

## Dread the LARP

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 Paranormal investigative TV show. They are investigating a haunted house. Supposedly ten years back, a man known as the Faceless Killer lived here and was killed in a shootout with the police. Some of his victims were found, their faces missing. But many were not.

This is to be the pilot episode for the show. The cabin is in a remote location. Cell phones get no reception here. This is an isolation scenario. Read below for what happens if the players try to leave.

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Thanks to Windmill Game Co. Buy their stuff. <http://rpg.drivethrustuff.com/product/65337/Dread%3A-Tales-of-Terror-Issue-1-Wastelands>

Special thanks to Laura Young for drawing the Seven Cards.

Go here for more free larps: <http://www.intink.com>.

## Setup

The game needs two main areas: a large room for the cabin and another room for the secret room. Players cannot enter the secret room until the secret door puzzle is solved.

You will need:

- 7 skin masks (secret room)
- At least 3 jenga sets (2 main cabin; 1 secret room)
- Body parts, and creepy stuff (secret room; you can put some creepy stuff in main cabin)
- Signs for the secret passage puzzle. (aside, ready for players when needed)
- A dismembered stuffed animal (put some parts in main cabin and some in secret room)
- A needle and enough thread to re sew the animal. (main cabin or secret room)
- A tub of gross stuff (cooked spaghetti, peeled grapes, and the like. + red food coloring) (aside, ready for players when needed)
- A wedding ring (in the tub)
- Flashlights for all players. (players to start with)
- White headbands for all players (keep until needed)
- The cards from the cards document. (keep these with you and then give to the players when needed).
- The ritual of the seven cards (hide in the secret room or have the players make a pull to find it when in the secret room).

When running the game, keep the lights off. The players must navigate by flashlight and fake candles.

## Characters

Host 1: Does not believe in ghosts. Doing it for money.

Host 2: Believes in ghosts.

B-List Celeb: Slept with someone to be on the show.

Cameraperson: Hardworking, but has a family.

Producer: Put some fake happenings in; nobody else knows. In debt; needs this to succeed.

Director: Hates the producer; isn't very good. Has issues.

Production Assistant : Other characters: what do you do that annoys the Production Assistant? Just let PA know that these people get on your nerves.

Property Owner/Local Expert: Related to the mass murderer in some way.

## Timeline

|           |  |
|-----------|--|
| 0:00      | Game Start   |
| 0:00-0:30 | Faked Paranormal Activity. This ends with the engine of the car being disabled.  |
| 0:35      | First possession. About 5 minutes. Sally Jeffries possesses one of the characters (not Director or Cameraperson). She will show the players the secret door. |
| 2:00-2:45 | Hawks possesses the Director.  |
| 3:15-End  | Hawks possesses Cameraperson (or Director if Cameraperson is killed)   |

The producer came to the cabin early on. If you are serving food, then he showed up early to deliver the food so it would be ready. While he was there, he set up some fake paranormal activity for the show. Nobody else knows. See the selection below for more information.

After that, there are a couple of possessions. First, Sally Jeffries possesses one of the characters which leads to the door puzzle. Then eventually the director gets possessed. The ghost leaves the director to possesses the cameraperson.

## Backstory

Ten years ago there were a series of grizzly murders, the Faceless murders. The Faceless Killer was so-called due to the fact that the bodies were often found dismembered, but always with their faces sliced off. The faces have never been recovered.

The killer was Gunther Hawks, the uncle of the Property Owner/Local Expert. The player can define their relationship with Hawks.

Hawks was killed by the police in a raid in this cabin, in part of the main cabin space. Body parts of the victims were found in the refrigerator. People now say that the cabin is haunted by Hawks and/or the ghosts of his seven victims. The faces were never found.

## The Victims

| Name           | Age | Card         |
|----------------|-----|--------------|
| Sally Jeffries | 7   | The Child    |
| Mayzie Stark   | 66  | The Crone    |
| Joshua Gowers  | 55  | The Fine Man |
| Bill Maraquat  | 17  | The Athlete  |
| Laura Marsh    | 39  | The Mother   |
| Charlie Towers | 28  | The Lover    |
| Beth Peaslee   | 17  | The Queen    |

## 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.

## Faked Paranormal Activity

- Cold Spots
- Things moving around a bit
- The words "get out" on a tape loop. Just have a GM say them randomly.
- A "ghost" projected from the car will cause it to become disabled. The projector was improperly wired to the engine and it overheated and broke.

You are welcome to come up with more ideas.

## Door Puzzle

There is a secret door in the house. The players will be led to discover it when Sally Jeffries possesses someone. However, it is sealed by a puzzle which the players must solve to open it. When they do, it takes them to a secret room with the skin masks.

