

I'm tired.

I am so very, very tired.

It has been three hundred years since last I slumbered. At that time, it was nothing. A mere five years. A brief respite. Too brief.

The weariness I feel is something no system was meant to withstand. Moving my arms, my legs, my mere head, it takes me such effort. More now than ever before. I move as though the air is thick, I move as though I am drowning in it.

Too often, I find myself confused. I mistake one face for another. One year for another. I call for those I've lost. I crave flavors the world has not known for an age.

At sunsets I wake in my chamber, turning and reaching for lovers long gone. I forget where I am overmuch, yet remember the strangest, most meaningless moments with clarity so perfect it robs me of my breath.

When I looked into the garden a night ago, I swore I saw my father. Watching me. His mouth moved as if to speak. When one of my own Progeny touched my shoulder, I turned and lashed out at her with violence that shames me. Looking back, my father's figure was gone. My Progeny pleaded for forgiveness. She looked unafraid, but worried in a way that hurt my heart.

To continue thus is an increasing impossibility. I must do what is best for my Vein. I must do what I have now put off for far too long.

I am too tired for it to be borne.

I know too much for my mind.

I sleep now.

Exhume is a game about Vampires.

A Vampire more ancient than any of you is Rising from a deep slumber. You, as Vampires of various Veins that descend from this ultimate figure, and as Vampires who live in the Northern New World, owe this ancient Vampire your fealty. Thus, you have all come to pay your respects and engage in the ritual and pageantry of their Rising.

Your purpose varies from one to another. Some of you are closer to the Ancient than others. Some of you come with grievances, some come with gifts. Some of you are here for the sake of tradition, some of you are here for political reasons. Some make bids for favor, others for protection. Some chose to be here, some were dragged. Some of those in attendance aren't even Vampires, but mere humans. What you all have in common is that you are here, now, ready to witness the Rising of a creature so archaic that it bends the mind.

If you're lucky, you may even be granted access to the untold depths of the Ancient's memory. Only time will tell if you truly deserve such an honor.

In this setting, Vampires are nasty. They range from calculating to hedonistic, petty to manipulative, modern to traditional.

Vampires are as diverse as humans. But they're all something far more than human. Creatures of the night, thirsty for blood, bound by no laws but their own, Vampires are a kingdom unto themselves. If you count yourself among this number, you are subject to all that you are.

This is a high-conflict larp that involves many intense themes.

Content in this game may include:

Abuse of all types, betrayal, bodily fluids, co-dependency, consumption of (fake) blood, death and undeath, disassociation, exploitation, extreme power dynamics, family dynamics, filial piety, gaslighting, heavy conflict, hedonism, historical bigotry (including racism, sexism, and homophobia), impending doom, manipulation, murder, offscreen sexual violence, political extremism, PTSD, real-world historical conflicts, religious fanaticism, religious iconography, ritual, severe self-denial and control, substance use and abuse, suicide, and trauma in general

This is heavy content, and will not be a good fit for everybody. You know yourself best. If this content is not for you, we respect and are grateful for your choice not to participate.

Mechanics

Part of our goal with this and all other Archetype games is to introduce a different set of mechanics than the typical American gaming audience may be used to. We believe that everyone attending is a responsible adult who can be trusted to communicate as such, rather than rely on mechanics to steer.

Our timeline and staying in character

This game runs very late and has only one calibration break. You won't be sleeping in character, so we strongly suggest that all players remain in play for the full game period. We have a limited amount of time to play Vampires realistically!

As such, we strongly encourage you to stay in play as much as possible while game is on. Treat off game moments with intention, especially given that we will be using them as our primary calibration element.

Checking in

In order to check in with other players, cross your first and middle finger and place it to your forehead and quietly confer out of character. Feel free to step out to a quiet area to do this if the conversation needs to be longer, or to have the discussion on the spot if it will be quick.

We encourage you to be both proactive to yourself and reactive to others with this. That is to say, if you know you want to steer something, if a scene is moving in a direction you're not comfortable with, or if you need to flag a concern, please drop character and quietly check in. If you know you've had enough and need to duck out, feel free to break character to do so. Conversely, if your scene partner has dropped character to check in with you, briefly drop character to either acknowledge or to steer with them. You're scene partners, and you're all working together to tell this story.

Tap out

If someone is not in the position to use the off game sign and verbally check in, they will instead tap out. Tap out with two short, firm taps to a person or a surface.

Tapping out does not mean a full stop.

