



UNFORGIVEN  
PRODUCTIONS

EMBRACE THE GRAVE  
PLAYER'S GUIDE  
2023

DARK  
PACK

# Event Info

## ABOUT EMBRACE THE GRAVE

Embrace the Grave is a live interactive theatrical experience that tells the story about becoming a vampire.

You'll enjoy a meal, partake in one last vice (the top-notch burlesque show featuring Black Veil Burlesque), and then, the real fun begins.

Some of you may choose to embrace death and become a vampire. Some of you may have unfinished business in your mortal lives and take a different route. But all of you will be thrust head first into the whirlwind of a dysfunctional family of vampires just trying to survive.

This night is all about you. You're the star of the story. Everything you do and don't do matters. Get ready for the last night of your mortal life as you Embrace the Grave.

*Tandy Moore*

## CONTACT INFORMATION

### EMAIL

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### PHONE

(701) 441-9202

### WEBSITE

[unforgivenproductions.com](http://unforgivenproductions.com)

### FACEBOOK GROUP

[Embrace the Grave FB group](#)

### DISCORD SERVER

[Embrace the Grave Server](#)

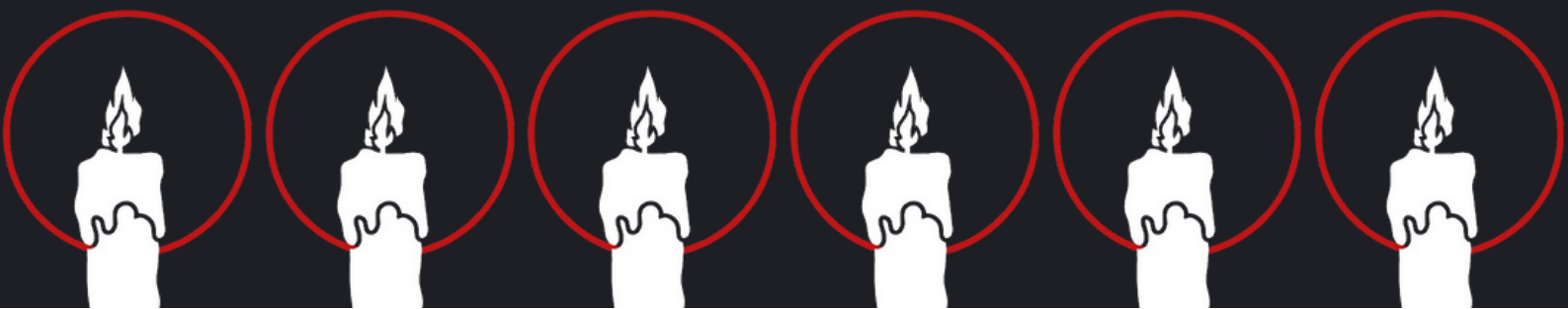
## EVENT DETAILS

April 29th, 2023

Grand Hotel  
1505 N. Broadway  
Minot, ND 58703

Registration Opens at 7:00 pm  
Event Time from 8:00 pm to 1:30 am

**DRESS CODE REQUIRED**



# Code of Conduct

iMagicon Community Guidelines and Anti-Harassment Policy

All participants of iMagicon must abide by the following policy:

1. Be excellent to each other. We want the event to be an excellent experience for everyone regardless of gender identity and expression, sexual orientation, disabilities, neurodiversity, physical appearance, body size, ethnicity, nationality, race, age, religion, or other protected category. Treat everyone with respect. Participate while acknowledging that everyone deserves to be here — and each of us has the right to enjoy our experience without fear of harassment, discrimination, or condescension, whether blatant or via micro-aggressions. Jokes shouldn't demean others. Consider what you are saying and how it would feel if it were said to or about you.
2. Speak up if you see or hear something. Harassment is not tolerated, and you are empowered to politely engage when you or others are disrespected. The person making you feel uncomfortable may not be aware of what they are doing, and politely bringing their behavior to their attention is encouraged. If a participant engages in harassing or uncomfortable behavior, the event organizers may take any action they deem appropriate, including warning or expelling the offender from the event with no refund. If you are being harassed or feel uncomfortable, notice that someone else is being harassed, or have any other concerns, please contact a member of the event staff immediately.
3. Harassment is not tolerated. Harassment includes, but is not limited to: verbal language that reinforces social structures of domination related to gender identity and expression, sexual orientation, disabilities, neurodiversity, physical appearance, body size, ethnicity, nationality, race, age, religion, or other protected category; sexual imagery in public spaces; deliberate intimidation; stalking; following; harassing photography or recording; sustained disruption of talks or other events; offensive verbal language; inappropriate physical contact; and unwelcome sexual attention. Participants asked to stop any harassing behavior are expected to comply immediately.
4. Practice saying “Yes and” to each other. It's a theatre improv technique to build on each other's ideas. We all benefit when we create together.

