

## **Lux Oscura**

**Target audience:** Adults interested in environmentalism, Young adults, Youth trainers

4 to 20 players. For every 10 players, 1 blinded npc and 1 npc that can see, as supervisors (justified ingame)

Tackled topics: radicalization, environment.

**Vision:** to empathize with other opinions and finding the common ground. Experience the complexity of a common problem and different perspectives towards it.

In this LARP we want to explore factors standing behind radicalization:

-fear

-untrust

-lack of education

### **Synopsis:**

In 2333 the world as we know has collapsed as the ozone hole has widely reopened. Sun radiations has invaded Earth and 60% of humanity has been wiped out. To go out during daylight will mean death within minutes.

The remaining people has adapted to new conditions: buildings has been redesigned in order to not let light entering and inhabitants has started to deny it entirely. No technology that emit light is allowed. Underground basements and tunnels has been improved in order to connect different outposts during daytime.

People feed on mushrooms, roots, algae and insects. After many generations in the dark, their senses has evolved in order to better dwell in the new world. This society evolved by embracing the darkness, finding new spiritual meanings in it, adapting the technology that can be adapted.

At the same time, smaller clusters of outcasts are starting to go back to light, finding new ways to implement it. They strongly believe in technology and they believe that a new balance with light is possible.

Both factions cherish one night in particular, the Perseid Meteor shower night, although for opposite reasons. The darklings are humbled by the stars and they bow in front of them, while the lighters are attracted towards them and they would raise their arms to the night sky.

The next stars are coming...

### **Gameplay:**

15 minutes of briefing and practicing the movement in the dark. 60 minutes of gameplay. 45 minutes of debriefing.

Each character has faith points. Each point indicates the level of fanaticism. The objective is to convert other players to the opposite faction.

At the beginning of the game character cards will be assigned to participants. Different classes will have different levels of inclination to the opposite side.

Faith points can be traded in exchange of persuasion actions.

### **Ideal location:**

Big dark open space (conference/seminar/theatre room type), best with warm floor that allows to roam around without shoes. It's important to avoid edges, as in the lore of the world these character lives most of their life in pitch black environment. It's important to implement a blind movement workshop before starting, in order to get used to an appropriate way to move around and practicing the sound alphabet.

### **Demo:**

1 to 1 time frame

Plot: The explorer found a new possible place to live. A small cluster of 5 is exploring the new location, claiming their new belongings. The Meteoshower is approaching and the cluster must prepare for this sacred night. At the same time an ambassador from another cluster is coming with dreadful news and a proposal....

**Passage of time:** 1 to 1

**Acts:** 3

### **Timeline:**

-the story start on the adoption of the new settlement. 3 players will start to prepare the Meteoshower ritual with small tasks: gathering decorations, intoning meditation chants.  
-explorer and ambassador starts in a different room as the explorer went to welcome the guest. After 10-15 minutes the explorer and ambassador will join the big chamber, bringing fruit based delights. Will the cluster accept the gifts? Will they accept to listen? Or will they be busy and focused in the preparation of the ritual?  
Will the dialogue be clean and polite, or will situation escalate?

*Act 1:* Explorer and Ambassador will start from another room, while the others will be busy tidying up the new settlement.

*Act 2:* Explorer and Amassador will join the group and discuss the situation

*Act 3:* if the situation didn't escalate in the previous act, the ritual will take place.

### **Faith points:**

- 5: super radical
- 4: very convinced
- 3: convinced, but they can have a conversation
- 2: doubtful
- 1: very doubtful

0: agnostic



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# Priest

Ozzie



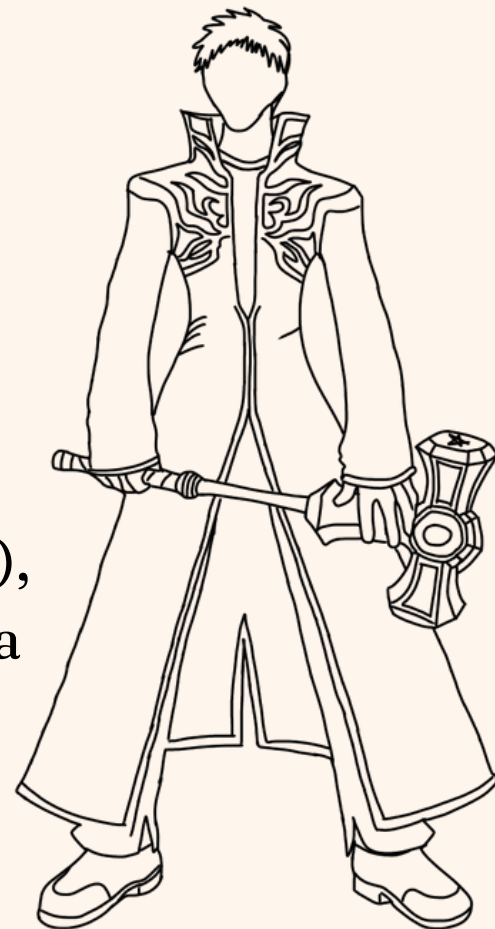
You are the religious guide of your cluster, full of academic and selective knowledge of what happened in the past and why is good to embrace the darkness. You start with 5 dark points, the maximum of faith and trust in the dark religion. You will hardly be tempted by the lighter's offers.

