

OUR INTENTIONS

Avatar : Stronghold 2017



Once again this summer, many adventurers converge towards the great Concilium in the cradle of Caldera, a unique, imperfect and fantastic village. Surprising revelations, paroxysmal improvisations, friendly encounters and decisive battles. All the immersive and captivating experiences that define LARP live and die at AVATAR. With the ambition to bring together the LARP community from Belgium and beyond, **AVATAR STRONGHOLD** guarantees:

AN EVENT FOR ALL

Including beginners, and irrespective of whether characters are foreign or native to Caldera. Striving for accessibility, we guarantee important logistic comforts, while impacting immersion as little as possible.

AN ACCESS TO AN ORIGINAL MEDIEVAL FANTASY WORLD

Offering a wide range of interactions, from the simplest to the most complex, and where players with different levels of experience evolve in harmony.

A RICH, OPEN AND EVOLVING SCENARIO

Many events happen in Caldera, but it is the adventurers who, by their actions and sides taken, hold the reins of their future.

A WHOLE RANGE OF MODELS, GENRES AND PLAYFUL ACTIVITIES

That can cover the whole LARP experience, in a game of war, religion, economy or guilds, crowds or intimate, destiny, power, identity, imagination, frivolities, intrigues, quests and mysteries...

A COLLABORATIVE ATMOSPHERE

For writers, animators and anyone who wishes to enrich the world through creativity and participation, in a spirit of volunteerism and fun.

A SHOWCASE

For LARP groups and associations who want to demonstrate their style and playfulness, craftsmanship, or the quality of their immersion and decorum.

The AVATAR STRONGHOLD Organization takes up the challenge each year of creating a micro-world that is the most concrete, complete LARP possible... It is filled with creatures, creations and spontaneous interactions between players. But it is also permeated by **an evolving meta-storyline**, which can be thrown into crisis at any moment by the players. This collaborative storyline unfolds in coordination with the group scenarios.

The **theme** of AVATAR STRONGHOLD is that of **a mysterious world, limited in resources, subject** to a harsh climate and geology, where everyone tries to manage their small economy, trying to survive. This world is closed in on itself, surrounded by mountains... reputedly... impassable.

The **underlying mechanic of Caldera** is **evolutive**. The people there can focus on the divine energy of the world, and consult Prophecies, great or small. For example, Death, Time, Portals, Creation, Powers, but equally the existence of new races, magic, and technology. Once the Prophecy is revealed, the adventurers will have to decipher it and can attempt to realize it or prevent it, depending on their motives. This is how Caldera and its world are shaped iteratively from within, through the wishes of its inhabitants, with the help of Prophecies.

In order to guarantee the durability of AVATAR STRONGHOLD and the continuous improvement of its objectives, all the methodology necessary for organizing the event is now recorded such that it can be communicated easily between the organisers and players who wish to take part in the organization. Based on the same principle, players and organizers collaborate in setting up the game and in the constant improvement of the rules. These were designed to expand the possibilities for players while regulating excesses, bringing the player closer to the decisions of groups, and multiplying the possibility of interactions. AVATAR STRONGHOLD is supported by this system of rules guaranteeing the expression of each and the safety of all.