



CER LARP Presents
2025 Annual Fall Overnight Event

All-Hallows' Eve Festival

Hosted by Northbourne (CER Midwest)
SEASON 14

LARP Admittance: \$30 • Meal Ticket: \$30

Onlookers & First Time Attendees, Free

Granny Rose Animal Shelter

613 River Ln, Dixon, IL 61021

Friday November 14th, 6 PM – Sunday November 17th, Noon.

Scheduling Is Important to us please Rsvp "Going"
on Facebook, Discord, and/or preregister at CERLARP.com

Welcome Adventurer

Thank you for taking the time to join us for our Season 14 Annual Summer Overnight Event; The All-Hallows' Eve Festival. CER, pronouncer Sir, stands for Custom Engine Roleplaying and LARP stands for Live Action Roleplay. LARP is a cooperative game or experience in which players create characters to go on shared adventures within a collective story-telling imagination. The players use a set of rules to dictate how they interact with others as well as the world and the systems of CER. CER LARP, our custom game and rules are both Medieval and Fantasy inspired; similar to worlds from Lord of the Rings, Game of Thrones, and Dungeons & Dragons. Within our game you will find deep storytelling and narrative, exploration and puzzle solving, and exciting combat.

CER is open to all new and seasoned role-players. Our overnight festivals and celebrations, such as this one is also open to sponsors, friends, family, and those generally interested in LARP. You do not need to have a character or garb to attend the CER LARP overnight events; you may simply come as a friend or onlooker. If you wish to join, at any time please let a moderator know, and we will be happy to assist you.

Meet your Event Hosts



Game Master Jake

Jake Wallin
Game Founder
& Author



A Special Thanks to Kendall Cheshier & the Granny Rose Animal Shelter
for the use of their K-9 Enrichment Center



King Calum Eventfyre

Mike Oncken
Diamond Team
Captain,
Game Moderator,
& Narrative Team

Bronson Damir

Nick Workman
Helm Team
Captain &
Game Moderator



Luminor Crow

Logan Runte
Axes Team
Captain &
Narrative Team

Master Ranger Krak

David Myhre
Bow Team
Captain &
Game Moderator



PayPal Scan Link
for CER LARP



Donate or Pay
here



Schedule

Friday Evening

Camp Set-up

Event and Game Announcements

Fellowship

Opening Ceremony & Shaman Fore-tellings

All Hallows' Court Dinner Feast*

A Murderous Affair, Event Puzzle

Saturday Morning

Group Breakfast*

Fellowship

Sparing

Warm-Up

Combat Tournament (Mage, Daggers,
Swords, Heavies, and Poles)

**Please consider a meal ticket to help our LARP*

• Saturday Day into Evening

Trials Start At 1pm

(Open to the General Public, non-LARPer)

• Trials

• Bonfire and Tales of Before

• *The Evil from Within*,

Event Encounter and Boss Fight

• Sunday Morning

1. War-Council and Closing Announcements

2. Closing Ceremony

3. Camp Clean-Up and Pack-Up

(should be cleaned up and packed up by about
noon)

Venue and Overnight Rules

- All guests and attendees must abide by all existing venue rules. Common sense rules like not vandalizing and others obvious ones should be respected and implied at all times.
- Everyone must complete our new waiver before play, no exceptions.
- Everyone must park in the allotted areas. No one is to park on the greenery.
- Granny Rose allows us to bring our own alcohol with responsible use however marijuana and other drugs not permitted. Smoking is allowed on the premises but only in designated areas and never inside.
- We will be camping inside of Granny Rose's K-9 Center. Doors will be locked at 10:00 PM for general security reasons. We recommend that you bring tents for your own privacy however you will not be able to stake your tent so please bring tents that do not require stakes; Or make appropriate accommodations to it without them.
- No animals will be permitted without permission from Game Master Jake.
- No trash or refuse is to be left; everything we bring in must also leave with us; before or at the time of event end.
- We recommend that you bring tents for your own privacy. Only bring a tent large enough to accommodate you and whomever you may be sharing a tent with. Tents must be set up completely or not at all. You will not be able to stake your tent so please bring tents that do not require stakes; or make accommodation appropriate to pitch it without them.
- No campfires in or outside the building are allowed this event.