PLEASE READ THROUGH THE RULES AND POLICIES AT [IMAGICON](#). FAILURE TO ADHERE TO RULES AND POLICIES MAY RESULT IN A “CUTTING OF THE WRIST BAND” OR “REMOVAL OF BADGE” (AKA REMOVAL FROM THE CONVENTION) WITHOUT COMPENSATION FOR ANY PURCHASED TICKETS/ITEMS/ETC. DEPENDING ON THE SEVERITY OF THE INFRACTION, VIOLATORS MAY BE REMOVED FROM THE CONVENTION WITHOUT COMPENSATION FOR THEIR PURCHASED TICKETS AND/OR BANNED FROM OUR PLATFORMS (SOCIAL MEDIA/EMAIL/CONVENTION). BY PURCHASING A TICKET, YOU AGREE TO FOLLOW THESE RULES AND POLICIES.

# Acknowledgments

PRODUCED BY  
**UNFORGIVEN PRODUCTIONS**

CREATIVE LEAD  
**TANDY MOORE**

EVENT WRITER/DESIGNER  
**RACHEL J. WILKINSON**

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**ADRIAN WARD, AMANDA JOHNSON, THE MASKED MARION**

EVENT STAFF  
**ZACH PADILLA, ARTHUR WARD, MARCUS DETLAFF, STACEY  
DELORIA, NATASHA YAVORIVSKA**

SPECIAL THANKS TO  
**LEANN MELLUM AND NICOLE RIEFEL, BY NIGHT STUDIOS,  
AND PARADOX INTERACTIVE.**

**THIS EVENT WOULD NOT BE POSSIBLE WITHOUT THE  
AMAZING STAFFS OF IMAGICON AND THE GRAND HOTEL.  
REACH OUT AND THANK THEM FOR HOSTING EMBRACE THE  
GRAVE.**

**THE TALENTED LADIES OF BLACK VEIL BURLESQUE DESERVE  
ALL THE LOVE WE CAN SHOW THEM. EVERY PERFORMANCE  
IS AMAZING, AND WATCHING EVERY ONE OF YOU PERFORM  
IS PURE JOY!!! THANK YOU FOR ALL THAT YOU DO FOR US!!!**

**LASTLY, WE NEED TO THANK OUR FRIENDS, FAMILY, AND  
LOVED ONES FOR ENCOURAGING AND SUPPORTING US IN  
OUR ENDEAVORS. WE LOVE EACH OF YOU!!!!**

**OH YEAH, AND CHARLIE HUNTER FOR BEING YOU AND  
INSPIRING EACH OF US EVERYDAY.**

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# What is an Immersive Experience?

Our live interactive theatrical experience is a lot like a cross between a murder mystery dinner and being part of an improv group. This "murder mystery improv event" just happens to be about vampires—specifically, clan Hecata from Vampire: the Masquerade.

While buying a ticket, you should have answered a few questions about the type of character you'd like to portray. Using your answers, we've cast you as one of the characters in Embrace the Grave.

Your character sheet has some basic information about the background, personality, and family of your character.

It's your job to come up with a costume for your character, and at the event, act your character out on the fly.

If you aren't sure what to do, drop us an email at:

[embrace@unforgivenproductions.com](mailto:embrace@unforgivenproductions.com), and someone will help walk you through the process.

We also encourage you to join our Facebook group and discord server.

There you'll be able to ask the staff questions, get inspiration from other event participants, and have the chance to make story ties and hooks with other characters!

**If you have any questions or concerns about your character, please get in touch with us!**

## How do I read my sheet?

At the top of the sheet is the character's name, their family group, and your character concept. The next section covers the information your character knows about their family history, secrets, and ambition (goals) for the event. Known family is a non-player character tied to your family group who is infamous. Lastly, you have your character background, desire (goal), and sacrifice (roleplay prompts).

If something isn't written on your sheet, like spouses names, children, where you went to school, what you do for work, or other details, feel free to make it up!

