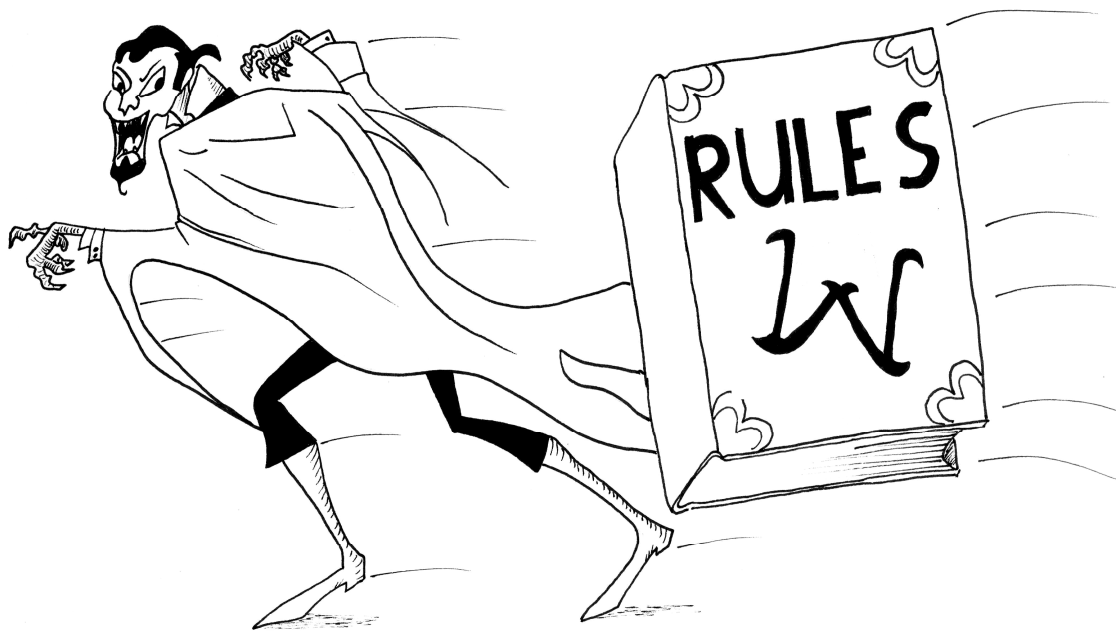


ST. WOLFGANG'S VAMPIRE HUNTERS!

A LIVE ACTION ROLE PLAYING GAME



WOLFGANG RULES

MAY 2009

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www.nzlarps.org/stwolfgang/



Welcome

Saint Wolfgang's Vampire Hunters is a live action roleplaying game focusing on the Order of Saint Wolfgang's fight against evil on behalf of the Catholic Church in 13th century Europe. The rules for this game have been written from scratch with heavy influence from the Mordavia system.

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Introduction

St. Wolfgang's Vampire Hunters is a live action roleplaying game (larp) where the players take the roles of the members of a secret order within the Catholic Church dedicated the fighting the undead threat in 13th century Europe. St. Wolfgang's is an immersive larp, where all participants are in costume and remain in character for the duration of the event. Combat is represented with hit points and latex boffer weapons. Magic is represented through roleplayed ritual and in-character calls.

Player characters (PCs) play one character for the entire weekend, unless that character dies in which case the player may make a new character and enter play once more, or they can join the crew. The crew, also called NPCs, play an assortment of characters and monsters throughout the weekend under the direction of the Game Masters (GM). In St. Wolfgang's, the crew generally play vampires and other evil creatures, but not always.

St. Wolfgang's runs weekend events which last from the Friday evening until early Sunday afternoon, with aim of creating an immersive weekend long adventure in a fictional reality. The events are run at Auckland scout camps.

For more information on live action roleplaying, visit the New Zealand Live Action Roleplaying Society website at www.nzlarps.org

If you would like to get involved with St. Wolfgang's, please email the game masters at stwolfgangs@gmail.com

Don't worry if you've never played in a larp before, we'll be happy to help you get started and explain anything you are unsure about.

