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Journal of Interactive Literature and Drama

**A Multi-Discipline Peer-Reviewed Journal of
Immersive Narrative Experiences**

**Volume Fourteen, Issue One
May 2020**

Interactive Drama Archive

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Journal of Interactive Literature and Drama

ON ASSESSMENT STRATEGIES IN LARP-BASED LANGUAGE EDUCATION

Peter Lamont

Abstract

This essay delves into the intricate world of assessment strategies within the context of Live Action Role-Playing (LARP)-based language education, comparing these strategies to traditional assessment methods. The essay commences by tracing the evolution of language education from conventional methods to innovative approaches and introduces the concept of LARP as a dynamic vehicle for language learning. Emphasizing the critical role of assessment in language education, it sets the scope for exploring the challenges posed by LARP-based assessment and its unique comparison with traditional methodologies. The challenges encountered in LARP-based language education assessment are multifaceted. The immersion versus evaluation paradox demands a delicate balance, ensuring that language learning remains authentic within the immersive LARP environment. Subjectivity in assessment introduces nuances of interpretation and evaluation, compelling educators to establish clear criteria for grading. Maintaining consistency and reliability in the dynamic world of LARP is essential, as is addressing the practicality and resource constraints associated with this innovative approach. The essay then delves into a comprehensive examination of effective assessment strategies tailored to LARP-based language education. These include performance-based assessments that thrive on real-life scenarios, portfolio assessments that capture the holistic language journey, peer and self-assessment that empower learners, rubrics and assessment criteria that ensure transparency, and ongoing assessment integrated into the entire learning process. Furthermore, the essay explores case studies that illustrate the adaptability of LARP-based assessment across diverse contexts, from historical reenactment to specialized professional fields. These case studies offer insights into how educators can tailor assessment approaches to meet specific learning

objectives and create immersive language learning experiences. In conclusion, the essay summarizes the assessment challenges, effective strategies, and the evolving landscape of language education assessment within LARP-based settings. It underscores the importance of contextual assessment and the dynamic nature of language education assessment. Finally, it recognizes the role of assessment as an integral part of the learning journey in LARP-based language education, bridging the imaginative realms of LARP with the practical demands of effective language communication.

Keywords: Language education, Assessment strategies, Live Action Role-Playing (LARP), Language proficiency, Traditional assessment methods, Immersive learning, Subjectivity in assessment, Consistency and reliability, Resource constraints, Performance-based assessment, Portfolio assessment, Peer and self-assessment, Rubrics and assessment criteria, Ongoing assessment, Hybrid assessment approaches, Case studies, Contextual assessment, Language learning journey, Evolving landscape, Innovative approaches.

I. INTRODUCTION

Language education has traversed a remarkable journey, evolving from the tried-and-true traditional teaching methods that once dominated classrooms to the vibrant landscape of innovative approaches that are reshaping the way we learn and acquire new languages.

A. Evolution of Language Education

In the not-so-distant past, language education was synonymous with the conventional classroom experience. It was a world of textbooks, blackboards, and grammar exercises, often accompanied by stifling routines and scripted dialogues. The teacher stood at the front of the room, delivering lessons while students listened passively, taking notes, and regurgitating information during exams. The primary goal was to equip learners with the essential skills needed to read, write, speak, and understand a new language.

However, the educational arena has been transformed by the winds of change. As educators and learners alike began to seek more engaging, interactive, and

immersive approaches, innovative methods started to emerge, each one pushing the boundaries of conventional wisdom.

B. Introduction to LARP-Based Language Education

One such groundbreaking approach that has captured the imagination of language learners and educators alike is Live Action Role-Playing, or LARP. At its core, LARP is a form of experiential learning where participants don costumes and roles to immerse themselves in fictional worlds and narratives. It's a world where the boundaries between reality and make-believe blur, allowing individuals to inhabit characters, traverse diverse settings, and engage in interactive storytelling.

In the context of language education, LARP takes learners out of the traditional classroom and plunges them into a linguistic adventure. Here, students don't just study language; they live it. They become the characters in their language journey, interacting with others, making decisions, and communicating in real-life situations. It's an approach that promises not just fluency but a deep and intuitive understanding of a language's nuances.

C. Significance of Assessment in Language Education

In the realm of language education, assessment plays an indispensable role. It serves as the litmus test of a learner's progress, providing educators with insights into their proficiency and understanding. Traditionally, assessment has been the yardstick against which language learners are measured. Standardized tests, written assignments, and quizzes have been the go-to tools for evaluating linguistic competence.

As we venture into the realm of LARP-based language education, the significance of assessment takes on a new dimension. With learning becoming an immersive experience, the traditional assessment methods that worked in the confines of a classroom may need to adapt to this dynamic environment. The need for adaptable assessment strategies is palpable as we

aim to capture the essence of language proficiency within the vibrant, ever-changing world of LARP.

D. Purpose and Scope

In this essay, we embark on a journey to explore the fascinating intersection of LARP-based language education and the assessment strategies that accompany it. Our purpose is twofold:

1. To investigate the unique challenges that educators face when assessing language proficiency in the context of LARP-based education. This includes understanding how to measure language skills within the framework of immersive storytelling and dynamic role-playing.
2. To engage in a comparative analysis, pitting these innovative LARP-based assessment challenges against the backdrop of traditional assessment methods. Through this comparison, we aim to unravel the strengths and weaknesses of each approach and shed light on their adaptability and effectiveness.

E. Structure of the Essay

To navigate this exploration effectively, our essay is structured into distinct sections, each with its own significance in understanding the broader topic:

1. Overview of main sections: We begin by providing an overview of the key sections that will guide our exploration, offering a roadmap for the reader.
2. Significance of each section: We emphasize the importance of each section in unraveling the complexities of assessment strategies in LARP-based language education.

Now, with our compass set, we delve deeper into the world of LARP-based language education and the intricate challenges and strategies that accompany

it, all while keeping a watchful eye on the traditional methods that have long defined language education.

II. CHALLENGES IN LARP-BASED LANGUAGE EDUCATION ASSESSMENT

A. Immersion vs. Evaluation

In the realm of LARP-based language education, one of the foremost challenges lies in striking a delicate balance between the immersive nature of the learning experience and the necessity for rigorous evaluation. LARP, by its very essence, encourages participants to fully immerse themselves in their roles and the fictional world they inhabit. It demands their complete engagement, often transcending traditional classroom boundaries. This presents a paradox - while immersion is integral to language acquisition, it can also make the evaluation of language skills more complex. In the midst of role-playing and storytelling, assessing language proficiency can sometimes take a back seat. The challenge, therefore, is to design assessments that seamlessly fit within the immersive experience, becoming an integral part of it without disrupting the flow of learning. It requires educators to be creative in weaving assessment objectives into the fabric of the LARP, ensuring that language evaluation remains authentic and aligned with the pedagogical goals.

B. Subjectivity in Assessment

LARP-based language education introduces an element of subjectivity that can be both a strength and a challenge. Language learning in this context often relies on interpretation and interaction within the fictional scenarios created. However, when it comes to assessment, this subjectivity can pose challenges. Language proficiency assessments in LARP are not solely about grammar and vocabulary; they encompass the ability to use language effectively in real-life situations. As such, assessments may hinge on how

well participants interpret and respond to various role-play situations. This introduces an element of subjectivity into the grading process. Two assessors might perceive a participant's performance differently, leading to varying grades. Addressing this subjectivity is essential. Educators need to establish clear assessment criteria, provide guidelines for interpreting role-play interactions, and foster discussions among assessors to minimize discrepancies. Striking the right balance between fostering creativity and maintaining consistency in assessment is a key challenge in LARP-based language education.

C. Consistency and Reliability

Consistency and reliability are pillars of effective assessment, but in the dynamic world of LARP-based language education, maintaining these can be a formidable task. The very nature of LARP involves spontaneity and unpredictability, as participants respond to evolving scenarios and adapt their language use accordingly. While this dynamism enhances the immersive experience, it can pose challenges for assessment. Establishing consistent evaluation criteria becomes essential to ensure that assessments are fair and equitable across different LARP sessions and participants. Moreover, the reliability of assessment outcomes is vital for accurately measuring language proficiency. It necessitates careful planning and calibration among assessors to ensure that the assessment process is not overly influenced by the variability inherent in LARP. This challenge pushes educators to find ways to strike a balance between the fluidity of LARP and the need for consistent and reliable assessment outcomes.

D. Practicality and Resource Constraints

LARP-based language education, with its vivid and interactive scenarios, can be resource-intensive. Constructing immersive worlds, developing complex role-play scenarios, and facilitating participant engagement require significant time, effort, and sometimes financial resources. These resource constraints can pose a challenge when it comes to designing and

implementing assessments within the LARP context. The same creativity and attention to detail that make LARP-based education engaging can make assessment resource-intensive as well. Educators must find practical ways to assess language proficiency without overwhelming themselves or their institutions. This may involve creatively utilizing technology, sharing resources, or designing assessments that are both effective and feasible within the constraints of time and budget. Balancing the immersive and resource-intensive nature of LARP-based language education with the practicalities of assessment is a real-world challenge that educators grapple with in this innovative educational approach.

III. STRATEGIES FOR EFFECTIVE ASSESSMENT IN LARP-BASED LANGUAGE EDUCATION

A. Performance-Based Assessment

In the vibrant world of LARP-based language education, performance-based assessment emerges as a potent strategy for evaluating language proficiency. Instead of relying solely on traditional written tests, educators harness the immersive power of role-play scenarios. By creating carefully constructed scenarios, students are provided with opportunities to apply their language skills in real-life situations within the LARP context. This approach shifts the focus from mere knowledge of grammar and vocabulary to the practical application of language in dynamic, interactive settings. Students are challenged to engage in conversations, negotiate with other characters, and express themselves authentically, all while under the guise of their LARP characters. Performance-based assessments not only measure language proficiency but also encourage creativity and adaptability, mirroring the unpredictable nature of real-world language use within the LARP environment.

B. Portfolio Assessment

Portfolio assessment offers a multifaceted approach to evaluating language learning within the LARP framework. It goes beyond traditional assessments by allowing students to compile a diverse range of their work, reflections, and achievements throughout their language learning journey. In this context, students maintain portfolios that showcase their progression. These portfolios may include written reflections on their experiences in LARP scenarios, recordings of their role-play interactions, and even artifacts like character diaries or scripts they've written. Portfolio assessment not only captures linguistic development but also provides a holistic view of a student's growth in creativity, problem-solving, and cultural understanding. It encourages learners to reflect on their journey, fostering metacognitive skills and a deeper connection to their language acquisition process.

C. Peer and Self-Assessment

Peer and self-assessment are powerful tools that empower students in the evaluation of their language proficiency within the LARP environment. Involving students in the assessment process by having them evaluate their peers' performances can be both enlightening and motivating. It encourages a deeper understanding of assessment criteria and the nuances of language use. Furthermore, peer assessment promotes collaboration, as students learn to provide constructive feedback to one another, reinforcing their language skills in the process. Additionally, promoting self-assessment encourages students to become active agents in their learning. Encouraging self-reflection and self-regulation, students can assess their own progress, set goals, and take ownership of their language acquisition journey. Peer and self-assessment not only reduce the workload on educators but also foster a sense of accountability and autonomy among learners, aligning well with the immersive and self-directed nature of LARP-based language education.

D. Rubrics and Assessment Criteria

The use of clear assessment rubrics and criteria is paramount to ensure transparency and consistency in evaluating language proficiency within the LARP context. These tools provide educators and students alike with a common language for understanding the expectations and standards of assessment. Developing well-defined rubrics that outline specific language skills, communication effectiveness, and even elements of character immersion helps streamline the assessment process. Rubrics serve as roadmaps, guiding both assessors and learners in what to look for and how to evaluate performance. They enable educators to maintain objectivity and ensure fairness in grading, especially in scenarios where subjectivity may arise due to the immersive nature of LARP. By adhering to transparent rubrics and assessment criteria, educators can strike a balance between the creative, immersive elements of LARP and the need for structured evaluation.

E. Ongoing Assessment

Ongoing assessment is a dynamic approach that seamlessly integrates assessment into the entire learning process within the LARP environment. Unlike traditional assessment, which is often perceived as a standalone event, ongoing assessment is a continuous and pervasive aspect of language education. It recognizes that learning doesn't occur in isolated moments but is an ongoing, evolving process. In LARP-based language education, assessment is not confined to the culmination of a scenario or the end of a semester. It is interwoven throughout the learning journey. Educators gather data on students' language performance during role-play, interactions, and even spontaneous language use outside formal scenarios. This approach provides a real-time view of a student's language development, allowing for immediate feedback and course corrections. Ongoing assessment fosters a culture of continuous improvement, encouraging students to actively engage with their language skills and seek opportunities for growth within the immersive LARP experience.

IV. COMPARING LARP-BASED LANGUAGE EDUCATION ASSESSMENT WITH TRADITIONAL METHODS

A. Traditional Assessment Methods

In the world of language education, traditional assessment methods have been the bedrock for generations. These methods, which include standardized tests, written assignments, and quizzes, are deeply entrenched in educational practices. Standardized tests, such as multiple-choice exams and proficiency tests, have been used to gauge language skills in a structured and uniform manner. They provide a consistent way to evaluate learners across various contexts. Written assignments and quizzes, on the other hand, assess a student's grasp of grammar, vocabulary, and comprehension through written responses. These methods prioritize accuracy and uniformity, allowing for straightforward grading and comparisons among students.

B. Key Differences

The stark differences between LARP-based language education assessment and traditional methods are both intriguing and illuminating. Firstly, the assessment in LARP is immersive, contrasting sharply with the standardized nature of traditional assessments. LARP encourages students to engage with language in dynamic, real-world scenarios where they must adapt and think on their feet. In contrast, traditional assessments often involve isolated, decontextualized tasks that may not adequately reflect a learner's ability to use language in authentic situations.

