

The Rake

A Horror LARP by Jay Dragon

What You Need

- At least three players.
- A full house, all to yourselves, with no lights on. One room must have a mirror and a
- A box of matches, with half the matches removed, per player.
- A stack of paper or a notebook.
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- Something to make someone look terrifying, like a mask, hood, or a balloon.

Beginning the Game

Designate a safe space, outside of the game. This is a room with only one entrance, or perhaps outside. Turn the light on there. Players cannot get into this space unless they want to leave game permanently. If at any point a player is too uncomfortable to continue playing, they should step into this room and not return to the game, knowing they're safe. If someone is on their way to the safe space they'll have both hands raised above their head.

Choose one player to be the Rake. If multiple people want to be the Rake, or no one wants to be the Rake, have everyone involved take a match, hold them over a sink or toilet, and light them all at the same time. If the problem is that too many people want to be the Rake, then the last person to let go becomes the Rake. If the problem is that no one wants to be the Rake, then the first person to let go becomes the Rake. Everyone should give the Rake a hug and tell them that they love them. The Rake will then go into the safe space, with the papers and the monstrous decoration. in order to get their costume together and look as scary as possible. The players should not see the Rake before game begins.

All of the other players are teenagers having a sleepover. It is optional for players to wear clothes appropriate for a slumber party. Each player should choose their name, and choose who in the group they have a secret crush on, and who they hate. If there's only two teenagers, then they have crushes on each other and hate each other. Otherwise, try to choose separate people. The players will then make sure all the lights are out (besides the safe space), settle down in the same room, set their phones on airplane mode, give each other a smile, and begin game.

Summoning the Rake

All the teenagers are bored at a slumber party together, when the power cuts out. They may make some small talk, before one of them inevitably suggests playing a scary game within the first 10 minutes. While some of the teenagers might be scared to play, they are eventually bullied into it. The plan is to summon the Patron Saint of all Murderers, a being named the Rake. The origin of the Rake is always different, and people have probably heard wildly conflicting accounts. However, the Rake is always summoned in the same manner.

The Rake's Ritual

All those who wish to summon the Rake must gather matches, lighters, and cups. The Rake may only be summoned when there are no lights in the house.

The summoners stand in front of a mirror, each with a match. The summoners fill their cups two-thirds of the way up with water from the sink, and then each take a match and light it. As the matches burn and are dropped into the cups, the summoners declare:

"Scary Rake, I will not fear, Scary Rake, although you're near, Scary Rake, I will not cry, Scary Rake, although I'll die!"

The summoners then scatter to find places to hide in the darkness, along with their cup with water and three matches. They must light each match one by one in their hiding place, dropping it into the cup when they can't hold it anymore. They cannot move from their hiding place until the third match is extinguished.

As people are scattering, one person should knock on the Rake's door. The Rake should wait one minute before entering the game.

The Hunt

The Rake is silent, and will never speak.

The Rake is slow, and if the players have a fair chance to run, they can always outrun it. However, if a player sees the Rake, they must freeze and light one of their matches. They cannot move until the match burns down to their hand. Once the match has finished burning, they should drop it in the water and they may move freely. They cannot be frozen in this way again until they leave the room.

If the Rake touches you, you die and collapse to the ground.

Once you die, you stay on the ground. Perhaps now is a good time to take a nap, or to relax. If you find yourself unbearably bored, put both hands above your head and go to the safe space.

The Rake may also leave papers on the ground. If a player steps on one of the papers, they die. However, if they know the paper is there, they can avoid it.

Players cannot use flashlights, phone screens, or any kind of light to see.

If a player spills their glass of water, or has their glass of water spilled, they are considered dead until they have a chance to refill their glass. They are still playing the game, but if they see the Rake then they freeze and have no way to un-freeze until the Rake is gone, and they're considered dead for the end of the game.

If a player runs out of matches, they die.

A player may end the game by returning to the mirror where the game began and declaring, *"Scary Rake, I do not fear, Scary Rake, although you're here, Scary Rake, I do not cry, Scary Rake, I will not die!"* while the Rake is in earshot. If a player doesn't remember that phrase, I encourage them to write it on themselves before game begins. Then they scream "GAME!" and everyone returns to the room with the mirror. If the game ends with a player trapped in a position where they were surrounded on all four immediate sides with yarn and walls, then they are considered to have been dead. If the player who performed the ending incantation was actually the last person alive, then that player wins the game and survives. If there was more than one person alive at the end of the game, then the Rake kills them all and the Rake wins. The Rake can also end the game if they know they killed every single person personally.

The Rake wins in all scenarios except when there's exactly one person alive at the end of the game. The best tactic in this game is to get your friends killed.

Decompressing

After the game, you'll probably want to relax together. Turn all the lights on, and hang out with each other. Maybe you'll have an actual sleepover, where you don't do stupid things like summon the Saint of all Murderers.