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Task 1: prepare the Blind Dance Ritual with all the cluster.

Task 2: you know the light ambassador will come. You are very much against him/her, but by the order of higher authority you can't refuse the visit

Power: you can use one of your dark faith points (DFP) in order to make an opponent to lose one light faith points (LFP), but just once per character. Justify this with a solid threat or a convincing argument, in regards of your character profession..



# Warrior

## Omartell



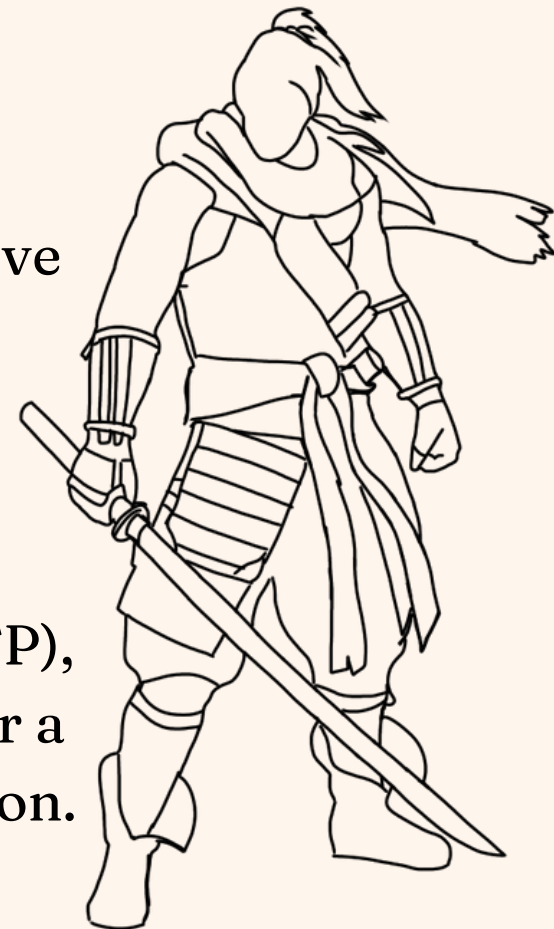
You are an ambitious person. You have learned how to move and fight in the dark and you are extra sensitive to sounds and smell, capable of spot unusual happenings. Your purpose is to physically protect your cluster.

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Task 1: prepare the Blind Dance Ritual with all the cluster.

Task 2: you know the ambassador is coming and you perceive him/her as a suspicious guest. Should any threat towards your cluster happens, you will intervene.

Power: you can use one of your dark faith points (DFP) in order to make an opponent to lose one light faith points (LFP), but just once per character. Justify this with a solid threat or a convincing argument, in regards of your character profession.