Costuming and Gear

Or, don't forget your toothbrush on Crusade!

Gear

When attending a weekend long larp event, there are a few important items you need to remember to bring with you:

- *Your costume* – If you are coming as a player character, you will need to bring your own costume. You also need to bring any equipment your character has, such as armour and weaponry. If your character has Light, please remember to bring a small torch to represent it. Remember, if you've taken any Arcane Lore spells, you must bring the physical components of the spells with you. Props and costume make the game environment that much more immersive and enhance the gaming experience.
- *Plate, bowl, cutlery, cup* – Again, this will be part of the in character experience so bring appropriate looking gear. Try op-shops if you are having difficulty.
- *Thermals and Socks* – It can get quite cold especially in winter games and at night, so it is worthwhile to bring several pairs of warm socks and some thermals to put under your costume.
- *Toiletries and Towels* – We will not be abiding by authentic 13th century hygiene habits so bring your toothbrush and soap. Bring a towel so you can take advantage of the camp's shower facilities after a long day of running around.
- *Sturdy, in-character looking shoes* – You will be on your feet a lot so make sure your shoes are comfortable and sturdy. Please do not wear blatantly modern sneakers.
- *Sleeping bag, blanket, pillow* – Your bedroom will be an in character area, so bring a blanket to throw over your sleeping bag.
- *Snacks and drinks* – While we do provide hearty meals at the game, sometimes a sugar hit is necessary. If you want to bring energy drinks and sugary snacks, please keep them out of sight or put them in character wrappings.
- *A roll of toilet paper* – with large events, it is always best to come prepared.

Costuming

The 13th century is one of the relatively easy eras to costume. St. Wolfgang's does not require 100% historical accuracy, but all costumes are required to avoid modern aspects such as jeans, sneakers, t-shirts, jackets etc. and remain in the spirit of the age. Monk and nuns robes are usually fairly simple to fabricate and their loose nature allows you to wear warm clothes underneath to ward off winter chills. There many patterns available on the internet for free, or available commercially.

If you are playing a character wearing armour, we ask that you make every effort to wear armour as representative of what your character is wearing as you possibly can.

Props can also help enhance your game experience, so you are encouraged to put effort into bringing along personal items of your character and other atmospheric props.

If you are having difficulty with your costuming, visit our online forums to discuss with other players. People are usually more than happy to offer advice and ideas.

Combat

Or, kicking ass for the Lord!

Your Health

In SWVH, each player character starts with three **hit points** (HP) which can be augmented by purchasing certain skills or arcane abilities. You are also able to wear armour, which gives you **armour points** (AP) Armour points are only in effect if you are wearing the particular piece of armour – a helmet in your room affords you no AP!

Taking Damage

When taking damage in combat, damage comes off your AP first. Once you have lost your AP, the armour needs to be repaired by someone with the armouring skill before its AP is restored. Shields block all damage but do not block effects from thrown spell charms. Shields can never be damaged or broken. If you have had been Blessed, you take damage off those two HP before your bodily HP. All hits in combat do one hit point of damage with the exception of blows delivered by individuals with the skills *Holy Blow* or *God's Fury*. Their calls will make their effects apparent.

Incapacitation

If you are damaged down to 0 Health Points then you are **incapacitated**. You must fall down on the ground. You are still aware of what is happening around you. However, you are in so much pain that you cannot take any action apart from moving your head, talking, or drinking an alchemical potion that is fed to you by someone else. You cannot drag yourself around, attack, cast spells, or use any special ability. You can still be affected by spells or abilities.

Stabilisation

If a character with *First Aid* treats you, you are **stabilised**. Being stabilised does not give you any hit points but allows you stand and move. You cannot use any abilities. If you take damage, you are back to incapacitated. You must roleplay being badly injured

Death

If you are incapacitated or knocked out, anyone can kill you by drawing a weapon *across your torso* and calling "Finishing Blow!" This can only be done once you are lying down. If you are lying down "playing possum", you are considered vulnerable to a finishing blow, even you if have hitpoints left. The vampire ability Drain may kill you, but only once you are on the ground. When you are dead, you should roleplay your corpse for a while to allow your fellows to mourn and pray over you. When it is appropriate, you may report to the GMs to either create a new character or to join the crew for the rest of the weekend.