Rather, it means that you have reached the full escalation this person is comfortable with, and to go no further. The goal is to tap before it escalates beyond your comfort.

If your scene partner taps out, respond with one firm tap back.

Escape hatches

Some terms may be confusing, and difficult to determine if a person means them in play or off play. This is the term you should use to indicate that something is needed out of character:

“I must speak with [Name]”

This signifies that a person needs to speak to someone out of character, and you should let them go ASAP. Any other term (“I want to talk to James” “Where’s Betty, I need her” etc) is treated as in-play.

Sex and violence

Sex may be a part of this game. Sexual scenes can be represented by each player removing or undoing one element of the other’s costume (i.e. taking off a jacket, unbuttoning a shirt, even unlacing shoes.) After that, the scene fades to black, and the players drop character to discuss what happened. When picking back up, go into the moments afterwards, and what they’d say or do as they dress again and move along. Nudity will not be permitted at this game at this time.

Violence is an element of this game. All actions must be telegraphed with large, obvious movements. While some violent scenes may make real physical contact, they must always be lighter touch than the real actions they’re interpreting. This may include, within sober reason, making full contact with one another, including slapping or manhandling. If you want to initiate a violent scene but are unsure of how to, drop character to check in with the other player.

While sexual violence exists in this setting and may be an element of backstory and a topic of discussion, we will not be engaging in sexually violent scenes during gameplay.

Death and dying

Death is completely on the table at this game. Any character could die at any time. It will be up to the player to decide if they think it’s an appropriate time for their character to die, as well as how quickly that will happen. Lethality of a weapon is up to the player who was hit by it.

Character A fires a gun at Character B. The choice to shoot was A's, but B gets to decide where the gunshot struck and how severe it was, and communicates this via roleplay.

That said, death for a Vampire character will be extremely challenging. It requires full destruction of the body; immolation, decapitation, or dismemberment are the only ways to truly kill a Vampire. Older Vampires may have the strength to dismember younger Vampires, but just like use of a weapon, the lethality of any given interaction is up to the target.

When aggressing on another character, make sure to give them alibis - save the point blank executions for the final 1/3rd of game, if they need to happen at all.

If a character happens to die with more than an hour of gameplay left, the player will have the option to come back in as a "swing" character. Organizers will have short character sheets and simple costuming available for this. If you'd rather simply sit out, switching characters is not a requirement.

Sharing memories

Memory is a huge part of this game. You will be, at times, tasked with representing your own memories or memories shared by other players.

Players will write out memories before game, so they are prepared when play begins. There will be extra slips of paper and pens available to add to the memory pile during game.

When a Vampire player eats food, they'll have the option to draw a memory from their bag and experience it alongside that food before returning the memory to the bag. This may be intense enough to fully overtake the system or as subtle as influencing their emotions in their next scene.

When a Vampire consumes the blood of another - be they human or Vampire - they will draw a memory from the blood donor's bag. After taking the beat to experience the memory, **return memory to owner**.

Some of these memories will be as simple as the memory of sunlight in their childhood bedroom. Some may be deeply serious. Many will reveal secrets. The sharing of these memories will be integral to the plot of Exhume.

To support the freedom of the players to create these memories, character sheets will be surprisingly light given the length your backstories could cover. We invite you to lean

into the idea that Vampires forget more of their memories the longer they live, and make the memories you've created for yourself into the most important ones for the sake of the game.

Grave dirt

The process of making a Vampire involves the last bit of human blood spilling into the earth below. A small bit of this blood soaked ground must be kept with the vampire at all times. If the grave dirt is kept away from the Vampire for a short period, they lose the smallest grip on reality, losing abilities to rest, recover, and integrate their own memories. If a Vampire experiences extended, continuous separation from their grave dirt, the last anchor of their humanity falls away, and they become beasts consuming, mindless, and rabid. This process of complete madness can take weeks or months based on one's age, but once a vampire slips, they will not be able to recover.

Vampires contain their grave dirt differently depending on their preferred methods for carrying it, and they will find themselves holding their grave dirt in moments of extreme emotions.

Mechanics we *aren't* using

You may notice that absent from this list are some mechanics you may be used to, such as the OK check in, Forsooth, pat downs, eye covers, etc. We have chosen not to use these tools because of the seriousness of this content. If you want to check in with others, if you want to steer a scene, or if you need to exit, you must drop character to do that.

While we want to build up the pressure-cooker environment, dropping character for the dedicated purpose of checking in is highly encouraged and crucially important. We hope that, given the built-in breaks, you'll treat these moments of dropping character with gravity and aim to keep them intentional, on-track, and brief.

