

# DREAD THE LARP Two – GM MATERIALS

This is a 2-4 hour larp that uses the Dread mechanics. If you are unfamiliar with the Dread roleplaying game, you can purchase it at Drive Thru RPG.

[http://rpg.drivethrustuff.com/product/83854/Dread?manufacturers\\_id=3394](http://rpg.drivethrustuff.com/product/83854/Dread?manufacturers_id=3394)

In Dread, the players create their characters and their relationships, and sometimes influence the creation of the setting. You can read the character questionnaires in the other document. Print them and give one to each player. Review them before the game starts.

The setting is a Reality TV show, a cross between Big Brother, Survivor, The House in the Woods, and Saw. The players believe they are competing for a big prize on a reality tv show. They think the big prize is \$1,000,000. They think they will be divided into teams and made to do silly challenges. They are wrong.

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Special thanks to Days of Knights, Relaxicon, Ginny Swann and our playtesters: Stephen Whitmore, Anthony Mina, Roman Mina, Diana Chelagat, Talavou Alailima, and John Mina

**Please note that this game uses some specialized mechanics not used in Dread tabletop games. Read the Player Document for more information.**

## Setup

The game needs several areas:

- A GM area the players cannot enter
- A large room for the main room of the house.
- A smaller room for the sleeping area of the house.
- A small area in the corner for the confessional.

You will need:

- At least 2 jenga sets (1 main room; 1 sleeping area)
- Printout of Items of Interest
- Printout of Latin Chant
- Printout of Book of Angels
- Printout of the Player Document (one for each player)
- Index cards and pens (for item cards)
- Edible insects (or gummy worms)
- Many sticks (or popsicle sticks)
- Twine (or thumb tacks)

- Scissors.
- Game of Arbos (or an alternate. See Tree of Life for more info)
- Red light/metal crate.
- Unholy chorus mp3 and way to play it.
- Fake chainsaw
- Fake candles
- Video Camera (optional).

Each player gets a character questionnaire and a player document. Put the other documents in the GM Area. Assign one of the GMs to be the Angel Nuriel and give them the Nuriel sheet. Alternatively, the Angel Nuriel can be played by an NPC.

## Backstory

The GMs are The Producers, a set of shadowy individuals who only communicate to the players over a loudspeaker. They are greater servants of the demon Azazel. However, servants of a rival demon, Samyaza, plan to bring him to Earth. The Producers are working to subdue that ritual and cause it to bring Azazel instead.

The players are secretly being aided by the angel Nuriel who brings the fire of the sky. Nuriel is posing as a technician who can chat with the players via a laptop.

The Producers have brought the players to an isolated cabin in the woods, to subject them to a ten stage challenge. The Producers are framing it as a reality show challenge, a la Survivor. The winner gets the “big prize” which is rumored to be \$1,000,000.

### The Ten Challenges in Order

1. The Recitation
2. The Consumption of the Impure
3. The First Sacrifice
4. Crafting the Soul Catchers
5. The Destruction of the Tree of Life
6. The Fiery Furnace
7. The Chant of Energy
8. The Second Sacrifice
9. Catching the Soul
10. The Ultimate Sacrifice

## Playing the Producers

You need to take a fine line between being The Producers and a GM. As a GM, you should be impartial, friendly, and helpful. As The Producers, you should be unfair, distant, and formal. When announcing as The Producers, always seem a bit off, and maybe just a touch sadistic and hostile.

## Player vs. Player Combat

Set up a jenga set with some pulls before the game just like in regular Dread. For player vs player attacks, the attacker may make 1-3 pulls, the defender makes  $x+1$  pulls ( $x$  being the last number of pulls made), and we keep going back and forth increasing by one until someone's pull fails. That character dies. Characters may withdraw from the combat but they end up wounded. We have no way of healing a wounded character. Wounded characters may not withdraw from later combats.

## Leaving the Game

If players try to leave the cabin to go get help, they must make 5 pulls each. If they fail, they are caught by The Producers and killed. If they succeed, they are found by the authorities 2 days later suffering from exposure and dehydration. Woot!

Warn the players before they try to leave the game that it may result in them leaving the game.