Safety

Do not aim any blows to the head or groin area. Any hits to these areas automatically do no damage. If you have been hit in the head, please do not break play unless you are injured. Inform your opponent by calling "Headshot". Make every effort to avoid headshots. Please try not to be offended if you receive a headshot, in the chaos of combat, they do happen by accident.

If an injury occurs, call **Time Out** loudly and repeatedly until all action halts. Please *only* use the Time Out call in the case of actual injury or emergency. If you hear the time out call, stop moving immediately and inform those around you of the time out. Time Out is an out of character safety measure and please respect it as such.

Character Creation

Or, 'in the beginning'...

Before you begin generating your character, please think of a character concept that fits inside the bounds of the setting. More details on this can be found in the setting description document. Each character starts with 15 character generation points that can be spent on abilities from the *Skills*, *Pious Powers*, *Arcane Lore* and *Equipment* lists. Do not feel you have to spend all your character generation points, you can put some aside to save for bigger abilities.

Character Concepts

All characters are required to be in some way associated with the Catholic Church. This, however, does not restrict you to playing nuns and priests. There are many ways in which a character could have been recruited by the Church to serve Saint Wolfgang's, other than being part of a holy order. A victim of a vampire attack who has joined the fight, a skilled mercenary well paid by the church, a member of a non-traditional order of wizard-monks who dabble in the occult, the wife of a dead crusader, village priest, village wise woman...any of these characters could be part of the Order.

Do not feel you must stick to religious orders that historically existed. There is plenty of leeway for you to invent your own order to suit your character concept. If you can bring your friends, you can even have several members of the order present.

The GMs are happy to discuss your character concept with you if you are unsure if your concept is suitable. For more information on the nature of the Order of Saint Wolfgang, please see page 11

Creating a Personality

When you are creating you character, put some thought in describing their personality. Remember, you will be playing this character for a whole weekend at a time, make them interesting and challenging.

A character goes beyond a back story or a set of abilities. Think about your character's morals and preferences, mannerisms, character foibles, way of walking, way of speaking etc. Your character will not be perfect, so it pays to put thought into what your characters flaws and weaknesses are, to create a personality that will make your character memorable.

Experience Points

At Wolfgang, we want to reward good roleplaying over survivalism. Therefore, we award XP to the player, not the character. Your deceased character will get their reward in heaven from God, meanwhile we'll reward *you* with XP. The XP converts directly over to CP, so 3XP = 3CP. You can spend your XP on whichever character you like - if your last character survived but you'd like to play a new one, you may spend your XP on the new character instead. You do not need to spend your XP right away, you can save them up to create a more powerful character later down the track.

More experience points are awarded to players who show a consistently high level of roleplaying, interaction with other characters, excellent buy-in to the setting, being involved with and generating plot, excellent costuming, and showing in any other way a willingness to go the extra mile in the game. There are also several abilities that can only be achieved through being granted by a GM as a form of XP.

Skills

Or, God helps those that help themselves

This is a list of generic skills and knowledge available.

- **Literacy (2)**

You can read and write in the language of your country of origin, plus Latin. If you do not have this skill, you cannot read or write. You may purchase additional languages for (1). It is assumed at weekend games that there is a common language by which all the characters are able to communicate.

- **Tough (3)**

You have an extra hit point. This may be purchased multiple times.

