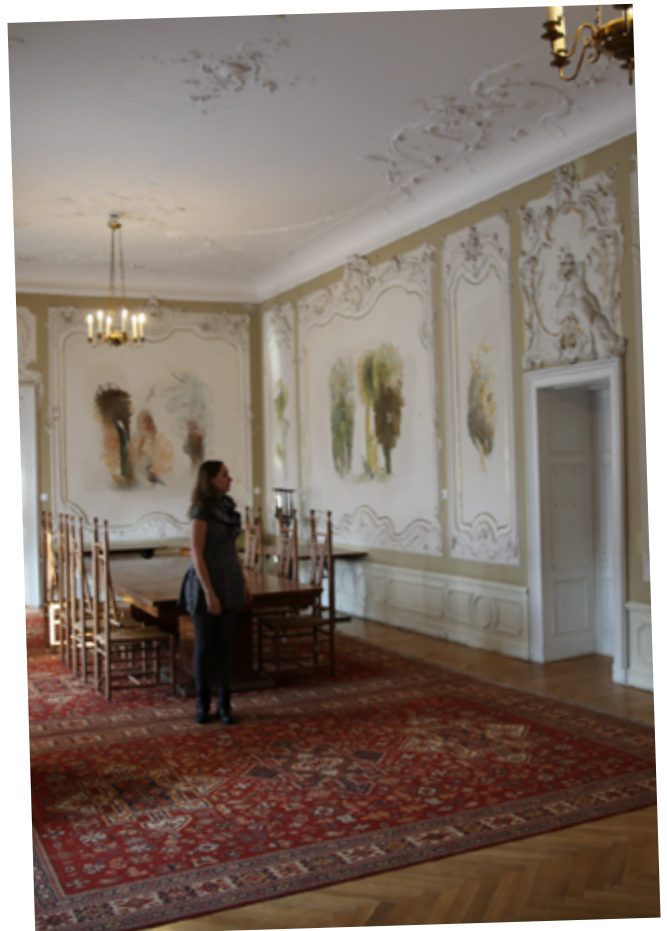
Play ideas

Intrigue-filled charity meetings

Eventful lessons

Spectacular performances

Pictures





FAIRWEATHER MANOR

The Golden Room

Description

The Golden Room is the private domain of the Duke and Duchess (and their servants!). It is decorated in bright colours, and features both a huge double bed, a piano and a spacious antechamber.

Size & Furniture

ca. 35-50 m²

A sofa and a couple of chairs, a small table, a fireplace, a work desk, a piano, a luxurious bath

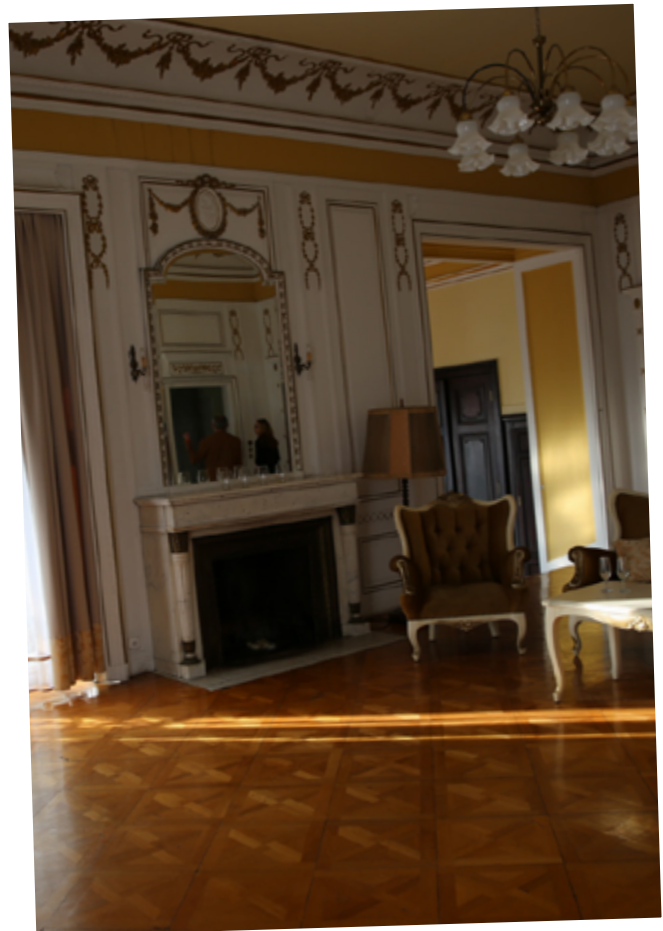
Play ideas

Status-conscious private gatherings

Intimate piano concerts

Higher staff meetings with the Duke and Duchess

Pictures





FAIRWEATHER MANOR

The Grand Staircase Hall

Description

Often renamed by Dukes of times past, the Grand Staircase Hall has been called so since the late 1860's, when the stairs were put in place. It is a grand room with a very unromantic name attached to it.

