

THIS IS IT : COMPAGNIE LACRIMA

STARTER EDITION



!!!THE SHOW MUST GO ON!!!

*"This should be the end,
but it doesn't have to be so.
All you have to do, is to say:
Yes!"*

We welcome you wanderer.
If you have received this pamphlet,
it means you have showed interest in or
are cordially invited to join **COMPAGNIE LACRIMA**.
In this pamphlet, you will find all the things
you need to know about the concept behind Lacrima
and guidelines for character creation to start your adventure with us.



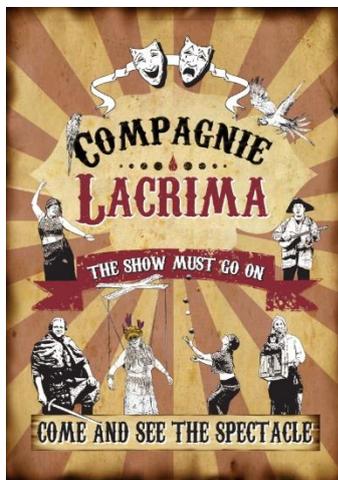
WHO OR WHAT IS COMPAGNIE LACRIMA?

Compagnie Lacrima is a very diverse group of Live-Action-Role-Playing (LARP) players, who together partake in the yearly MASS-LARP event RAGNAROK. The organization of this LARP-group falls under the wings of VZW ETERNICA (by which we mean: insurance, stock, props, communication, finances ...)



Links:

- VZW ETERNICA: <https://www.eternica.com/>
- RAGNAROK: <https://www.ragnaroklarp.be/fr>



The general theme behind Compagnie Lacrima is “Fantasy Circus / Gladiators”. Although, through the years, a third “Naval (yes, Pirates)” theme has been incorporated. Yet Compagnie Lacrima is much more than this... Mystery surrounds the members of Compagnie Lacrima. *Things* lurk in the shadows, and even time and space seem to be relative... Yes, the Compagnie includes many circus artists and gladiators, but also plenty of members of other trades who each in their own way contribute to the survival of the entire group. All members of Lacrima share a common instinctive internal urge, when the time comes for the next show, to find their way with diverse materials and props to the ‘right place’ with only one single thought in mind:

!!! THE SHOW MUST GO ON !!!

LARP

Ever wanted to live out your favourite fantasy novel, series or game? Or do you just want an escape from the daily routine of life? Well, this is what Live Action Role Playing (LARP) provides.

At a LARP event, a crew will create a unique fantasy world in which players can create their own unique ‘character’ to do whatever they feel like doing: be the most epic hero of all, learn magic tricks, be the most famous bard, tastes all the different meads you can find, be the most dashing rogue, the greatest thief that ever existed ...

In the most abstract way, LARP can be viewed as a grand improvisation theatre (without a fixed stage) in which a crew will set a setting and provide a plot, while players are part of the story and can interact with the plot in whatever way they see fit. The rules that govern the fantasy world and the options for character creation differ from event to event. For more information about LARP and other LARP events we refer to the VZW ETERNICA website: <https://www.eternica.com/>

PURPOSE

As a LARP-player group, Compagnie Lacrima partakes in the yearly MASS-LARP event RAGNAROK. Usually organized the third weekend of July in the south of Belgium (see RAGNAROK website for specific details).

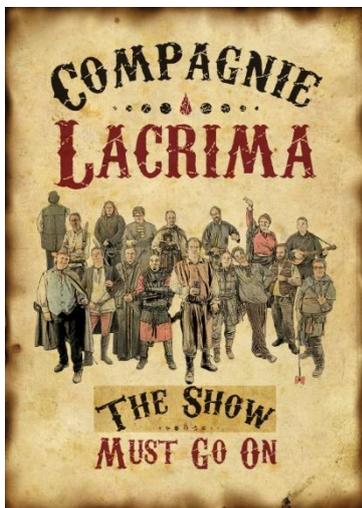
But there is more: Compagnie Lacrima organises yearly one or several “mini”-LARP events called camps (e.g. summer or winter camp). The camps serve as a time and place for Lacrima members to come together for fun, delving deeper into the mysteries behind the circus, introducing new recruits, discussing and preparing for the next RAGNAROK event. Who?: Compagnie Lacrima members and sympathisers, when/where?: by invitation only.