- **Lore (2 per domain)** Each domain of lore represents knowledge your character would have accumulated in their lifetime. As a skill, it means that the GMs may give you information not available to other characters and it also enables you to ask for extra information from the GMs if you feel your character would have knowledge of it. (if you have an idea for a domain of lore for your character, please feel free to suggest it)

- **Religious:** Knowledge of Church history, procedure and ritual. Extensive knowledge of the Bible.
- **Plants and Poisons:** You can identify plants, and know how to use them. You know what is poisonous and how to avoid it.
- **Apothecary:** You have knowledge of how to mix certain potions, poisons, and are able to breakdown common concoctions to their base ingredients.
- **Fauna:** You have a knowledge of wildlife.
- **Infernal:** Forewarned is forearmed. You have studied workings of the enemy, you have a good, Church-sanctioned learning of hell and its denizens.
- **Literature (Trivia):** You've spent a lot of time copying manuscripts and in doing so, you've picked up interesting bits and pieces that may come in useful.
- **Magical Ritual:** You have studied how arcane magicians conduct their work and have a good understanding of the principles of magical rituals. This does not necessarily mean you practice magic, but are able to recognize it when you find it.
- **Regional** – this skill represents travel to far flung areas of the world and the knowledge you have gained in the process. Please pick a specific region for this to apply to i.e. *The Holy Land*.

- **Appraisal (2)**

You have a good eye for assessing the true value of items.

- **First Aid (2)**

Stabilizes an incapacitated character in order to allow them to be moved to safer area. This does not heal any hit points. Each time you use *First Aid*, you must apply a 2m x 30cm bandage to each patient.

- **Lockpick (2)**

You are able to pick locks. Please bring phys-reps of a lockpick.

- **Armouring (2)**

With the proper tools, you can repair battle damage armour. You must work on an item to the count of 100 per AP you are mending. You must bring phys-reps of armouring tools.

Pious Powers

Or, the might of the righteous

Pious Powers are the abilities granted by God to His most righteous followers to be used against the forces of undead. Through your strength of faith, you may directly harm evil. The stronger your faith and greater your devotion, the more brightly the power of heaven shines in your body and the greater the effect it will have on the fiends of hell. At their most powerful, only the most wretched creatures of the devil can withstand the power of the pious person.

Most Pious Powers are ranked Novice – Initiate – Elder to indicate a spiritual progression. Each Initiate level power requires you to have three Novice powers. That is, to purchase your first Initiate level power, you must have three Novice powers. To purchase your second, you must have six. In order to acquire the Elder powers, you must have three Initiate level powers.

Novice Powers (1 each)

- **Heal** – heals one hit point on a living target, takes an hour to take effect. Until the completion of the hour, the patient *must actively roleplay their continued injuries*. You may only be healed once an hour by one person. If several different people heal you, you gain as many HP at the end of the hour as people who healed you, up to your maximum HP.
- **Spiritual Missile** – throw a *white* spell packet at an undead opponent. If it hits, it does one point of damage.
- **Holy Water** – Blesses a small vial of water. When thrown onto the enemy, the holy water will destroy minor undead and deal one hit point of damage to major undead. Holy water only remains holy whilst in the container it was originally blessed in. Invoke a prayer when using your holy water.
- **Detect Unholy** – You may concentrate on an area in front of you and are able to beings that are not of God, such as the undead. A GM will be required to tell you what lurks.
- **Detect Holy** – You may concentrate on an area in front of you and detect blessed or pious items and people. A GM will be required.
- **Light** – A small beam of light, powered by the Lord, shines from your hand. Your holy light must run on AA batteries or smaller. Please be subtle.
- **Bless** – Bless may only be invoked in the presence of the undead, and lasts only while there are undead in sight and grants you additional 2HP. Bless HP is taken off after AP but before HP. Duration of one combat is defined as until no unvanquished enemies are visible. A subject may have only one Bless at a time on them.
- **Remove Curse** – Takes half an hour of prayer. It removes the effects of one curse.
- **Remove Fear** – Subject is calmed and soothed by holy person's prayer. Any magical fear effects are nullified. You may not invoke this prayer upon yourself.
- **God's Sanctuary** – Creates a safe area while caster is on their knees and chanting. Evil cannot attack but neither can the caster. A circle of chanters may be used to create an area of Sanctuary. Chanters must hold hands. Enemies held inside circle must be equal or less than the number of chanters. Magic cannot enter or leave the circle.

Initiate Powers (3 each)

- **Regenerate Talisman** – fifteen minutes of prayer to regenerate one charge on a holy talisman.
- **Cure Disease** – cures patient of one disease.