# What is Vampire: the Masquerade?

In Vampire: the Masquerade, the players assume the role of vampires, immortal beings cursed with an unquenchable thirst for blood and vulnerability to sunlight. It is a game of personal horror, as the characters are continually forced to walk a moral tightrope between their need to survive and the horrific means by which they ensure it.

Vampires are created through the Embrace; during the Embrace, a vampire drains a candidate of all their blood and replaces it with a small amount of their own. Once a Sire creates a Childe, that vampire is part of a clan.

Hecata are one of the fourteen vampire clans of Vampire: The Masquerade. A motley collection of necromantic vampire bloodlines, the Hecata clan is united in the pursuit of a single subject: Death. They are students of the afterlife and resurrectionists of the dead — or worse. Selling their services to the highest bidder, or acting in their own interests, there are few who can hide from the surveillance of those who can summon and command the very spirits of the deceased.

## Content Warnings

Vampire: the Masquerade is a horror role-playing game recommended for adults aged 18 and over. It is about blood-drinking monsters doing terrible things to survive. While Embrace the Grave does not allow for any non-consensual physical contact, the topics of violence, sexual promiscuity, gore, mind control, torture, murder, and blood are present in some characters' backgrounds and event storylines. The theme of "sacrifice" is present in all character backgrounds and event storylines.



# The Story... so far

On April 4th, 1444 Augustus Giovanni hosted a feast to celebrate his betrayal of the Cappadocians and his ascension to Patriarch of the clan. For centuries, the April 4th anniversary was the night Giovanni family members would join the family as the Proxy Kissed (ghoul) or Embraced (vampire). But recently, with the Giovanni no longer running the show, Clan Hecata has taken advantage of the month of April to bring the lines together in a yearly family reunion.

The Hecata feast remains a night to nominate family for the Proxy Kiss or Embrace, but it also offers an opportunity to discuss the challenges facing the clan like the ramifications of Augustus Giovanni's murder and the angry spirits he held in captivity let loose upon the clan or the fact that The Promise of 1528 is soon to expire.

In April 2022, the Giovanni line attempted a ritual sacrifice in hopes of resurrecting Augustus Giovanni so he could help guide the clan through its struggles. But something went wrong, though no one is quite sure why it failed. More worrisome are the ramifications of what this failure could mean. Some suggest the Giovanni have brought something else, something dangerous, into the world.

In April 2023, the Hecata meet again. This year, the Pisanob intend to perform the sacrifice correctly to resurrect Pochtli so he can lead the family through this tumultuous time. While the Hecata dine together, families will settle scores, welcome new members into the fold, and together revel in death.



# Schedule

## WORKSHOP - 3:30 PM

The afternoon workshop will go over the following:

- What is LARP?
- How do I LARP?
- What are the rules of the game?
- Character Sheet: What is it? What do I do with it?
- Character Exercise: How do I bring my character to life?

## REGISTRATION - 7:00 PM

At registration, you'll check in and have a chance to ask questions about the event and your character sheet. You can identify volunteers and staff by their LED arm bands.

## DINNER - 8:00 PM

The event officially begins with dinner. Those with a dinner ticket can identify their seat using their character name.

## AT THE EVENT

### ACT 1

Snap a selfie or take a group photo to commemorate your "last day". Then, look for your (character) name on the place cards for dinner.

### ACT 2

Black Veil Burlesque performs. Don't forget to tip the girls!

### ACT 3

Your Giovanni host welcomes you to the evening, and the families meet to discuss their agenda for the evening and for the coming year.

### ACT 4

Choose your fate! Will you remain a mortal, become a ghoul in service, or embrace the grave as a vampire?

### ACT 5

The Hecata, led by the Pisanob, attempts to resurrect Pochtli.

# Known Family

## CAPPADOCIAN / HARBINGERS

Then, in 2010, the Harbingers assaulted the Giovanni stronghold of Venice, which necessitated the Family Reunion that created the Hecata. Having returned to power, the Harbingers embrace those who know how to deliver death on a grand scale. A few older members of the family line still call themselves Cappadocian and seem to prefer a quieter academic life, but looks can be deceiving.

- **CAPPADOCIOUS**

Founder of the Cappadocians and the Harbingers, Cappadocius had a keen interest in death and was embraced for his intellect.

