

UNTIL DUSK

V. 2

A VAMPIRE LARP SCENARIO

BY WONDERKARIN

SCENARIO EXPLANATION

This larp scenario can be run with everything from very few characters to very many. The main thing for this scenario is to depict an event in which a group of vampire hunters end up locked up in the same space as the group of vampires they were currently hunting. No side has the upper hand and just at the beginning of the game a time limited truce is agreed upon. The area is locked so the hunters can't get out and its daytime so if the vampires used their strength to break out of the building and get out they would burn up.

One possible scenario is this: The two sides had a truce meeting, to which everyone brought weapons to discuss a common greater enemy or problem but in quarrels and antagonism they lost track of time and it is suddenly sunny outside.

The meeting never ended in a truce more than to continue the meeting at another point so there is temporary truce decided by the group leaders. The vampires distrust the hunters so they don't want to let the hunters out afraid that they would torch the place with the vampires still inside. The hunters want to find a way out while the mentors are starting to lose control of their young ones, both vampires and hunters.

But it's up to game runners and player to decide on another scenario.

themes:

Lust - Loss - Gender - Power struggle - Occultism - Impossible Alliances - Violence - Death

HOW TO PLAY

Find a venue indoors that is out of direct sunlight. Divide the players between Vampire and hunters. Let people pick their character. Decide who is the Mentor for each side, who will try to control the situation. Agree on why the two sides don't kill each other immediately.

Decide when "Dusk" arrives and the vampires can get out. Set a watch for that. This time will be the amount of time you have to play the scenario. One suggestion is 2 hours. As time passes the vampires also get hungry.

VAMPIRES

A vampire is an cursed undead nocturnal creature. The vampire has given up their humanity and in return gotten an eternal life. As a vampire curses themselves by sacrificing their humanity some powers are granted to them. An irresistible charisma that can tempt even the most prude person. A physical strength that would rival even the strongest athletes. An hypnotic gaze that could easily be used to manipulate ordinary humans against their own will.

But this doesn't come without any drawback.

Our humanity is what allows us to stand in the sun and feel its warmth and healing abilities. By sacrificing their humanity, a vampire can no longer stand in the sun and feel the above things. In return they will start to burn and eventually turn to dust if they get into the sun.

Another drawback is that although a vampire can still eat and drink they no longer get any sustenance out of it but is instead cursed to only live off blood. It can be any blood, human or animal, cold or warm, but fresh human blood tastes the best and is the most filling. To ease this feeding of the living a vampire can at will extend two fangs that can puncture the skin of the being that they wish to feed upon.

If a vampire goes long without food their temperament will be more explosive. A vampire that is hungry is a force of nature, both physical and mentally, and someone to be feared. A hungry vampire is not someone you can trust as in their rage and hunger they can easily kill someone, especially someone that they feed from. An injured vampire can heal their own wounds, but this will drain their blood reserves and increase their need for feeding.

A vampire can be killed either by a stake to their heart with a wooden stake, putting them on fire or placing them in direct sunlight for a short time. A vampire is sensitive towards crosses and true believers. A vampire confronted with a cross will try to get away from its proximity and hide from it. If a priest or a strong believer is confronting a vampire with a cross or other religious symbol then they could lock the vampire in place. Holy water can be used to injure a vampire but it will not kill them.

Placing a vampire in direct sunlight or dousing them in holy water will make them lose their powers. An old vampire can endure the sun's light for a period of time, and the powers of holy water, though this requires extensive mental concentration.

We have created some questions that you can use to define your own vampire for this scenario. If you want to you can also look at the example characters below to get inspiration on what they can look like.

- How old were they when they died?
- How long have they been dead?
- What is their romantic or sexual orientation, if any?
- What is their gender and gender presentation, if any?
- What is your vampire's personal strength that they add to the group.
- Do they have another goal than just survival until dusk?
- What kind of annoying quirk do they have?
- What can set off their more monstrous side?
- Are they for, or against the truce?
- What feelings and ties do they have to characters in the Hunter group?

EXAMPLE VAMPIRE CHARACTER

You can create your own character by answering the questions above, but below are some example characters to show what they can be like.

Peter - The Strong one. On the surface he looks about 28 years old, forever locked in a muscular and vital body with intense eyes. He used to do weight lifting and loved dogs when he was alive. Now dogs obey his every command, seeing him as their new alpha. If you play Peter he will be one of the physically strongest vampires, powers or no powers. He will react to: mentions of dogs, racism and references to powerlifting.

Nic - The brooding kind. He's the oldest and is currently going through a crisis of existence pondering all the violence, pain and death he has enacted through the years. He tries to alleviate these feeling of hopelessness by a fuckboy attitude and an endless cycle of picking up both men and women, having sex with them and then disappearing like only an undead person without ID can do. This will make it's way into play as well, he might hit on anyone but isn't looking for one true love, just something to make the pain go away.

He will react to mentions of psychological disease and graphic misogyny.

He's never killed a lover.

Noma - age and powers unknown. The freaky vamp with lots of odd habits and history of not respecting personal space or the dens of other vampires. Always show up at the worst possible time and place and always brings trouble with them. But at is it said they might have oracle abilities the rest of the vampires need them or think they need them, at least alive if not unharmed. If you play Noma you will always be the oddest but if you foresee something the other players will try to enact it one way or another. Will attach to Nic.

Binky - Reasonable and murderous. Used to be a lawyer when they were alive and is the youngest vampire. They will try to mediate the situation with being locked in here with the slayers but can't help their racing brain. They can see all the kinds of ways they might be able to get out of here with a working alliance but ALSO how they could end up killing each other in a thousand ways. Can't usually stand Peter but this is a special situation.

