



The

*The Feast of the Summer Queen*

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## [Title redacted, as requested]

a hopepunk party larp for adults and children

*Once a year on the Spring Equinox, the talking animals of the Fairy Forest join the fairies for the Feast of the Summer Queen, to celebrate the peaceful transition of power from Finvarra, High King of Winter, to his beloved spouse Oona, High Queen of Summer. Queen Oona will rule with joy and fairness until the Autumn Equinox, also known as the Feast of the Winter King. Together, the fairies and their animal friends will play, dance, eat, tell stories, and celebrate the ascendancy of the High Queen by showing gratitude, kindness, and helpfulness.*

**A note on characters:** Most fairies are designed for children or teenagers to play, except the High Queen and High King, who are non-player characters (NPCs) for the facilitators in charge of the party. Most fairies have a magic power that can be used for up to 5 minutes per hour.

The animal characters are designed for adults to play. Each animal character card comes with three links: one for its biology and behavior, another for its associations in traditional lore, and a theme song. Each also suggests a few games to play with the kids, along with a duty to help the party run smoothly.

All characters may be played as any gender or no gender. While the titles “Queen” and “King” are traditional in fairy lore, feel free to use “Monarch”, “Ruler”, or “Sovereign” if that fits your group better.

### **What you will need:**

- 6 to 22 players capable of talking and reading. At least 1/3 should be adults.
- a park, forest, or other wooded area to represent the Fairy Forest
- healthy and delicious food and drink, to make up the feast table (pot luck recommended)
- arts & crafts supplies (crayons or markers, paint, brushes, paper, tape, glue)
- blank white fabric masks
- red, orange, blue, and white streamers, ribbons, and/or biodegradable glitter
- puzzles and tactile toys (e.g. tangrams, fidget cube, Shashibo, speks pyramid, Lego)
- board games and card games
- an assortment of cute, huggable stuffies
- blank name tags, and/or stickers saying things like “awesome!” or “you rock!”
- a Bluetooth speaker, laptop, tablet, or boombox
- a beautiful crown for the High King to wear, which also fits the High Queen’s player
- enough hypo-allergenic bug spray and sunscreen for everybody

### **How to set up the party:**

**The adults begin by making signs for each of the theme areas, setting up supplies, and deciding how long the party will be.** For small parties, set a time for each activity and do them in sequence, instead of setting up theme areas.

*The Hunters’ River* - This area is for games like tag, hide & seek, Red Rover, or finding the coolest stick

*The Duelists’ Clearing* - This is where the Fairies can use their magic to spar with each other. This area allows Fairies to use their magic powers as often as they like. Play exciting, dramatic music here.

*The Silent Meadow* - A quiet, secluded area for art supplies, tactile toys, plushies, and some puzzles.

*The Swamp of Stories* - Anyone may tell a story here. Be polite when you’re an audience member.

*The Gamers’ Grove* - This is the place to leave card games, board games, and any remaining puzzles.

*The Feast Altar of the Summer Queen* - Set up the food and drink here, in a central location.

*The Cave of the Animals* - This is where the off-duty adults relax and roleplay; more info on p. 5.

**Then, the facilitators explain the basic rules of the game in an age-appropriate way.** They are:

1. Please be kind and cooperative. Being mean can spoil other people's fun. If you do hurt or upset someone, apologize quickly and sincerely, so we all can get back to enjoying our time at the party.
2. If you see someone who isn't enjoying themselves, ask if you can help, or find someone who can. If we all have fun, we all win the game!
3. If you're feeling overwhelmed or upset, or if you need some solitary time away from loud noises, then try drawing or coloring something, playing with a fidget toy, or hugging a plushie.
4. The Fairy Forest is the main play space for children and teens. Animals may enter the Fairy Forest at any time. They may return to the Cave of the Animals at any time, as long as there is at least one adult supervising each of the theme areas in the Fairy Forest.
5. The Cave of the Animals is a semi-private play space for adults. Unless there's an emergency or their character sheet says otherwise, Fairies may not enter the Cave without an explicit invitation.
6. If someone does something fun, helpful, interesting, or silly that you appreciate, find an appropriate sticker or write some words of praise on a name tag, and give it to them to stick to their clothing. (Fairies can give someone an official title this way!)
7. When you're done using something, please leave it where you found it for easy clean-up later.

**How to play:**

**Each person introduces themselves out-of-character and chooses a character card.** Alternatively, the facilitators can read out each character card and ask who wants it, or shuffle them and randomly distribute the fairies to the kids and the animals to the adults.

