



SEEDED

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SUMMARY

This is a LARP for 4-5 players where you act as Contenders completing Feats to obtain the favor of a Plant. You may impress the plant with scintillating displays, or merely treat this game as a playful talent show.

You will need a plant of any size (it can be a blade of grass or a great pine), an assortment of little trinkets to act as Tokens, and enough space to do some freak shit. You'll be expected to respond to prompts creatively and think outside the box, so get ready to be open-minded.

SAFETY

GROUNDING YOURSELF

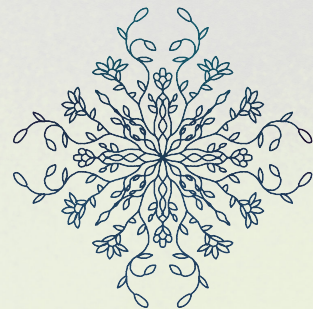
This is a game that encourages you to believe things that are, fundamentally, not true – that a plant is your god, that you must prove yourself to a plant so you can fulfill your destiny as a human being. It is a game that wants you to lose yourself in its internal logic. For that reason, I recommend using the environment around you to ground yourself when it is not your turn. You might...

- Focus on the colors of clothing items around you.
- Look at something in your hands for a bit.
- Think, and remind yourself why you're actually here.
- Recall your name, your age and your birthday.

SNIP!

When you want to pause the game, you may shout SNIP! and everyone must stop what they're doing. You may then discuss why you wanted to pause the game, reconsider the current palette (detailed later) or otherwise take a break.

SNIP! is an especially useful tool when you're uncomfortable with what's happening in the game, or when you just need to get something to eat.



CHOOSING A PALETTE

You can play Seeded in a kink club, or the middle of a crowded park, or at a convention. With that in mind, it's important to discuss what you want to happen in the game, and what you want to leave out.

With that in mind, here are a few palettes you might want to use for the game. Each palette comes with a series of expectations. You can also create your own palette by discussing and creating expectations with your group. Even within a palette, you'll want to discuss what certain things mean and what the limits of certain expectations are – what is dirty talk to one person might not be dirty talk to another.

COMMON EXPECTATIONS

There are a few expectations in common with all palettes:

- Before doing anything physical, romantic or sexual toward anyone, we must ask.
- We may freely display contactless talents – music, poetry recital, dance, writing...
- Don't do anything that might hurt yourself or others in ways that you're not ready for.

PLANT ORGY

- A palette for unabashed plant-fuckers.
- Physical contact, kissing, stroking, dirty talk, lewd gestures and sex are all permissible.
- We may be clothed, half-clothed, or naked.

SLUMBER PARTY

- A palette for fraught nighttime encounters.
- Physical contact, kissing, stroking, dirty talk and lewd gestures are permissible.
- We may be clothed or half-clothed, and perhaps naked.

FLOWER RITUAL

- A palette for chaste lovers and sweethearts.
- Physical contact and kissing are permissible.
- We are clothed.

KEEP IT KOSHER

- A palette for conventions and friend groups.
- Dirty talk and lewd gestures are permissible.
- We are clothed.



STARTING

First, you must bring a Plant – it can be anything from a blade of grass to a mighty fir, alive or dead, tiny or ginormous. Ensure it is something that no one involved in this LARP is allergic to.

The Plant has called you all here to engage in Its dew slick dance, to impress It and receive Its blessing. Most of the players will be Contenders, seeking the Plant's favor by completing Feats of art, athleticism, sensuality or flare. Whoever brought the Plant will be Its Seeded, who judges the Feats completed by the other players.

INTERNALIZING SEEDED

If you want to really fuck yourselves up, speak the following mantra thrice. Take it into your soul. Believe it fully.

It is the Plant which collected us, here

It is the Plant which guides us, in the game

It is the Plant which we must impress

It is the Plant which we must contend with

It is the Plant which will judge us, through its vessel

Vaunt the Plant. Vaunt its chosen, its Seeded.

PLAYING

Once you've determined who is Seeded, they must examine the Plant closely and compare it to the Plant Table at the end of the book, based on its Size and Sort. It is up to you to place the Plant – you need not measure it precisely, or know fully its nature.

Each cell in the Plant Table gives three Feats. The Seeded presents these prompts one at a time, in any order.

When The Seeded presents a Feat, a Round starts. Contenders can interpret the Feat however they like – Feats are single one-word prompts marked with a \diamond symbol, like \diamond Devour. You may use all that surrounds you, as long as your actions fit the game's Palette.

Any player may raise their hand, speak or otherwise signal to attempt to complete the Feat. The Seeded may then chat with the Plant – if the two agree that the Contender properly completed their Feat, they receive a Token. At the end of each Round, the Plant chooses one Contender to receive an additional Token.

When a Round is over, determine if there are any of the three Feats left. If not, determine who has the most Tokens. They may then choose:

- Play again. The victor is now the Seeded, and the previous Seeded is now a contender.
- End the game. Walk away with your blessing, and the satisfaction of pleasing the Plant.

THE PLANT TABLE

SIZE →

SORT →

	<i>Finger's length.</i>	<i>Hand's length.</i>	<i>Arm's length.</i>	<i>Body's length.</i>	<i>Building's length.</i>
<i>Flowering or fruiting.</i>	◇ Sweet ◇ Tongue ◇ Devour	◇ Display ◇ Feel ◇ Bite	◇ Dance ◇ Duel ◇ Stroke	◇ Pluck ◇ Lick ◇ Blossom	◇ Watch ◇ Fall ◇ Recall
<i>Mossy or grassy.</i>	◇ Spread ◇ Stroke ◇ Split	◇ Roll ◇ Throw ◇ Kiss	◇ Turn ◇ Tell ◇ Hold	◇ Laze ◇ Identify ◇ Swear	◇ Graze ◇ Present ◇ Yearn
<i>Barked or thorned.</i>	◇ Chip ◇ Poke ◇ Pin	◇ Sate ◇ Rub ◇ Pierce	◇ Seek ◇ Surround ◇ Stop	◇ Pulse ◇ Open ◇ Branch	◇ Lean ◇ Tell ◇ Hide
<i>From the store.</i>	◇ Flick ◇ Step ◇ Say	◇ Snicker ◇ Aid ◇ Plant	◇ Dance ◇ Dream ◇ Laugh	◇ Curse ◇ Bless ◇ Punish	◇ Destroy ◇ Create ◇ Transform
<i>Wilting, broken or dried.</i>	◇ Sit ◇ Walk ◇ Chat	◇ Cry ◇ Forgive ◇ Begin	◇ End ◇ Take ◇ Give	◇ Love ◇ Hate ◇ Profess	◇ Bury ◇ Remove ◇ Accept