## DUNSIRN

The Dunsirn focus on financial markets, investment banking, shipping and logistics, and creating a vast network of contacts they can tap in a pinch. In fact, rumor has it they've infiltrated the IRS and are poised to make a killing.

- **EUAN DUNSIRN**

Proxy Kissed in 1772, Euan is now an Elder Anziani who has climbed to prominence with the help of Robert de Camden.

## GIOVANNI

In the wake of the Family Reunion, the balance of power, family roles, and individual duties are in flux, offering an enterprising Giovanni an opportunity to acquire power like never before. But make no mistake, the sins of the past are not easily forgotten. Including when the Giovanni's ritual to bring back Augustus failed. What they did resurrect from the Shadowlands, no one is quite sure.

- **AUGUSTUS GIOVANNI**

Uncle Augie was a necromancer who diablerized Cappadocius and used his power to build Clan Giovanni and bring about the Endless Night.

## GORGONS

Also known as the Lamiae (or Lamia, or Lilins), the Gorgons serve a unique role within the Hecata. Comprised entirely of women, they function as warriors and bodyguards, passionate in their convictions and terrifying to behold.

- **LAMIA**

A descendant and high priestess of Lilith, Lamia became the founder of an entire bloodline – one dedicated to the defense of Clan Cappadocian.

## PISANOB

The Pisanob name is a Mayan term that roughly translates to “ghosts of the dead that walk the Earth.” A feud between them and Harbingers escalated to war as they hunted and killed each other. And by the time of the Family Reunion, there were very few Pisanob left in the world. Those who survived had done so by being very, very quiet. Many assume this is why they accepted the invitation to the Family Reunion out of sheer survival.

- **MIREYA DÍAZ Y DE HIERRO**

Mireya travels throughout Central America, serving as a diplomat for the Hecata.

## PUTTANESCA

Of Sicilian ancestry, the Puttanesca embody the unfortunate stereotype of professional criminals who belong to "certain familial organizations" and lead lifestyles so lavish they border on tasteless. Unlike the Samedi or the Rosselini, the Puttanesca have no great talent for necromancy. A few have shown some capacity, but most prefer a solid baseball bat to a ghost's ectoplasmic head.

- **SHLOMO ROTHSTEIN**

A European Jew, he worked his way through the ranks of the Puttanesca. Putting his viciousness and ruthless ambition, he amassed a small fortune and earned the rank of Capo.

## ROSSELINI

The Piccoli Fratellini (“Little Brothers”) share a history with the Giovanni. Both can trace their heritage to ancient Rome, have a talent for necromancy, and share a mutual animosity toward each other. For the majority of their history, the Rosselini acted in servitude to the Giovanni. While this dynamic has changed since the Family Reunion, bitter resentment remains.

- **CARLOTTA ROSSELINI**

Like other Rosselini, she is aggressive, ambitious, and cruel, but as a black sheep among black sheep, she has turned her back on the Hecata (though she kept her surname as a not-so-subtle jab at her clan).

## SAMEDI

Of all the Hecata, the Samedi origins are the most mysterious. Since the Family Reunion, their connection to the Shadowlands remains as powerful as ever. Unlike the greedy Giovanni or vengeful Cappadocians, the Samedi do not enslave their ghosts but rather commune with the loa with a sense of reverence and respect.

- **BARON SAMEDI**

While other ancient vampires command their bloodlines from the shadows and in secrecy, the Baron is omnipresent among his Samedi kin, the so-called Zombies

# FAQ

## Who do I contact if I have questions or concerns before the event?

- Email [embrace@unforgivenproductions.com](mailto:embrace@unforgivenproductions.com)
- Send us a message on Discord
- Text or message via FB

## What if I arrive late?

You will have ample time to participate even if you are running a little late.

## How should I dress?

Dress Code is Venetian Carnival, Bram Stoker's Dracula, Intense Steampunk, Aristocratic, Uniforms, Steampunk, Historical, Gothic Lolita, Latex, Black Tie, Leather, Neo-Victorian, Masquerade, Drag, Dandy, Undead Prom, Priests/Priestesses, Basic all Black-on-Black, Fangs, and Masques.

**ABSOLUTELY UNDER NO CIRCUMSTANCES IS THE FOLLOWING APPROPRIATE TO WEAR:**

**NO (WE ARE SERIOUS) T-SHIRTS, BLUE JEANS, WIFE BEATERS, RACIST SYMBOLS, SPORTSWEAR, STREET WEAR, SNEAKERS, ETC.**