**Take turns saying your character's name and striking a pose. When it's not your turn, illustrate one of the blank fabric masks with markers.** The facilitators explain that if you're wearing your mask, that means you're in-character. If you take it off, you're out-of-character or leaving the party. (Masks may not be necessary if you're playing outside, but the adults need to reach a consensus on that.)

**The facilitators explain the premise of the game, found in italics at the beginning. Let them know each fairy must find or make a gift for High Queen Oona today.**

**The facilitators name and explain each theme area. Then they ask the kids to raise their hand to show where they want to start, and read the list of theme area names again.** Areas without any hands raised will not need an adult to supervise them, for now. Small parties can skip the hand-raising.

**The facilitators set a timer for half the pre-determined length of the party. When the alarm goes off, it's time for the High Queen's coronation.** Gather everyone in front of the Table of Feasting. The High King and High Queen begin by standing behind the table. He kneels and presents the crown to the High Queen. Once the Queen is crowned, everyone claps, cheers, or shouts "Hail High Queen Oona!"

**The High Queen may make a short speech about her intentions as monarch.** Emphasize how you love this job because it lets you help others find contentment and fulfillment in their lives. More cheering and applause, and then everyone can get back to playing, creating, dancing, eating, or whatever they enjoy.

**The fairies present their gifts to Queen Oona.** Then continue partying. You may take your gift home later.

**Take 15 minutes at the end to clean up your play space.** The Fairy Queen presents a token of her esteem to the kid who picked up the most trash. She proclaims that child's character an official Knight of the Fairy Realm, for being such a good guest and demonstrating great loyalty to the Fairy Forest.

All characters may be played as any gender or no gender, as the player chooses. Abilities may only be used for fun. Each animal is native to at least one of our local areas (Pennsylvania, Germany, Poland).

Fairies (for children and teens)	Animals (for adults or some mature teens)
<p><b>Zyzyx</b> <i>Their Skittery Majesty, Monarch of Creepy-Crawlies</i></p> <p><i>Unique Magic:</i> Zyzyx can talk with insects. Once per hour, they may summon one to do a small task or quest that takes 5 minutes or less. To use this ability, describe what kind of bug it is, what it's doing for you, and what kind of reward you offer. If you like, draw the bug on a name tag, give it a name, and stick it on yourself.</p>	<p><b>Red Fox</b> (<i>Vulpes vulpes</i>) <i>Curious Wanderer</i>      <a href="#">Biology</a>      <a href="#">Lore</a></p> <p>Red foxes hunt and explore alone, but they raise their kits together, taking turns watching the den and finding food. They are playful, mate for life, and are often associated with magic and shapeshifting. <i>Be inquisitive, clever, and vigilant when interacting with the little ones. Try to make the other adults laugh, using practical jokes or sleight-of-hand.</i></p>
