

WE WILL NOT SPEAK OF THIS

a ghost story larp for two players

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My brother just died. He caused me a lot of grief, but I'd still do anything to speak to him again.

My sister is grieving me. If she knew what I did, she'd never speak to me again.

They say he's still there, in our family house. I need to hear his voice, even if it kills me.

I've been waiting here, in our family house. She might kill herself if she heard the truth.

But whatever happens, I will not speak of this.

But no matter what, I must speak of this.

Players: 2

Duration: 30 min. - 1 hr.

Location: Opposite sides of a closed door.

You will need: A timer, a pen or pencil.

SET-UP

To begin, choose which player will be the HUMAN and which is the GHOST. The HUMAN has inherited the house of a dead relative and is seeking to make contact for their own purposes. The GHOST is the lingering spirit of this relative with their own agenda. Answer the following questions together. (HUMAN answers odd questions, GHOST answers even questions.)

1. How are your characters related? Describe your family in three words.
2. What is the horrific secret your family keeps, and why do you never speak of it?
3. What is the happiest memory you shared, and why do you refuse to think about it now?
4. Who is to blame?

Now, fill out your respective character sheets separately.

PLAY

When you are both ready, sit on opposite sides of a closed doorway. Under no circumstances must you open the door; this is the barrier between the living and the dead. Turn off the lights, if you prefer. Have the GHOST set a timer for 30 minutes. Both players take a deep breath, silently count to 10, then start the timer.

As a GHOST, you seek to tell the HUMAN something you weren't able to in life. However, you can no longer communicate as you once did. You cannot speak. The only way you can engage is by attempting to convey your message through the door between you. Examples include: knocking, scratching, tapping, pounding, drumming, turning the knob, slipping something underneath the door (not a written note), etc.

Meanwhile, the HUMAN must attempt to talk to the GHOST and accomplish their goal. They can use whatever methods of communication they prefer.

After 30 minutes, the veil has thinned. When the timer goes off, the GHOST opens the door. The HUMAN faces away from the door, holds their breath, and silently counts to 5. At any point during this count the GHOST can whisper one sentence and/or pull the HUMAN over the threshold and cause them to become the new spectre haunting the house. Once the count of 5 is reached, dawn breaks and the veil is sealed permanently.

When you are ready, both players face each other and swap sides. You are now playing opposite roles.

Decide whether you want to play BEFORE or AFTER:

In BEFORE, the previous GHOST is now playing their character back when they were a HUMAN and encountering the preceding GHOST of the house.

In AFTER, the previous HUMAN has passed on (by natural causes or otherwise) and is now the GHOST haunting the home which the new HUMAN inherits.

After you've made new character sheets, reset the timer for another 30 min. and play as before.

HUMAN CHARACTER SHEET

Pick one of these as your goal. DO NOT SHARE IT:

- ❖ Convince the GHOST to leave. *Why has their presence been ruining your life?*
- ❖ Receive forgiveness. *What makes this something you could never confess to the living?*
- ❖ Find out what's beyond the veil. *Why can you no longer put off learning this?*
- ❖ Come to terms with what you've done. *What horrible thing will happen if you do, and why has it been eating at you anyway?*

What is the worst thing your family member ever did to you, and why can't you forgive them?

Describe a moment your family member could have protected you but didn't.

Why can you not leave this house, no matter what?

Why do you want to forget your name?

GHOST CHARACTER SHEET

Pick one of these as your goal. DO NOT SHARE IT:

- ❖ Scare off or convince the HUMAN to leave. *What happens if you don't succeed?*
- ❖ Get the HUMAN to swear a vow. *What will you receive when the vow is made?*
- ❖ Confess a feeling you could never share in life. *What is holding you back from sharing it, even now?*
- ❖ Take the HUMAN's place. *What tactic will you use to keep them talking?*

What about your death does nobody know but you? What will happen when they find out?

What is keeping you here?

Describe a moment the HUMAN was not there when you needed them.

What are you willing to kill the HUMAN for?

How much of your humanity is left, anyway?