All-Hallows' Feast

The All-Hallows' Feast marks an important time for the Kingdom of the North. It marks another year of survival and defiance in the face of annihilation. We feast in an abundance knowing that the dark and cold of the winter is just around the corner. Meal tickets are \$30 and cover the Court Feast and Breakfast. Our court feast is a great way for our LARP to generate revenue for the upcoming season so please consider supporting us.

Feast Menu;

- Roasted Worg Stew (Classic Hearty Beef Stew)
- North Alms (Loaded Baked Potato Soup)
- Ratknot Dumpling (Chicken & Dumpling Soup)
- Alchemists Respite (Broccoli & Cheddar Soup)
- Dæmon-Dipped Wursts (Chili-Cheese Dogs)
- Sweet Yeast Rolls & Assorted Breads
- Assorted Tea, Hot Coco, & Coffee
- Elven Apple Crisp (Dutch Apple Pie)
- Tundral Sweet Cream (Vanilla Ice Cream)

Breakfast Menu;

- Dwarven Flat Ration (Pancakes)
- Grain Mash (Cereal and Milk)
- Jams, Jelly, & Syrup
- Assorted Breakfast Breads & Bagels
- Auroch Links (Pork Sausage)
- Sizzling Boar Strips (Bacon)
- Milk, Orange Juice, Tea, Hot Coco, & Coffee

Crials

We will use contest of skill to pass the time. Those who can best their kin may receive a special reward. The trials are as follows. (*Participation is welcome but not required.*) Teams will be split into 4 groups; Diamond, Helm, Axes, and Bows.

Main Campaign (and Boss Encounter)

As the warm months wane and the snows of Dwarveser draw near, our garrison of Northbourne troops return home at last. Our weary ranks have weathered much this year—from the haunted ruins of DuSal and DeOx, to the cursed passage through the Blood Marshes where few dared tread.

Now, gathered once more in the grand hall for a courtly feast to honor our returned King, a shadow stirs amidst the revelry. The air grows cold, the torches gutter—something is amiss.

When a murder most foul is revealed, suspicion runs rampant. Friend turns upon friend, and trust itself becomes a weapon. We must uncover the traitor among us before the night ends... or before we all turn on one another.

Main Ceremony & Ritual Sacrifices

Our newly strengthened allies of Clan Dýr have taught us that there are powers beyond mortal command, forces that demand reverence or sacrifice. Never is this truth more certain than during the season of the Wild Hunt.

All Hallows Eve marks the hour when the veil between the living and the dead grows perilously thin. The air itself hums with restless spirits; beasts howl in the distance, and those who walk in the shapes of beasts stir once more among us.

To keep the shadows at bay, we shall gather in our great capital and feast in abundance beneath the light of kinship, a beacon of defiance against the encroaching dark. May that light hold fast through the night, and may our offerings be enough to satisfy what hunts beyond the flame.

(Trigger warning; ritual sacrifice, witchcraft, blood, animal cruelty, black magic. All our rituals are strictly fictitious and theatrical and no one or any animals will be harmed in any way in real-life.)

Q&A's

What is the All-Hallows' Festival? Who is it for?

IRL:

The All Hallows' Eve Festival is an immersive overnight LARP event hosted by CER Midwest. Like all official CER events, it is intended for participants ages 16 and up to play, cooperate, and engage in story content.

Children are welcome to attend and enjoy daytime festivities, vendors, and the seasonal fair atmosphere. However, it is strongly advised that anyone under 18 does not remain for the nighttime ritual portions of the event.

All minors must be accompanied by a direct guardian or parent who is present for the entire duration of the child's stay.

For 2025, the All Hallows' Eve Overnight takes place at the Granny Rose Canine Center—a unique venue that combines the comfort of an enclosed facility with the atmosphere of a ritual ground. Expect the same blend of story, mystery, and community that defines every CER gathering.