Note: Participation to Ragnarok as a group is a goal of Compagnie Lacrima, but **not a mandatory obligation** to its members. Those who only want/can participate to our ‘mini’-events (the camps) are also very welcome. *Don't be shy! We love you already ...*

COMPAGNIE LACRIMA A HISTORY

The origins of the player-group behind Compagnie Lacrima lie within a similar LARP-player-group, the legendary IRON FIST, who for years and with much in-game impact participated to the MASS-LARP event AVATAR. The Iron Fist was founded in 2006 under the wings of VZW Eternica. In the world of Avatar (and sometimes beyond), the Iron Fist was a much respected and feared mercenary group which disbanded at its pinnacle after Avatar 2014.



A part of the Iron Fist player-group decided to continue together under a new concept, and from this the Compagnie Lacrima concept was created in the fall of 2014. Compagnie Lacrima started its adventure in TANAK (i.e. the Ragnarok world) during Ragnarok 2015 as a sub-group of the UTOPIA faction. Since 2015, Compagnie Lacrima has participated at every big organized Ragnarok event.

In 2017, after 10 successful editions, the organisation behind Ragnarok decided to take a break and to start up a new ten-years-during story cycle set 72 years after the previous one in 2018. All existing factions were disbanded and new factions called ‘caravans’ were made. Compagnie Lacrima and its members have

for mysterious reasons missed the 72 years' time jump and continued their story during Ragnarok 2018 believing the destruction of the holy city of HARAPAN only happened a couple of weeks ago (instead of 72 years). Since, Compagnie Lacrima is trying to survive as a caravan on its own in this strange new world full of dangers (mainly the undead) with one sole purpose:

THE SHOW MUST GO ON !!!

RAGNAROK

Ragnarok is a four days (Thursday to Sunday) MASS-LARP event (from 500 to 1000+ participants) which is organised yearly, usually the third weekend of July in the south of Belgium. The lion's share of the participants and organisation is French speaking, but English is generally understood. Compagnie Lacrima is internally Dutch speaking, but, years of experience have taught us that language barriers are quickly overcome and that language never stands in the way of immersion in the game setting and mounts of social interactions with hundred of like-minded individuals.



Before 2017, the story of Ragnarok centred itself around the Holy city of Harapan where yearly a ceremony of the relics needed to take place to honour the gods and open the gates of the gods; all to be able to start a new year. In other words, celebrate new year together in the summer. However, an enemy from far away was seeking to destroy this practice. During Ragnarok 2016, the Golden Empire (Egyptian themed, with a fascination for the undead and armies of them!) came to destroy the Holy city of Harapan and succeeded! This event led to the start of a new story-cycle during Ragnarok 2018 set 72 years after the destruction of Harapan. The Golden Empire now rules almost the entire known world of Tanak, and after years of war and turmoil, no large settlements are to be found anymore. Survival is only possible in small (20-50+ people) nomadic caravans. It is obligated to follow the rules set by the Golden Empire and its Prophet of the Crystal. This Prophet banned the worship of the ancient gods and the ceremony of the relics.

This is just a small introduction to the story and history of Ragnarok. More information can be found on their website: <https://www.ragnaroklarp.be/fr>, or just ask the Compagnie Lacrima members what they know.



CHARACTER CREATION GUIDE

Compagnie Lacrima has a clear vision for character creation for new member:

It is all up to you ... 😊, well almost:

On the one hand, there are the **game-bound rules of Ragnarok and its setting** (see their website for more detail). **Compagnie Lacrima puts no such additional demands** to its members. Due to Lacrima specialness (you'll see for yourself), your character does not even have to be from the Ragnarok world. Compagnie Lacrima is open for character backgrounds from parallel universes (or other events), although Ragnarok-bound backgrounds are preferred.