## Teams

Before the first challenge, the players are divided into teams. They are allowed to choose their teams, but if they fail to do so, the Producers may choose. Players may defect teams, as long as there is never a difference of more than one person in the teams. Teams must choose a team captain.

## The Needful Things

Each character starts with a needful thing that is stolen. These can be used as prizes during the challenge.

Some Needful things are preprogrammed and some are generated by the players. Here is a place where you can keep track. Fill in the blanks with the Needful Thing from the player's sheet.

When a Needful Thing is used as the prize as a challenge, cross it off from the list below.

Character	Needful Thing
Overly Competitive	
Team Player	(Medicine)
The Bitch	(Outfit)
The Businessperson	iPhone (must be the prize for game 7)
Contest Winner	
Creepy One	
Game Player	
Hipster	Flask (of liquor). Liquor of some sort.
Homeless Person	(Religious Item) (Stolen by Overly Competitive One. Give them the item card).
Jock	

## Day and Night

The game will be separated into alternating Day and Night periods.

During day periods, the players will be brought into the main room and given a challenge by The Producers. The players will also have an opportunity to use The Confessional, a private booth connected to a camera and a computer. The computer will allow the players to communicate with the technician in charge of The Confessional. The Technician is not a Producer.

At night, the players will be shuffled out of the main room and into a hall which represents a sleeping room. Players are still in character at night and should continue to roleplay and interact. A GM will be with you during the night periods, while the other GM sets up the main room for the next day.

The game begins at the start of the first Day. Before the first challenge the players need to be separated into teams. They are allowed to choose their teams, but if they fail to do so, the Producers may choose. Players may defect teams, as long as there is never a difference of more than one person in the teams. Teams must choose a team captain.

## CHALLENGES

### Challenge One: The Recitation

Challenge One is an Immunity challenge. The winner will gain a prize and an immunity disk. (The immunity disk does nothing).

The contestants must recite a latin verse from memory. Whoever recites it correctly first wins the challenge.

The verse.

*In gloriam nostram, sceleratis, et salutent vos, et vilior fiam exterminatore. Concede ut potestatem hostium superarent. Ave, cuius nomen non audent ferri.*

It means: In our unholy glory, we salute you vile exterminator. Grant us your power so that we may vanquish our enemies. All hail the one whose name dare not be mentioned.

You may give each player a copy of the latin chant from the latin chant sheet.

### Challenge Two: The Consumption of the Impure

The teams must choose a representative. The representatives are presented with something not normally palatable. We suggest edible insects. You can get them on the internet. This is a timed consumption challenge. Whoever eats the insects first wins an award. The players must actually eat the insects so make sure the representative is chosen carefully.

### Challenge Three: The First Sacrifice

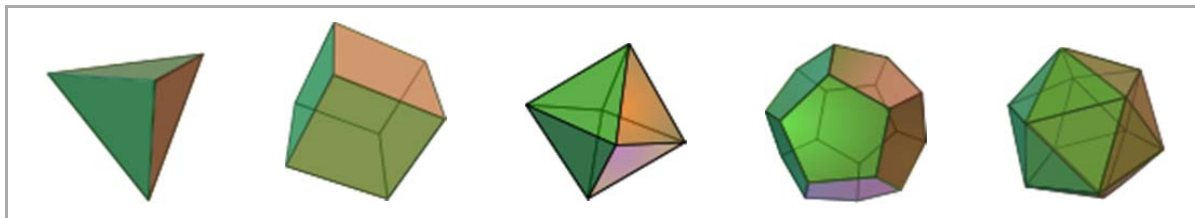
A wild boar and a number of sharp knives have been left in the common room. The players must kill the wild boar. If they do not, it will attack and try to kill them. Whoever kills it wins an award. The wild boar attacks first and makes 3 pulls. The player it attacks must make 4 pulls. The wild boar only needs to make the same number of pulls as the previous players, but players must make one more pull than the boar, just like player vs. player combat. The boar may not crash the tower.

