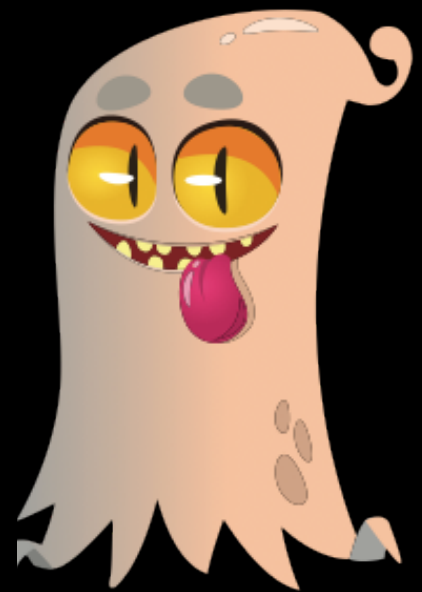


Crypt Kickers

An autumn committee Larp for 4-6 players

Half a century has passed since the infamous "Monster Mash" took place. Now the original planner's grandchild, also named Boris, wants to host a party with the same guests. (If they succeed, they'll inherit their father's castle!)

Boris Jr. called a meeting with all the original ghouls. The goal: Decide where to host this Halloween bash. Everybody must agree on the place, otherwise the party doesn't happen. It's almost 11:00pm now, and the party must be planned by Midnight.



Tonight is the planning session, and it works best if the monsters aren't already in the same place. You might find it appropriate to play over Discord or Zoom, depending on your group. Google Hangouts also has a live-captioning feature for additional accessibility.

1. If you're the GM: Play as Boris

If you're the GM, choose "Boris jr." Then have your players choose characters before they see the character sheets. You may share everything except the "secrets" and "connections" sections of a character sheet with your players before they choose. After they choose, the player gets their full character sheet. Boris also acts as the timekeeper for the game.

2. Create the Connections (15-30 Mins)

Once the game begins, spend the first 15-20 minutes answering the questions in the "connections" sections of each character sheet. These connections are decided by both of the involved characters.

3. Plan the Party (60 Mins)

Once everybody has connections, set the timer for 60 minutes. You have exactly an hour to plan the party. You must, as a group, decide where the party will be hosted. This decision must be agreed upon by every player. Even one dissenter means there's no party this year.

4. Make the Decision

Agree on a location, or nobody gets to party. This isn't a vote. It's a decision, and it needs to happen now.

5. Face the Aftermath

If you agreed on a location for the party, celebrate. Play "Monster Mash" and know you've set in motion plans for an epic Halloween party. If you didn't agree on a location, play "Monster Mash" and sulk that there will likely never be another party among monsters.

Relevant Links:

Monster Mash on Spotify

Monster Mash on YouTube

Safety Rules from Nordic Larp Wiki

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A Note on the song:

This game has no association to the Monster Mash song, which was written by Bobby Pickett and Leonard Capizzi. We're just delighted, monstrous fans.

A Note on these Characters:

We encourage you to change a character's gender, appearance, or anything else during your game. You're only alive for a brief time. Don't let a rulebook push you into playing as anything less than an incredibly fun character.

(If playing with only four people, omit "The Living" and "Zombies")



Boris Jr.

Known For growing up in:

- Boris' Castle East

Needs:

- Everyone must agree on a location, otherwise the party doesn't happen
- If the party doesn't happen, Boris doesn't inherit the castle
- Boris must keep track of time, lest the party go unplanned

Wants:

- Everyone to be excited about the party
- To live up to the reputation of their predecessor
- To have the party elsewhere, as they don't own the castle yet

Connections:

- What kind thing did Dracula do for Boris when they were just a child?
- How did the Wolfman save Boris' life?
- At what moment did Igor become indispensable to Boris?

Secrets:

- If the party doesn't happen, Boris' father gives the castle to Igor
- Boris doesn't care if people die during the party, just that they attend
- Boris knows Wolfman has a secret identity, but doesn't know who it is



The Wolfman

Known For prowling in:

- The Haunted Forest

Needs:

- The Wolfman must be able to see the moon during the party
- The Wolfman must be kept away from Igor's hounds

Wants:

- To have the party at Castle Dracula
- To keep the party small, under 50 guests, if possible
- To keep this whole thing completely secret from humans

Connections:

- How did Igor wrong a bunch of werewolves in the past?
- Why does Wolfman invite Boris to Thanksgiving each year?
- (If zombies are in the game) Why does the Wolfman adore zombies?

Secrets:

- Wolfman is secretly the wealthy Lady Winthrop, who owns a mansion large enough for a huge party (Keep it secret, if you can)
- Wolfman hates violence and wouldn't intentionally hurt a fly



Dracula (and his Son)

Known for seclusion at:

- Castle Dracula

Needs:

- Dracula cannot attend a party during daylight hours
- Dracula's son must be in attendance at the party

Wants:

- To keep people away from Castle Dracula
- To hear the "Transylvanian Twist" at some point during the party
- To feast on The Living, if possible

Connections:

- How has the wolfman deceived Dracula in the past?
- Why does Dracula owe Boris seventeen lambs?
- (If The Living are in the game) Why does Dracula fawn over The Living?

Secrets:

- Dracula is afraid of Igor's hounds
- Dracula knows the wolfman has a secret identity, but not who it is
- Dracula hasn't been to Castle Dracula in a decade. It's a museum now



Igor (and his Braying Hounds)

Known For procuring bodies from:

- The Graveyard

Needs:

- Igor must attend the party with his braying hounds
- Igor's hounds must be fed during the party

Wants:

- To invite at least 50 friends
- To show off his gorgeous, hungry hounds and their incredible tricks
- To get out of the graveyard

Connections:

- Who, among Igor's closest friends, was killed by Dracula's son?
- How has Boris Jr. wronged Igor in the past?
- How did Igor contribute to the first appearance of zombies?

Secrets:

- Igor is afraid of the dark, so he'd rather party during the day
- Igor already promised his 50 friends they'd be invited to the party
- Igor plans to let his hounds eat anyone or anything at the party



Zombies

(Only for games with 5+ Players)

Known for being:

- Constantly mobile

Needs:

- Zombies will not attend without their full horde of 75
- Zombies have nowhere to host the party

Wants:

- Access to fresh, living brains to eat at the party
- To convince everyone, especially humans, that they will be safe at the party
- To get a jolt from Boris' electrode

Connections:

- Why do you want to get another shock from Boris' electrode?
- Why do zombies usually avoid the Wolfman?
- Do you remember who you were, when you were among the Living?

Secrets:

- Zombies will eat everyone living who comes to the party
- There is nothing more important than eating brains
- Zombies thrive in a public area, where the brains are plentiful



The Living

(Only for games with 5+ Players)

Known to stay at:

- A Hotel Downtown

Needs:

- The Living won't attend if they think they'll be killed
- The Living must be able to mingle among the monsters

Wants:

- To have the party downtown, where humans could meet monsters
- To publicize the existence of vampires and werewolves
- To sell tickets to the public

Connections:

- What finally convinced you of the Wolfman's Existence?
- How did you blackmail Boris in order to attend this party?
- How did you accidentally stumble across Castle Dracula in the past?

Secrets:

- You have already told 15 bloggers about your attendance at the party
- Because of a secret correspondence with Boris Sr., you know Igor will inherit the castle if Boris fails.