- **Augury** – Commune with God on consecrated ground. God will respond in some form after about fifteen minutes prayer time. Please fetch a GM when you are doing this, or the results of your communing will be very disappointing.
- **Hold Person** – Throw spell packet at subject. If the subject is hit, they may not move at all for five minutes. You must cry “In the name of the Lord, hold person!”
- **Word of God** – In the name of God, the holy person gives someone a one word command that must be obeyed. Open ended commands will last for five seconds. You cannot command the subject to do any sinful action (including murder and suicide)
- **Dispel Evil** – Cancels the effects of certain evils and dark magics.

Elder Powers (5 each)

- **Create Talisman** – Caster may create a talisman of power. Please discuss this with the GMs.
- **Consecrate Ground** – Makes an area an appropriate place of worship. Minor undead cannot enter. Major undead are weakened in its bounds.
- **Exorcise** – Rids subject of possession.
- **Touch of Christ** – restores all hit points instantly. This may be used up to three times an hour.

Other Pious Powers

These Pious Powers are stand-alone.

Fear of God

Hold forth your symbol of faith and invoke the power of God in the face of the enemy. Using your pious rhetoric, you are able to put the fear of God into the minions of Satan for the following effects:

- **Righteous (5):** Keep minor undead at bay. Your holy rhetoric must clearly incorporate the word “righteous”
- **Holy (5):** (*Fear of God – Righteous is a prerequisite*) Turns minor undead, keeps major undead at bay. Your holy rhetoric must clearly incorporate the word “holy.” You must have roleplayed having “Righteous” for a weekend game before you may purchase Holy.
- **Saintly (10):** (*Fear of God – Holy is a prerequisite*) Destroys minor undead, forces major undead to retreat significantly. Your holy rhetoric must clearly incorporate the word “saintly”
- **Godly (15):** (*Fear of God – Saintly is a prerequisite*) Destroys all but the most hellish of undead. Your holy rhetoric must clearly incorporate the word “godly”

Fast Healing (10) – All your own hit points including tough healed within the space of twenty minutes.

Holy Blow (10) – all hits do 2hp of damage. Call “Holy Strike” as part of your battle rhetoric to indicate your use of this power.

God’s Fury (15) – *You must have “Holy Blow” before you can purchase “God’s Fury”.* Does 4hp of damage with any weapon larger than a long sword. Call “God’s Fury” as part of your battle rhetoric to indicate your use of this power.

Arcane Lore

Or, magic you don't want the Church knowing about

Arcane Lore is a domain of powers and abilities whose origins are a little more shrouded in mystery. Through study and experience, you have learned to effect the world around you in a unique way. It is also not necessarily sanctioned by the Church. In its crusade against evil, the Church has turned something of a blind eye to some less questionable practices but beware. Arcane Lore is not accepted by most, and discretion is advised in its use. Most people are not familiar with the workings of the arcane.

Magical Ritual Lore a prerequisite to casting spells. Please see the Tome of Arcane Lore (www.nzlarps.org/stwolfgang/arcanelore.pdf) for spell chants and components.

Arcane Lore is graded in three levels. In order to acquire a second level spell, you must have three first level spells. In order to acquire a second Level 2 spell, you must acquire a further three Level 1 spells. Third level spells must be found in game and to use them, you must have three second level spells.

Level 1 (1 point each)

- **(Un)Lock** – Magically locks or unlocks things that can be opened.
- **Speak with Dead** – A corpse must answer two questions truthfully.
- **Sleep** - Caster scatters one dozen spell packets. Any living thing that the spell packet touches falls asleep for five minutes.
- **Confuse** - Subject loses train of thought, forgets what they were talking about and becomes distracted for about five minutes.
- **Charm** – Subject regards caster as close friend or ally until subject is convinced otherwise.
- **Warp** – this briefly warps wood or stone long enough to allow a single person passage.
- **Find the path** – if lost, a direct path to the desired location is shown. Please be patient as the GM may be busy.
- **Talk with animals** – GM required. Caster may commune with an animal to obtain information.
- **Earth Strength** – Your strength is greatly increased for sixty seconds.

