

# Pillowcases

*a modern masquerade*  
by Brie Beau Sheldon

## Required

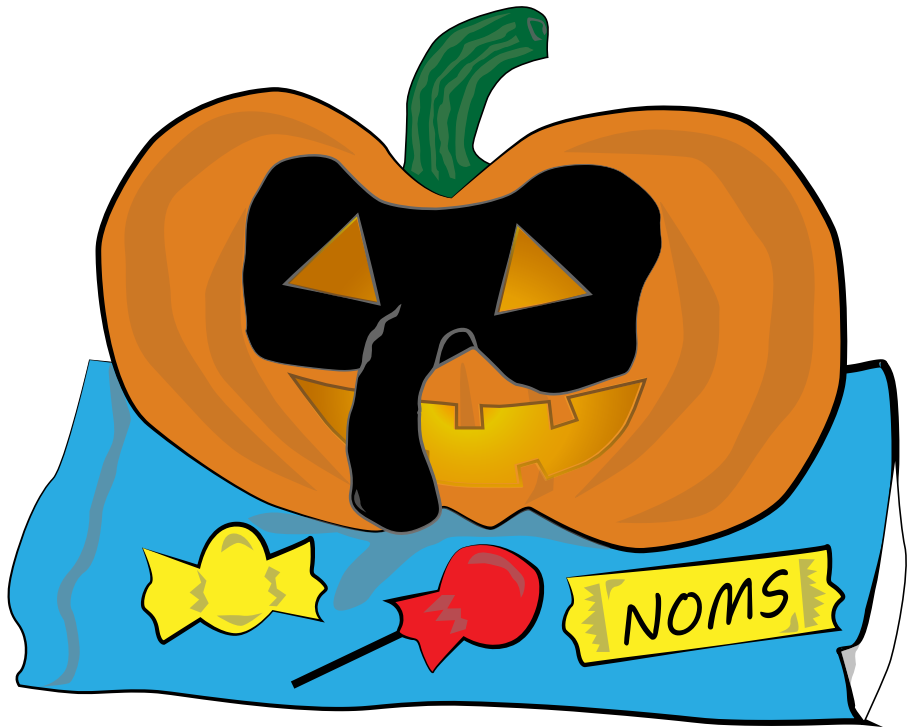
- » 2-20 players
- » 1-10 facilitators
- » Pillows equal to half #players
- » Halloween masks for each player
- » Candy/wrappers equal to #players, matching in sets of 3 or 5, in a pillowcase
- » A large room
- » Adequate seating around an open space (enough for all players to lay down without touching)
- » Music appropriate to the era
- » Index cards & pens
- » Debrief prompts on paper to hand out
- » Character nametags & prompts (cut into slips)
- » Timer set for 30 minutes, then three 10 minute timers

## Optional

- » Adjustable lighting, but no complete darkness is permitted
- » Drinks & candy

## Summary

Pillowcases is a freeform live action role-playing game set in the late 2000s in the rural United States. Characters are guests at a Halloween party masquerade. By matching candy wrappers, they will determine whether they have a romantic encounter or a change of plans. Through the night, ghosts will haunt them, for good or ill.



## Before Play

Read the Consent & Safety section and familiarize yourself with the roles of facilitators and players. Ensure you have the required supplies. Before starting to play Pillowcases, tell players about the basic safety and consent tools and ensure they know the phrases and terms.

After you tell them about safety and consent tools, instruct players in the outlining intimacy techniques. No one is required to touch anyone, even for the workshop.

## Playing

Start the 30 minutes timer. Have nametags available for players to take and fill out, and provide prompt slips nearby for them to take. Hand each player a candy wrapper, and then read the following text aloud.