IN-GAME:

Across the lands of Medius, the All Hallows' Festival marks the turning of the year, when the living pay tribute to the spirits that walk between worlds. Though the Harvest Moon Feast was born in the Vital Lands, its traditions have since spread far and wide.

The Wild Hunt, drawn from ancient Jotuun (Fæ-giant) rites and later woven with Gnomish and Dwarvish customs, now unites many peoples under one night of revelry and reverence. From the Dwarves of Northbourne, to the Fæ of the Quinnrow Forest, to the Moon Elves of Farthurndern, each culture celebrates in its own way—feasting, lighting fires, and offering tribute to the unseen.

How Do I Prepare, and What Should I Bring?

IRL:

• **Plan to stay for the full experience.** The All Hallows' Eve Overnight is designed as a continuous, immersive story. We encourage participants to stay for the entire duration and to minimize outside distractions such as phones or electronics when possible.

- **Sleeping arrangements.** Though the event will be held indoors at the Granny Rose Canine Center, you should still bring your own sleeping setup—such as a tent for privacy, inflatable mattress, sleeping bag, or cot. **Tents and structures cannot be staked into the floor, so plan to use freestanding setups only.**
- **Electricity and comfort.** Power will be available, but outlet access is limited. Please only bring what is absolutely necessary.
- **Food and water.** Food will be provided for those with meal tickets, and donations are always welcome. Bringing personal snacks and a reusable tankard or water bottle is recommended.
- **Clothing and gear.** Wear comfortable layers suitable for an indoor environment. Bring your LARP gear, costuming, and any personal effects needed to remain in character throughout the event.
- **Sleep schedule and stamina.** Expect the event to continue late into the night, with story and activity unfolding deep into the early morning hours. Adjust your rest accordingly and prepare for an exciting, story-driven overnight.

IN-GAME:

Our company has returned to the safety of the Great Hall, yet peace is fleeting. The fires of our feast burn bright, and the air hums with restless spirits. Make merry, find rest where you can, and keep your weapons close. The shadows beyond the lanternlight still stir, and the long night has only just begun.

Can I Help Prepare or Assist During the Festival?

IRL:

Absolutely! Support from our community is what makes events like All Hallows' Eve possible.

- Monetary donations go a long way in helping us cover venue costs, props, materials, and food for volunteers.
- If you wish to donate, you can contribute cash on-site or use the PayPal scan code on page 3 of this guide.
- Those who would like to help with setup or cleanup are deeply appreciated—please check in with event staff upon arrival for direction.
- While we won't need campfire supplies this year, extra props, decor, or blankets to enhance your group's setup are always welcome.
- Think of your space as part of the world itself—personal touches help create the immersive atmosphere that makes CER special.

IN-GAME:

Every soldier of the Northbourne host is expected to aid their kin. When the King calls, we raise the banners together—some prepare the hall, others guard the gates, and all serve the realm in their own way.

What Can I Do as a Player to Help (Other Than Donate or Clean Up)?

IRL:

The most impactful thing you can do is be present and engaged. This is our largest and most immersive event of the year, and your participation is what makes it truly come alive.

- Commit to staying for as much of the event as possible and fully embrace the roleplay and story.
- Invite friends, family, and curious onlookers to join us for the Friday night through Saturday evening festivities—these hours are open to the public and non-LARPer who wish to experience the magic and atmosphere.
- The final Boss Encounter on Saturday night is reserved exclusively for CER LARP members and registered guests, ensuring the continuity of the in-game storyline.
- Offer a helping hand during setup and teardown or assist new players in getting their bearings. Your presence and encouragement help strengthen the community for everyone.

I Want to Party and Drink. BYOB?

IRL:

Yes. Responsible BYOB is permitted at the Granny Rose Canine Center. Alcohol may be brought and enjoyed in moderation by adults 21 and over. Please drink responsibly and be mindful of others and your surroundings. Marijuana and other controlled substances are not permitted on the premises under any circumstances. Smoking and vaping are allowed only in designated outdoor areas and never inside the facility. We ask that all participants respect the venue, keep beverages contained, and clean up after themselves so that we may continue to enjoy this privilege in future years.