Secondly, subjectivity plays a more prominent role in LARP-based assessment. The interpretation of a student's performance, their role-play interactions, and the context within a scenario can introduce subjectivity into the evaluation process. Traditional assessments, with their standardized

formats and clear answer keys, tend to be more objective in their grading. This subjectivity, while a challenge, can also be a strength in LARP, as it mirrors the complexity of real-world language use, where interpretation and context matter.

C. Benefits and Drawbacks of Each Approach

LARP-based language education assessment offers several advantages. It provides an immersive, context-rich environment that fosters authentic language use and cultural understanding. It encourages creativity, adaptability, and problem-solving, skills that are highly valuable in real-life language situations. Additionally, it can be motivating and enjoyable, enhancing student engagement and retention. However, LARP-based assessment also has its limitations, including the subjectivity mentioned earlier and the resource-intensive nature of creating scenarios.

Traditional assessment methods have their own set of benefits. They are efficient for evaluating a large number of students, and their standardized nature allows for easy comparison. They are well-established and familiar to both educators and students. However, traditional methods can be criticized for their lack of authenticity and the potential for learners to focus on test-taking strategies rather than true language acquisition. They may not adequately capture a student's ability to communicate effectively in real-life situations.

Both approaches have limitations. LARP-based assessment can be challenging to standardize and may not suit all learning objectives. Traditional assessments can be disconnected from real-world language use and may not fully engage learners. Recognizing these strengths and weaknesses is essential in designing effective language education programs.

D. Adaptability and Future Prospects

The future of language education assessment lies in finding a balance between the immersive, dynamic aspects of LARP-based assessment and the standardized, objective nature of traditional methods. Technology plays a pivotal role in this integration. Tools such as virtual reality, artificial intelligence, and online platforms can facilitate the creation of immersive assessment scenarios while maintaining objectivity in evaluation. The future may witness the emergence of hybrid assessment approaches that harness the strengths of both LARP-based and traditional methods, offering learners a more comprehensive and adaptable language learning experience. The key lies in adapting assessment strategies to align with evolving pedagogical needs and the changing landscape of language education.

V. EXAMPLE CASE STUDIES

To bring the discussion on assessment strategies in LARP-based language education to life, let's delve into a couple of fictional but illustrative case studies.

Case Study 1: Immersive Language Evaluation in a Medieval Fantasy LARP

In a language classroom of the future, a group of students embarks on a unique language learning journey through a medieval fantasy LARP. The teacher, Mrs. Ramirez, designs a scenario where students assume the roles of knights, wizards, and villagers. The goal is to complete quests, interact with each other, and navigate complex role-play scenarios—all while using the target language. Assessment in this LARP is not a traditional written exam but rather an ongoing observation of language use throughout the scenario. Mrs. Ramirez, as the Game Master, takes notes on how students communicate, negotiate, and solve problems using the language. She also

encourages students to keep character diaries, where they reflect on their language challenges and successes. This reflective element serves as a form of self-assessment, fostering metacognition. By the end of the LARP scenario, Mrs. Ramirez, together with the students, assesses language proficiency through a combination of peer review, self-assessment, and her observations. The result is a holistic evaluation of language skills that captures not just grammar and vocabulary but also communication effectiveness, creativity, and cultural awareness.

Case Study 2: Hybrid Assessment in a Business English LARP

In a corporate language training program, professionals seeking to improve their business English skills engage in a LARP-based course. The primary objective is to enhance their ability to communicate effectively in international business contexts. Dr. Anderson, the course instructor, designs a hybrid assessment approach that combines the strengths of traditional assessment with the immersive nature of LARP. Throughout the course, participants engage in LARP scenarios simulating real-world business situations, such as negotiations, presentations, and cross-cultural interactions. These scenarios are carefully crafted to align with specific language proficiency objectives. During the LARP sessions, Dr. Anderson collects data on participants' performance, including their language use, negotiation strategies, and cultural sensitivity. This data is complemented by traditional assessments like written reports and presentations, which are integrated into the LARP scenarios. The combination of real-time observation and traditional assessment methods allows Dr. Anderson to evaluate language proficiency comprehensively. Participants receive feedback not only on their language skills but also on their ability to apply those skills effectively in the business context. Dr. Anderson believes that this hybrid approach provides a well-rounded assessment of language proficiency while maintaining the immersive and engaging aspects of LARP-based learning.

These case studies illustrate the diversity and adaptability of assessment strategies within the context of LARP-based language education. They

showcase how educators can tailor their assessment approaches to meet specific learning objectives and create a more authentic and engaging language learning experience. While these examples are fictional, they provide insights into the potential of LARP-based assessment strategies and how they can be integrated into various educational settings.

Case Study 3: Language Acquisition through Historical Reenactment

In a history-themed LARP-based language course, students step back in time to immerse themselves in historical settings. Dr. Martinez, the instructor, guides them through scenarios that represent different historical eras. For assessment, she employs a combination of performance-based assessments and peer reviews. Each student assumes a historical character and is evaluated not only on their language proficiency but also on their ability to accurately portray their character's language and cultural nuances. Peer reviews play a vital role, with students assessing each other's historical accuracy, language use, and immersion within the context. This approach encourages students to delve deep into the linguistic and cultural aspects of their chosen historical period.

Case Study 4: Mystery Investigation in a Crime-Themed LARP

In a crime-themed LARP language course, learners become detectives, solving complex mysteries using the target language. Professor Patel incorporates portfolio assessment as the primary evaluation method. Students maintain investigation journals where they document clues, suspects, and their analyses—all in the target language. These journals serve as a record of their language proficiency and problem-solving skills. Additionally, Professor Patel conducts debriefing sessions after each LARP scenario, where students discuss their findings, theories, and language challenges. Peer assessments play a role as well, with students evaluating each other's investigative skills and language use. The portfolio, combined with reflective discussions, offers a comprehensive assessment of language proficiency in a context that mirrors real-world problem-solving.

Case Study 5: Cultural Exchange through LARP

In a language program focused on intercultural communication, students engage in LARP scenarios that simulate cross-cultural interactions. Dr. Nguyen, the instructor, emphasizes the importance of cultural understanding alongside language proficiency. Assessment in this course includes both individual and group elements. Students are tasked with conducting cross-cultural negotiations, resolving misunderstandings, and achieving common goals while using the target language. Dr. Nguyen employs peer assessments and group discussions to evaluate students' ability to navigate cultural differences and communicate effectively. The assessment process emphasizes not only language skills but also cultural sensitivity, adaptability, and collaborative problem-solving, providing a holistic evaluation of their intercultural communication competence.

Case Study 6: LARP-Based Language Learning for Specialized Professions

In a language program tailored to professionals in the medical field, Dr. Rodriguez incorporates LARP-based scenarios that simulate medical emergencies and patient interactions. Assessment here includes practical exams where students must communicate with simulated patients in the target language, demonstrating their ability to handle medical situations effectively. Peer assessments and self-reflections play a significant role in evaluating bedside manner, patient communication, and language proficiency. Additionally, Dr. Rodriguez employs standardized patient evaluations to ensure objectivity in assessing medical language usage. This approach not only evaluates language proficiency but also ensures that students can apply their language skills in high-pressure, real-life medical scenarios.

Case Study 7: Language and Environmental Sustainability

In a language program focused on environmental sustainability, students participate in LARP scenarios that revolve around ecological challenges and conservation efforts. Dr. Smith, the instructor, utilizes a combination of performance-based assessments and project-based assessment strategies. Students collaborate in LARP scenarios that simulate environmental problem-solving, communication with stakeholders, and advocacy for sustainable practices—all in the target language. Dr. Smith assesses their language proficiency through observations during scenarios and evaluates the effectiveness of their environmental initiatives. Additionally, students engage in reflective projects where they document their solutions, research findings, and language use throughout the scenarios. This assessment approach not only measures language skills but also encourages students to actively engage in environmental issues, promoting linguistic and environmental awareness.

These case studies illustrate the adaptability of LARP-based language education across various contexts, from historical reenactment to specialized professional fields. They showcase the diverse assessment strategies that can be applied to evaluate language proficiency within immersive and engaging learning environments.

VI. CONCLUSION

A. Recap of Assessment Challenges

In the captivating world of LARP-based language education, assessment is a multifaceted challenge. The immersive nature of LARP often collides with the conventional methodologies of language assessment, necessitating innovative solutions. We've explored the complexities of striking a balance between immersion and evaluation, navigating subjectivity, maintaining consistency, and addressing resource constraints. These challenges highlight

the unique landscape in which language proficiency is assessed, one that is rich with opportunities for creative evaluation strategies.

B. Overview of Effective Strategies

Our journey has also illuminated the array of effective assessment strategies within LARP-based language education. From performance-based assessments that embrace real-life scenarios to portfolio assessments that capture holistic language development, and from peer and self-assessment that empower learners to rubrics that provide clarity, these strategies offer diverse avenues for evaluating language proficiency. Ongoing assessment, seamlessly integrated into the learning process, ensures that language development is a continuous and adaptive journey.

C. Importance of Contextual Assessment

One overarching theme that emerges is the importance of contextual assessment. In the LARP-based language education context, language isn't an isolated skill; it's a tool for navigating complex and immersive scenarios. Assessment, therefore, must mirror this context, measuring not just language proficiency but also adaptability, creativity, and cultural awareness. By assessing within the context, educators can gain a more accurate understanding of a learner's ability to apply language skills authentically.

D. The Evolving Landscape of Language Education Assessment

The journey through LARP-based language education assessment has revealed an ever-evolving landscape. As technology advances, the potential for integrating immersive assessment with the advantages of traditional methods grows. The emergence of hybrid approaches hints at a future where assessment is both adaptable and effective. This evolution reflects the dynamism of education itself, a field that continually seeks to embrace innovative approaches to better serve learners.

E. Final Thoughts on the Role of Assessment in LARP-Based Language Education

In our final thoughts, we recognize that assessment in LARP-based language education is not merely a means to measure proficiency; it's an integral part of the learning journey. It fosters creativity, engagement, and self-reflection, aligning with the immersive and participatory nature of LARP. As we conclude our exploration, we acknowledge that the challenges are significant, but so are the rewards. LARP-based language education, with its innovative assessment strategies, offers a transformative and enriching experience, equipping learners not only with language skills but also with the ability to navigate the complexities of real-world language use. It represents an exciting frontier in language education, one where assessment serves as a bridge between the imaginative realms of LARP and the practical demands of effective language communication.

LARP AND TEACHER TRAINING AND PROFESSIONAL DEVELOPMENT

Brenda MacDonald

Abstract

This informal essay explores the integration of Live Action Role-Playing (LARPs) into language education, emphasizing the necessity of teacher training and professional development for its effective implementation. The essay begins by introducing the concept of LARPs in education, highlighting their potential to engage students and enhance language skills. It emphasizes the importance of educators being well-prepared to use LARPs, acknowledging the existing gap in teacher training for this innovative teaching approach. The essay provides examples of how untrained teachers may struggle with LARPs and outlines the benefits of proper teacher training, including improved student engagement and adaptability to different language proficiency levels. Strategies for teacher training and professional development, such as workshops, online courses, and peer mentoring programs, are discussed as essential tools in equipping educators with the necessary skills to incorporate LARPs effectively. The challenges educators may face when implementing LARPs, including time constraints, resource limitations, and resistance from stakeholders, are also addressed. Potential solutions to these challenges are proposed, underlining the significance of ongoing professional development. Real-life success stories in schools and classrooms that have embraced LARPs in language education demonstrate the transformative potential of this innovative teaching approach. These stories highlight the positive impact on students' engagement, language proficiency, and cultural awareness, creating enriched learning environments. In conclusion, the essay emphasizes the necessity of teacher training and professional development for successful LARP integration in language education. It encourages educators to explore LARPs and invest in their own development, ultimately benefiting

Brenda MacDonald

their students' language learning experiences and fostering a lifelong love for learning and exploration.

Keywords: LARPs, language education, teacher training, professional development, student engagement, language proficiency, immersive learning, challenges, real-life success stories, educational transformation

I. INTRODUCTION

A. Live Action Role-Playing (LARP) may sound like an unusual addition to the world of education, but it's a concept that's gaining momentum and redefining the way we approach learning. Imagine students stepping into the shoes of historical figures, speaking a foreign language as if it were their native tongue, or solving complex problems in a simulated environment. That's the magic of LARP in education.

B. However, the integration of LARPs into language education or any educational context is not a simple task. It's not just about handing students costumes and props and hoping for the best. To harness the full potential of LARPs as a teaching tool, educators must undergo rigorous training and continuous professional development. In this essay, we'll delve into the fascinating world of LARP and explore why teacher training and professional development are essential to make LARPs a successful and transformative element in the classroom.

C. In the following sections, we will navigate through this terrain step by step. First, we'll discuss the remarkable potential of LARPs in language education and how they can captivate students' imaginations. Then, we'll plunge into the heart of the matter: the necessity of teacher training. We'll explore the challenges faced by educators who attempt to incorporate LARPs without proper preparation and the benefits that arise when they are well-trained. Next, we'll outline various strategies for teacher training and professional development, ensuring that teachers have the tools they need to excel in this unconventional teaching method. We won't shy away from acknowledging the hurdles educators might encounter along the way, but

we'll also provide potential solutions to overcome them. Finally, we'll draw inspiration from real-life success stories, demonstrating that with the right guidance, dedication, and support, LARPs can become an enriching and transformative force in education. So, let's embark on this exciting journey into the realm of LARP and teacher training, where imagination knows no bounds, and learning takes on a whole new dimension.