<p><b>Quill</b> <i>Their Pointy Highness, Sovereign of Story-Smithing</i></p> <p><i>Unique Magic:</i> Quill's back is covered with magical spines that write only the truth. Once per hour, they may remove one and use it to write a sentence that will become true for up to 5 minutes. Other characters must play along. Quill may present a magical spine to another character to use later, by writing the words "story quill" on a name tag and giving it to them.</p>	<p><b>Common Raven</b> (<i>Corvus corax</i>) <i>Clever, Ominous, Collaborative</i>      <a href="#">Biology</a>      <a href="#">Lore</a></p> <p>Ravens are known as the sentries of the forest. If they notice a threat to the forest, a raven will caw loudly to warn all the animals. Ravens like to solve puzzles and play, <a href="#">especially with wolves</a>. They are among the only birds to use improvised tools, and they are master mimics. <i>Solve puzzles with the kids. Repeat whatever you hear. If an adult needs a break from supervising, step in and help.</i></p>
<p><b>Squirt</b> <i>Their Soggy Grace, Ruler of the Rivers</i></p> <p><i>Unique Magic:</i> Once per hour, Squirt can conjure river water. Describe how much water you're making and where it comes from. If you're playing outside with someone willing, fill a bucket and splash them. Otherwise, tie some blue and white ribbons to your wrists and swoosh them over the person, or throw glitter. You may also tie ribbons to your calves, to show how your character's footsteps are always full of water.</p>	<p><b>Red Squirrel</b> (<i>Sciurus vulgaris</i> or <i>Tamasciurus hudsonicus</i>) <i>Nimble Planner</i>      Biology: <a href="#">Europe</a> <a href="#">N. America</a>      <a href="#">Lore</a></p> <p>Squirrels have quick reflexes, and excellent balance thanks to the bushy tail they use as a counterweight. They are among the most skillful animals at climbing trees, and many species make their home there. Squirrels have excellent memories of where they have hidden food. <i>Engage the children in memory games, or physical games of speed or reflexes. If it's safe and feasible, help them climb trees. Bring food or drink to anyone who can't get it themselves.</i></p>
<p><b>Signoth</b> <i>Their Obscure Majesty, Monarch of Night</i></p> <p><i>Unique Magic:</i> Signoth can wrap themselves in shadow and become invisible, for up to 5 minutes per hour. Before the game starts, take a sheet of paper and write "YOU CAN'T SEE ME" on it in big block letters. Tape the paper to your chest when Signoth is invisible. Signoth may choose to use this power on another character by taping the sign to their chest instead.</p>	<p><b>Aesculapian Snake</b> (<i>Zamenis longissimus</i>) <i>Primal Hunter</i>      <a href="#">Biology</a>      <a href="#">Lore</a></p> <p>Snakes are simple. They sleep most of the day, and only occasionally need to eat or breed. Since they are cold-blooded, snakes rely on ambient heat in their ecosystem. <i>Play hide and seek with the children, or find a way to use the environment creatively. Let the kids tie your hands and then use your snakey talent to wriggle free of your bonds (if and only if you're good at untying knots). If you see an adult who needs to relax for a while, help them.</i></p>
<p><b>Cyr</b> <i>Their Flighty Grace, Ruler of the Winds</i></p> <p><i>Unique Magic:</i> Cyr can summon and control wind, for up to 5 minutes per hour. Use a fan (paper or electric) to represent this power. Make loud whooshing noises with your mouth when you use it. If a gust of real-world wind comes on its own, remember to take credit for it!</p>	<p><b>European garden spider</b> (<i>Araneus diadematus</i>) <i>Industrious, Creative, Venomous</i>      <a href="#">Biology</a>      <a href="#">Lore</a></p> <p>The spider is the most well-known and helpful of the arachnid family; they eat many insects harmful to humans. Their webs are round and symmetrical. Garden spiders are venomous, but in humans their bite only causes swelling and nausea. <i>Play rope- or string-based games with the kids (e.g. jump rope, cat's cradle, Jacob's ladder). Or show them how to knit or crochet. Get everyone sunscreen &amp; bug spray.</i></p>