On the other hand, due to an in-game **'darker side'** of the Compagnie Lacrima concept, we ask to include one element at the end of your character background: **you have to be 'buried alive'** or similar situation (e.g. stuck in a sinking ship, trapped in a cave, beneath a collapsed house...); you are free to stretch this situation as you see fit. This crisis situation needs to take place right before you join our merry little band. The 'buried alive' situation is an obligated in-game condition for people to join Compagnie Lacrima. Because, how diverse the members of Lacrima may be, they all have one backstory in common that takes place after the crisis situation:



When your character eventually blacks out (due to hardships after a long time, or very quickly by the dust taking your breath away, or the loss of blood due to a mortal wound ...) from nowhere, a first whispering then deafening voice resounds through the darkness. It is unclear whether it is only one voice or several. But eventually, you isolate one and hear a question: "Do you want to live?". To join Compagnie Lacrima, there is only one correct response: "YEEEEEEEEEEEEEEEESSS!!!".

The next thing you know, you are in a strange environment with other members of Compagnie Lacrima, and your adventure with us can start.

Clear?, then **send us your character background** at: tsmdgo@gmail.com.

Not clear? Then you can ask for clarification at: tsmdgo@gmail.com.

Although we do not demand other things for your background, we do offer several pointers and template-backgrounds to either inspire you, or to facilitate the writing.

POINTERS:

- Compagnie Lacrima is part of the world of Ragnarok. Therefore we would like to ask to at least check the Ragnarok website so your character will be more or less compatible with their premises.
- New characters we would like to start in the setting of the new cycle (after the 72 years' time jump) without any knowledge about the history of Compagnie Lacrima from the previous cycle.

- Our concept allows characters who are not from the world of Ragnarok. (There are already a couple of those around). So it is possible to 'import' a character from other events. Though we advise against this, since it can make immersion (more) difficult.
- Compagnie Lacrima characters are not bound to the Ragnarok world or event. Are you happy with your new alter ego? Then you are free to send him/her to explore other LARP-worlds. Though we would like to ask that when you come back to the Ragnarok world or the camps, you described these exploits in-game as delusions, dreams, nightmares, etcetera.
- Though the main concept behind Compagnie Lacrima is circus, your character does not need to have a circus-past or circus talents. Non-artistic elements are no exception among Lacrima members, though everyone in some way or another helps to make "the show" a reality. So do not fear that you have to be "on stage", there is plenty to do backstage away from public view. Maybe your character even hates circuses ... how something like that plays out, you can find out in-game through role-play. In other words: smiths, alchemists, mercenaries, assassins, pirates, scientists, inventors, hunters, mages, witches, priests, nobles... all are welcome to join. As a rule, everyone is free to do whatever they want before and after the show.

- **Utopia background:**

Since Compagnie Lacrima started out as part of the Utopia nation from Tanak, many of the members of Lacrima are native utopians. Utopia in the past was an island nation where every need and desire of its people was foreseen by an entity called "the construct". Whatever an



Utopian on Utopia might think he/she needs, will without having to ask be foreseen by this supernatural entity (who is not worshipped as a god and also does not want to be seen as such). Because of this, Utopia grew to become a peaceful, pacifistic nation, and are concepts like personal property, stealing and money strange concepts for the less travelled utopians. ("other-worldly" is a good description for when they first come in contact with non-utopians and their customs). Because day-to-day needs are foreseen by the Construct, Utopians have the time to spend their entire existence on their passion(s). The execution of their passion(s) is the only thing that truly matters to them. Therefore, the single rule that Utopia has is that you can not prevent another to execute their passion (unless it interrupts yours or someone else's passion(s) or were it to be your passion to do so which could be very interesting). Rumours from eye witnesses over the centuries say that the Construct can take multiple shapes and sizes. One thing is certain though:

should you be crazy enough to want to leave Utopia and sail away to a barren future, the Construct will be there on the beach staring at you sailing away.

Right before the destruction of Harapan, the construct visited the Utopian delegation sent to the holy city for the ceremony of the relics. As a request from the delegation, the Construct used his might to keep Utopia safe from the destruction caused by the Golden Empire. At the start of the new story-cycle, Utopia seemed to have disappeared and the people of Tanak believe it to be a myth. Which makes any existing Utopian on Tanak a mythological being or more likely liar... The Construct seems to have hidden Utopia from the rest of the world. But dark rumours are told that Utopia is still there but changed from its way in the past. Maybe not for the better... More information can be found in-game.