II. THE ROLE OF LARPS IN LANGUAGE EDUCATION

A. Live Action Role-Playing, or LARPs for short, are a form of interactive storytelling where participants immerse themselves in fictional worlds by assuming characters and roles. These worlds are often set in historical periods, fantasy realms, or even everyday scenarios. LARPs, initially developed as a hobbyist activity, have transcended their recreational origins and found a unique and valuable niche in education.

In the context of language education, LARPs offer a dynamic and immersive approach to learning. Instead of traditional classroom lectures or rote memorization, students become active participants in the learning process. They step into the shoes of characters from the past or inhabitants of foreign lands, using the target language to communicate, negotiate, and problem-solve. This active engagement transforms language acquisition into an authentic experience, where the lines between learning and playing blur.

B. What makes LARPs particularly powerful in language education is their ability to engage students on multiple levels. When students assume roles in a LARP scenario, they become emotionally invested in their characters and their interactions with others. This emotional involvement enhances their motivation to use the target language effectively. Moreover, LARPs encourage spontaneous communication, enabling students to think on their feet, respond to unexpected situations, and adapt their language skills accordingly.

Beyond language acquisition, LARPs foster the development of essential life skills. Students learn teamwork, problem-solving, and critical thinking as they navigate the challenges presented by the game. They develop cultural awareness by immersing themselves in different settings and historical periods, gaining a deeper understanding of the cultural context that language is embedded in. In essence, LARPs transform language education from a passive exercise into an active, immersive, and holistic learning journey.

C. In today's rapidly evolving educational landscape, there's a pressing need for educators to harness the power of LARPs. Traditional teaching methods often struggle to captivate the attention of today's tech-savvy, digitally native students. LARPs offer a compelling alternative by leveraging students' innate desire for experiential and interactive learning. They break away from the monotony of textbooks and worksheets, opening up new avenues for creativity and exploration in the classroom.

However, for LARPs to reach their full potential as educational tools, it's crucial for educators to embrace them with open arms. This involves not only incorporating LARPs into their teaching practices but also understanding the intricacies of game design, role-playing dynamics, and the specific needs of language learners. Hence, the role of teacher training and professional development becomes paramount, as it equips educators with the knowledge and skills to effectively integrate LARPs into their curriculum. By doing so, they not only make language education more engaging but also empower their students with valuable life skills that extend far beyond the classroom.

III. THE NECESSITY OF TEACHER TRAINING

A. The importance of teachers being well-prepared to use Live Action Role-Playing (LARPs) in language education cannot be overstated. While LARPs have the potential to revolutionize the way languages are taught, their successful implementation hinges on educators' ability to navigate this

unconventional terrain with confidence and competence. Effective LARP-based teaching requires a unique set of skills, including the ability to design immersive scenarios, facilitate role-playing dynamics, and guide students through complex linguistic interactions. Teachers must also be adept at managing the unexpected, as LARPs are dynamic and unpredictable by nature. Without proper training, educators risk missing out on the incredible opportunities LARPs offer for language learning and personal development.

B. Unfortunately, there exists a significant gap in teacher training for LARPs in language education. Many teacher education programs and professional development initiatives still adhere to traditional methodologies, leaving educators ill-equipped to leverage innovative tools like LARPs. As a result, teachers may graduate with degrees in education but lack the specific knowledge and skills needed to harness the potential of this powerful teaching approach. The dearth of training opportunities in this area is a major obstacle to realizing the full benefits of LARPs in language education.

C. Untrained teachers attempting to integrate LARPs into their language classrooms often face a myriad of challenges. One common issue is the inability to create immersive and engaging scenarios that effectively utilize the target language. Without guidance, educators may struggle to design LARP experiences that align with their curriculum and language learning objectives. Additionally, untrained teachers may find it challenging to manage the dynamics of role-playing activities, resulting in disruptions, confusion, or a lack of direction within the classroom. Moreover, they may not have the skills to effectively debrief and assess student performance after LARP sessions, missing valuable opportunities for reflection and improvement. Overall, the absence of proper training leaves educators ill-prepared to unlock the full potential of LARPs, hindering their ability to provide students with a truly transformative language learning experience.

IV. BENEFITS OF TEACHER TRAINING FOR LARPS

A. Proper teacher training in using Live Action Role-Playing (LARPs) offers a multitude of advantages that extend beyond the classroom. Firstly, it empowers educators with the confidence and skills necessary to design and facilitate LARP-based lessons effectively. Training equips them with a deeper understanding of the pedagogical principles that underpin successful LARP integration, enabling them to create immersive scenarios that align with language learning goals. Educators who have undergone training are better equipped to handle the dynamic and unpredictable nature of LARPs, ensuring smoother and more engaging classroom experiences.

B. One of the most notable benefits of teacher training in LARPs is the marked improvement in student engagement and learning outcomes. When educators are well-prepared to implement LARPs, students are more likely to be captivated by the learning process. LARPs tap into students' natural inclinations for exploration, storytelling, and role-playing, making language learning an enjoyable adventure rather than a chore. The result is heightened motivation, increased participation, and a genuine enthusiasm for using the target language. As a direct consequence, students often exhibit enhanced language proficiency, as they are more actively involved in practicing and applying their language skills within the context of the game.

C. Trained teachers also possess the ability to adapt LARPs to different language proficiency levels, making them a versatile tool in language education. They can tailor scenarios and linguistic challenges to meet the specific needs of beginners, intermediate learners, and advanced students alike. This adaptability ensures that LARPs remain inclusive, accessible, and effective for a wide range of students. For beginners, LARPs can provide a supportive environment for basic language acquisition, focusing on essential vocabulary and conversational skills. Intermediate learners can delve deeper into complex linguistic interactions, while advanced students can explore nuanced cultural and historical contexts through role-play. Teacher training equips educators with the expertise to fine-tune LARPs to match their

students' abilities and foster a sense of progression and achievement in language learning.

In essence, teacher training in LARPs doesn't just benefit educators; it unlocks a world of possibilities for students, enhancing their engagement, language skills, and cultural awareness. It's a transformative journey that empowers teachers to harness the full potential of LARPs as a dynamic and effective teaching tool in language education.

V. STRATEGIES FOR TEACHER TRAINING AND PROFESSIONAL DEVELOPMENT

A. Training educators in the effective use of Live Action Role-Playing (LARPs) requires a comprehensive approach that considers different methods and resources. One fundamental strategy is to offer workshops and training sessions specifically designed for teachers. These workshops can be conducted by experienced LARP practitioners, education specialists, or a combination of both. They should cover the theoretical foundations of LARPs in education, practical implementation strategies, and guidance on designing engaging LARP scenarios. Workshops offer teachers the opportunity to gain hands-on experience, ask questions, and interact with fellow educators who share their enthusiasm for incorporating LARPs into language education.

Another resource for teacher training is online courses. With the advent of e-learning platforms, educators can access specialized training modules and materials at their own convenience. Online courses can be designed to accommodate various skill levels, making them accessible to both novices and experienced LARP practitioners. These courses typically provide a more structured and self-paced approach to learning about LARPs, making them an excellent choice for educators with busy schedules.

B. Workshops, online courses, and peer mentoring programs are vital components of teacher training and professional development in LARPs.

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Workshops offer immersive learning experiences where educators can participate in LARP scenarios themselves, gaining firsthand knowledge of the dynamics involved. They provide a space for educators to practice their facilitation skills, receive constructive feedback, and collaborate with peers.

Online courses, on the other hand, offer flexibility, allowing teachers to engage with training materials at their own pace. These courses often provide in-depth resources, videos, and quizzes to reinforce learning. Educators can explore LARP theory, design principles, and best practices in a structured and systematic manner.

Peer mentoring programs complement workshops and online courses by fostering a sense of community among educators. Experienced LARP practitioners can mentor newcomers, sharing their insights, experiences, and providing guidance. This mentorship can be invaluable in helping teachers navigate the complexities of LARP integration into language education. Peer mentors can offer practical advice, troubleshoot challenges, and serve as a source of ongoing support as educators venture into the world ofLARPs.

C. Importantly, the journey of teacher training and professional development in LARPs should not end with a single workshop or course. The dynamic nature of education and the evolving needs of students require ongoing professional development. Educators should be encouraged to continuously refine their LARP-related skills, adapt to new teaching methodologies, and stay updated with emerging trends in both education and LARP design.

In conclusion, providing a variety of training methods and resources, such as workshops, online courses, and peer mentoring programs, coupled with a commitment to ongoing professional development, equips educators with the tools and knowledge they need to successfully integrate LARPs into language education. These strategies empower teachers to create engaging, immersive, and effective learning experiences for their students, fostering language proficiency and a love for learning that extends beyond the classroom.

VI. CHALLENGES IN IMPLEMENTING LARPS IN LANGUAGE EDUCATION

A. While the integration of Live Action Role-Playing (LARPs) in language education offers numerous benefits, it is not without its challenges. Educators embarking on this innovative journey may encounter common obstacles that can impede the effective use of LARPs. One such challenge is the initial learning curve associated with adopting a new teaching approach. Teachers who are unfamiliar with LARPs may find it daunting to design and facilitate immersive scenarios that align with language learning objectives. Additionally, managing the dynamics of role-playing activities, especially with larger classes, can be a complex task, requiring skills that may not be part of a traditional teaching repertoire. Furthermore, assessing student performance within the context of a LARP can be challenging, as it involves evaluating both linguistic proficiency and role-playing effectiveness.

B. Beyond the pedagogical challenges, practical issues can also hinder the successful implementation of LARPs in language education. Time constraints are a significant concern, as designing, conducting, and debriefing LARP sessions can be time-intensive. Educators often grapple with the pressure of covering curriculum content within limited class hours. Another hurdle is the availability of resources, both in terms of physical materials and technological infrastructure. Not all educational institutions have the budget or facilities to support elaborate LARP scenarios. Moreover, resistance from stakeholders, such as school administrators, parents, or students themselves, can present a formidable barrier. Some may view LARPs as unconventional or may be hesitant to deviate from traditional teaching methods. Convincing stakeholders of the educational value of LARPs can be a persuasive but necessary task.

C. To address these challenges, educators can employ several potential solutions. To tackle the learning curve, comprehensive teacher training, as discussed earlier, becomes paramount. Workshops, online courses, and peer

mentoring programs can equip teachers with the skills and confidence needed to overcome initial hurdles. Managing time constraints may involve careful curriculum planning, where educators strategically integrate LARPs into their teaching schedule, ensuring alignment with language learning objectives. Collaborative approaches, such as team-teaching or involving students in scenario creation, can alleviate some resource-related issues. Furthermore, educators can engage in open and constructive dialogues with stakeholders, providing evidence of the positive impact of LARPs on student engagement and language proficiency. Demonstrating how LARPs align with educational goals and standards can help alleviate resistance and garner support from the educational community.

In essence, while challenges may arise in the implementation of LARPs in language education, they are not insurmountable. With dedication, creativity, and a commitment to ongoing professional development, educators can overcome these obstacles and reap the rewards of a more engaging, immersive, and effective language learning experience for their students.

VII. REAL-LIFE SUCCESS STORIES

A. Let's dive into the real-world success stories of schools and educators who have embraced the power of Live Action Role-Playing (LARPs) in language education. One inspiring example comes from a high school in a diverse urban setting. Faced with students from various language backgrounds, the school struggled to find a teaching method that could effectively engage all learners. Enter LARPs. A dedicated language teacher, Ms. Rodriguez, underwent specialized training in LARP-based education and integrated it into her Spanish language classes. She designed immersive scenarios that transported her students to different Spanish-speaking cultures and historical periods. The impact was profound. Students not only improved their language skills but also developed a deep appreciation for Spanish culture and history. What was once a challenging language class became a thrilling adventure in

which students eagerly embraced their roles and communicated in Spanish with enthusiasm.

B. The success stories of educators like Ms. Rodriguez are not isolated instances. Schools and educators that have embraced LARPs have witnessed a range of positive impacts on both students and the overall learning environment. One common theme is a noticeable increase in student engagement. LARPs turn classrooms into dynamic and interactive spaces where learning feels more like play. Students eagerly participate, immersing themselves in the role-play scenarios and using the target language authentically. This heightened engagement transcends language lessons, spilling over into other subjects and creating a more vibrant and enthusiastic learning culture within the school.

Moreover, LARPs have been found to enhance students' language proficiency significantly. By using the target language in context, students acquire practical communication skills that extend beyond textbook exercises. They learn to express themselves naturally, negotiate with others, and adapt their language use to different situations—a far cry from traditional rote memorization. This practical language learning approach not only fosters linguistic proficiency but also boosts students' confidence in their language abilities.

Furthermore, LARPs promote cultural awareness and sensitivity. Students who participate in LARPs gain insights into the customs, traditions, and perspectives of different cultures, fostering a sense of empathy and global understanding. This not only enriches their language education but also contributes to their personal growth as informed and culturally aware individuals.

In conclusion, the success stories of schools and educators who have embraced LARPs in language education demonstrate the transformative potential of this innovative teaching approach. By increasing student engagement, enhancing language proficiency, and promoting cultural

awareness, LARPs not only improve language learning outcomes but also create dynamic and enriched learning environments that benefit students and educators alike. These stories serve as inspiring examples of how LARPs can revolutionize language education and inspire educators to embark on their own LARP-based journeys.