The puzzle itself is hangman. The solution is GHOST OF A CHANCE. Players must make pulls to guess a letter or guess the solution. If they are wrong, the GM makes a pull just to make things harder. GM crashes don't harm characters. The letters **ETAOIN SHRDLU** require two pulls to guess, but any other letter requires 1 pull to guess. It takes 2 pulls to guess the puzzle (if it isn't completely solved). *Don't tell the players which letters cost more to guess, just tell them how many pulls it takes after they guess the letter.*

## Death Traps/Leaving the Game

If a player fails a pull outside of combat, for example with the Door Puzzle, they are hit by one of the many death traps that Hawks set up.

If players try to leave the cabin to go get help, they must make 5 pulls each. If they fail, they get hit with a death trap and come back to haunt (see below). 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.

## Hawks Possession and Dead Characters

Hawks will try to possess the Director about halfway through the game. Just take the player aside and give them the envelope.

Later Hawks will try to possess the Cameraperson.

Once the Director or Cameraperson is possessed by Hawks s/he will try to kill the other characters. If Hawks succeeds, the dead character may come back as a ghost, but may only interact with people wearing the skin masks and other ghosts.

## White Headbands

Ghosts will have white headbands/armbands to signify that they are invisible and intangible. Give one to the player when the character dies. Let the other players know that they cannot see or hear people wearing white headbands unless they have an ability that says otherwise.

## Skin Masks/Defeating Hawks

Each of the ghosts has an unfinished task. The ghost will possess the players as they put on the masks. When the task is finished, the ghost will depart and the mask will crumble to dust. The player will find a card representing the ghost whose task they have accomplished.

There is also a spooky book in the secret room. If a player is willing to make a pull, they can find the ritual involving 7 cards. The players may attempt the ritual, but for each card they are missing, they must make 5 pulls! (See ritual below)

## The Ghosts

### Sally Jeffries

Sally is scared and she has lost her stuffed animal. A stuffed animal will be cut into six parts (a head, a torso, and 4 limbs) and will be placed in various parts of game space. The players will need to find them, sew them back together, and restuff the animal, and then they get the child card.

### Mayzie Stark

Mayzie died old, alone, and unloved. She lived on the street and was a victim of circumstance. All she wants is a proper Christian ceremony, a grave marker (maybe a cross of some sort) and a mention on the TV show.

### Joshua Gowers

Joshua was a master of finance, an investor and a financial analyst. But he did not have a will. When he died, his three children fought bitterly for his money, and the fight is still going on to this day. He knows now that money does not bring happiness and wants his children to stop fighting. He wants someone to write his will establishing a charitable fund in his name. All his money is to go to it. The possessed player can sign it with Gowers' signature. It will need two witnesses and should probably be backdated 10 years or it'll be thrown out of court.

### Bill Maraquat

Bill died a month short of his graduation. He never received his varsity letter. The players must write up a diploma for him and present him with a letter in track.

### **Laura Marsh**

She never got to say goodbye to her two children (now aged 14 and 12, but then aged 4 and 2). She will ask the players to write them a note saying how much she loves them. She'll have a list, hopefully a long one, of things she wants to put in the note.

### **Charlie Towers**

Charlie has a wedding ring that was the symbol of his love for his wife. He lost it when he was taken by Hawks. It is in the bottom of a tub of ephemera. The players must reach in blind and feel around to find it. Then they must swear to deliver it to Charlie's wife.

### **Beth Peaslee**

Beth was homecoming queen of the high school and died about a week after Bill Maraquat. She was in love with Bill, but he never knew. She wants to say goodbye to him. The players will have to don masks and allow themselves to be possessed to allow this.

## Possession 1

*You are possessed by a ghost for the next five minutes. During that time, you don't remember your original character, just being the character described below. After the five minutes ends, you remember everything that you experienced while you were possessed.*

You are a young girl, about 7 years old (try to be a little creepy about that). Your name is Sally. You were brought here by a bad man who killed you and cut your body apart. And now you're a ghost.

There are a lot of ghosts here, but most of them are too weak to talk to anyone. And some of them are really mean!

But you know about the secret room. That's the room where the bad man took people to carve them up. There's a secret door to that room, but you don't know where it is. But you can tell people to start looking for the door, and maybe you can help them.