---

*You're guests at the biggest Halloween party in town. This town is so small that the sixty person guest list is a fair percentage of the residents, so you know everybody here, for good or ill. Each one of you is single or in an open relationship. Your goal tonight is to have fun - and that may include getting laid.*

*Come to the party with your Halloween masks on. When you meet new people, you will show your face to them once, but otherwise keep your mask on until midnight strikes. Even if all the other clothes come off!*

*You'll begin the night in character by grabbing a name tag and writing on it your name, pronouns, occupation, and greatest fear. Take a prompt slip to guide your actions. Wander around and chat up some of your neighbors, and if you happen to find a person or two who strikes your fancy, plan to meet them at midnight. Go off and dance and talk to more people until it's ten-til-midnight.*

*Unless one of you changes your mind or finds a better option, when you meet at midnight, grab a pillow together. Reveal your candy wrapper and if it matches, you successfully get it on in the ten minutes after midnight. If it doesn't, you don't, and need to deal with that as you will - talk it out, find a friend, whatever that may be. All this while, you'll be haunted by your own ghosts.*

*When the morning comes, you'll have to face each other. Remove your masks and have morning pillow talk, whether you had sex or not. When you step out and rejoin the party, you may find out whether this was a spooky, sexy time, or just another mistake.*

---

Tell players to begin. Turn on any music. During this time, facilitators act as ghosts.

Ask the players to raise their hand if they're okay being haunted, and for any who agree, until the sun comes up, they will be haunted by the facilitators.

The ghost can hover respectfully around the couple and whisper to them (kneeling beside them if necessary), suggesting good or bad things about the situation like "You're not sure about this, they're not really your type" and "This feels too good to be true!" The ghost continues playing until the morning comes. If at any point the players want to dismiss the ghost, they should cross their arms in front of their chest or say "Piss off, ghost!" in a friendly tone.

**At the end of 30 minutes**, announce that it's 10 minutes til midnight and time to find their partners, and facilitators should make sure there's clear space on the floor for pillow time. Start the first 10 minute timer.

**After the next 10 minutes**, announce that it's midnight and pass out pillows. Dim the lights. If someone has ended up without a partner, they become a ghost. Start the second 10 minute timer while the players play out intimacy. Ensure all players compare wrappers and answer any questions.

If characters don't end up having sex, guide them in how they'd deal with it and why they might not have done it, if they ask for guidance. If some players choose to remain quiet during this time, that's totally acceptable. Some players may decide to break away from their partners and group up with others. This is fine!

**At the end of that 10 minutes**, turn the lights back up and "wake" the players. Tell them to remove their masks. Have them rejoin their original partners. Now they play out the morning after, starting together with the partner, then breaking out into the larger group, when everyone knows who slept with who. After ten minutes, the game is ended by turning down the music slowly until it's turned off. A facilitator should raise their hand and gain the attention of players until they join in and go quiet. Complete the post-game debrief.

## Six or Fewer Players

For six or fewer players, when it comes to pairing off during the first thirty minutes, have players shuffle partners at the ten and twenty minute mark.

For a two player game, players know that this is the person they're spending the night with. Cut the 30 minutes down to 15, with an alarm at the 10 minute mark to represent a disruption in their conversation.

## Consent & Safety

**Note:** Minor interruptions to play for pauses won't ruin the game. It's just like when someone comes to the door and interrupts a party. The flow will come back!

### Masks

Characters arrive at the party wearing a mask and keep it on until the last ten minutes of game. At every first meeting players reveal their face so they know which other player they're interacting with. No masks should be too difficult to remove in the case of an emergency.

### Clothing

If players elect to wear a costume, that's great! It should be noted that players must remain clothed for the duration of game.

### Touch

There is no touching in Pillowcases. The consenting-only outlining technique can be used to represent touch and cuddling. Players must ask permission to use outlining, and if it is denied they have to accept it, and negotiate with partner(s) any means of demonstrating intimacy.

### In-Game

Players must use Script Change phrases for indicating comfort with content or story. Rewind is used to back up to a specific point and replay the scene, fast forward is a fade to black, and pause allows a break from the current activity. Whole-room pauses are indicated by raising your hand and then everyone in the room following suit and raising their hand, falling quiet. Players can also use the phrase frame-by-frame to indicate a need to take it slow for the scene. Players say resume to return to

normal gameplay. All players agree to use these tools and respect them.

## Support

If a player calls a pause, they are welcome to continue play after resting, depart the game, step out of a specific scene, or otherwise, but a facilitator should be available to check in with them. The player can indicate need for a facilitator by moving to the side of the room or asking for a whole room pause. The facilitator meets with any player that indicates need and takes any necessary and reasonable actions to accommodate the player's need.

## Post-Game

After the game, all players are provided with three or more index cards to write their thoughts on. These can be shared with other players or kept quiet. The players do not have to write them immediately, but will be given the prompts that follow before departing (on a handout is acceptable).