VIII. CONCLUSION

A. In the course of this essay, we have embarked on a journey into the realm of Live Action Role-Playing (LARPs) in language education. We began by exploring what LARPs are and their incredible potential to transform the way we teach and learn languages. We emphasized the critical role of teacher training and professional development in effectively incorporating LARPs into language education. We discussed the benefits of such training, including improved student engagement, enhanced language skills, and adaptability to different proficiency levels. We then delved into various strategies for teacher training, including workshops, online courses, and peer mentoring programs. We also acknowledged the challenges that educators might face when implementing LARPs, such as time constraints, resource limitations, and resistance from stakeholders. To overcome these challenges, we proposed potential solutions, emphasizing the importance of ongoing professional development.

B. As we conclude, it is abundantly clear that teacher training and professional development are not optional but essential components of successful LARP integration in language education. The captivating world of LARPs offers a dynamic and immersive approach to language learning, but to harness its full potential, educators must be well-prepared and equipped with the necessary skills. The benefits of such preparation are multifaceted, from increased student engagement to enhanced language proficiency and cultural awareness. By investing in teacher training and professional development, educators can unlock the transformative power of LARPs, creating more vibrant and effective language learning experiences for their students.

C. To all educators, we extend an encouraging call to explore the possibilities of LARPs in language education. It's an adventurous journey that challenges traditional teaching methods and opens doors to creativity, engagement, and authentic language use. While the path may be dotted with challenges, the rewards—inspired students, enriched learning environments, and personal growth—are well worth the effort. We encourage you to embrace the training opportunities available, whether through workshops, online courses, or peer mentoring. Invest in your own development as an educator, and in doing so, you will enrich the lives of your students, fostering not just language proficiency but a lifelong love for learning and exploration. The world of LARPs beckons, and with the right preparation, you can lead your students on an exciting linguistic adventure that transcends the boundaries of the traditional classroom.

HOW TO USE LARPS IN THE LANGUAGE LEARNING CLASSROOM: THE FERRY BOAT LARP AS AN ORAL PRODUCTION ACTIVITY

Michael Cheng

Abstract

Taking an action research perspective this paper will reflect upon the use of interactive dramas or LARPs in the language learning classroom for the purpose of promoting oral production. The first part of the paper introduces LARPs (also known as interactive dramas), and briefly explains their origin and development. The following section of the paper explains how LARPs can promote communicative competence, especially the sociolinguistic and strategic components of communicative competence. This will be followed by a guide of how to arrange an interactive drama activity for use in a foreign language or second language classroom with sections on choosing a LARP for classroom use, preparing the LARP, and coordinating teaching with the LARP with a focus on how to facilitate sociolinguistic awareness and vocabulary acquisition. The goal of this paper is to provide a step by step protocol, so language teachers that have no previous experience with LARPs can begin to use them as a language practice tool.

Keywords: LARP, interactive drama, communicative competence, sociolinguistic competence, strategic competence, vocabulary acquisition.

INTRODUCTION

A Live Action Role Play (LARP), also known as an interactive drama, is an activity in which a director prepares a scenario along with detailed descriptions of each character that will participate in the activity. Unlike a typical language learning role play activity, the character sheet contains no dialog. Instead a description of the character's background, profession, and/or motivations are provided, which should allow the participant to improvise appropriate utterance when the need arises.

The role of the director is to set the scene and context of the activity and then to moderate the interaction among the participants. The role of the participants is to bring their characters to life. They do this by speaking and acting in a manner consistent with the description of the character on their background sheet, and then discovering what roles the other participants are playing by interacting with them while staying in character. As the activity proceeds, an increasing amount of the often secret background material will be revealed through the normal act of just conversing with the other characters within the activity. Alliances and rivalries will be discovered. Hidden information will be uncovered, providing the clues that are necessary to complete the quest that the activity may be structured around. When major secrets are revealed, the participants may gasp in wonder as a major piece of the plot is revealed.

At times the characters that the participants are portraying can be forced into in-activity conflicts, such as a duel or an attempt to control or pacify another character with a magical ability. The director will then intervene and act as the moderator during the resolution of the conflict, adjudicating which of the characters is able to triumph or succeed. The director must also be aware of the pace of the activity. If the participants are slow in piecing together clues, the director may provide extra clues, or suggest that the participants attend to or focus on a specific piece of information.

Through the collaboration between the director and the participants bringing the roles to life, a unique story is created. One that can be vastly different in result each time the activity is performed. And as the story unfold the participants realize that they are playing dual roles in the activity. They are both the actors in the play, and the audience watching the story unfold all around them (Phillips & Cheng, 2004, 2005).

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Through the description above, we can begin to see where the various names of this type of activity come from.

This activity is called an "interactive drama" because the participants are acting in a staged dramatic performance. However, the audience consists of the actors in the drama. Thus, the audience is able to interact in the development of the plot of the drama. Just as the audience of a drama can be surprised by the twisting plot of a dramatic performance, the actors/audience of an interactive drama will be surprised by the twisting plots of the interactive drama. Neither the participants nor the director can be sure what will happen in the interactive drama. This can be considered akin to environmental theatre with an improvisational element (Cheng & Phillips, 2006).

Another alternate name for the activity is Live Action Role Play or LARP. This name comes from the activity's root in tabletop role playing. In tabletop role plays, the participants take turns describing the actions of the character that is being portrayed, with the director moderating or adjudicating the action of each turn. LARPs differ in that all participants can act simultaneously, and the director will only be able to moderate the actions of the characters during pivotal plot points or when requested to do so by the participants.

The names LARP and interactive drama are often used interchangeably, with interactive drama having a more theater-based nuance that puts more emphasis on the production and staging of the activity. I am using LARP as it is more commonly used and more readily calls to mind the language learning role play activities that are a part of most foreign language conversation courses, while still sounding different and unique enough to indicate that LARPs are a more advanced and dynamic stage of role play.

WHY USE LARPS IN THE CLASSROOM

LARPs can be powerful to use in language learning classrooms that aim to develop communicative competence in the learners. According to Canale & Swain's (1980) and Canale's (1983) model, communicative competence consists of grammatical competence, sociolinguistic competence, strategic competence, and discourse competence.

Support from a well-written textbook can provide teachers a roadmap for developing grammatical competence and discourse competence. Grammatical competence is connected to a language learner's understanding of the word and sentence level rules and features of a language. We could summarize grammatical competence as being a mastery of the syntax, morphology, phonology, and vocabulary of a language. Discourse competence is the ability to understand and create the coherence and cohesion found in longer samples of speech or written text.

Sociolinguistic competence and strategic competence can be harder to develop in a classroom setting. Sociolinguistic competence is the understanding of sociocultural rules and speaking with the appropriate register and level of politeness. Strategic competence will include the use of verbal and non-verbal communication to repair a conversation when a breakdown in understanding has occurred.

One barrier to the development of sociolinguistic and strategic competence can be the lack of spontaneity in speaking or conversation classes. Cheng (2007) discusses how oral performance classes with non-native speakers can often be structured around a teaching protocol that consists of video or audio input from a native speaker of the target language. After viewing the input, the students must either recreate it, or create a scripted variation of the input, which can then be performed in class and corrected by the instructor. While students may be able to produce socially acceptable language when given the time to produce a script, the lack of spontaneous production of socially appropriate language means that there is no guarantee that a learner will produce culturally appropriate language when the need arises unexpectedly on the street.

In addition, creating scripted language eliminates the possibility of developing strategic competence since any students participating in the scripted dialog already know what their partner is supposed to say next, and they have likely practiced the dialog a number of times before performing it in front of the class for the instructor.

In contrast, during a LARP, conversations are spontaneous and unscripted, and participants often have opposing goals, a situation that is a polar opposite to the conditions of a scripted dialog. In examining student comments after participating in a LARP, Cheng (2007) concludes:

These comments show that the interactive drama gave the students new appreciation

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of the importance of strong negotiation and persuasion skills. The competitive atmosphere created by the interactive drama allowed the students to see the real world need for these skills. The interactive drama also pushed the students to react spontaneously and authentically.

Finally, to sum up the impact that LARPs can have in an foreign language conversation class:

Interactive dramas are valuable tools for use in oral training classrooms. As students in Taiwan continue to improve in English ability, the major need for university level students is not improvement in grammatical accuracy. Instead students need to improve their sociolinguistic and strategic competence, they need to be more aware of why speech is effective, and they need to be able to communicate spontaneously in challenging situations. The interactive drama brings the possibility of simulating real world speaking situations within the classroom. Students receive extensive speaking practice, and they can see immediately if they are successful in communicating their messages. The nature of interactive dramas ensures that all language is spontaneous, providing an in-class challenge that is not possible with conventional role play activities. Students tend to focus on meaning, and receive little input on improving the grammatical form of their speech unless the instructor directly intervenes, but a great deal of learning still occurs as students observe what makes the communications of their peers successful and as they receive suggestions and feedback from their peers. When used with other accuracy based activities or by having students set learning goals to make them more aware of where they can improve the form of their language, interactive dramas can be an important component of the oral training class (Cheng, 2007).

HOW TO USE A LARP IN CLASS

Considering how beneficial LARPs can be in class, how does a language teacher unfamiliar with LARPs effectively implement this activity in class? Reflecting on my own experiences with LARPs, I will now lay out a protocol for effectively using a LARP in a foreign language class that focus on improving speaking proficiency. In this section, I will specifically discuss using a LARP called “Ferry Boat” that I wrote specifically for use in my intermediate oral training classes. All the students in my classes were university English majors or transfer students that were double-majoring in English.

CHOOSING YOUR LARP

The first step in utilizing a LARP is to select an appropriate LARP for use in class, or to write one. There are two main online sources for LARPs that I use when I am looking for a pre-written LARP to use in class. One source is The Society for Interactive Drama's Interactive Drama homepage (<http://www.interactivedramas.info/home.htm>). On the homepage there is a link to an Interactive Drama Scenario Archive (<http://www.interactivedramas.info/scenario.htm>). My favorite LARP on this page is Scott Beattie's White Color Crime (1996), which I have used many times with advanced English students. While the character sheets are short and quite simple, the topic is quite a heavy one as it is a fictionalized version of the Nestles breast milk substitute scandal of the 1970s.

My second source of LARPs is the LARP Scenarios page at the RPG.net wiki (https://wiki.rpg.net/index.php/LARP_Scenarios). The LARPs are sorted by the number of participants that are required. Some genre information is also provided, as well as the cost of the LARPs. Some of the LARPs are free and downloadable, but others need to be purchased. I have used a number of the murder mystery genre LARPs, and my current favorite is Halloween Lies (Freeform Games, 2006), which I try to use as close as possible to Halloween every year.

Choose your potential LARP based on the number of participants available, the amount of time needed for the LARP, the preparation time needed to set up the activity, and the length and complexity of the background character sheets. I deemed many of the available LARPs to be too long and complicated. Other LARPs require extensive time spent cutting and sorting special feature cards.

The LARP that we are going to use as the example LARP in this paper is Ferry Boat, which I wrote myself. Ferry Boat evolved from a micro-LARP titled Bus Stop (Milewski, 1993) which is free to download from the RPG.net wiki mentioned above. In Bus Stop, up to nine characters are gathered at a Bus Stop. The activity is designed to last until the next bus arrives, so the instructor can let it run for any length of time. Three minutes, five minutes, 15 minutes, or any other length of time are all options. I found the Space Alien and the Self-Aggrandizing Artist too difficult for my EFL students to play, so I created Ferry Boat as an alternative activity. Ferry

Boat is longer than Bus Stop, and it is set to run for 45 minutes, allowing it to fit within the span of one class period after the introduction and set up have been completed. In designing Ferry Boat I wanted to create an activity in which a group of strangers could meet and interact with each other, but I also needed to have them restricted from leaving. When people are waiting for a bus, the bus can come at any time, and some people could catch this bus and leave, while others stayed behind. I came up with the idea of placing the participants on a boat, which would organically place a limit on the space needed for the activity, and also logically restrict any of the characters from being able to leave during the course of the boat trip. By writing the LARP myself, I could decide the number of roles necessary, and I could restrict the vocabulary that was used in the character descriptions.

The original version of the activity was similar to the design of Bus Stop, a group of random people milling about in a restricted space and chatting in whatever way they wanted. A major difference from Bus Stop were the characters with special cards, which were pills or drinks that were supposed to make the participants act as if their inhibitions were reduced. The reasoning was that some participants might be shy and unfamiliar with acting “in character” during the LARP. By giving the character a card that told the recipient to act in an uninhibited manner, I hoped that the participant would pretend to be an overly gregarious person. This has only been moderately successful as students rarely act out a drug addiction, but they do act out stages of inebriation.

As I became more experienced with using LARPs in class, I rewrote Ferry Boat to add plots and connections between the characters. At this point I added in the internet dating arc, and the terrorist plot. The dating plot has generally been fun, but is usually resolved quite quickly. The terrorist plot has been revised for this paper, as the counterterrorism agents have never caught any of the bombers. I have therefore revised the agent’s character sheet by including a slightly inaccurate version of the terrorist passwords instead of a very vague rumor of what the password might consist of. If you compare Pat O’Neil and Chloe Reynolds, you can see the two different versions of the password clue. I also created Adult and Youth versions of the activity. The adult versions of the characters can be replaced if the activity is run with younger participants such as high school students.

PREPARING YOUR CHOSEN LARP

Once you have selected your LARP, you need to prepare your LARP for class. Ferry Boat can be very easy to prepare. In its simplest form, all that you need to do is print out the character sheets and cut them apart for each player. I have three characters on each A4 sheet of paper in the Word document version of Ferry Boat.

In a more complicated version of the activity, the instructor can include special cards for a select few of the characters. These are predominantly the characters that are providing drugs or special drinks for the characters. If these special characters are used, you will need to print out multiple copies of the page with extra items. I laminated the special cards that I printed because I use this activity every school year when introducing LARPs to my students and wanted to be able to reuse them.

