

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 sink.
- One piece of yarn or twine for every room (including hallways and closets) in the house, each cut to be about 4 feet long.
- A lot of toothpicks or matches.
- One lighter and one empty cup per player.
- 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 toothpick, 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 Yarn and 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 toothpicks, 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 toothpick. The summoners fill their cups two-thirds of the way up with water from the sink, and then each take a toothpick and light it. As the toothpicks 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 all scream as loud as they can, and scatter to find places to hide in the darkness, along with their cup with water and three toothpicks. They must light each toothpick 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 toothpick is extinguished.

When the Rake hears the loud scream, they will wait in the safe space for another 60 seconds, at which point they'll emerge from the safe space and never enter there again.

The Hunt

The Rake is silent, and will never speak.

The Rake is slow, and the players will always outrun it. The Rake can lay down pieces of yarn as traps. If a player moves over a piece of yarn, they will collapse to the ground and be dead. The same will happen if a player realizes they moved over a piece of yarn, even if it was long after it happened.

The only situation a player may touch a piece of yarn is if another player is trapped in a space where they are surrounded with yarn or walls on all four sides of them. In that scenario, a player

may budge the yarn to allow another player through. Otherwise, touching or trying to cheat the yarn will kill you.

If the Rake gets their body within 6 inches of you, you have to start counting. If you count to 5, then you die. You'll always outrun the Rake, but if you're trapped then you'll definitely die.

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.

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 must scream very, very loudly.

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. 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.

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.