Setting

This is essentially a modern, realistic setting. Everything about our real world is real and true here, including historical events and Vampire media and mythology. The one and only difference is that Vampires are very real.

The overwhelming majority of humans believe them to be a fairy tale only. And this is exactly how Vampires like it.

How Vampires work

Not everything about Vampires is perfectly well understood. Here is what you know to be true, though you won't always know why.

Morality

Vampires are, at their most basic, deeply primal. They are nasty, driven by their appetites above all else. They have rationality, they are capable of clear human thought. But any former human left alive for so very long is going to change, and almost never for the better. As a result of their primal need to kill humans to feed, they are physically vicious. As a result of centuries worth of complicated social dynamics, they are socially savage. Their grasp on morality and ethics is hopelessly warped. Any Vampire engaging in human-like morality is foolish, young, or else it's a mere accident of overlap.

Blood

Feeding on blood is compulsory. There is no way for a Vampire to survive without human blood. In an emergency survival situation, they can temporarily sustain on animal blood. But this diet does not provide them the sustaining life force they require, and will result in malnutrition. Further, consumption of animal blood is considered filthy, desperate, and disgusting -- Vampires view it as humans view drinking their own urine to survive.

While Vampires can consume human food, it does nothing tangible for them, providing no nutrients. However, many Vampires choose to eat recreationally, as food contains powerful sense memories, and in some cases can "take you back" to a former time.

Intoxicating substances have a muted impact, and the better way to alter the mind is by consuming the blood of an intoxicated human.

Vampires can consume one another's blood as a method of transferring memories to one another. This is a highly ritualized, almost sacred practice that toes the line of taboo.

Feeding can be very, very messy. It's not a subtle process. Large groups of hungry or very young Vampires can be triggered to a feeding frenzy easily.

Creating a Vampire

All Vampires share the experience of becoming what they are. Some call it Making, others Rebirth, others Undeath. No one has ever been born a Vampire. You must be made. This is shared by all.

Being Made looks different for everyone, but it must follow some basic steps:

1. A Vampire selects a human they wish to turn into a Vampire
2. The Vampire, the Maker, drains all of the blood from the Progeny
3. The Maker feeds their own blood to the Progeny before the Progeny is completely drained
4. The Progeny loses consciousness, and the Maker buries them fully in the ground
5. The following night, if all went well, the Progeny claws their way out of the ground, now a fully-formed Vampire

Ever after, the Vampire must carry the soil in which they were buried with them. This is not mere sentiment. It's well known that holding onto one's Blood Soil is something that creates a natural connection to reality, keeping the Vampire sane and rational. It is literally the physical item that holds your connection to humanity.

The relationship between Maker and Progeny is intense. Progeny is unable to disobey direct orders from their Maker (though they can do all in their power to work around the letter of the order). Makers are unable to kill their own Progeny (though they can arrange for another to do the work for them). They are, in some ways, in an eternal stalemate.

The ways Maker and Progeny feel about one other varies wildly, often based upon the circumstances of the making. Intentional, consenting Rebirth feels very different than a random attack from a stranger. A patient and wise Maker feels very different than one who does not understand their condition themselves. But they are seldom indifferent to one another; it's a deep, powerful bond in both directions.

Most Vampires die young. The ways to kill a Vampire are far easier to do to oneself by accident or in a starving haze than to experience an attack. As such, young and new Vampires are closely guarded and are not considered grown until they have been a Vampire for 100 years.

Aging and Eternal Life

Once a Vampire is made, they will never truly change. Any alterations that occur over time come from potential that was already within their minds and personalities. A Vampire that acts cruel always had that potential within the person, even if they'd acted saintly as a human. A Vampire that displays deep wisdom always had that potential inside them, even if they lived their life as the town fool. They are frozen at the time of their death, and can be no more and no less.

This also applies to mental age. A Vampire made at 15 will forever act like a 15 year old, capable of no more rationality or maturity. This can and does drive young Vampires insane over time. For this reason, turning children into Vampires is expressly forbidden.

Relationships

Being a Vampire means dealing with other Vampires. It is almost impossible to survive as a newly made Vampire without at least some intentional rearing. And eternity is very lonesome without company that can match you.

A Vein is a special group of Vampires that share a unique bloodline. Much like you might imagine from a coven of witches or a pack of werewolves, different Veins treat one another differently. Some take a “family” appearance, with Makers and Progeny treated as parents and children. Others are more like business arrangements. Others function as extended, on-and-off sexual or romantic relationships.