The instructor also needs to decide which version of the activity to use since some of the characters have adult and youth versions of the characters. In addition, it is possible that there is a surplus or deficit in the number of characters. If this happens, you can drop any of the characters that seems redundant or less interesting. For example, it is not necessary to have two charity fundraisers or two Olympic athletes. Alternatively, a bizarre character like the Foreign TV star can be dropped if you wish to eliminate the supernatural element from the activity. You could also decide to drop any characters associated with more adult activities like the characters handing out free beer samples. You may also want to make sure to add in certain characters like the second counterterrorism agent. Once the class size starts to get larger than approximately twenty students, it becomes increasingly difficult for one agent to catch the terrorists.

If the number of characters in the Ferry Boat LARP are insufficient, the class can be split into two smaller boats if the classroom has sufficient space. Two versions of the activity can be run simultaneously. I believe that this is a better solution than adding even more characters because it becomes more difficult to accomplish the plot goals when the few characters associated with each plot arc have to find each other from among a larger crowd of characters.

A final step in preparing the LARP for use is deciding whether or not to modify the LARP. You may decide that the vocabulary in the character descriptions is too difficult and that you want to edit the LARP down into an activity with shorter

descriptions and more basic vocabulary. One of my colleagues did this exact thing to create her own version of Ferry Boat for use with her students that were at a slightly lower level of proficiency than my students.

In summary, to prepare a LARP for use in class:

1. Choose your LARP based on the number of characters that are needed and the length and complexity of the LARP.
2. For Ferry Boat decide if you need to modify the LARP for use with your students by simplifying the vocabulary or shortening the character descriptions.
3. Decide how many of the characters you wish to use. One copy of the LARP may be sufficient or you may decide to split your class and run multiple versions of the activity simultaneously.
4. Print the LARP and sort out the characters. I sort the characters into female, male, and unisex characters. When distributing the character sheets, I ask who wants to play a male character, who wants to play a female character, and who doesn't care. It is quite common to have students who explicitly desire to take the role of a cross gender character.
5. Decide when to distribute the character sheets to the class. With a longer and more complex LARP, you definitely want to distribute the character sheets the week before class if your class only meets once per week to allow time for the students to familiarize themselves with the role that they will play and to give them time to create or acquire costumes or props if that will be an important part of the activity. Ferry Boat has short character descriptions when compared to other LARPs that were written as party activities to be used by native English speakers. I have distributed the character sheet on the day of the activity, but whether you do this or not depends on the level of your students and the length of your class. You may not want to lose the class time necessary to allow your students to read the character sheet. When I let my students read the sheets in class, it also

provides them the opportunity to immediately ask me questions about words or ideas that they don't understand. It is common for the person cast as the Foreign TV Star character to ask for clarification on what they need to do and the limits to their power. I will hold these consultations outside the classroom, so other students cannot overhear our discussions, preventing the revelation of any character secrets. Usually there will be a line of students waiting inside the door to ask questions. These are usually the characters who have the special cards, so eliminating these characters can simplify the activity.

ENHANCING YOUR LARP WITH EXTRA MATERIAL

To make a LARP more immersive, you may wish to prepare extra material to use while introducing the activity to your class. When I wrote Ferry Boat, I wanted to create a realistic and immersive scenario. I wanted to place the students into a restricted situation where they were limited in space and could not leave, so I set the scenario on a boat. I wanted the scenario to last a specific amount of time, so I put it on a Ferry Boat that runs according to a set time schedule. And finally, I wanted to make it reasonable that everyone had to speak English, so I found an actual Ferry Boat from British Columbia, Canada and used that as the setting for the activity. This boat was a BC Ferries ship that sailed along the Campbell River between Quadra and Cortes Islands with a sailing time of 45 minutes. I then made up a name for the ship and created fictitious names for the captain and crew and wrote the LARP.

When I introduce the activity to the class, I tell them that they are going to take a ship that sails along the Campbell River from Quadra to Cortes Island in Canada. I then show the class pictures of a boat on the Campbell River and pictures from both Islands, with an emphasis on the leisure activities that are available on Cortes Island. In the PPT that I created for use in class during the activity, I included river pictures that I can change during the course of the activity to represent progress made sailing down the river, and also include some pictures of orca pods as an Easter egg since one of the characters may be from a whale watching society. I also have a picture of a ship exploding in case the terrorists succeed and the ship is destroyed.

While this extra visual material is not necessary, I have seen students notice the orca

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pictures and point them out to other characters. Some students will chatter excitedly in character about the orca when they see them projected. The exploding ship picture causes shock and confusion among the participants and smiles of triumph from the students that are playing the terrorists. But let me note again, that if the bomb plot arc seems to dark, it can be removed entirely from the activity.

ENHANCING YOUR TEACHING WITH THE FERRY BOAT LARP

I have found that the necessity to respond spontaneously during a LARP provides practice that builds up sociolinguistic and strategic competence as discussed above. In Ferry Boat, a group of strangers are brought together for a 45-minute river trip. The characters have many different background and will thus need to speak to each other with different levels of formality depending on their roles on the ship. Ship employees will need to speak to the passengers with great politeness for example. And sales people may wish to create an air of familiarity to create a feeling of closeness with a potential customer. Therefore, I will use this activity after I have taught and practiced different ways to begin and close conversations depending on the level of formality that is necessary.

As a practice, I have an activity in which each student is given laminated picture of a person. They need to converse with each other based on the pictures that each partner is holding. So a person holding a picture of a high school student will need to speak much more formally to the person holding a picture of a much older priest. I also have pictures of two people together that appear very intimate, such as a middle-aged married couple or young lovers on the beach. If a student encounters another student with the exact same couple picture, it is assumed that they are the couple in the picture and should speak with an intimate register instead of a formal one. This picture activity provides direct and focused practice with switching levels of formality, so using Ferry Boat in a later class acts as a test to see whether the students were able to internalize the earlier lesson and apply it when they are actually focused on accomplishing another task. I have found that I still need to remind the students to speak to each other with the appropriate level of formality or they will fall back to the normal informal register that they use when interacting with each other in daily life.

Another way to enhance teaching is through a focus on vocabulary. Studies show

that multiple exposure are needed to acquire a new vocabulary word, with six being the minimum number (Zahar, Cobb & Spada, 2001; Cobb, 2007). Lin (2006) cites a study by Liu (2002) that found high school students in Taiwan needed 6-12 exposures to acquire a new vocabulary word, dependent on their language proficiency. Fortunately, findings from the study by Zahar, Cobb and Spada (2001) imply that learners who have acquired about 1500 of the most frequent vocabulary words begin to accelerate in their ability to acquire new words, needing fewer exposures. LARPs can be especially effective in providing exposure to vocabulary words because participants not only receive passive exposure from hearing the word, but they also produce the vocabulary words written on their character background sheets. Actual output of words create a more efficacious environment for vocabulary acquisition (Swain & Lapkin, 1995).

To maximize vocabulary acquisition during a LARP activity, the instructor can focus the students' attention on the targeted words. This can be done with a pre-activity quiz, or by asking students to circle or highlight the vocabulary words that they want to use or learn during the activity. During the activity, students are certain to gain exposure to their targeted words many more times than they would if exposed to reading material which can often be insufficient in providing enough exposure to new words (Lin, 2006; Cheng, 2009; Fan, 2004). To reinforce vocabulary acquisition, after the activity, students can be asked to list the new words that they learned from their classmates during the activity, or a vocabulary quiz can be given in this class or in a subsequent session of the class.

USING FERRY BOAT ON THE DAY OF YOUR CLASS

On the day that I run the Ferry Boat LARP, these are the actions that I take to introduce the activity and see that it runs smoothly.

1. Remind/Explain what a LARP is. I explain that in the activity the students are going to take on a role as in a role play, but that they will keep the same role for the entire activity. They should stay in character and look at the other participants as "the character" and not as their friend at school.
2. Review any sociolinguistic concepts that I want the students to attend to. This can be reminding the students to use an appropriate register when

speaking to other characters, or reviewing phrases that can be used to practice strategic competence such as ways to interrupt or request clarification.

3. Introduce the scenario of the LARP. This is where I would use my PPT that has pictures of the Ferry Boat, the Campbell River, and Quadra and Cortes Islands.
4. Distribute the character sheets if this was not done in the previous class. If the class's proficiency level is high enough, the character sheets can just be distributed randomly, although you may have previously sorted the character sheets by gender.
5. Give the students time to read their character sheets. While the students are reading, ask students who have questions to come talk to you outside the door.
6. Distribute the special item cards if that is going to be part of your version of the activity.
7. Point out the point system at the bottom of each character sheet. The points are just a fun way for students to keep track of their own progress. They individually decide if they have had a successful enough interaction to be worth a point. At the end of the exercise, students can share the number of points that they awarded themselves. I do not give any prize for having the most points, although I do have the class clap for people who earned large numbers of points. The points are merely to add a little more competitiveness to the game, and help students feel like they have a goal that they are reaching for.
8. Prepare the room for the activity. It is helpful if the class can clear a boat shaped open area in the middle of the room to act as the area of the Ferry Boat. Clearing a space allows the students to move around the activity space more easily. If the desks are not moved, students will tend to cluster more and

interact with fewer people. The participants can start at the sides of the room, and only enter the activity space after the captain welcomes them aboard.

9. Start the activity by asking the ship captain character to come up to the front of the class, introduce herself, her crew, and her ship, and welcome the passengers aboard. I often feed this student things to say, to help her speak in character. This also acts as a demonstration for how to act in character during the course of the activity.

10. Start the clock and let the characters begin interacting.

11. After the start of the activity, the instructor should monitor the room by answering questions that a participant may have, encouraging people to talk in the target language, encouraging shy people to become more active, reminding participants to use the proper level of formality, correcting grammar mistakes that I hear, and by reminding participants of strategic language that they can use. The instructor can even choose one of the extra character backgrounds and participate in the activity. This acts as a model for the students, and allows the instructor to directly assess the students.

12. Monitor the progress that the students involved in the plot arcs are making. Provide hints if necessary.

13. Alert the captain when time is close to expiring, and ask her to announce the imminent arrival at the ship's destination. She should also thank the passengers for choosing her ship and share her hopes that they will choose her company again in the future, and finally wish that they have a pleasant stay on the island.

14. Wrap-up and debrief the activity. This can be the point where vocabulary is reviewed, experiences are shared, plot arcs are discussed, language or communication difficulties are discussed, and students can give feedback about the activity.

CONCLUSION

LARPs can be motivating changes of pace when used as an activity in a speaking or conversation class. LARPs create the opportunity to intensively practice the target language while still being under the supervision of the instructor. Vocabulary can be acquired easily as students can get exposed to and produce target words many times during the course of the activity. Most uniquely LARPs allow for in-class practice of the sociolinguistic and strategic components of communicative competence. Although more than the usual amount of preparation is needed to use a LARP in class, the benefits make this expenditure in time worthwhile.

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THE EDUCATIONAL EFFICACY OF SALON LARPS AND THEATRE- STYLE SCENARIO LARPS

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Abstract

This essay explores the educational efficacy of Live-Action Role-Playing (LARPs), specifically focusing on salon LARPs and theatre-style scenario LARPs, in conveying complex scientific concepts to diverse learning groups. The introduction sets the stage by defining LARPs and highlighting the importance of bridging the comprehension gap in science education. In the background information section, the historical evolution of LARPs, their role in education, and the significance of scientific concepts are discussed. The essay then delves into salon LARPs, detailing their characteristics, providing examples of their successful application in education, and examining their benefits and limitations. The discussion emphasizes their ability to engage learners emotionally and their adaptability for diverse educational contexts. The exploration of theatre-style scenario LARPs follows, elucidating their dramatic nature and showcasing instances where they excel in conveying scientific concepts. These LARPs are hailed for their ability to simulate real scientific scenarios and foster collaborative learning experiences. A section on comparing salon LARPs and scenario LARPs underscores the importance of choosing the right approach based on learning objectives and learner preferences. Case studies and examples illustrate the adaptability of both LARP styles across different educational levels and topics. Diverse learning groups take center stage in the subsequent section, stressing the need for inclusivity and accessibility in LARP-based education. Strategies for catering to diverse learners, including those with varying backgrounds and abilities, are discussed in depth. Challenges and considerations in LARP-based education are addressed, including resource allocation, ethical concerns, and potential improvements. Ethical considerations, such as safety and consent, underscore the need for thoughtful design and facilitation. The essay

summarizes key findings regarding the educational efficacy of salon LARPs and scenario LARPs in conveying scientific concepts, emphasizing their potential to enhance diverse learning experiences. The call to encourage further research and exploration in LARP-based education is highlighted, offering a pathway for continued improvement in educational efficacy.

Keywords: LARP, Education, Science, Salon LARPs, Theatre-style Scenario LARPs, Diverse Learning, Immersive Learning, Ethical Considerations, Inclusivity, Educational Efficacy

I. INTRODUCTION

Imagine stepping into a world where you're not just reading about scientific concepts in a textbook or listening to a lecture, but actually experiencing them firsthand. Picture yourself navigating the intricate principles of physics, biology, or chemistry through immersive storytelling, where you become a part of the scientific narrative. This is precisely where Live-Action Role-Playing (LARP) enters the realm of education, offering an innovative and captivating way to convey complex scientific ideas to diverse groups of learners.

To embark on this exploration, we first need to understand what salon LARPs and theatre-style scenario LARPs are. Salon LARPs are intimate, often character-driven experiences where participants engage in nuanced conversations and interactions, while theatre-style scenario LARPs unfold more like dramatic performances with intricate plots and settings. Both of these LARP styles serve as unconventional, yet promising, educational tools that have gained traction in recent years.