Mat - Omnisexual. Feels very strongly about things being fair and equal. Sound nice eh, problem is he's a murderous bastard who needs to be held in check by the other vampires or he will most definitely start a blood bath once he gets hungry. If you choose to play Mat he always tries to seduce people into committing murder. Come on, we're all killers here, right?

Michel - The passionate one. Michels passion flows and sparks on new things continuously. It could be that they are following the latest music, a stock broker who hits home every day on the trade exchange, or just a bird with nice feathers. Michels nights are spent stalking and watching their latest passion and is often close to losing track of time and being out till dusk. They are often misunderstood by other vampires who don't see Michels passion even though they are trying to explain them. Michels couldn't care less about the hunters, more than that they are disturbing Michels focus on their passion. If you play Michel, find a passion at the beginning of the game.

Henri - Explosions. Explosions is the best way to describe Henri. Short fuse and an temper that can be heard for miles. He is always looking for action, be it finding hunters to hunt or scare targets as they try to flee from him. This has not come without a backlash. Elder vampyres has often warned him about his actions, and if a hunters spots him they will ask for a lot of backup every time. Making him a nuisance for both hunters and vampires.

Vanessa - Probably the oldest vampire although a gentleman never asks a lady her age. Has old secrets, possibly even some more information about how these vampires and hunters ended up in here together. Could possibly walk out of here at any time, especially if she was to take one of the younger hunters as a snack, but for some reason of her own she chooses to stick around. Has a wicked tongue and a history of setting other vampires of into monstrous rages. If you play Vanessa, ask the other Vampire players for their triggers so that you may use them against them once the game start. We also recommend you make up a backstory with the Mentor of the Hunter group that only the two of you know before the game. Maybe once you seduced them, or you were guilty of murdering their whole family. Maybe Vanessa is the only one who bested them.

HUNTERS

Hunters are what keeps ordinary humans safe. They know what dark creatures roam the night and hides in the shadows. A hunter can come from any class in society and this will affect what kind of resources they have available for hunting. A person usually finds their way into this dark world either by having observed someone being attacked by a dark being, or having felt the effects themselves. A person becomes a hunter either through having extensive knowledge of the dark creatures, or just feels a calling and knows enough about the creatures to know how to kill them.

Hunters are usually organized through different groups. This comes usually through a need of necessity more than the need of company. Vampire or other dark creatures are usually very strong so the hunters need to be greater in number to be able to win the fights despite what they think of each other and each others methods. The life expectancy of a hunter is usually in the 40-ies after which they either get killed, go into hiding or become a mentor to the younger generation. There are some exceptions to this although they are often filled with bitter rage that keeps them going.

The thrill of the hunt will never leave even though you have stopped hunting. You will always throw an extra glance into back alleys or under bridges to see if you or other people are safe from the darkness.

We have created some questions that you can use to define your own hunters for this scenario. If you want to you can also look at the example characters below to get inspiration on what they can look like.

- Why do they hunt vampire?
- How long have they been hunting vampires?
- What is their romantic or sexual orientation, if any?
- Do they have another goal than just survival until dusk, like for example ending up in a romantic situation with one of the other characters or getting revenge on someone specific?
- Are they for, or against the temporary truce?
- What feelings and ties do they have to characters in the vampire group?

EXAMPLE HUNTER CHARACTERS

Mike - Has trans experiences. The Mentor of the hunters. Respected and conservative with more trust in knowledge and having your information correct and doing your research than immediately jumping on your crossbow or lighting your torch. Became a hunter when his whole family was eaten by vampires from a flock where Nic was a participant. Problem is he didn't really love his family who put him out on the street for being a "homosexual" and when he tried to avenge them in his youth he obliterated a flock of young innocent vampires who had nothing to do with the killing.

Nicole: Fights the patriarchy by day and vampires by night. Nicole was a bisexual feminist activist as a teen, volunteering at Big Sister an organization that supported younger children and teens who wanted to do more with their lives but had their liberties constricted by conservative surroundings. She also had a quite visible Instagram account and it's that one that got her recruited into vampire killing. She absolutely hates the part where they actually kill the monsters as it's always makes her sick to her stomach and sometimes she wonders if her fondness for fitness and gear is just a way to distract herself from being a glorified murder. Recently broke up with Tyra

Amanda: Former christian youth camp leader who got fired for having a relationship with one of her coworkers while at the camp. Her case was taken up by the union and she won it since the coworker was not in a dependant situation to her but she swore to never work for the church again. Can technically bless water and make it holy but it doesn't work every time. Has bad anxiety which she handles by putting herself in actually lethal situation to match how she's feeling on the inside.

Tyra - basically a witch. Lesbian all the way baby. Unapologetic after being racialized in school and a victim of racist bullying by the stronger kids and at the same time experiencing homophobic language from the teachers who said racism was wrong. Turned to magic to give some people their comeuppance but it proved to be useful when it came to worse and worse monsters. Recently broke up with Nicole but they are friends.

Clara - The intellect. Clara is a knowledge hunter and is always looking for more information about the vampires. When she is not sticking a pole into a vampire she is nose deep in a book about them. Her role in the hunter group has not always been a certain thing but the leader of the group has started to see her potential and the need for knowledge. Though the newer and younger members don't care so much about the knowledge, as long as the wooden stick works.

Nero - Fast shooter. Nero is the kind of person that shoots first and asks questions later. They never think about anything farther away then the next meal or what might hide behind the corner. They have a big distrust for everyone that has not proven themselves as an hunter, and an even bigger distrust for vampires. Nero's journey began when they were saved from an vampire ambush by an older hunter. Ever since then they have tried to make sure that no one ever gets into that kind of situation again.

WRITERS OF THE SCENARIO

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