### Challenge Four: Crafting the Soul Catchers

A number of sticks and twine are brought into the common room. The teams must try to use them to create the platonic solids. They have 8 minutes. Whichever team creates the most different solids wins. (platonic solids

are your DnD dice: Tetrahedron (four faces), Cube or hexahedron (six faces), Octahedron (eight faces), Dodecahedron (twelve faces), Icosahedron (twenty faces) ) [http://en.wikipedia.org/wiki/Platonic\\_solid](http://en.wikipedia.org/wiki/Platonic_solid).

Alternatively, you could use popsicle sticks and masking tape.



### Challenge Five: The Destruction of the Tree of Life

This is an immunity challenge.

Ideally this is set up using a game of Arbos. If you don't have the game, you can use any sort of game that is the spiritual opposite of Jenga (where people have to build something to keep it from falling over).

Place the Sepheroth found in the Items of Interest document on a table and place leaves from Arbos in each circle, trying to divide the leaves equally among the circles.

Each player will be called in order and will be required to take a leaf from one of the circles and place it on the tree. Whoever destroys it loses and takes damage equal to whichever circles are empty. Whoever is the previous player is the winner and gets an immunity disk.

### Challenge Six: The Fiery Furnace

This is an elimination challenge. Each team must vote a member off their team. The rejected members must be forced into "the fiery furnace," which seems to be a metal crate lit with a red light. The cage is cool to the touch. After the players are put in the furnace, it closes and their screams echo out of it. During that time, the crate is painfully hot to the touch. Players put into the Fiery Furnace are eliminated from the game.

### Challenge Seven: The Chant of Energy

The players must play musical chairs. The chairs will be set up in the center of the room, but the players will need to bring objects from the far sides of the room to sit in one of the chairs. During the "searching" periods, The Producers will be chanting (or perhaps we can get an unholy chorus) the following latin phrase: *Evocatio industriam colligitur*. (With this we gather energy).

The prize of this event must be the iPhone.

### Challenge Eight: The Second Sacrifice

There is a chainsaw in the room. To win the prize for this challenge, one of the people must volunteer to have a limb removed by the chain saw. If they do, they get their needful thing. The person who has their arm cut off always must make 1 additional pull when pulling and may not withdraw from combat.

### Challenge Nine: Catching the Soul

The things crafted in Challenge Four are placed in a circle in the common room. Ideally, the room is lit by candlelight. Each team must vote on a member of the other team to go to the center of the circle and hold each others' hands and close their eyes.

When they do, give them the Soul Message from the items of interest document.

## Challenge Ten: The Ultimate Sacrifice

The remaining players are brought into the main room and are forced to fight to the death. The main room is littered with sharp weapons. We still use jenga for it. The winner will receive the ultimate prize. If no remaining player is willing to fight, then the Producers will arrive bodily and slaughter the remaining players.

When fighting the Producers, players need to make 2 more pulls than the Producer's pulls. Also, the Producers can survive one topple each. However, if a player deliberately crashes a tower, it will kill a Producer, although that player does die in the process.

## HOW THE PLAYERS COULD FIGURE OUT WHAT IS GOING ON.

Homeless Person has some clues

Book they could find and read during the night to get clues.

Hide in the common room gives them clues.

Vocal hints in the loudspeakers.

Hints from the technician in the confessional. An angel that has infiltrated the whole thing, but can push the players in the right direction.

Odd dreams while they sleep.

The angel could slip things into the common room during the night to help them out.

Clues in the questionnaire.

Business doesn't get cell phone reception, but if he gets his phone back, he gets a call from the angel during the night period.

# THE ANGEL NURIEL

There is a war in Hell. The Demon Lord Samyaza has followers on Earth and is planning to rise again. The followers of its rival, The Demon Lord Azazel is planning to subvert the ritual. There is little you can do to stop Samyaza's rise, but you have infiltrated the camp of the followers of Azazel and could stop their ritual, maybe.

The problem is that the rise of either of these Demon Lords is bad news for humanity. But you can't stop Samyaza. You could work to stop the subversion by Azazel's followers, but that won't stop Samyaza. Do nothing, and Azazel rises. Work to stop them, and Samyaza rises. Azazel is bad, but Samyaza is worse. Samyaza is a more powerful Demon Lord and its rise would be slightly worse for humanity.