As a rule, the longer Vampires spend exclusively in the company of their own kind, the less tethered they are to reality, morality, and the modern world. Veins so afflicted will become codependent, all of their members' worst traits coming to the front. Over time and at its most extreme, this can result in a “death spiral,” where a Vein begins to go completely and collectively insane, consuming themselves as they lose their personal identity as the memories of their Vein mates replace their own, usually ending in a mass murder/suicide. Many Veins require their grown Vampires to maintain their own space as a precaution against this.

Humans are unique, and the ways a Vampire may respond to them vary just as much as their outlooks towards other Vampires. Often, Vampires will follow whatever tone is set by their Vein. If the Vein sees humans as blood bags, a Vampire will likely follow suit. If a Vein treats human Thralls with respect, usually the Vampires they produce will learn to as well.

Ritual and Law

Vampires are massively ritualistic creatures. They are driven by a very real compulsion to engage in rituals. Even the young ones don't turn their noses up at rituals. There is something inner and innate about the desire to follow these rituals, to complete them, to continue them.

This event is one such ritual. Everyone's attendance is not from mere necessity, but from a sort of compulsion. Acting in a disrespectful manner at an event such as this, or at any of the smaller moments of ritual strewn throughout this event, would be grounds for retribution.

By this token, anyone seen as breaking from a ritual or a law is treated as a type of criminal. Punishment for this usually focuses on correction. The only true violation of Vampire law is anything that risks the exposure of Vampires as a whole. This is met with swift and brutal punishment, always the same: either the Vein of the offender kills them, or an executioner will be sent to kill the entire Vein.

Memory

Memory is deeply important to Vampires. Because they cannot ever age or change beyond where they were at the time of their death, they value their memories highly.

Memories are a tangible thing for Vampires that can be, very literally, consumed and shared. This is done through blood -- a Vampire may choose to share their blood with another and, in doing so, imparts a memory. The Vampire can try to focus on a specific memory in order to impart it, but ultimately it isn't under their control what specific memory is shared. This action is considered fairly intimate, but holds no familial or romantic connotations.

Additionally, consuming food that the Vampire ate in their human life can call up powerful sense memories. Especially sensitive Vampires can be entirely swept away in these memories.

But the mind can only hold so much. Memories are lost between the centuries. Years slip through the cracks. Once a Vampire has held as much as they possibly can, they'll be driven to sleep, resting in the soil for years, even decades. This helps them integrate and free space for more. The older a Vampire is, the more frequent and intense these rests need to be. This event deals with the waking of one from this rest.

Death

Many of the classic elements of Vampire lore - holy water, garlic, religious symbols, wooden stakes - are completely incorrect. This is largely the intentional work of Vampires, seeding the world with false information.

Vampires may have a personal reaction to religious symbolism, but no more than a human who no longer practices a former faith. Some Vampires are even deeply religious themselves. Stakes are wretchedly insufficient to harm a Vampire. The only way to kill a Vampire is by complete destruction.

The ways to kill a Vampire are as follows:

1. Complete destruction of the body (immolation, dismemberment and evisceration, complete submersion in a corrosive chemical, etc)
2. Full removal of the head from the body
3. Sustained exposure to direct sunlight (which will make them catch fire)
4. Sustained removal from one's Blood Soil

Nothing else will do it.

It is far more common to die accidentally while young than it is to be slain by a human (or even a rival Vampire). This is a large part of the reason Vampires are not considered "adults" until older than 100.

Other supernatural creatures

As far as anyone here is concerned, no other supernatural beings matter. They will not be a plot point in this story.

You may believe that there are other supernatural things in the world like magic, ghosts, and werewolves. But most of you have never encountered them. And you certainly don't care about them.

Nothing is as important as the Vampire. Nothing.

Characters and Veins

There are several different options for characters in this game. Vampires are members of one of five Veins, each with a unique flavor and playstyle. There are also humans who, while bound to factions themselves, involve both subjugative play and far more freedom of movement.

A limited number of roles are available in each group, and you'll indicate your preferences when you apply.

Vampires

Veins are lineages of Vampires. Vampires think of the gift and curse of vampirism as a blood-red river, flowing from the Maker to their Progeny. But how each Vein thinks of themselves and one another differs greatly between groups.

To some, this is a familial connection, as deep and sacred as a parent and their children. Progeny see one another as siblings, and maintain connections with as many “generations” back as possible. Of course, this comes with a strain, the pressure of the ages upon young shoulders.

