

C@irn

A l@rp by Caue Reigota, Tadeu Rodrigues and Vitor Soriano

Everyone knows werewolves are half humans and half wolves. What few know is that they are also half material and half spiritual. Few shrines make the membrane between these worlds more tenuous, allowing the dialogue between the material one and its spiritual reflex. Now, a group of werewolves discuss the possibility of creating one of these shrines in the metaverse - an ambiguous situation between the need for new shrines to exist and the position of much of the werewolf's complex tribal society, which claims that technology is largely responsible for imbalance between these worlds.

C@irn is a four-player l@rp that pays homage to the TTRPG *Werewolf: The Apocalypse* (a registered trademark of which we are not the copyright holders), created to the *Golden Cobra Challenge 2022*. The central plot of l@rp must be the discussion about the pertinence of creating this controversial shrine.

Setup: Players enter a common room of a virtual space tool (e.g. [Mozilla Hubs](#)) to be used on a computer and create a group in an instant messaging app (e.g. [WhatsApp](#)) to be used on a smartphone. Communication during l@rp can be done by audio and/or gestures in the virtual space tool, as well as sending audio or text messages in the instant messaging app. Once you are allocated in the virtual space and in the group, introduce the participating characters:

Prometheus' Reflection

You are the spiritual guide of the group, a kind of shaman. You can take pictures of your own surroundings (in the real world, in the room where you - the player - are sitting in front of a computer) and send them to other players. This represents a reflection that emerges in the mind of the character whose player saw the photo.

Midnight crash

You are the leader of the group – position gained through strength and aggressiveness. Even if this subject is not your specialty, it is you who will be accountable for the decision to the rest of werewolf society. Once during game, you can call your “Bewitching hour”, that allows you to manifest one command to one character, who will have to obey it.

Anonymous Guest

You are a spirit, lord of that metaverse realm that could house a future shrine. You represent the virtual anonymity, and you were invited to participate in the meeting as you will be the mentor spirit of the shrine, should it be created. The player can consult people outside the l@rp and bring their opinions into the l@rp, as if they were given by other spirits.

Web Drawer

You are the moral compass of the group, and your duty is to remind everyone of what is right. It turns out that you only communicate in a very specific way: during the game, don't speak or write; instead, express via memes, stickers and gifs. You can also record sounds from anything that is in a drawer in your surroundings as if they had occurred in the metaverse.

After introducing the characters, each player draws one of them. After the characters' selection, each player secretly [rolls a 10-sided dice](#) and consult the table below.

d10	Description
1	You failed recently, loosing renown. The group chooses its starting position.
2	You completely ignore the question, and that's public (let the other players know it).
3	You completely ignore the question, but no one knows it.
4	You are undecided, seeking to hear a little more before starting to express your opinion.
5	You are fighting for a tie, so this issue is taken to higher levels.
6	You start with a position contrary to the creation of the shrine.
7	You are against the shrine, and are supported by some leaders of the werewolf society.
8	You start with favorable position.
9	You are favorable to the shrine, supported by some leaders of the werewolf society.
0	You have recently triumphed, gaining renown. Choose your starting position.

Beginning: Once this is all set, turn off your screens and focus on the reflection of your face on the off screen. When you feel comfortable, turn the screen back on: you will be in the game from then on.

Ending: When desired, each player announces "I am ready for a vote" (although there is no minimum time, we think that this experience should be no less than an hour long). When three players make this announcement, voting takes place. Each one announces the vote, accompanied by a brief monologue. After everyone votes, the l@rp is over.

Debrief: Discuss the experience, using the opportunity to describe what consequences you believe the choice you made will bring. Above all, talk about how the experience reflects on the real world.

Note 1: this l@rp is friendly to the deaf community. In the case of the presence of deaf players, all sound communication must be suppressed. (Web drawer should replace the sounds of the drawers with olfactory descriptions of these objects)

Note 2: this l@rp can also be played in person. In this case, larp fiction takes place not in the metaverse, but in the spirit world. Keep using the IM group.