- Compagnie Lacrima mini's are the best place to make new contacts and introduce a new character. Should you have an amazing idea for a new (circus)act, but don't know how to make it a reality, or you do not possess the necessary skills in real life: DO NOT WORRY! Among the members of the Compagnie there are many do-it-yourselfers, tinkers, craftsmen, musicians, artwork experts and much more. Existing examples from the past are: a (functioning) barrel organ, (lucrative) casino, Big open circus tent, a boat, a second boat, a (sinister) knife throwing board, many exotic (sometimes cuddly) beasts and pets, a cook-out (which we won), colourful flags, posters, tickets, a puppet, shadow games, (a lot of) masks, a numerous number of circus necessities and props.



A little (sometimes crazy) idea or suggestion quickly finds its way to reality in Compagnie Lacrima.



TEMPLATE BACKGROUNDS:

For those in need of inspiration, Compagnie Lacrima provides a couple of group-backgrounds you can be part of:

- **Circus Pomponi (I or II):**

(this background has already flourished in the Compagnie and is set in the past before the fall of Harapan. This means that when choosing this background, your character will perform a time jump (of course without adverse effects). There are already members of the Compagnie with this background. You will receive an introduction to them depending on your choices).



Once there was an utopian circus, **the first circus Pomponi**, under leadership of the 'Great' (as he himself claims) Baron Dimanche which found it's end in a cruel and horrific manner. After a bad show (even for them), people of the small farm town wanted their money back. As it turned out, "someone from the circus" ran off with the money and the daughter of the local mayor. Enraged, the townspeople set fire to the circus tent and set chase after the freighted members of circus Pomponi. Most of them escaped for the townspeople by hiding in a cave/ancient crypt (not clear which). Yet, as luck and drama would have it, the cave collapsed. This condemned them to wait for a cruel, slow hunger death coupled with ... social horrors. Yet some of them could hear in the dark, right before at the end ... that voice!

Later the culprit was captured and murdered by Randar, a member of circus Pomponi, who was able to escape the horror that befell the circus. Although that act led to his own ill fate which showed him the way to Compagnie Lacrima.

If you say first, it usually means there is also a second: after finding their way to Compagnie Lacrima, ringmaster Baron Dimanche and his trusted servant/knife thrower/surgeon, Evano D'Artillier founded **Circus Pomponi II** on Utopia, this time with elephants! This to have something to do when they are not called to stage for Compagnie Lacrima. The members of Circus Pomponi II are not aware of the membership of their ringmaster and his assistant to Compagnie Lacrima. Just that they tend to disappear from time to time for a couple of days without notice. However, since both of them jumped through time together with the rest of Compagnie Lacrima after the destruction of Harapan, the fate of Circus Pomponi II is unknown and lost in time. *(which opens a lot of room for a potential character).*

- **The Gladiator Houses: “Casa Catervarius” & “Casa Bollato”:**

(this background has already flourished in the Compagnie and is set in the past before the fall of Harapan. This means that when choosing this background, your character will perform a time jump (of course without adverse effects). There are already members of the Compagnie with this background. You will receive an introduction to them depending on your choices).

Two rival gladiator school decided to end their feud at a joint feast. It did not go so well... You can start as:

- Member of gladiator school **“Casa Catervarius”**, which means you and your esteemed colleagues were sedated during a communal feast at the home of your foul hosts, the rivalling yet less successful gladiator school “Casa Bollato” – this led to: being buried alive, no idea by who.
- Member of gladiator school **“Casa Bollato”**, which means you were sedated with your unsuspecting colleagues during a communal feast at your home with the rivalling (show offs) gladiator school “Casa Catervarius” while the whole point of the feast was to poison these cheaters and get rid of them once and for all – this led to: being buried alive, no idea by who.

Up until the present, numerous gladiators have appeared in Compagnie Lacrima from both houses. How they deal with the consequences and the possible causes of their ill fate, is not clear. As members of Lacrima, they seem to have stopped trying to kill each other, but that does not mean their history is over and buried (pun intended).