To others, there is no such familial connection, and Makers may focus on turning those for whom they have sexual or romantic feelings, encouraging love and passion to flow freely. Resentment can breed here just as easily as within a more familial Vein, and jealousy and hatred can run rampant.

Recently, some Veins have arisen that take a new tack: that of a business arrangement. For these, a Vein is a choice one willingly makes, a contract one enters to live and conduct themselves in a particular manner. To some of their elders, this is a welcome change. To others it is utter blasphemy.

At a ritual as important as this one, Veins are expected to keep to their own ways... and to hold their tongues about their prejudices, lest bias boil over into offense.

There are five Veins in attendance at the Exhumation.

Vein of the Wheat

Family, legacy, retention of authority, reputation, tradition and ritual

The Vein of the Wheat is an absolutely ancient lineage, and proud of it. Many of their members skew older, as the Maker of the Vein is the very Ancient one who is awakening from a long rest. They are publicly thrilled and honored to welcome their Maker back. There is deep pressure on this Vein as all eyes settle on them as hosts.

They are most closely tied to the Vein of the Sword.

Vein of the Cup

Hedonism, celebration, brutality, self-indulgence, low morality

The Vein of the Cup is made up of those who believe Vampires are gifted with eternal life for the purpose of maximizing pleasure. So they chase that pleasure in all its forms, valuing their freedom to do so above all else. They dislike and are suspicious of those who view vampirism as a curse, to the point of offense. This Vein is well known for being intimate with one another.

This Vein is most closely connected to the Vein of the Banner.

Vein of the Banner

Self-control, pride, modernity, rigidity, procedure, dissociation and disconnection

Unlike many others, this Vein is made up of voluntary members. None here Made anyone else and, in fact, they have taken oaths to never make another Vampire. Those of the Banner are tasked with the protection of the secrets of Vampires, and work tirelessly to blend in with the modern world using an elaborate series of strictures and commandments. They are, as a result, deeply disconnected from their origins.

They are most closely connected to the Vein of the Cup.

Vein of the Key

Desperation, self-made, self-reliance, isolation, outsiders, survival

This Vein is not from the area, and does not owe allegiance or tribute to the Vein of Wheat or the rising Ancient. However, they have come here seeking protection. This tiny group consists of escapees who claim to have survived another Vein's Death Spiral. They come to plead for acceptance by honoring the Ancient.

This Vein is not closely attached to any other here.

Vein of the Sword

Please note that this Vein deals in more extreme content

Codependency, gaslighting, emotional manipulation and abuse, coercion and control

The eldest Maker for this Vein was the "first born" of the Ancient one who leads the Vein of Wheat. She was brutally murdered twenty years ago. It is well known that the Vein of the Sword has gone to ground after her death, living in fear. They now venture forth, seeking justice and aid from the Vein of Wheat.

This Vein is most closely connected to the Vein of Wheat.

Humans

But not everyone here is a Vampire. Some of the invitees have brought along human servants. Generally referred to as Thralls, these humans have made a contract with a Vampire signed with their own blood.

Some are treated as deeply inferior beings, livestock or playthings. Others are held with esteem and regard for their services rendered. The relationships between Vampire and Thrall are as unique as each individual.

These humans lead precarious lives. To be mortal, so fragile in the face of unthinkable power, is to live at constant risk. However, these humans have a shocking amount of power all their own: the power to act where Vampires simply cannot.

Each human present is both bound to a Vein and acting as a group unto themselves.

Logistics

This game will run in Pennsylvania for a full weekend.

The weekend will begin with workshops, lead into play, and then wrap with an after party.

Application Process

If you like the sound of Exhume, when the application period opens you'll fill out a survey. This survey will help us get a sense of your needs in and out of game, your character preferences, and your overall reasons for being interested in the game.

When the application period ends, organizers will send out a flagging list. You'll have the opportunity to flag other potential players according to our flagging system.

Flags work as follows:

Yellow -- This player is safe to be at this game, but for personal reasons I would prefer not to have close connections with them

Orange -- This player is safe to be at this game, but for personal reasons I cannot attend if they are there

Red -- This player is unsafe and should not be at this game under any circumstances

You have the option to offer context to your flags, and this can help us reach decisions. However, you do not have to flag everyone or even anyone at all.

We cannot promise that we will be able to accommodate all players' flags, as different people may provide contradictory flagging. We do promise to take them seriously, look into the reasons for flags, and cast players in such a way that we create the best possible groups for each run of the game.