Why is it so vital to delve into the educational potential of LARPs? Traditional classroom methods have their merits, but they may not always succeed in making abstract scientific concepts accessible and engaging for all learners. Complex scientific ideas often act as intimidating barriers to many, causing disinterest or anxiety. In a world that increasingly relies on scientific

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knowledge, bridging this comprehension gap is essential for a well-informed society and a workforce ready to tackle the challenges of the future.

It is within this context that we embark on our journey, aiming to unravel the educational efficacy of salon LARPs and theatre-style scenario LARPs in conveying these intricate scientific concepts. Are they just whimsical experiments in education, or do they hold the key to a more profound and inclusive understanding of science? This essay seeks to answer these questions by examining the immersive and interactive nature of LARPs, their adaptability to diverse learning groups, and their potential to revolutionize how we approach science education. In doing so, we hope to shed light on the unconventional yet promising avenues that may shape the future of education. So, let's step into the world of LARPs and embark on this educational adventure together.

II. BACKGROUND INFORMATION

A. Brief history of LARPs and their evolution

Live-Action Role-Playing, or LARP, might sound like a contemporary concept, but its roots stretch back several decades. LARPing emerged in the 1960s and 1970s, initially as a form of interactive storytelling and a way for enthusiasts to immerse themselves in their favorite fictional worlds, often inspired by fantasy literature and tabletop role-playing games. These early LARPs were relatively simple, relying on basic rules and imaginative play.

Over the years, LARP has evolved into a diverse and multifaceted subculture. Different forms of LARPs have emerged, including the salon LARPs and theatre-style scenario LARPs we are exploring in this essay. Salon LARPs, with their emphasis on interpersonal interactions and character development, can be traced back to Scandinavian larps in the late 20th century, while theatre-style scenario LARPs have their roots in both tabletop RPGs and live theater. The evolution of LARP has been driven by a passionate community

of participants and creators who continually push the boundaries of what is possible within this unique form of storytelling.

B. The role of LARPs in education

LARPs have transcended their origins as niche hobbies and have found a place in education. The idea of using LARPs as an educational tool gained traction in the late 20th century, driven by the desire to make learning more engaging and experiential. Educators recognized that LARPs could provide a dynamic and immersive learning experience, a stark departure from traditional classroom methods.

One of the key strengths of LARPs in education is their ability to foster active participation and critical thinking. In a LARP, learners become active agents in the learning process, making decisions, solving problems, and collaborating with others to achieve objectives. This hands-on approach encourages a deeper understanding of the subject matter and enhances retention.

Additionally, LARPs offer a unique platform for students to develop a range of skills, including communication, teamwork, empathy, and problem-solving, which are invaluable in both academic and real-world settings. By assuming different roles and perspectives within a LARP, students can gain insights into diverse viewpoints, cultivating a more holistic and empathetic approach to problem-solving.

C. Significance of scientific concepts in education

Scientific concepts form the backbone of modern education, influencing not only science-related careers but also our ability to make informed decisions in an increasingly complex world. However, conveying these concepts effectively is often a challenge. Scientific ideas can be abstract, technical, and intimidating, leading many students to view science as inaccessible or uninteresting.

Therefore, the significance of exploring alternative educational approaches like LARPs becomes evident. If we can find engaging and immersive ways to teach scientific concepts, we not only make learning more enjoyable but also ensure that more individuals have the opportunity to grasp the fundamentals of science. This is particularly crucial in a world where science and technology are driving advancements in nearly every field, from healthcare to environmental conservation, and where scientific literacy is essential for informed citizenship. In this context, LARPs offer a promising avenue to bridge the gap between scientific knowledge and everyday understanding.

III. SALON LARPS IN EDUCATION

A. Overview of salon LARPs

Salon LARPs, sometimes referred to as parlour LARPs, offer a distinctive approach to live-action role-playing. In these intimate settings, participants gather in a controlled environment, often resembling a salon, to engage in character-driven interactions and narratives. Unlike the grand theatrical performances associated with other forms of LARP, salon LARPs emphasize subtlety, conversation, and the exploration of complex interpersonal dynamics.

Salon LARPs typically have smaller participant numbers compared to other LARP styles, which allows for a more focused and personal experience. Participants often create and embody characters with distinct personalities, motivations, and relationships. These characters drive the narrative forward as they interact with each other, making salon LARPs particularly suited for exploring the human side of scientific concepts and issues.

B. Examples of salon LARPs used for educational purposes

Across the globe, educators and LARP enthusiasts have recognized the potential of salon LARPs to convey scientific concepts effectively. For instance, a salon LARP may explore the ethical dilemmas surrounding human genetic engineering by placing participants in the roles of scientists, policymakers, and affected individuals. Through character-driven dialogues and decisions, participants gain a deeper understanding of the ethical considerations inherent in scientific advancements.

Another example involves a salon LARP set in a fictional, near-future world affected by climate change. Participants take on roles such as scientists, politicians, activists, and ordinary citizens, grappling with the consequences of environmental decisions. By immersing themselves in these roles and engaging in discussions, participants gain insights into the complexities of climate science, policy, and advocacy.

C. Benefits and limitations of salon LARPs in conveying scientific concepts

1. Engagement and immersion

One of the primary strengths of salon LARPs in education is their ability to engage and immerse participants in the subject matter. When students step into the shoes of characters facing scientific dilemmas, they become emotionally invested in the learning experience. This emotional engagement often leads to a deeper connection with the scientific concepts being explored.

2. Flexibility for diverse learners

Salon LARPs offer flexibility in accommodating diverse learners. They can be adapted to suit different age groups, educational levels, and cultural backgrounds. This adaptability ensures that a wide range of students can

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benefit from the educational potential of LARPs, making them an inclusive tool for conveying scientific knowledge.

3. Challenges in designing and implementing salon LARPs

While salon LARPs hold immense promise, they come with their set of challenges. Designing a salon LARP that effectively conveys scientific concepts requires meticulous planning, research, and creativity. Ensuring that the LARP strikes the right balance between education and entertainment can be a complex task. Additionally, logistical considerations, such as finding suitable venues and managing participant dynamics, can pose practical challenges in the implementation of salon LARPs for educational purposes. Nevertheless, these challenges are not insurmountable and can be addressed with careful consideration and collaboration between educators and experienced LARP designers.

IV. THEATRE-STYLE SCENARIO LARPS IN EDUCATION

A. Introduction to theatre-style scenario LARPs

Theatre-style scenario LARPs represent a distinct facet of the LARPing world, characterized by their theatrical and performative nature. Unlike salon LARPs that focus on intimate character-driven interactions, theatre-style scenario LARPs often involve larger groups and are more akin to scripted plays. Participants assume predefined roles and engage in a carefully orchestrated narrative, often set in intricate and immersive environments.

These scenario LARPs are designed with a strong emphasis on storytelling and dramatic elements, making them an ideal choice for educators seeking to create immersive experiences that capture the essence of scientific concepts. Participants in theatre-style scenario LARPs often find themselves in

elaborate settings, from futuristic laboratories to historical settings, where they can embody scientists, researchers, or other relevant characters.

B. Instances of theatre-style scenario LARPs applied to scientific education

Theatre-style scenario LARPs have been used in various educational contexts to convey scientific concepts effectively. For instance, educators have employed scenario LARPs to simulate the discovery of groundbreaking scientific theories. Participants take on the roles of historical scientists like Galileo, Darwin, or Einstein and work through the challenges and breakthroughs these figures encountered in their real-life quests for knowledge. By immersing themselves in the scientific and historical contexts, students gain a richer understanding of the scientific process and the evolution of scientific thought.

Another notable application is in the field of public health education. Theatre-style scenario LARPs have been used to simulate the management of disease outbreaks, placing participants in roles as epidemiologists, healthcare workers, or government officials. Through these scenarios, students learn about the complexities of disease transmission, containment strategies, and the ethical dilemmas surrounding public health decisions.

C. Advantages and drawbacks of theatre-style scenario LARPs in conveying scientific concepts

1. Realism and role-play

One of the primary advantages of theatre-style scenario LARPs in scientific education is their ability to create a sense of realism. Participants are fully immersed in their roles, often having to make decisions and solve problems as if they were real scientists or professionals. This level of role-play can lead to a deeper understanding of scientific concepts by placing students in the shoes of those who grapple with them daily.

2. Collaborative learning

Scenario LARPs inherently promote collaborative learning. Participants must work together to achieve the objectives of the narrative. This collaborative aspect mirrors the teamwork often required in scientific research and problem-solving. Through shared experiences and interactions, students learn not only from the content of the LARP but also from each other, fostering a sense of community and mutual support.

3. Resource-intensive nature of scenario LARPs

While theatre-style scenario LARPs offer significant benefits, they also come with notable drawbacks, including their resource-intensive nature. Creating elaborate settings, costumes, and props can be costly and time-consuming. Additionally, coordinating a larger group of participants and managing the logistics of a scenario LARP can be challenging for educators. These resource constraints can limit the accessibility of scenario LARPs as an educational tool, particularly for institutions with limited budgets or facilities. However, with creative solutions and collaboration, some of these resource challenges can be overcome, allowing for the continued integration of scenario LARPs into scientific education.

V. COMPARING SALON LARPS AND THEATRE-STYLE SCENARIO LARPS

A. Analyzing the key differences between the two LARP styles

Salon LARPs and theatre-style scenario LARPs represent two distinct approaches to live-action role-playing, each with its own set of characteristics. Salon LARPs are intimate, character-driven experiences that prioritize nuanced interpersonal interactions and storytelling. In contrast, theatre-style scenario LARPs are more theatrical and scripted, often involving

larger groups and elaborate narratives. One of the key differences lies in the level of control participants have over the narrative; salon LARPs often grant more agency to participants to shape the story through improvisation, while scenario LARPs follow a predetermined script more closely.

The settings in which these LARP styles unfold also differ. Salon LARPs tend to take place in controlled and often simpler environments, emphasizing conversation and character development. In contrast, theatre-style scenario LARPs often require more elaborate settings, costumes, and props to create immersive experiences that mirror real-world scenarios. Additionally, the pacing and intensity of salon LARPs are often more intimate and introspective, while scenario LARPs may have more dramatic and action-packed moments.

B. Examining the relative effectiveness in conveying scientific concepts

When it comes to conveying scientific concepts, the effectiveness of salon LARPs and theatre-style scenario LARPs may depend on the specific learning objectives and the preferences of the educators and learners involved. Salon LARPs excel in creating emotional engagement and facilitating discussions on complex topics. By immersing participants in interpersonal dynamics and ethical dilemmas, they can foster a deep understanding of the human side of science. However, salon LARPs may struggle to replicate the complexity of real-world scientific processes and experiments.

On the other hand, theatre-style scenario LARPs are adept at simulating intricate scientific scenarios and the collaborative nature of scientific research. They can provide a more structured and controlled environment for learners to explore scientific concepts in depth. Participants in scenario LARPs may find themselves conducting experiments, analyzing data, or making critical decisions that closely mirror the experiences of scientists. However, the theatrical nature of scenario LARPs may require a suspension of disbelief that some learners may find challenging.

C. Consideration of learner preferences and learning outcomes

The choice between salon LARPs and theatre-style scenario LARPs should take into account the preferences and learning outcomes of the participants. Some learners may thrive in the intimate and emotionally charged atmosphere of salon LARPs, where character-driven interactions and moral dilemmas take center stage. Others may prefer the structure and hands-on problem-solving opportunities offered by scenario LARPs, which can provide a more direct link to scientific concepts and processes.

Educators must also consider the specific learning objectives they aim to achieve. If the goal is to foster empathy, ethical reflection, and a broader understanding of the societal implications of science, salon LARPs may be the preferred choice. Conversely, if the focus is on teaching the scientific method, collaborative research, and technical skills, scenario LARPs may align more closely with those objectives.

Ultimately, the decision between salon LARPs and theatre-style scenario LARPs should be guided by a thoughtful consideration of the educational goals, the preferences and needs of the learners, and the resources available for implementation. Both LARP styles offer unique strengths that can enhance science education, and a well-informed choice can lead to a more effective and engaging learning experience.

VI. CASE STUDIES AND EXAMPLES

A. Presenting real-world case studies and examples of successful educational salon LARPs

To illustrate the effectiveness of salon LARPs in conveying scientific concepts, let's delve into a real-world case study. Imagine a high school biology class tasked with understanding the intricacies of genetics. The

educator designs a salon LARP where students assume the roles of scientists at a fictional genetics research institute. Each student becomes a character with a unique perspective, from an ambitious geneticist to an ethics committee member. Through character interactions and ethical dilemmas, students explore topics like gene editing, cloning, and genetic diversity.

In this case, the salon LARP transforms abstract genetic concepts into tangible ethical decisions. Participants are emotionally invested in their roles, leading to engaging discussions and debates about the implications of their genetic research. The immersive experience allows students to comprehend not only the scientific principles but also the ethical and social dimensions of genetics, fostering a holistic understanding.

B. Showcasing instances where theatre-style scenario LARPs have excelled in conveying complex scientific concepts

Theatre-style scenario LARPs have also proven their worth in science education. Consider a scenario LARP designed for college-level physics students aiming to grasp the theory of relativity. In this LARP, participants take on the roles of scientists working at a space station near a massive black hole. They must navigate challenges such as time dilation, gravitational waves, and the effects of relativity on communication and navigation.

The scenario LARP's scripted nature allows for the accurate representation of scientific principles and their real-world consequences. Participants engage in hands-on experiments within the narrative, such as measuring the effects of time dilation on synchronized clocks. By experiencing these concepts in a dramatic setting, students gain a profound understanding of the theory of relativity that goes beyond equations and diagrams.

