

# Sunrise

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2-5 players

30 minutes

Content Warning: suicide, nihilism

## Introduction:

You are playing in a world where the vampires achieved their ultimate goal: complete domination over humanity. But, in their shortsightedness they quickly burned through their only food source. They drove humanity to extinction and now they themselves will quickly follow.

Your group is one small pocket of your doomed race, sitting atop the hill waiting for the sun to rise hoping that this demise is one that is better than starvation. It's too late to turn back now. you have no choice but to sit here and reflect upon the doomed world that you helped create.

## Gameplay Phases:

### 1. Growth

Go around your play group and introduce your characters. Your name, age, past, appearance, and any other information you feel is important.

### 2. Stagnation

You have 30 minutes until the sun fully rises. Go around your group taking turns speaking. Talk about your life, the world, or anything else related to your current predicament.

Example topics:

- Mourn for the family that you have already lost
- Reminisce about the decadence you experienced in your brief rein
- Talk about whether you believe this fate is just
- Theorize about the fate of the world after you are gone

### 3. Decay

For a vampire, sunlight leads to far more than just physical destruction. Even indirect exposure to sunlight (like what is currently happening to you) leads to rapid intellectual, mental, and psychological decline. This decline is ever present throughout your time waiting for the sun, affecting everything, even your ability to hold this conversation.

Examples of how this decline can manifest:

- Difficulty remembering people, places, things, events, etc.
- Corruption and distortion of memories
- Delusions, confusion, or irrational fear
- Quickness to anger
- Difficulty speaking and forming thoughts

### 4. Death

The sun has risen. Face east and speak your final words before you are turned to ash.