After we've received all applications and flags, the organizers will cast the run of the game through a lottery. Players will receive a brief blurb that gives them a general idea

of the character they've been assigned. If there are any problems with the blurb (it's off the mark, touches on content you are not interested in, or you cannot play it for any other reason) you'll have the opportunity to work with organizers to make adjustments.

Once all character blurbs have been accepted, we'll send out complete character sheets, including biographical details, their reputations, their close connections, and their secrets. Players will have the opportunity to connect with one another in the lead up to game.

Casting is extremely difficult and never personal. If you are not cast in a particular run, you may be asked to join the waitlist. You'll always be welcome to reapply for future runs.

Costuming

Costuming is directly related to your character. You should be able to communicate many things from costuming alone, including what you are, what your Vein is, and how powerful you may be.

Vampires

All Vampire characters are required to have fangs. You'll have control over what kind of fangs to wear to maximize your own comfort and aesthetic preferences. But all Vampires *must* have fangs.

All Vampire costuming *must* also include grave dirt somewhere on your person at all times. This may take any form you like - dirt pressed into a gemstone and worn on a ring, a rustic pouch near the heart, a gilded box in a pocket - but all Vampires must keep their grave dirt with them at all times.

Additionally, Vampire characters are highly encouraged to wear strange, offputting, or interesting contact lenses. We understand that not everyone is able to wear contact lenses, but we do strongly recommend them for those who can.

Costuming should strongly indicate one's Vein, all of which follow different aesthetics.

Wheat: As the hosting Vein of this ritual, the Vein of the Wheat will dress to impress their guests. They'll be seeking to signify unity and elegance, almost to the point of royalty. They do not have a particular lean towards modern or historically-inspired clothing, and may mix pieces as they see fit or as may come across as impressive.

Cup: The Vein of the Cup is well-known for being ostentatious and sumptuous in their dress. They frequently wear clothing they've kept from prior ages - either inspired by the

age they were originally from or ones they happened to enjoy. Vampires in this Vein should wear historical costumes, but they may be bastardized to maximize comfort or aesthetics as that individual would see fit. They love to show off.

Banner: This is the most modern of the Veins, aesthetically speaking. They absolutely *never* wear any historical clothing or anything that might come across as “outdated.” Rather, they are on the cutting edge of fashion, with a particular eye towards more “businesslike” and formal aesthetics. Designer pieces would not be out of place. Comfort is seldom considered.

Key: This Vein is the youngest, and is fumbling to create a unified appearance. They lack access to the treasure troves and the funds of the other Veins, and it shows. They are each individually doing their best, and that best may vary wildly. They’re likely to dress the most casually of the groups, though they’re trying not to.

Sword: This Vein has arrived for vengeance and so comes across as appropriately warlike. They are likely to mix historically-inspired and modern costuming elements, with an eye for more armored or militaristic pieces. They are clearly seeking to project power. This is the *most* aesthetically unified group and players should connect with one another to ensure coordinating costumes.

Humans

Humans do not have any specific costuming requirements beyond *not* having fangs, grave dirt, or unrealistic contact lenses. You should be clearly human at a glance.

Human Thralls tend to dress as their Vein has instructed them to. This may be as subtle as a pin or as overt as a complete uniform. The unique relationship between the Thrall and their Vampire will determine how much freedom of expression the Human will have, and this may vary greatly.

Timeline

Workshops are mandatory. If anything prevents a player from making it to the workshops on time, they will need to inform the organizers immediately so catch up arrangements can be made.

We will have a short break to costume, and the game will begin and continue from Friday night to Saturday night.

You’ll notice that this game takes place over a full weekend, including daytime. We are gently handwaving the rules around Vampires and sunlight in order to maximize

comfortable play time. Until the sun has set, Vampire characters will be unable to exit the house, as doing so would put them into direct, lethal sunlight. Human characters will be able to have private moments by doing work outdoors. In play, the windows of the house are treated to make it safe so long as you don't stand at the window for an extended period. We'll cover details about this in our workshops.

The game will continue until Saturday night. At this point, we will offer optional debriefs or quiet time, and then we'll end the night with an optional party. On Sunday, we'll clean up and leave the site.

Credits

Game by Halden Ingwersen and Sam Pickard

With characters by Vi Rui, Brigitte Feathers, Zack Goldman, Andrew Feathers

With thanks to Kevin Adams and Shaheen Rogers

Produced by Archetype Larps