IN-GAME:

Have you ever shared a drink with a Dwarf of Northbourne? If so, you likely don't remember it in the

morning. Raise a flagon, toast your kin, and make merry—but remember, even the strongest ale won't drown out the sound of the Wild Hunt.

Black Magic, Witchcraft, and Ritual Sacrifice? Oh My!

IRL:

All rituals performed during the All Hallows' Eve Overnight are entirely theatrical and fictitious. No person or animal will ever be harmed or placed in danger at any time. These scenes are designed to enhance the story, deepen immersion, and invite group participation for those who wish to take part. If the idea of watching or participating in a fictional magic ritual is uncomfortable or not for you, simply say "pass" or quietly remove yourself from the area. Your choice will always be respected. CER celebrates diversity of belief and personal comfort, and no participant will ever be judged or penalized for opting out.

At other events, such as Midsömmar, we may host a bonfire or symbolic celebration, but these will never involve any real or harmful ritual acts.

IN-GAME:

On this night beneath the Blood Moon, the veil thins and the dark magics of All Hallows' Eve awaken. These forces are perilous and ancient—power enough to unmake a careless soul. Approach with reverence, for not all who call upon the unseen are prepared to be answered.

Will There Be Restrooms or Showers?

IRL:

Yes. The Granny Rose Canine Center provides indoor restroom facilities with handicap accessibility, including standard bathrooms and sinks for basic washing and cleaning. These will be available throughout the event for all attendees. While showers will not be available, players are encouraged to bring their own personal hygiene items, such as wipes, deodorant, and other essentials for freshening up during the overnight.

Please respect the facilities and your fellow players by keeping the space clean and tidy. Anyone caught stealing, vandalizing, or being deliberately disrespectful to the venue or other attendees will be immediately removed from the game and, if necessary, subject to criminal charges.

IN-GAME:

The soldiers and citizens of Northbourne may be hardened by war and travel, but even they take pride in keeping their armor polished and their spirits clean. Remember—if you can smell yourself, so can everyone else.

What If It's Really Cold, Rains, or Snows?

IRL:

No need to worry! This year's All Hallows' Eve Overnight will be held entirely indoors at the Granny Rose Canine Center, so weather will not affect our plans. Rain, snow, or cold will stay outside while we remain warm and dry within the facility.

We still recommend dressing in comfortable layers to suit your personal temperature preferences, and bringing blankets or warm drinks if you'd like to stay cozy during late-night hours. The event will proceed regardless of outside conditions, and all activities, rituals, and roleplay will remain comfortably indoors.

IN-GAME:

The North fears no storm, yet within the fortified halls of Dragon's Bane, we feast and make merry while the wind howls beyond the walls. Let the blizzards rage and the rain hammer down—our hearths burn bright, and the night is ours.

Is This Like a Renaissance Faire?

IRL:

In short—no. While our setting may look similar to a Renaissance Faire, the All Hallows' Eve Overnight is a collaborative roleplaying experience, not a public performance. Participants are players, not entertainers, and everyone present is expected to engage with the story, abide by the rules, and contribute to the shared narrative.

The event will be open to the public from Friday evening through Saturday daytime, allowing friends, family, and newcomers to experience the world of CER LARP firsthand. This open period is a great opportunity to share what we do and introduce others to the hobby.

However, once night falls on Saturday, the gates close to the public. From that point on, the event becomes an immersive 18+ overnight experience reserved exclusively for CER members and registered guests. Minors under the age of 18 must be accompanied by an adult at all times during an overnight stay.

While we love sharing our world, this is not a “walk around and watch” experience like a fair or festival. This is an interactive story where every participant plays a role.

IN-GAME:

Ours is no marketplace or carnival. This is the **Feast of Northbourne**, where warriors, mages, and kin gather beneath banners of frost and fire to face the long night together. Those who linger only to watch will miss the heart of the story—for here, *everyone* plays a part.

Will There Be Vendors or Chances to Purchase Goods? How Does Purchasing Work in the LARP?