C. Highlighting key takeaways and lessons learned from these case studies

The case studies presented here highlight the adaptability and effectiveness of salon LARPs and theatre-style scenario LARPs in science education. Salon LARPs excel in fostering ethical reflection and exploring the societal dimensions of science. They allow learners to engage with complex scientific topics on a personal level, encouraging critical thinking and empathy.

On the other hand, theatre-style scenario LARPs are particularly effective at simulating scientific scenarios and enabling hands-on problem-solving. They immerse participants in realistic situations that mirror scientific research and decision-making processes, offering a unique perspective on complex scientific concepts.

Importantly, these case studies emphasize that the choice between salon LARPs and scenario LARPs should be driven by the specific learning objectives and preferences of the participants. Whether it's delving into the ethical implications of genetics or exploring the intricacies of relativity, LARPs offer diverse pathways to deepening scientific understanding and engagement. These examples underscore the value of innovative, immersive approaches in science education and the potential for LARPs to be powerful tools in this regard.

Salon LARPs

1. Genetic Ethics Salon: In a university-level bioethics course, students engage in a salon LARP where they assume roles as members of a genetic ethics committee tasked with evaluating the approval of a groundbreaking genetic experiment. Through character-driven dialogues and ethical dilemmas, they explore topics like CRISPR gene editing and designer babies, gaining a deeper understanding of the ethical complexities inherent in genetic advancements.

2. Climate Change Dialogues: High school students participate in a salon LARP focused on climate change. They take on the roles of scientists, politicians, activists, and business leaders attending a global climate summit. Through negotiations, debates, and personal interactions, students explore the challenges of climate policy, scientific consensus, and the human impact on the environment.

3. Historical Science Figures: In a middle school science class, students are assigned roles as famous historical scientists such as Marie Curie and Isaac Newton. They participate in a salon LARP where they collaborate on solving scientific problems from the past. By embodying these historical figures, students gain a deeper appreciation for the challenges faced by pioneering scientists.

Theatre-Style Scenario LARPs:

4. Space Exploration Odyssey: College astronomy students engage in a theatre-style scenario LARP set in a space station orbiting Mars. They must navigate real physics challenges like microgravity, radiation exposure, and life support systems failures. By experiencing these challenges in a simulated space environment, students gain insights into the practical applications of their astronomical knowledge.

5. Disease Outbreak Response: Medical students participate in a scenario LARP where they become healthcare professionals responding to a simulated infectious disease outbreak. They work together to diagnose patients, implement quarantine measures, and make critical decisions about resource allocation. This immersive experience enhances their understanding of epidemiology and public health.

6. Environmental Conservation Expedition: Environmental science undergraduates embark on a scenario LARP expedition to a simulated rainforest. They take on the roles of researchers studying biodiversity and ecological conservation. Students collect data, analyze ecosystems, and make

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decisions about preserving fragile habitats. Through this scenario, they gain practical field experience in environmental science.

These case studies highlight how both salon LARPs and theatre-style scenario LARPs can be tailored to various educational levels and scientific topics. Whether exploring ethical dilemmas in genetics or simulating the challenges of space exploration, LARPs provide engaging and immersive ways for learners to deepen their understanding of complex scientific concepts.

VII. DIVERSE LEARNING GROUPS

A. Discussing the importance of catering to diverse learners

Education is not one-size-fits-all, and the diverse nature of learners requires adaptable and inclusive teaching methods. It is imperative to recognize that students come from various backgrounds, possess different learning styles, and have varying levels of familiarity with scientific concepts. Catering to this diversity is essential to ensure that everyone has an equal opportunity to engage with and understand complex scientific ideas.

Diverse learners may include individuals with varying levels of prior knowledge in science, students with different cultural backgrounds and languages, and those with diverse learning abilities. Neglecting this diversity can result in educational disparities and hinder the full potential of science education. Therefore, it is crucial to explore teaching methods that can accommodate and engage learners from all walks of life.

B. Addressing the adaptability of salon LARPs and theatre-style scenario LARPs for different age groups, educational levels, and backgrounds

Salon LARPs and theatre-style scenario LARPs demonstrate a remarkable degree of adaptability, making them suitable for a wide range of learners. For

instance, in a primary school setting, a simplified salon LARP could introduce young students to basic scientific concepts in an engaging and interactive way. This might involve them taking on the roles of curious young scientists exploring a magical laboratory filled with simple scientific experiments.

In contrast, at the university level, a theatre-style scenario LARP could be designed to challenge advanced learners to grapple with the complexities of cutting-edge scientific research, requiring them to apply their knowledge and problem-solving skills.

Furthermore, LARPs can be adapted to be inclusive of learners from diverse cultural backgrounds by considering the cultural relevance of scenarios and characters. Language and accessibility needs can also be addressed through thoughtful design, ensuring that everyone can participate and benefit from the LARP-based educational experience.

C. Strategies for inclusivity and accessibility in LARP-based education

To ensure that LARP-based education is inclusive and accessible to all learners, several strategies can be employed. These include:

- 1. Varied Roles:** Creating LARP scenarios with a diverse range of character roles, backgrounds, and abilities to cater to the unique interests and identities of participants.
- 2. Clear Communication:** Providing clear instructions and materials in multiple languages, as needed, to accommodate diverse linguistic backgrounds.
- 3. Accessibility Features:** Designing scenarios that consider physical accessibility requirements and incorporating alternative formats for participants with disabilities.

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4. Cultural Sensitivity: Ensuring that LARPs are culturally sensitive and respectful of different cultural norms and values.

5. Feedback and Iteration: Actively seeking feedback from participants from diverse backgrounds and using their input to refine and improve the LARP experience.

By implementing these strategies and taking a proactive approach to inclusivity and accessibility, educators can maximize the educational benefits of LARP-based learning while ensuring that no learner is left behind. The adaptability and immersive nature of LARPs make them a promising tool for fostering diversity and equity in science education.

VIII. CHALLENGES AND CONSIDERATIONS

A. Identifying common challenges in using LARPs for education

While LARPs offer innovative and engaging educational opportunities, they are not without challenges. One common challenge is the allocation of resources, both in terms of time and budget. Designing and implementing effective LARPs can be time-consuming, and securing the necessary props, venues, and costumes can strain limited educational budgets.

Another challenge is ensuring that LARPs align with educational objectives. It's essential to strike the right balance between the immersive experience and the intended learning outcomes. Educators must carefully design scenarios and characters to ensure that they serve the educational purpose while still providing an enjoyable experience for participants.

Additionally, logistics can pose challenges, particularly when dealing with large groups. Managing participant dynamics, ensuring everyone has a role, and coordinating the flow of the narrative can be complex tasks. The success

of LARP-based education often hinges on the skillful facilitation of these logistics.

B. Ethical considerations in LARP-based education, such as safety and consent

Ethical considerations are paramount in LARP-based education, especially when delving into complex and potentially sensitive topics. Safety, both physical and emotional, is of utmost importance. Educators must ensure that participants are physically safe duringLARPs and that scenarios do not pose any risks to their well-being. In addition, participants should feel emotionally safe, knowing that they can opt-out of uncomfortable situations and that their boundaries will be respected.

Consent is a fundamental principle in LARPing, and it applies to both physical and emotional engagement. Participants should have the agency to consent or decline participation in specific scenes or scenarios. This becomes particularly critical whenLARPs explore ethical dilemmas or controversial topics that may trigger strong emotions. Educators and facilitators should establish clear mechanisms for participants to express discomfort and opt-out without repercussions.

Moreover, LARP scenarios should be designed with sensitivity to avoid perpetuating stereotypes, stigmatizing individuals or groups, or trivializing serious issues. Ethical guidelines and codes of conduct should be established and communicated to all participants to ensure a respectful and inclusive learning environment.

C. Potential improvements and innovations in leveragingLARPs for educational efficacy

The field of LARP-based education is continually evolving, and there are several avenues for improvement and innovation. One promising direction is the integration of technology to enhance LARP experiences. Augmented

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reality (AR) and virtual reality (VR) technologies can be used to create more immersive and realistic settings, allowing participants to interact with scientific concepts in innovative ways.

Additionally, interdisciplinary approaches can be explored to combine LARPs with other educational methods, such as gamification or online resources. Integrating LARPs into broader curricula or educational programs can enhance their impact and offer students a multifaceted learning experience.

Collaboration among educators, LARP designers, and experts in various fields is essential for pushing the boundaries of LARP-based education. By sharing insights, best practices, and innovative ideas, the educational community can harness the full potential of LARPs as a transformative tool for conveying complex scientific concepts and fostering critical thinking in learners of all backgrounds and abilities.

IX. CONCLUSION

A. Summarizing the key findings regarding the educational efficacy of salon LARPs and theatre-style scenario LARPs in conveying complex scientific concepts

In conclusion, our exploration of salon LARPs and theatre-style scenario LARPs in the context of science education has revealed their transformative potential. Salon LARPs, with their emphasis on character-driven interactions and ethical dilemmas, offer an engaging platform for learners to grapple with the human and ethical dimensions of scientific concepts. Theatre-style scenario LARPs, on the other hand, excel at simulating scientific scenarios and providing hands-on experiences that mirror real-world research and decision-making.

Both LARP styles have demonstrated their adaptability to diverse learning groups, accommodating different age levels, educational backgrounds, and cultural contexts. They have the capacity to foster inclusivity and accessibility, ensuring that all learners have an opportunity to engage with and understand complex scientific ideas.

B. Emphasizing the potential of LARPs in enhancing diverse learning experiences

The potential of LARPs in enhancing diverse learning experiences cannot be overstated. Through immersive storytelling, role-play, and problem-solving, LARPs break down the barriers between learners and scientific concepts, making education more accessible, engaging, and relevant. They enable learners to step into the shoes of scientists, researchers, and decision-makers, providing a unique perspective that enriches their understanding of science.

Moreover, LARPs promote collaboration, critical thinking, and empathy, skills that are invaluable not only in science but in all aspects of life. By encouraging learners to work together, make decisions, and explore the ethical dimensions of scientific advancements, LARPs foster a holistic approach to education that extends beyond the classroom.

C. Encouraging further research and exploration in LARP-based education for continued improvement in educational efficacy.

As we conclude our exploration of LARP-based education, it is clear that this innovative approach holds great promise. However, there is still much to discover and refine in the field. Encouraging further research and exploration is essential for harnessing the full potential of LARPs in education. Educators, LARP designers, and researchers should collaborate to develop best practices, guidelines, and ethical standards that ensure safe and effective LARP-based educational experiences.

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Additionally, the integration of technology and interdisciplinary approaches offers exciting opportunities for innovation. By pushing the boundaries of what is possible with LARPs, we can continue to enhance educational efficacy and provide learners with ever more immersive and transformative experiences.

In closing, LARPs are not just games; they are powerful tools that can revolutionize how we teach and learn complex scientific concepts. By embracing this potential and embracing the diversity of learners, we can pave the way for a more inclusive, engaging, and effective science education.

MURDER AT MIDNIGHT THE CURSE OF HOLLOW MANOR

Interactive Drama Scenario 18-23 Players

Brian David Phillips, Ph.D.

Setting:

Hollow Manor, a sprawling gothic mansion, known for its haunting history and ghostly encounters. The mansion sits atop a hill, surrounded by dense fog and an ancient graveyard. Time is set in the 1890s, and it's the evening before ***All Hallow's Eve***.

Background:

All participants have received an invitation for a paranormal tour of haunted sites, with Hollow Manor being the highlight. As guests settle in for dinner, a power cut ensues. When the lights return, the tour guide is found dead with two puncture marks on his neck. A letter is discovered, detailing that a vampire lurks among the guests and by midnight, they will be at full power, ready to summon their undead allies.

Objective:

Identify the vampire before midnight.

Characters:

1. **Sir Benjamin Lockhart** (M) - The proprietor of the manor with a mysterious past.
2. **Lady Evelyn Lockhart** (F) - Sir Lockhart's aloof wife, rumored to practice witchcraft.
3. **Clara Nightshade** (F) - A local historian with extensive knowledge about Hollow Manor.
4. **Dr. Reginald Thorn** (M) - A scholar with a special interest in vampires.
5. **Miss Felicity Evergreen** (F) - An aspiring journalist, hoping to document the supernatural.
6. **Madame Lysandra** (F) - A renowned medium visiting to communicate with spirits.
7. **Elara Moon** (F) - A singer hired for the evening's entertainment, has an uncanny ability to charm anyone.
8. **Victor Gray** (M) - A skeptical detective, attending the tour out of mere curiosity.
9. **Anastasia Wraith** (F) - A widow, whose late husband is said to be buried in the manor's graveyard.
10. **Elise Hollow** (F) - Claims to be a descendant of the original builders of the manor.
11. **Taylor** (M/F) - A quiet, introverted guest with a sharp sense of hearing.
12. **Raven** (F) - A poet inspired by dark and macabre themes.
13. **Jordan** (M/F) - A renowned hunter with a keen interest in the supernatural.
14. **Seraph** (M/F) - A known occultist visiting to gather artifacts.
15. **Morgana Ash** (F) - A librarian with access to old, forbidden tomes.
16. **Lyrian** (M/F) - A weather expert, studying environmental effects on hauntings.
17. **Alex** (M/F) - An artist inspired by ghostly apparitions.
18. **Azure Frost** (F) - A herbalist, known to concoct mysterious potions.
19. **Cass** (M/F) - An anthropologist studying old world rituals.

20. **Nocturne** (F) - A playwright, dramatizing tales of horror.
21. **Gale** (M/F) - A traveler, visiting haunted sites across the continent.
22. **Drusilla** (F) - A doctor with knowledge of ancient ailments.
23. **Obsidian** (M/F) - A jeweler with a pendant said to protect against evil.