- **The Family Al-Zurru**

(this background has already flourished in the Compagnie and is not fixed to the world of Tanak or even time itself (i.e. you may come from different time periods/generation, preferably younger generations). There are already members of the Compagnie with this background. You will receive an introduction to them depending on your choices)

Once a respected Royal family of a desert kingdom, the family Al-Zurru (means fox) fell from greatness. The younger generations are even unaware of their royal lineage. This family finds its way to Compagnie Lacrima by individual crisis events, but strangely appear to be the only family from which members of different generations and time periods find their way to Lacrima. And what a benefit they have been: a naval captain, a uomo universalis

and a matador. In no way you should read this as pirate, evil mastermind and an assassin! They are a special lot that family. A cautionary tale often told by the younger generations to scare children is that of Aunt Zorrita who disappeared at sea because she always sought out danger without thinking twice. Alas, an Al-Zurru never tends to take head of that story...

- **Sailor (yes, Pirates) / The sunken ship**

(currently unclaimed collective background – open for takes and expansion. Is based on the backstory of Zorrita Al-Zurru but does not have to be).

Yes, the captain (can be Captain Zorrita Al-Zurru) may have already be responsible for sinking a ship or two, but you need to take a risk sometimes. Bad luck, a storm came and sunk your ship. You and others (colleagues / passengers) are trapped in the hold of the ship. The water rises slowly, breathing is difficult, you slowly become submerged and then ... that voice!

- **The Cabal:**

(this background has been taken in the past, and is set in the past before the fall of Harapan. This means that when choosing this background, your character will perform a time jump (of course without adverse effects). There has been one character that took up this background, but is now gone).

You are magically gifted, part of a cabal. You and your fellow mages/witches/sorcerers/druids... are at the verge of finally completing the damned ritual to finally conquer the world. The magical protection circle is almost complete. Soon “She” will come to be your willing slave and to subdue all other... MoeHaHaHaHa! Oh, it begins... the winds swell! Next: you are buried alive, no idea who/how, and then ... that voice!

- **Miner:**

(currently unclaimed collective background – open for takes and expansion)

Confronted with a no-longer-chirping canary, you and your colleagues were to late to escape to the surface... lack of breath, a loud bang, collapsing rubble: ergo being buried alive, and then ... that voice!

- **Werebeasts:**

(currently unclaimed collective background – open for takes and expansion)

You are a werebeast. You and your pack are hunted for eating those adorable children, but a irresistible, lovely maiden carefully shelters you. After you fall asleep with your head on her shoulders, you wake up in a silver cage in a dark sub terrain room with other similar cages derived from what you can hear. What equals to being buried alive, and then ... that voice!

- **We are open to new suggestions for collective backgrounds!**

WHAT DO WE EXPECT OF YOU?

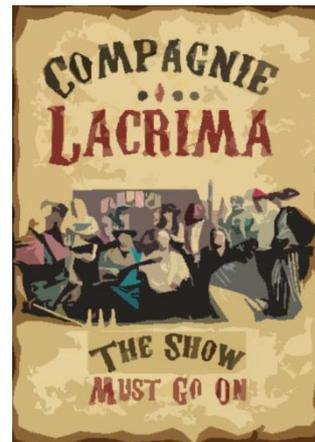
Should you decided to join Compagnie Lacrima, please send a **formal message** of your decision to tsmdgo@gmail.com in order to add you to our mail list and facebook-group (optional). Then you will be invited to our next event (mini / or the big Ragnarok event) and receive necessary additional information.

Create a background and send it to us (again to tsmdgo@gmail.com)

Send us your questions should you have any.

Bring an empty bottle.

Preferable unique and not that large (you'll see why).



Should you have an **idea for a (circus)act or other ideas** for which you need help: do not be afraid to ask help from other Lacrima members. There are a lot of craftsmen, artist, Handy Harry's who are willing to help out. **A little (often crazy) idea quickly finds its way to reality in Compagnie Lacrima.** Camps are ideal for concocting such ideas. But do keep in mind the logistics (LOW logistics!).

For people new to LARP: Compagnie Lacrima counts among its members people who have been LARPing for years. They can help you in regards to carpooling, costumes, weapons, back-ground writing, props and accessories ... LARPer help each other out!

CONTACT

For all your questions, one address:

tsmdgo@gmail.com (Eternica – Peter Van Look)

!!!THE SHOW MUST GO ON!!!