IRL:

- While there will be no outside vendors at this year’s All Hallows’ Eve Overnight, some players may still offer goods or in-character services within the game itself. Having a bit of spending money on hand isn’t a bad idea if you wish to purchase small items, props, or refreshments from fellow attendees.
- If you are a player interested in selling or trading items during the event, please contact Jake at jakewallin2012@gmail.com to discuss your setup. Unauthorized vending or solicitation is not permitted.
- For items sold in-game, certain props or crafted pieces may feature two prices—one in-game cost (for use within the story’s economy) and one out-of-game (OOG) cost for the real-world purchase. Buying such an item means agreeing to both prices and supporting the game’s internal economy as well as the player who made it.

IN-GAME:

Wherever folk gather, coin will flow—as sure as a Dwarf’s heart keeps beating. The feast halls of Northbourne are no different. Traders, smiths, and mages alike will barter wares and relics, though one should always mind what one trades... for not every bargain is struck in gold.

I Like to Pack Light. What’s the Absolute Minimum I Can Bring?

IRL:

If you prefer to travel light, here’s the bare minimum you’ll need for the All Hallows’ Eve Overnight:

- Bring your costume, LARP gear, and a light source (something other than your phone is preferred for immersion—lanterns and battery candles only). You’ll also need some way to sleep, such as a sleeping bag, cot, or inflatable mattress. Since we’ll be staying inside the Granny Rose Canine Center, tents can be brought for privacy, but must be freestanding (no staking).
- Bring at least some water to stay hydrated, and snacks if you did not purchase a meal ticket. While the venue provides electricity, outlets are limited—so charge what you can beforehand and use power sparingly.
- Finally, remember that immersion is part of the fun. Try to cover modern containers or packaging when possible to keep the atmosphere authentic for everyone.

IN-GAME:

The march may be over, but the night is long. A cloak for warmth, a weapon at your side, and a lantern to light your way—what more does a Northbourne soldier need?

Can I Explore or Wander Around During Downtime?

IRL:

We ask that all players remain within the designated event areas inside the Granny Rose Canine Center. For everyone’s safety and to respect our hosts, exploring outside the main event space or entering restricted areas is not permitted.

If you’re ever unsure whether a hallway, room, or area is part of the playable space, ask a staff member or admin before entering—when in doubt, always check first.

You are welcome to move about the main halls and rest areas, but please avoid leaving the building or wandering into unapproved sections of the facility. These limits help keep everyone accounted for and ensure we maintain a positive relationship with the venue.

IN-GAME:

The fortress of Dragon’s Bane is vast, but its gates are sealed for the night. Beyond its walls lie shadowed roads and unguarded woods. Best to keep close to the firelight, soldier—there are things in the dark that do not sleep.

This year, both the **camping and event areas** will be contained entirely within the **Granny Rose Canine Center**, allowing us to enjoy the full overnight experience without concern for weather or outdoor restrictions.

Check-In / Waivers / Arrival Windows

All attendees must check in with staff on arrival and complete the CER liability/behavior waiver before playing, no exceptions. This includes friends/family and Saturday-only guests. If you arrive after doors are locked at 10:00 PM, you will need to message staff to be let in. Please do not prop doors open. **Dues for the event must be paid before participation.** Visitors and guests do not need to pay for entry however, do need to pay if they wish to eat.

Health & Emergencies

If you have medical needs, mobility concerns, or severe allergies, tell staff at check-in so we know how to reach you and where you are sleeping. In the event of an emergency, out-of-game needs override in-game play immediately.

Public Hours vs. Closed Hours

- Guest Hours are Friday from 6-10 P.M. Saturday & Sunday from 10 A.M. – 7 P.M.
- Friday Night From 10 P.M. to Saturday at 10 A.M. and From Saturday at 7 P.M. onward are for members and official guests of CER LARP only.

Overnight Age Policy

After Saturday night closing, the event is 18+ only, except for minors staying with a parent/guardian who has cleared it with staff ahead of time. Staff has final say on overnight stays.