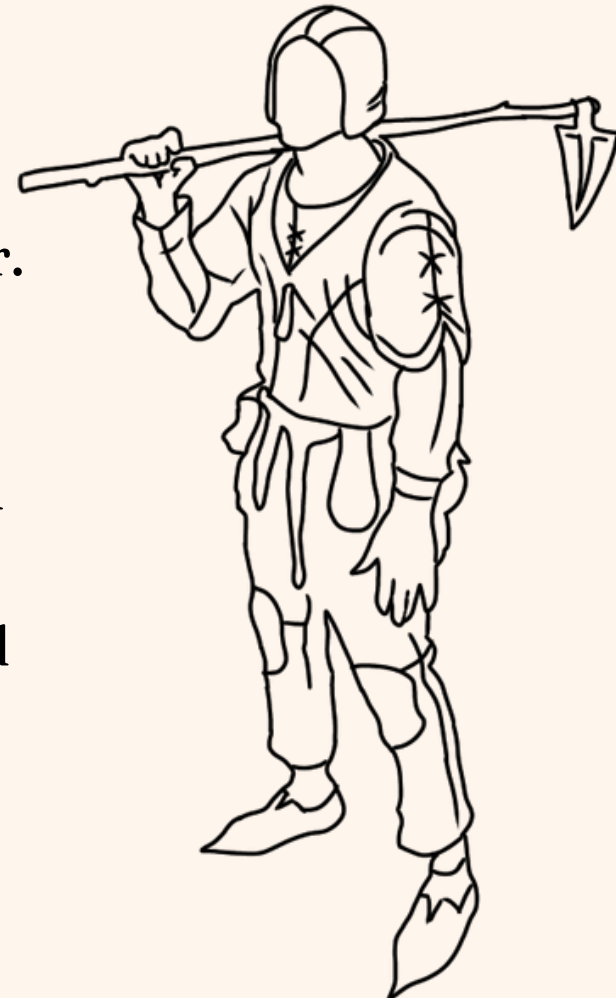
# Farmer

Olmond



You are the biologist of the new dark world, capable of growing seaweed and mushrooms in the dark as well as building maggot farms and brewing medicine/poisons. As a person of science you are the least radical towards the dark faith. You know the ambassador is coming and you are very curious of what he/she will say.

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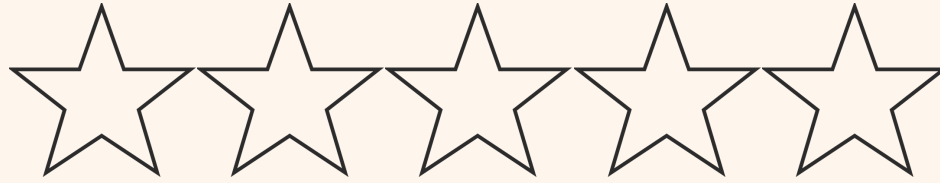
**Task 1:** prepare the Blind Dance Ritual with all the cluster.

**Task 2:** learn as much as you can from the ambassador.

**Power:** you can use one of your dark faith points (DFP) in order to make an opponent to lose one light faith points (LFP), but just once per character. Justify this with a solid threat or a convincing argument, in regards of your character profession.

# Ambassador

Xander



You are approaching this new cluster because your previous cluster has been decimated by an undefined illness. You are currently investigating the situation, and you moved towards the light side because you want better medical equipment.

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Light points:

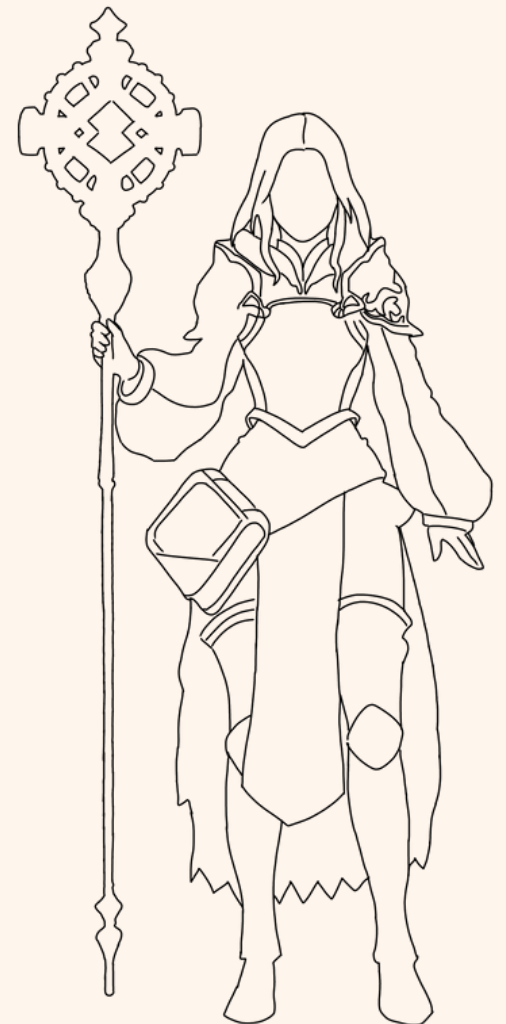
You are very influential in persuading people towards light.

Task 1: persuade people to move towards light.

Task 2: you know the dark faction is preparing the ritual.

This day is sacred to you as well, but you celebrate it differently. You want to convert as many people as possible to celebrate it in the light way.

You might want to offer delights as a seducing sign of the possibilities of a greenhouse.



**Power:** you can use one of your light faith points (LFP) in order to make an opponent to lose one dark faith points (DFP), but just once per character. Justify this with a solid threat or a convincing argument, in regards of your character profession.

# Explorer

## Oswald



You are the scout of the new dark world, capable to move around easily and orienteering in the night. The most open minded of the cluster and you know that sooner or later your cluster will need more people. You are also assigned to welcome guests and teaching them the folklore and habits of your cluster.

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**Task 1:** welcome the ambassador, explain to him/her the folklore of your cluster and bring him to the settlement.

**Task 2:** make sure that situation does not escalate and nobody dies tonight.

**Power:** you can use one of your dark faith points (DFP) in order to make an opponent to lose one light faith points (LFP), but just once per character. Justify this with a solid threat or a convincing argument, in regards of your character profession.