Level 2 (3 points each)

- **Blind** – Upon completion of the spell, caster must point at subject and inform them they are blinded. The blind call is entirely out of character. In combat, please be as loud as possible.
- **Stone Skin** – The target gains 3ap for the duration of one combat. Once all visible opponents are vanquished, your stone skin disappears.
- **Dream** – GM required. This spell allows you to send a dream to someone of whom you have a personal item. You must provide all props and people for this dream.
- **Entangle** – throw a bundle of five different ropes, each at least 1m in length at the feet of your opponent. Your opponent will then become entangled in these ropes (victims must roleplay this) and be unable to move for five minutes as they untangle themselves from the attacking ropes.
- **Neutralize Poison** – detoxifies one subject afflicted with venom
- **Shape Change** – Caster may change form into any subject of roughly the same size. Please bring costume/phys-rep of what you wish to transform into. Be creative.
- **Ward** – using a circle of string up to 4 metres long, you may ward against magic, weapons or piety.

Equipment

Or, sometimes the hammer of God really is just a hammer.

You may also purchase combat equipment with your character generation points. In purchasing a weapon, you also purchase the ability to use it. Please bring your own larp-safe physical representation of the weapon.

Stakes (0) – Stakes are free to bring. They must be safe boffer stakes that are not going to stab a poor, unsuspecting NPC. They *will* be checked before the game, as with all weapons. Stakes will *only* do damage to a vampire. They will do *no* damage, not even a Finishing Blow to *any* other creature in the game.

Weapons (1) - For one point, you may purchase any single weapon, with the exception of daggers of which 1 point buys two. Weapons may include: long sword, short sword, polearm, two handed sword, axe etc. For the same price, you may also purchase a sap which deals no damage but knocks a victim unconscious when applied with force to the back of the head, provided they are not wearing a helm. Please ensure your sap is soft. Weapons longer than a one metre in length cost 2, while anything longer than two metres costs 3.

Open Faced Helm (1) –Provides 1AP (as long as you are wearing it!) and protects you from sapping.

Closed Face Helm (1) – Provides 2AP (as long as you are wearing it) and protects you from sapping.

Shields (1) – Shields do not provide extra AP but can instead be used to deflect blows.

Shields can never be damaged or broken. Any magical effects that land on the shield still take effect. Shields larger than 1 metre in any direction cost 2.

Leather shirt (1) – Leather torso covers which provides 1AP.

Chainmail shirt (2) – Chainmail torso cover which provides 2AP.

Light limb cover (1) – Either leather or chain, provides 1AP. Can be purchased in conjunction with torso cover.

Setting

Or, the world according to Saint Wolfgang

The Order of Saint Wolfgang is a secret arm of the Catholic Church. Its agents are many and varied, spread over Christendom, and some beyond. You all have one thing in common: you know the evil is there - perhaps you've been a victim of an attack and survived, perhaps the Church has handpicked you to join the Order, perhaps you knew the right (wrong?) people. Gladly or grudgingly, you're part of God's army against an insidious evil. And whenever Christendom is threatened with a force of undead mightier than usual, the Church sends the summons: The Order must convene at the site of the disturbance. The Order has no headquarters, has no open heraldry and even its members know little of its overall activities or who is in charge. Rumours say that the ultimate head of Wolfgang is the Pope, Gregory IX. The agents are contacted by missives bearing the seal of the Vatican and may recognize each other by the W they may choose to display somewhere on their person.

Your Beliefs

Your character, as part of the Catholic world, believes that there is a God and that there is a Jesus Christ who is His son. You believe in heaven and hell. You believe that there is a Satan. You believe that the Church are direct agents of God on earth. You believe that vampires are direct agents of Satan on earth. Catholicism is the only acceptable faith for you – anything else is heathen and evil. Please remember that this is set in the time of the Crusades, a time of where today's values of tolerance and acceptance were unheard of, and it was perfectly acceptable to kill someone for being heathen.