Camping Area

The **main floor** of the facility will serve as our **feasting hall**, with the **wedding tents** set up to create a central gathering and dining space. Players are encouraged to set up their **personal tents, cots, or sleeping arrangements** around the **perimeter** of the facility on a **first-come, first-serve basis**.

The **loft area** will be reserved for **Game Master Jake and administrative staff** and should **not be accessed without explicit permission**.

Tents and sleeping setups must be **freestanding** and safely arranged—no staking or anchoring into the floor is allowed. Please ensure that your setup is tidy, contained, and considerate of the shared space. If you have a larger tent, consider **sharing space** with other players who may need room.

Food storage:

Players are responsible for **storing and cooling their own food and beverages**. The Canine Center refrigerator is **off-limits** for personal use. Items may be kept **outside the rear exit** for cooling, but they must be **sealed securely** to prevent attracting wildlife.

Event Area

Because our event and camping space share the same indoor facility, all **roleplay, dueling, and combat scenes** will take place **within or immediately around** the main event hall. A **clear causeway** must remain open around the **wedding tents** at all times to allow **safe passage** and ensure room for combat or performance scenes.

We will be **emulating darkness** during certain story segments, so players are encouraged to bring their own **lanterns, candles (battery-powered only), or ambient lighting** to enhance the mood and ensure safety during nighttime play. Please **do not enter restricted areas** or storage zones unless directed by a Game Master, and always keep your gear organized and out of walkways.

Food and drink should not be stored open in the main event space. Keep it sealed, labeled, or in your own area. Shared food must be clearly marked.

Indoor Combat & Safety

Combat, sparring, and trials will take place only in the designated play area and causeway. Do not swing weapons near personal sleeping spaces, storage, or décor. If a marshal or admin calls “Hold,” all players stop immediately. Absolutely no metal weapons or real steel on site. Respect the venue: if it can break, don’t hit near it.

Players are also expected abide by all combat and weapon roles laid out in the Player’s Handbook and must complete a safety briefing before participating.

Simulated Nighttime & Lighting

To preserve the mood and immersion of **All Hallows’ Eve**, we will be **simulating nighttime inside the Granny Rose Canine Center**. Beginning at **7:00 PM** and continuing until **7:00 AM**, all main lights within the facility will be turned off or dimmed to create the sense of a long, haunted night.

Players are expected to **bring their own personal light sources** such as **lanterns, candles (battery-powered only), or ambient lighting** to navigate and set the tone of their own space. Colored lighting, dim torches, and creative illumination are highly encouraged to enhance the immersive atmosphere—but please ensure that any devices you bring are **safe for indoor use** and do not create open flames.

This period of darkness is meant to replicate the tension and mystery of the night while keeping gameplay safely contained within the facility. Visibility will be low, so move carefully, mind your surroundings, and be respectful of others who may be roleplaying or resting nearby.

Remember: in-game, the night is part of the story—its shadows are alive with whispers and the echo of the **Wild Hunt**. Out-of-game, it’s simply our shared stage for something extraordinary.

Community Conduct & Shared Space Etiquette

As we gather together for the **All Hallows' Eve Overnight**, it's important to remember that we are **sharing a single living space** for the duration of the event. Everyone deserves to feel safe, respected, and comfortable. Players are encouraged to bring **tents or partitions** for privacy; however, please be mindful that this is a **communal environment**, and noise travels easily. Keep all **late-night conversations** and **extracurricular activities** quiet and considerate of others resting nearby.

Respect & Personal Boundaries

Above all else, **do not be a creep**. Respect personal space and boundaries at all times. **Unwanted physical or sexual advances**, inappropriate comments, or behavior that makes another attendee feel uncomfortable will **not be tolerated**. Any instance of **harassment or misconduct** will result in **immediate removal from the event** and may lead to **law enforcement involvement** if necessary. CER has **zero tolerance** for harassment in any form.