Size & Furniture

ca. 100 m²

Plenty of chairs and tables, a grand staircase, a table under the stairs, a balcony, access to the 2nd floor

Play ideas

Conflict-filled meetings

Intense card games

Uncomfortable meals

Pictures





FAIRWEATHER MANOR

The Library

Description

The Fairweather Manor Library may not be one of the largest in England, but it still contains a nice collection of authors both famous and forgotten. Some jokingly call it the Hallway of Books due to its location.

Size & Furniture

ca. 30-35 m²

A work desk, large book shelves

Play ideas

Dedicated studying

Sorrowful book readings

Clandestine conversations

Pictures





FAIRWEATHER MANOR

The Main Dining Hall

Description

With its location between the Grand Staircase Hall, the Orangery and the kitchens, the Main Dining Hall is one of the most trafficked places in the Manor. It is an excellent place to sit, even when not eating or drinking.

Size & Furniture

ca. 150-200 m²

Plenty of chairs and tables, nice view to the Orangery, a buffet serving tables, doors to many other places

Play ideas

Well-conducted meals

Grandiose speeches

Restful chats

Pictures





FAIRWEATHER MANOR

The Manor Grounds

Description

The Manor Grounds are huge, and contain many different landmarks of interest to visitors. Depending on what mood one is in, the Grounds can deliver an experience to match. Lover's Island is especially popular.

Size & Furniture

Many thousands of m2

A huge terrace, a small lake, an island, a nearby graveyard, a beautiful forest, a grand entranceway

Play ideas

Extravagant picnics

Exhausting sports competitions

Private strolls

Pictures





FAIRWEATHER MANOR

The Orangery

Description

The Orangery is the Duke's private greenhouse. Here the Birdkeepers keep the Manor's birds, exotic trees and plants provide the illusion of tropical climates, and stone benches and marble statues line the walls.

Size & Furniture

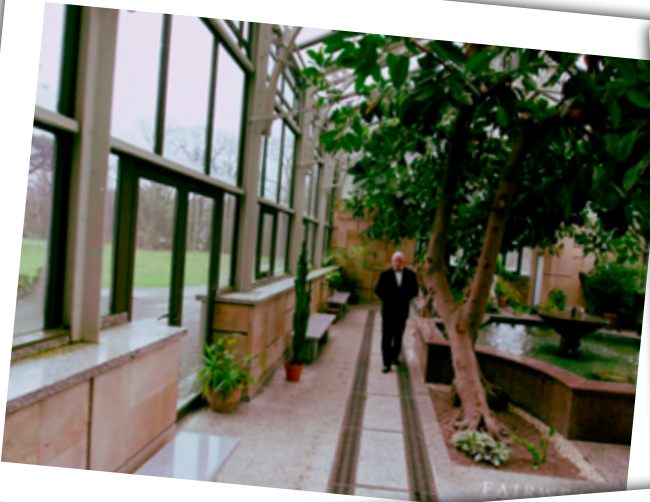
ca. 80-100 m²

A few stone benches, a fountain, a lot of green plants, lots of windows, some birds in cages

Play ideas

Romantic meetings
Philosophical discussions
Emotional poetry readings

Pictures





FAIRWEATHER MANOR

The Practice Room

Description

One of the few rooms at the Manor that is in dire need of renovation, the Practice Room is a place where artists and teachers can prepare for their lessons and performances. It's not glamorous, but it is practical.

Size & Furniture

ca. 30-40 m²

A fireplace, a few dressers, a hidden cabinet

Play ideas

Servant dancing lessons

Artists practicing

Secret meetings

Pictures





FAIRWEATHER MANOR

The Serving Room

Description

Located smack in the middle of the Manor, the Serving Room is the place where servants can find a moment of rest when not busy with chores. Normally, this is also where they eat, but not during these days.

Size & Furniture

ca. 40-50 m²

Tables and plenty of chairs, small work tables, drawers, closets, doors to central hallwayways

Play ideas

Short enjoyable breaks

Small tasks like sewing and mending

Servant group meetings

Pictures





FAIRWEATHER MANOR

The Trophy Room

Description

The grand meeting table in the middle of the room was a gift from the Duke's brother, Lord Peter Fairweather. This is the place where the men retire to after dinners, for a time without the company of ladies.

Size & Furniture

ca. 50-60 m²

A huge table with ca. 20 chairs, hunting trophies, a fireplace

Play ideas

Men and their discussions

Secretive striking of deals

Solemn contemplation of life

Pictures





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