<p><b>Murlob</b> <i>Their Goopy Grace, Ruler of Earth</i></p> <p><i>Special Ability:</i> Murlob's body is mud, so they can change their shape. They may can take the form of any plant, rock, or other naturally-occurring inanimate object bigger than a seed. Carry around a marker and a few sheets of paper. When you change shape, write or draw what you look like on paper or a mask, then wear it.</p>	<p><b><a href="#">Brown Bear</a></b> (<i>Ursus arctos</i>) <i>Gentle but Excitable Giant</i>      <a href="#">Biology</a>      <a href="#">Lore</a></p> <p>Brown bears are highly intelligent and social omnivores. Typically, about 10 percent of their diet is meat. Like all bears in temperate climates, they hibernate in winter. They've been observed sitting and enjoying sunsets and landscapes. <i>Help the kids appreciate the beauty of nature. If anyone is playing alone and would like a buddy, volunteer to play with them.</i></p>
<p><b>Ash</b> <i>Their Incandescent Grace, Ruler of Fire</i></p> <p><i>Special Ability:</i> Your body's aura is made of fire that doesn't burn you. Tie a few red and orange streamers or ribbons to each wrist. If your character gets excited or upset, wave your arms around and make crackling noises. Once per hour, you may set one object on fire: swoosh your streamers / ribbons over it, or throw red / orange glitter at it. It burns for up to 5 minutes.</p>	<p><b><a href="#">Barn Owl</a></b> (<i>Tyto alba</i>) <i>Wise, Silent, Deadly</i>      <a href="#">Biology</a>      <a href="#">Lore</a></p> <p>The barn owl is a nocturnal bird of prey known for its distinctive round, white face. Like all owls, some of its vocalizations sound like the English question "Who?" The owl's association with wisdom in European culture is most likely because it is the symbol of the goddess Athena. <i>Ask the children to tell you about who their characters are. Play strategy games with them. Tell stories in which wisdom / experience saves the day.</i></p>
<p><b>Piffle</b> <i>Their Loquacious Majesty, Emissary to the Animals</i></p> <p><i>Special Ability:</i> You may freely enter the Cave of the Animals at any time, interacting with the adult players there in- or out-of-character. They might have a message for the other fairies, or maybe a game or secret just for you. <i>This character is intended for players who experience social anxiety around peers.</i></p>	<p><b><a href="#">Golden Eagle</a></b> (<i>Aquila chrysaetos</i>) <i>Powerful, Majestic, Protective</i>      <a href="#">Biology</a>      <a href="#">Lore</a></p> <p>Golden eagles are strong, fast, and large birds of prey. They mate monogamously for several years, sometimes for life. They may hunt over a very large area (up to 77 mi / 200 km). <i>Tell the children the story of how eagles descend from paleoraptors (dinosaurs). If a kid is hunting for something, help. If an on-duty adult needs a break, relieve them.</i></p>
<p><b>Draz</b> <i>Their Insightful Highness, Viceroy of Thought</i></p> <p><i>Special Ability:</i> You can read minds, for up to 5 minutes per hour. To use this ability, point to the person you wish to affect and say "I can hear what you're thinking." Take them aside and talk softly. You may ask any question that doesn't embarrass the other person, and they must answer truthfully. Send back words, sentences, sights, sounds, smells, tastes, or touch-based sensations.</p>	<p><b><a href="#">Gopher tortoise</a></b> (<i>Gopherus polyphemus</i>) <i>Deliberate Survivor</i>      <a href="#">Biology</a>      <a href="#">Lore</a></p> <p>Like snakes and crocodiles, tortoises are ancient and haven't changed much since prehistoric times. They are technically a type of turtle, but unlike other turtles they can't swim. They live a very long time (80-100 years), partly because their shell protects them from most physical harm. <i>Help the children build forts or castles. Have a reverse race - who can move slowest? Tell tales from many decades ago, to anyone who listens.</i></p>
<p><b>Krylli</b> <i>Chief Dryad of the Fairy Forest</i></p> <p><i>Special Ability:</i> Krylli is the spirit guardian of this forest. They know all the ways of plants, animals, and fairies. Represent this by doing internet research, if you aren't sure what's true. For up to 5 minutes per hour, you may enter the Cave of the Animals and speak with them in- or out-of-character. <i>This character is intended for children who experience social anxiety around peers.</i></p>	<p><b><a href="#">Bobcat or Lynx</a></b> (<i>Lynx rufus</i> or <i>Lynx lynx</i>) <i>Cunning Opportunist</i>      Biology: <a href="#">Europe</a> <a href="#">N. America</a>      <a href="#">Lore</a></p> <p>Lynxes are medium-sized wild cats with distinctive tufts of fur in their ears and under their chins. They are nimble, inquisitive, and stealthy. They are very successful predators, and can be found on every continent except Antarctica. Unlike dogs, bears, and foxes, cats cannot survive without meat. <i>Engage the kids with hide &amp; seek, tag, a scavenger hunt, or a puzzle. Help everyone get some protein to go with their carbs.</i></p>
<p><b>NPC: <a href="#">Oona</a></b> <i>High Queen of Summer</i></p> <p>You rule the Fairy Realms, from the Spring Equinox to the Autumn Equinox. The Summer Solstice is your birthday. This party celebrates the passage of leadership from your beloved spouse Finvarra to you.</p>	<p><b>NPC: <a href="#">Finvarra</a></b> <i>High King of Winter</i></p> <p>You rule the Fairy Realms, from the Autumn Equinox to the Spring Equinox. The Winter Solstice is your birthday. Today marks the passage of leadership from you to your beloved spouse Nuala. You will act as her grand vizier (prime minister).</p>

## What happens in the Cave of the Animals?

As mentioned above, the adults may roleplay in the Cave of the Animals however they wish. But bear in mind that a kid may come by and overhear some of your conversations, if they need or want something. Roleplaying as your animals in the Cave doesn't require any mechanics other than mutual agreement. But if you'd like to play a structured RPG about animals, here are a few that could be good choices.

[The Trial of the Big Bad Wolf](#)

[The Sharing](#)

[Second Hand Spirit Animals: Second Time's the Charm](#)

[Peace Was Never an Option](#)

[The Crystal Furs](#)

[Tales of the Forest](#)

[Animal Island Village](#)

[I'm Not Lion](#)

[Cute Little BASTARDS](#)

[A Familiar Tale](#)

[Teenage Mutant Battle Animals!](#)

[Little Animals on a Big Adventure](#)

[Pugmire / Monarchies of Mau](#)

[Magical Kitties Save the Day!](#)

### **Fiasco playsets:**

[You Are a Cat](#)

[A Night in the Lonesome Disaster](#)

[Daikaiju!](#)

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