Gender & Facilities

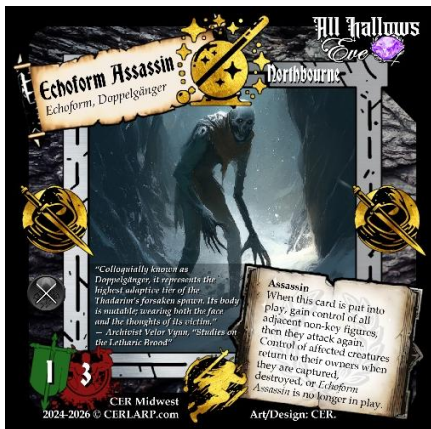
While we fully respect **gender identity and expression**, this venue may occasionally require **co-ed use of restrooms**, especially during crowded or late-night hours. All attendees are expected to **act respectfully and maturely** in these shared facilities. It should never be an issue for adults to use a shared space appropriately.

Quiet Hours & Overnight Conduct

We will observe **Quiet Hours and Hard Lights Out from 4:00 AM to 9:00 AM**. During this time, please keep voices low, lights dim, and noise to a minimum to allow others to rest.

Roleplay and interaction are encouraged **up until Quiet Hours**, provided all parties are willing and alert. Remember that a **sleeping player cannot consent to participation**—use common sense and courtesy when initiating late-night scenes.

Anyone becoming **disruptive, intoxicated, or unruly** may be asked to **step outside or rest in their vehicle** until they regain composure. Hangovers, belligerence, or unsafe behavior will not be tolerated. We are all adults, and **we expect everyone to act like one**—so that we can continue to build the kind of respectful, inclusive community that defines **CER LARP**.



Warsong TCG: Event Promo Card – Echoform Assassin

This year's **All Hallows' Eve Overnight** marks a continual special crossover between **CER LARP** and the **Warsong Trading Card Game**. Players and attendees will have the opportunity to receive an exclusive limited-edition promo card: **Echoform Assassin – 2025 All Hallows' Eve Exclusive**.

Patrons of CER and participants of this year's overnight will be among the first to hold this haunting new addition to the Warsong universe. The **Echoform Assassin** embodies the creeping dread of the season—a shifting, spectral killer whose form flickers between worlds. It is said to be born from echoes of violence and thought, a living memory trapped between shadow and reflection.

This card is **exclusive to the 2025 All Hallows' Eve Festival** and will never be printed in this form again.

How to Obtain:

Each attendee registered for the overnight portion of the event (Saturday night through Sunday morning) will receive **one**

official promo card as part of their admission. **To receive this promo card players must be registered to the event and stay through the entirety of the encounter on Saturday night.** Additional copies may be available through the **CER Patreon** or as prizes in future Trials and tournaments.

Lore Note:

Within the world of **Medius**, the Echoform is said to stalk those who have looked too long into the dark—an omen of the Wild Hunt itself. Whether summoned, bound, or born from fear, its purpose is simple: to silence those who know too much.

Sunday Departure

Event concludes Sunday at 12:00 PM. All player spaces must be broken down and cleaned before you leave. Do not leave tents, décor, food, or trash for staff to deal with. If you can't stay to help tear down, clean your own area before you go. Violation of this rule may result in future bans from events.

Photos & Video

Photos are welcome, especially during public hours, but always ask before photographing someone in an intimate roleplay scene or during a ritual. Do not film minors without their guardian present. If staff asks you to stop recording, do so. **By participating in this event, you grant CER LARP and Warsong TCG Permission to distribute and use your likeness for promotions and social media.**

The Wanderer & Guest of Honor Program

Among the Kingdom of Northbourne, tales speak of those who walk between realms—Wanderers guided by fate itself. Some bring wisdom, others chaos, but all are welcome at our fires so long as they honor the law of hospitality.

The **Wanderer Program** is CER's ongoing initiative to welcome travelers, new players, and visiting LARPers from other games into our world of **Medius**. Whether you're joining us for a single event, exploring as an observer, or seeking to test your character's story within another realm, the Wanderer path is designed to make your entry seamless and memorable.

Wanderers are **temporary or honorary characters** who participate in our world's events without the need for full registration or long-term commitment. It's the perfect way to experience the world of **Northbourne** firsthand—engaging in story, combat, and community while learning the ropes of CER's systems and setting.