*There are mechanics for searching for the door. Have people see a GM when they want to find the door.*

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## Possession 2

*You are possessed by a ghost for the next forty five minutes. That's a long time, sorry. During that time, you don't remember your original character, just being the character described below. After the forty five minutes ends, you have blurry and disjointed memories of what you did while you were possessed, but remember no details. You absolutely have no memories of anything you might do that would sabotage or kill the rest of the characters.*

You are a man about 45 years of age. You were always disturbed when you were alive. The animals started at you with their glassy eyes. You started by killing the animals and that brought you a measure of satisfaction, but soon the animals weren't enough.

The first person you killed brought you such a thrill you hoped that you never had to do it again, but eventually the thrill wore off and you needed that high again. And each successive kill was less and less of a thrill. But then you discovered the book.

You have an old book hidden somewhere in the cabin. It is a grimoir, a book of spells. And the most powerful spells involve death. You had found a spell that required you to kill seven people and make masks out of their faces. It would give you power and eternal life and you wanted it.

You weren't sure then that you believed in the occult. You do now; you're a ghost after all. But you wanted to believe.

But the police stopped you before you could perform your ritual. You died in this very cabin. And you've been here haunting it ever since.

They never found your room. They never found the masks. If you can kill or drive off the rest of these interlopers, you can perform the ritual and you will be forever alive in this new body. And you will be unstoppable, able to kill whenever you want. Yes!

*Special Ability: Desperate fighter. Once during each combat, you can force your opponent to make 3 pulls instead of 1.*

## Possession 3

*You are possessed by a ghost for the rest of the game. During that time, you don't remember your original character, just being the character described below. Enjoy the new character.*

You are now Gunther Hawks the murderer. You are a man about 45 years of age. You were always disturbed when you were alive. The animals started at you with their glassy eyes. You started by killing the animals and that brought you a measure of satisfaction, but soon the animals weren't enough.

The first person you killed brought you such a thrill you hoped that you never had to do it again, but eventually the thrill wore off and you needed that high again. And each successive kill was less and less of a thrill. But then you discovered the book.

You have an old book hidden somewhere in the cabin. It is a grimoir, a book of spells. And the most powerful spells involve death. You had found a spell that required you to kill seven people and make masks out of their faces. It would give you power and eternal life and you wanted it.

You weren't sure then that you believed in the occult. You do now; you're a ghost after all. But you wanted to believe.

But the police stopped you before you could perform your ritual. You died in this very cabin. And you've been here haunting it ever since.

They never found your room. They never found the masks. If you can kill or drive off the rest of these interlopers, you can perform the ritual and you will be forever alive in this new body. And you will be unstoppable, able to kill whenever you want. Yes!

*Special Ability: Desperate fighter. Once during each combat, you can force your opponent to make 3 pulls instead of 1.*

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## Sally Jeffreys

*You are possessed by a ghost for as long as you wear this mask. During that time, you don't remember your original character, just being the character described below. After the possession, you remember everything that you experienced while you were possessed. While you are possessed, you may interact with players who are wearing a white headband. You may take the mask off at any time to end the possession.*

You are a young girl, about 7 years old (try to be a little creepy about that). Your name is Sally. You were brought here by a bad man who killed you and cut your body apart. And now you're a ghost.

There are a lot of ghosts here, but most of them are too weak to talk to anyone. And some of them are really mean!

You are a restless ghost. You left something behind, a task that is unfinished. You cannot do it yourself, but perhaps some of these other people here can help you. You lost your stuffed animal. It brought you safety and comfort. You know it is still around here somewhere, but you aren't sure where.

You want it back, whole and complete, in your arms. Then you can rest in peace.

*See a GM when the stuffed animal is returned to you.*

## Mayzie Stark

*You are possessed by a ghost for as long as you wear this mask. During that time, you don't remember your original character, just being the character described below. After the possession, you remember everything that you experienced while you were possessed. While you are possessed, you may interact with players who are wearing a white headband. You may take the mask off at any time to end the possession.*

You are an older woman; you were perhaps 65 or 70 when you died ten years ago. You aren't sure. You weren't very lucid when you were alive.

You were old and you lived on the streets. Nobody loved you or cared for you. Sometimes nice people would give you money which you could spend on alcohol to drown the pain. You had family once, but you doubt they even knew you were killed.

All you really want is for someone to care about you. You want your body, what is left of it, to be buried, a proper burial with a marker commemorating your life. And there is some sort of tv show? You want to make sure that they mention you. You want to be remembered. Then you can rest in peace.

*You may claim any of the body parts as yours. See a GM when the players have buried it and commemorated you to your satisfaction.*

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## Joshua Gowers

*You are possessed by a ghost for as long as you wear this mask. During that time, you don't remember your original character, just being the character described below. After the possession, you remember everything that you experienced while you were possessed. While you are possessed, you may interact with players who are wearing a white headband. You may take the mask off at any time to end the possession.*

You are an older gentleman. You were about 55 when you died. You worked hard as a financial analyst for a bank in the city. You knew finance very well and it was most of your life.