So you do not feel sanguine about it, but the better thing for humanity would be for this ritual to success and Azazel to rise instead of Samyaza. The best would be if neither could rise, but that is not an option. Still, you want to try to save as many of these people as possible.

You know that the ritual ends with a blood sacrifice. At least one of these people must die at the hands of one of the others. The Demons working on the ritual could also kill one of the humans to complete the ritual. They call themselves The Producers. Also, one of the steps of the ritual involves a human losing its soul to power the ritual.

But The Producers are greedy. They want two souls, one for them to keep. They want to kill all the rest of the Humans as well, to get more power for themselves. And they want to corrupt whoever lives, so their soul will go to Hell for all eternity when they die. You can do some good here.

You can't interfere directly. You have been charged by God to not interfere directly with humans. But you can give hints. You have snuck into the set as a Technician. You have managed to obtain a book that contains clues and you want to get that into the players' hands. But you need to be careful. If The Producers spot you, well, they can't harm you, but they can banish you from this place.

***You are an NPC. You do not have free agency, but you do have some leeway. The following lists what you can do each day. Every day, you may do what it says as well as everything allowed in all previous days. So as the game goes on, you will have a lot more than you can do.***

***You will be responsible for running the confessional. Normally, you have to ask the players in the confessional typical questions for a reality show. However, you may be able to sneak in some things to help. Please spread your help around the player base.***

## What You Can Do Each Day

**Day 1:** You may ask two different players the following questions, one each, hidden in among the regular questions. If the players ask you to clarify, you must treat it as if you never said anything unusual. Q1: Are you aware that you are in great danger? Q2: What is your plan to keep from dying here?

**Night 1:** During setup, you may hide The Book somewhere in the room. Make it fairly difficult to just stumble across.

**Day 2:** While asking players questions in the confessional, you may mention that you have hidden a book to help them. You may not tell them where it is, and you may not help them read it if they find it. Like Day 1, if they try to refer back to you saying anything out of the ordinary, you should pretend that you never said anything strange.

**Night 2+:** If they have not yet found the book, you may make it easier to find. You may keep doing this each night, making it easier and easier.

**Day 3:** You may ask if they read the book. You may say that today is The First Sacrifice. Other than that, if they try to refer back to you saying anything out of the ordinary, you should pretend that you never said anything strange.

**Day 4:** You may give hints on how to interpret the book if they haven't figured it out. If they have read the book, you cannot yet comment on the names.

**Day 5:** You may drop hints that The Producers work for Azazel and are trying to thwart the minions of Samyaza.

**Day 6:** You may ask them questions like: how would you feel if you were called upon to kill one of the other contestants?

**Day 7:** You have managed to make the iPhone one of the prizes for the game. You have hidden it in the room and it will be the winning prize for Musical Chairs. You may give one person one hint where it is, but you may not tell exactly where it is.

**Night 8+:** Once each night, you may make a phone call to the iPhone. Ideally, we'll have a number for you to call. Otherwise, you can stand next to the person and say Ring Ring. If the person answers, then you can talk to them. See "phone call" below.

**Day 9:** You may let them know that they only need one person to enter the circle, and they don't have to vote on two, no matter how much The Producers pressure them.

**Day 10:** You may let them know that they only need one person to die, and they don't have to all kill each other, no matter how much The Producers pressure them.

### Additional Notes

**Phone Call:** You may only have one successful phone call for the game. You must ignore any attempts they make to call you back. While on the phone call, you may tell them everything. You have no limitations on what you say. Try to make sure they know the stakes of what is happening, and what can be done about it. You will have until the Night round is over and then you will be cut off immediately.

**If players are watching set up:** You may attempt to communicate with players in character during set up. If a GM notices you, you will need to make a pull to keep from being noticed by The Producers. Alternatively, if a player is noticed by a GM, you may make a pull to keep the Producers from noticing that player. You may not give any details of what is going on to the players, but you may give general warnings.

**If a character dies:** If the GMs believe they were a good soul, you may catch their soul as they are going to Heaven. They may communicate alongside you any time you communicate to the players.