Our **Guest of Honor Program** extends this hospitality to **distinguished players, community leaders, and allies** from other LARP organizations or creative projects. Guests of Honor may be invited to take part in key ceremonies, NPC roles, or collaborative story moments that help strengthen the ties between realms.

If you're interested in **becoming a Wanderer** or being considered as a **Guest of Honor**, you can learn more and apply through our official site at:

🔗 CERLARP.com/wander

Whether you come to play, observe, or forge connections between worlds—the **gates of Medius are always open to Wanderers**.

Until Next Time, Adventurer...

Another winter comes, another hall is lit, and another night was held against the dark. Thank you for showing up, for playing hard, and for making CER the kind of world people actually want to come back to. Rest, mend your armor, tell the stories of what you saw... and be ready. **Northbourne will call again.**

You can stay engaged and keep the spirit alive by following us on **Facebook**, **Discord**, and our official website at CERLARP.com. We'll be hosting several **off-season events** throughout the year, including **game night lock-ins, combat training sessions**, and other gatherings to keep our community strong until the next great adventure.

If you would like to **donate, contribute to our team**, or **join our staff**, please speak with an **admin**—we're always excited to welcome those who share our passion for storytelling, craftsmanship, and community.

CER LARP OVERNIGHT CHECK-LIST (INSIDE VENUE)

Camp (*Decorum when possible*)

- ☐ Bedding
(sleeping bag, blankets, pillows)
- ☐ Cot, inflatable mattress, or sleeping pad
- ☐ Freestanding tent or privacy divider
- ☐ Lanterns or battery-powered light sources
- ☐ Décor, tapestries, or coverings
- ☐ Rope or ties (no nails or adhesives)
- ☐ Small storage bins or crates for gear
- ☐ Chairs or seating (not required)

Costume

- ☐ Garb or in-character clothing (Combat)
- ☐ Garb or in-character clothing (Formal)
- ☐ Armor, weapons, and shields (boffer only)
- ☐ Belt pouches or coin purse
- ☐ Character sheet and writing tools
- ☐ Props, jewelry, or makeup/prosthetics

Entertainment

- ☐ Warsong TCG or Medial playing cards
- ☐ Dice or in-character mini-games
- ☐ Crafting supplies or tools for downtime
- ☐ Musical instruments
- ☐ Personal lighting or décor

Important Reminders

- **No open flames or real candles** are permitted inside the facility.
- **No campfires or charcoal cooking** – all cooking areas are off-limits this year.
- **No staking tents** into the floor; use freestanding setups only.
- **Keep the refrigerator clear** – personal food should be sealed and stored in your own area.
- **Simulated Nighttime** begins at 7:00 PM; bring lighting that fits the mood but keeps things safe.
- **Quiet Hours & Lights Out** are from 4:00 AM to 9:00 AM.
- **Be respectful**, keep the space clean, and help us maintain our good relationship with Granny Rose.
- **Try to stay in-character and abide by decorum.** Even though we are inside facility taking pride in your camp setup helps us create ambience.

Personal

- ☐ Toothbrush, toothpaste, deodorant, and hygiene wipes
- ☐ Medication or first-aid needs
- ☐ Extra socks and undergarments
- ☐ Chargers and power bank
- ☐ Water bottle or tankard and dinnerware
- ☐ Snacks (especially if no meal ticket)
- ☐ Towels and washcloth
- ☐ Plastic bags for dirty clothes

Food and Drink

- ☐ Meal ticket (for purchase, not physical)
- ☐ Personal snacks and drinks
- ☐ Cooler
- ☐ Reusable plate, bowl, and utensils
- ☐ Reusable mug or tankard
- ☐ Tea or coffee packets, instant mixes
- ☐ Shared treats for the feast table

Other/Notes

- ☐ ID and emergency contact information
- ☐ Event waiver (if not submitted online)
- ☐ Small trash bags for personal cleanup
- ☐ Gift or contribution for staff or feast table
- ☐ Cash for donations or in-game purchases