You left behind an estranged ex-wife – you had a prenup so she is cared for, and three children. And there's your problem. You never had a will. Your children are still fighting each other in court for your money. It's been tied up for ten years now!

Death gives one a pleasant perspective. You now know that money does not buy happiness and you want your children to stop fighting. You want the players to write out your will – you cannot write it yourself, but you can dictate it. When it is done, you can sign it, and the signature will match the ones you have on file. You will need to have two witnesses who would be willing to swear it's yours in court.

Oh, and you would need to make sure the will was backdated eleven years to when you were alive. If the courts thought this was a case of possession they would throw the whole thing out.

*You may make up details about your riches and children. See a GM when the players have written the will and you have signed it with two witnesses.*



## Bill Maraquat

*You are possessed by a ghost for as long as you wear this mask. During that time, you don't remember your original character, just being the character described below. After the possession, you remember everything that you experienced while you were possessed. While you are possessed, you may interact with players who are wearing a white headband. You may take the mask off at any time to end the possession.*

You are a seventeen year old teenager, a jock who ran track and loved it. You weren't too great at math and spelling and stuff, but you could run fast. It was all you really had, and it made you a big man. Every award you won was a personal achievement showing how worthwhile you were.

But now you're dead, killed just a month before you were supposed to graduate. That just isn't fair. You were about to be awarded your letter, the final proof of you validation. You want that moment to happen. The others must create a graduation ceremony for you and present you with a diploma and a letter, even if the diploma is handwritten and the letter is just cut paper.

*See a GM when the players have done what you asked to your satisfaction.*

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## Laura Marsh

*You are possessed by a ghost for as long as you wear this mask. During that time, you don't remember your original character, just being the character described below. After the possession, you remember everything that you experienced while you were possessed. While you are possessed, you may interact with players who are wearing a white headband. You may take the mask off at any time to end the possession.*

It is always a shame when a mother dies young and leaves her children uncared for. Your darling babies were 2 and 4 when you were killed ten years ago and you miss them terribly and need to make sure they are well cared for.

The poor dears probably don't even remember you. You want them to remember you. You want to leave them something to remember you by. You want the others to write a note for you – you can't do it yourself. And that note should contain everything you've ever wanted to tell your poor sweet darlings.

*See a GM when the players have written the note. It should contain at least 10 things you've always wanted to tell your children. More is better. You may make these things up. You may also make up details about your children and the rest of your family.*

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## Charlie Towers

*You are possessed by a ghost for as long as you wear this mask. During that time, you don't remember your original character, just being the character described below. After the possession, you remember everything that you experienced while you were possessed. While you are possessed, you may interact with players who are wearing a white headband. You may take the mask off at any time to end the possession.*

You were 28 years old when the madman killed you. He cut off your arms and legs and carefully sliced off your face. You lost your wedding ring, the one symbol of your love for your wife. You want the ring recovered and given to your wife. You even know where it is, but you can't get it yourself. Someone has to get it for you.

*See a GM when the players are ready to get the ring. You may also make up details about your wife and family life.*

## Beth Peaslee

*You are possessed by a ghost for as long as you wear this mask. During that time, you don't remember your original character, just being the character described below. After the possession, you remember everything that you experienced while you were possessed. While you are possessed, you may interact with players who are wearing a white headband. You may take the mask off at any time to end the possession.*

You are a seventeen year old teenager, a teen queen. You were one of the great beauties of your high school. You weren't too great at math and spelling and stuff, but you were pretty and popular. You thought you would have a dream life, get married and live a life of happiness.

You were devastated when your crush, Bill Maraquat, was killed by the faceless killer a month before graduation. He was your secret crush; you had dreams that the two of you would be prom king and queen. But that was not to be. You were also killed just before the prom.

Now you want that back. You want to tell Bill what you really thought of him. And you want these people to hold a fake prom for the two of you, crowning you king and queen. And you need to dance. Then you can rest in peace.

*See a GM when you have had your dance with Bill Maraquat.*

# THE RITUAL OF THE SEVEN CARDS

To dispel the evil spirit, you will need the seven cards of power. Each card represents an archetype and you must use the archetype to banish the ghost.

You will need to confront the ghost with each of the cards. The ghost will fight and you will need to resist.

Should you not have all the cards, you will need to press the ghost with your life force. It will require 5 pulls for each of the seven cards you are missing.

When the ghost has been pressed seven times, it will depart this world forever.