Catholicism in Larp

Or, playing with God.

There is obviously a heavy focus on the Catholic Church in this larp game. As in any larping situation, common sense is required. If at any point in game you become uncomfortable about what is happening, don't hesitate to walk away. Please avoid creating an out of character disturbance. Please bear in mind the prominence of Catholic ritual and belief in this game – if this is likely to disturb you, consider your attendance carefully.

God – God is a responsive entity in the setting but His ways are mysterious and sometimes puzzling. Be aware that He is omnipresent and aware of your actions. Be wary of falling prey to sin and darkness. Misuse of His weapons may result in them being taken away.

Prayer – Prayer must be roleplayed in game but in order to convey your character's thoughts, feelings and wishes, please write them on a piece of paper and put them into a prayer box provided. All prayers will be heard. Some may even be answered.

Confession – To err is human, to forgive is divine. Twice a day your character must attend confession in order to receive forgiveness for their transgression and to report their actions to the Church. This is a way for the GMs to stay updated on your activities during the game so we know how much XP to give you.

For more information on the Catholic Church in the period, please visit the forums for discussion or browse through Wikipedia.

The Enemy

There is very little information available on the vampire enemy. As far as official church records go, neither vampires nor the vampire hunters exist. All vampire lore is passed by word of mouth from agent to agent.

Wolfgang lore says that vampires are not terribly intelligent creatures. The younger the fiend, the more bestial and instinct driven it is, urged on by a voracious hunger for blood to sustain itself. It is little more than an animal. Some vampires manage to evolve out of this stage, whether simply by virtue of age or by some other quality they possessed before they were lost to darkness, and they regain their human intelligence. These intelligent vampires are aware of their weaknesses and seek to protect themselves by means both mundane and magical. Some vampires take up sorcery to supplement their satanic powers. They often use gypsies as their servants, as the nomadic folk have a natural affinity for the undead. They are most commonly vulnerable to the stake through the heart, or sunlight, but there are tales from older Order members who have in foreign lands seen new and different kinds of vampires, with other, stranger vulnerabilities.

One of the most fearful aspects of the vampire is their bite. All vampires possess the ability to drain a living person's life force through their blood. Some bites are infectious with the undead curse, and if left to fester, will eventually claim the soul of the victim. If one dies from the bite of an infectious vampire, they will rise again as one of the undead. The vampiric curse is said to be equivalent of eternal damnation, those who are the victims of the curse, once properly killed, still cannot enter the gates of Heaven.

Mechanically, *Drain* will be represented by the NPC vampire grabbing your shoulder and calling "Drain" and the number of hit points you lose. They must grip your shoulder successfully to the count of three-mississippis. When you are reduced to 0 hit points, you must collapse and be on the ground before they are able to deliver a Finishing Blow via Drain.

Saint Wolfgang's VAMPIRE HUNTERS!

Save us from the time of trial, and deliver us from evil...



Two months have passed since the tragedies at Skargen, the village in Danemark. Since then, the comrades have returned to the continent and have been split up, pursuing smaller assignments, as the coast line has become populous with undead predators. There has been no word of Mephistopheles, not a whisper of a new threat, or of his success abroad in heathen lands.

But now an urgent summons has gone out. Once more, every available Order member must make haste to the latest crime against Christendom and, it is hoped, forestall whatever wickedness Satan's minions are seeking to wreak. The Order of St. Wolfgang, having suffered terrible losses only so recently, must again face evil, to protect the innocent from evil's ever widening maw.

Join the Fight!

Interested players of all levels of larp experience are invited to attend the fourth event of the quasi-historical pulp-horror campaign of St. Wolfgang's Vampire Hunters!

When: 15th-17th May, starting 7:30pm Friday

Where: Kiwanis Huia Lodge

Cost: Players - \$85

(There is a \$10 discount for players if paid before May 1st. There is a further \$10 for nzLARPS members.)

Crew - \$35

Website: www.nzlarps.org/stwolfgang/

Contact: stwolfgangs@gmail.com