- » What can others do to affirm your feelings and honor your experience?
- » What emotions are you feeling after the game, even if you don't know the cause?
- » Who did you feel you connected with, and why do you think that happened?
- » What are some moments in the game you value?

No player has to stay in the room at the end of the game, but provide an opportunity for players to vocalize their feelings as well in an optional debrief. Use the same prompts above and always start with the first one. Encourage the use of "I" statements ("I felt nervous when Scott acted out") and ask players to be gentle with themselves and others.

## Physical Needs

Players may have physical needs that prevent them from standing, sitting, or lying down for any given period, or have noise or light sensitivity. Make use of available seating, change positions, hold the pillows up with your hands, adjust the volume of the music (or turn it off), adjust the lighting,

and ensure the temperature of the room is comfortable for all players before starting play. Make adjustments as needed during play. Encourage players to call a pause if they need to make an adjustment, and show enthusiasm to meet these needs. No player should be prevented from playing because of reasonable accommodations they need.

## **Intimacy**

These techniques are the recommended techniques to use for playing out intimacy in Pillowcases.

## **Pillow Talk**

If players wish to confess their character's intimate, dark, or complex emotions or thoughts aloud to each other while leaving them secret in-character, they can hold the pillow between themselves and the other player(s), partially obscuring their face and body, and speak aloud the thoughts (like Jesse's player saying "Jesse's player is loving the attention, but you can see she's too shy to say how hot this is making her."). Anything said during Pillow Talk is considered metacanon, something known by players and used to inform play, but is not known by other characters. Consider them like thought bubbles!

## **Outlining**

For the outlining technique, players move their hands around the outside of their partner's body, keeping at least an inch distance from the surface of any clothing. They can imitate what physical touch their partner is comfortable with, but no overt sex acts should be mimicked.

If players both consent and are comfortable, players may touch each others' masks gently to simulate touching bare skin. This is not required, but for interested players can demonstrate a deeper intimate connection without direct touch. Players may also use the pillows to represent a barrier between them, or instead press into the pillows to show more intense, deep touch, like requested massage or consensual groping. This can be very intimate, but players should avoid simulating any direct sex acts.

## Character Prompts

George Wilson, he/him Plumber, afraid of water Single, looking to mingle, nervous	Lexxi Hunter, they/them Raver, afraid of the dark Open, into groups, shameless
Ryan Sikes, she/her Tax Collector, afraid of snakes Single, down for fun, happy	Willie Longhurst, they/them Truck Driver, afraid of spiders Single, looking for love, jovial
John Tucker, he/him Farmer, afraid of dogs Single, will put a ring on it, gentle	Sissy Lawson, she/her Beautician, afraid of beige Open, serial dater, intense
Elisa Clark, they/them Server at Chuck's, afraid of dying Single, aromantic, friendly	Renee Gillespie, she/her Designer, afraid of clowns Open, kink-minded, shy
James Benton, he/him Manager at Chuck's, afraid of poverty Open, likes threesomes, flamboyant	Bob Booker, he/him Car Salesman, afraid of motorcycles Single, vanilla and quiet, boisterous
Emily Brown, she/her Self-Employed, afraid of the stage Single, just here for a good time, quiet	Brian Parker, they/them Barber, afraid of losing loved ones Single, good reputation...in bed, clever
Corrine Austin, they/them Farmer, afraid of the dark Single, exploring for the first time, kind	Bob "Robbie" Rogers, she/her Mechanic, afraid of scorpions Open, looking for company, tough
Peter Berg, he/him Shop Owner, afraid of lightning Open, not experienced, precise	Kathy Stein, she/her Homemaker, afraid of losing family Single, wants to be favored, warm
Robert "Bob" McMillan, he/him Unemployed, afraid of staying broke Single, wants to be loved, honest	Rhys Lambert, they/them Town Clerk, afraid of cats Open, into friends with benefits, smart
Jessica Ross, she/her Unemployed, afraid of empty spaces Open, not big on relationships, flighty	Jon Richards, fluid pronouns Secretary, afraid of the number 13 Single, likes to cuddle, cheerful
Mike Davidson, he/him Stay-at-Home-Dad, afraid of death Single, wants to feel strong, anxious	Tristan Riley, they/them Artist, afraid of blood Open, likes intimacy and quiet, calm