Gameplay:

1. **Character Sheets:** Each player gets a character sheet detailing their background, connections to other characters, and any secret objectives. Some might be trying to protect the identity of the vampire, some might be seeking personal revenge, while others might have other supernatural identities (witch, werewolf, etc.).

2. **Clues:** Throughout the mansion, clues are scattered. This can be in the form of letters, diaries, artifacts, or whispered rumors from "ghosts" (NPCs or audio recordings).

3. **Previously Scheduled Events for the Tour:**

- **Seance:** Madame Lysandra conducts a seance to communicate with the spirits. During this, hints about the vampire's identity or whereabouts of clues can be revealed.
- **Moonlit Graveyard Visit:** A guided tour of the graveyard can provide clues or opportunities for characters to privately share information.
- **Potion Brewing:** Azure Frost offers to brew a potion, which might help reveal the vampire or protect against them. But some ingredients are missing and must be found.

4. **Midnight Confrontation:** If players can't identify the vampire before midnight, a dramatic scene occurs. The vampire reveals their true form, and any supernatural allies (witches, werewolves) can also come forth. The final confrontation can involve negotiation, combat, or ritualistic challenges.

5. **Resolution:** The game ends either with the vampire's identity revealed and their doom sealed or with the vampire triumphant, depending on players' actions.

Remember, the key to a successful murder mystery party is ensuring that each

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player is engaged and involved. With the supernatural elements added, this setting offers multiple layers of intrigue and suspense. Happy roleplaying!

Introduction Brief

Welcome to Hollow Manor!

Setting:

The year is 1890, and you find yourself standing atop a misty hill, with Hollow Manor, a sprawling gothic mansion, looming in the distance. Known for its chilling history and spine-tingling tales of hauntings, Hollow Manor is an architectural relic from a bygone era. Ancient trees, their limbs twisted like tortured souls, sway in the eerie silence. An old graveyard, hidden in the shadows, whispers stories of the manor's dark past.

Background:

You are one of the few chosen to receive an elusive invitation for an exclusive paranormal tour of haunted sites, with Hollow Manor as the crowning experience. Tales of ghostly apparitions, eerie sounds, and unsolved mysteries have lured each of you here, whether it be out of curiosity, academic interest, or personal reasons.

However, as the group settles down for dinner in the grand dining hall, adorned with fading portraits and cobwebbed chandeliers, the electricity falters. The mansion plunges into darkness, only to be restored a few moments later, revealing the lifeless body of your tour guide. With two distinct puncture wounds on his neck, the dreaded realization dawns - a vampire is among the guests. An old parchment confirms this suspicion, warning that by the stroke of midnight, the vampire will be at full power, ready to summon their undead allies to ensure eternal night at Hollow Manor.

Situation:

The group now faces a dire challenge: identify the lurking vampire before the clock strikes twelve, or risk becoming a permanent resident of the haunted mansion. Trust no one completely, for the manor's halls are riddled with secrets, and not all

guests are as they seem. Some might have ulterior motives, while others might possess supernatural identities.

General Procedures:

1. Character Allocation: Each participant will be handed a sealed envelope containing their character's profile, which includes a background, objectives, and personal secrets. Familiarize yourself with this information, but keep your secrets well guarded.

2. Exploration and Interaction: Players are encouraged to explore the mansion, converse with others, and gather information. The manor is filled with clues – from letters tucked in old books to whispered conversations overheard behind closed doors. But remember, while some clues bring clarity, others may only serve to further cloud the mystery.

3. Events: Throughout the evening, certain events will unfold, providing opportunities to gain insights. Participation is optional, but often advantageous.

- Seance: Seek guidance from the spirits with Madame Lysandra.
- Moonlit Graveyard Visit: A chance to explore and perhaps find clues among the tombstones.
- Potion Brewing: Azure, the herbalist, offers to brew a potion, which might be of aid. But ingredients are scattered and might need to be located.

4. Accusation & Voting: At 11:30 pm, guests will gather in the main hall. Each will have the opportunity to voice their suspicions and cast a secret vote on the identity of the vampire. The person with the most votes will be "secluded" in the tower, and the truth will be revealed.

5. Resolution: At midnight, the true identity of the vampire will be disclosed. If the players have successfully identified the vampire, they are deemed winners. If not, the vampire triumphs.

6. No Physical Combat: This is a game of wits, deduction, and social interaction. While tensions may rise, players are reminded to stay in character and refrain from any physical confrontations. Your words and cunning are your primary tools.

Final Note: Enjoy the experience and immerse yourself in the narrative! The dark secrets of Hollow Manor await your discovery. Remember, when the clock chimes midnight, your fate will be sealed, one way or another. Happy sleuthing!

Clues for Each Character:

1. Sir Benjamin Lockhart:

- A recently-purchased book about vampire lore was found in Sir Lockhart's study.
- An old portrait in the manor displays a man eerily resembling Sir Lockhart, dated 100 years ago.

2. Lady Evelyn Lockhart:

- There's a rumor that Lady Evelyn was seen chanting in the woods during the last full moon.
- A silver dagger with a hilt shaped like a bat was found in her vanity.

3. Clara Nightshade:

- A journal entry revealed Clara's recent discovery about a cursed treasure hidden in the manor.
- She owns a pendant, which legend says, can control undead spirits.

4. Dr. Reginald Thorn:

- A vial containing a red liquid was found in Dr. Thorn's bag.
- He was overheard discussing the "perks of immortality" with another guest.

5. Miss Felicity Evergreen:

- Felicity was seen sneaking around the graveyard at dusk.
- A draft of an article was found in her room titled "The Vampire I Met at Hollow Manor".

6. Madame Lysandra:

- Lysandra had a vision recently where she foresaw a vampire feast.
- Her spirit board spelled out the word "BETRAYAL" during the last séance.

7. Elara Moon:

- She hums a lullaby that's known to put creatures of the night to sleep.
- An old letter indicates a secret romance with someone from the manor.

8. Victor Gray:

- Victor had recently taken a case involving vampire attacks in a neighboring town.
- He possesses a crossbow with bolts said to have vampire-neutralizing properties.

9. Anastasia Wraith:

- Her late husband's grave appears to have been recently disturbed.
- A note was found: "I await our reunion, in life or death."

10. Elise Hollow:

- An heirloom ring she wears is rumored to belong to the first vampire.
- Elise was caught studying the manor blueprints, particularly the crypt area.

11. Taylor:

- A mysterious tattoo visible on Taylor's ankle matches a known vampire cult symbol.
- Taylor was witnessed leaving the manor at odd hours and returning just before dawn.

12. Raven:

- A poem in Raven's notebook describes the hunger and thrill of a predator stalking its prey.
- An ink stain on her hand looks suspiciously like a blood smear.

13. Jordan:

- A hunting log mentions Jordan's encounter with a "creature unlike any other."
- Jordan always wears a necklace filled with garlic.

14. Seraph:

- An ancient scroll in Seraph's possession details a ritual to summon night creatures.
- There's gossip about Seraph's unusual strength and agility.

15. Morgana Ash

- A forbidden tome on vampire creation was checked out by Morgana.
- Scribbled notes highlight a potion recipe to "reveal the unseen."

16. Lyrian:

- A barometer in Lyrian's room always points to "Blood Moon" even when it's not.
- Lyrian avoids reflections and was never seen near mirrors.

17. Alex:

- Alex painted a haunting image of the manor with shadowy figures lurking.
- Brushes stained with a substance that isn't quite paint.

18. Azure Frost:

- Azure's cauldron contained traces of bat wings and wolf's bane.
- A diary entry speaks of a pact with a creature of darkness.

19. Cass:

- Cass possesses an artifact known to belong to the original vampire queen.
- There are notes about "blending in among mortals."

20. Nocturne:

- A draft play script describes a protagonist eerily similar to Nocturne, who's hiding a dark secret.
- Nocturne avoids going out in daylight, citing "artistic reasons."

21. Gale:

- Gale's map of haunted sites has Hollow Manor circled in red.
- A glove found in Gale's possession has a small tear, similar to a bite mark.

22. Drusilla:

- Drusilla recently treated a patient with two puncture wounds on their neck.
- She owns an old medical kit containing instruments not used for typical treatments.

23. Obsidian:

- A gem in Obsidian's shop glows only in the presence of supernatural entities.

- An engraving tool found has dried blood on its tip.

Players should use these clues, alongside their observations and interactions, to form their suspicions. The thrill of the game is in piecing together the puzzle. After the final accusations, the real saboteur can reveal themselves, shedding light on the motives and events of the evening.

VAMPIRE CARD

Front of the card:

Elegant gothic font spells out "VAMPIRE" with a crimson-red background. An ornate silver bat emblem sits at the center.

Inside the card:

Greetings, Creature of the Night.

You carry the ancient curse of vampirism, an eternal thirst for blood, and a fate intertwined with the shadows. As the sun sets and night envelops Hollow Manor, your power grows. But with dawn, you're as vulnerable as the mortals you hunt. Your mission tonight is to remain undetected, ensuring your reign of terror continues.

Special Abilities:

1. Charm: Once during the game, you may choose to "charm" another player. This player will be compelled to tell you a secret or reveal a clue they possess.
2. Evasion: If someone directly accuses you of being the vampire in a one-on-one conversation, you can use this ability to divert their suspicion elsewhere. You may use this ability twice.
3. Night's Veil: Choose a room in the mansion. For a 10-minute duration, that room is "cursed." Anyone entering feels an unsettling cold and might be more willing to share information to leave the room quickly.

Objectives:

- Feed: Without revealing your identity, insinuate to at least two players that you've fed on human blood recently. The more unsettled they are, the more powerful you become.

- Misdirection: Spread false clues or rumors to send players on wild goose chases. The more confusion, the better.

- Escape: If the heat gets too much, find a place to "rest" and avoid detection. But remember, resting too long may arouse suspicion.

Guidelines:

1. Subtlety is Key: While you might have the urge to reveal your nature, remember: the longer you remain undetected, the higher your chances of success.

2. Use Your Abilities Wisely: Your abilities are potent but limited. Choose the right moments to employ them for maximum effect.

3. Trust No One Completely: While alliances can be beneficial, remember that everyone has their own motives. Tread carefully.

Your eternal life hangs in the balance. As the clock ticks closer to midnight, will you remain a shadow in the night or be exposed for the creature you are? The choice is yours. Embrace the darkness.

The card can be placed in a sealed envelope and handed out randomly at the beginning of the game. To ensure replayability, it's essential that other character cards are also placed in similar sealed envelopes, so no player knows who the vampire is until the game unfolds. The host can decide to pick the vampire or keep it randomized for each playthrough.

Character: Obsidian

Personal Background and Public Information:

Gender: Male/Female

Age: 37

Role: Jeweler

Costume: Obsidian is a vision of elegance, dressed in finely tailored attire adorned with a myriad of exquisite jewelry pieces. Shimmering brooches, gleaming rings, and delicate earrings are artfully arranged to accentuate their regal presence. At the heart of this opulence rests a dark pendant, its intricate design hanging from a graceful silver chain.

Background:

Nestled in the heart of the bustling city, Obsidian's Jewelry Emporium stands as a sanctuary for the ornate and the exquisite. Obsidian, the establishment's illustrious proprietor, is celebrated for their craft in creating and trading rare and bespoke jewelry. Their clientele includes the city's elite and those with a refined appreciation for the unique. However, their fame is chiefly attributed to a singular masterpiece: a pendant believed to possess the power to repel malevolent forces. Forged from an enigmatic and almost otherworldly stone, this pendant carries with it a storied history of safeguarding its bearers from evil influences. The allure of its rumored powers and its undeniable beauty draws seekers from all walks of life. The pendant, with its enigmatic origins, is the unmistakable symbol of Obsidian's legacy, an object of endless speculation and fascination.

Private Information:

Genuine Protection:

The pendant indeed possesses formidable protective properties. During Obsidian's childhood, the pendant intervened when they were perilously close to falling victim to a sinister occult ritual. This invaluable act of protection was passed down through generations, originating from their grandmother.

A Price to Pay:

Every piece of jewelry that Obsidian meticulously crafts siphons a minute

fraction of energy from the pendant. This imbues their creations with subtle yet tangible power, but the continuous depletion weakens the pendant's inherent protective aura, putting it at risk of losing its potency.

A Burdened Legacy:

Unbeknownst to many, the pendant was not solely meant for protection; it was designed to imprison a malevolent entity. Obsidian's ancestors bound a dark spirit within the gemstone. If the pendant's power wanes entirely, the ancient entity it holds captive will be unleashed upon the world.

Whispers In The Quiet of The Dark:

- **Having** once shown interest in acquiring the protective pendant, Sir Benjamin knows of its legendary capabilities. He's keenly aware that Obsidian's knowledge might be the key to unveiling some of Hollow Manor's mysteries.
- **The jeweler's** pendant, said to ward off evil, has not gone unnoticed. Lady Evelyn has seen its glint and knows of its lore. She wonders if Obsidian truly understands its power and purpose.

Special Ability:

ABILITY NAME: Gemstone Ward

ABILITY DESCRIPTION: Obsidian possesses the unique ability to invoke the pendant's latent powers once per game. When activated, this formidable ability nullifies any supernatural or malevolent activity within Obsidian's immediate vicinity. It can counteract a game event, thwart the use of a character's special ability, or dispel any other paranormal occurrence. This protective shield lasts for a duration of 10 minutes, shielding Obsidian and those nearby from malevolent forces.

What You Know About Others:

Drusilla: Drusilla sought out Obsidian for a custom jewelry piece, and during their interaction, Obsidian discerned the gravity of Drusilla's family curse and the desperation that fueled her quest.

Azure: Obsidian has previously collaborated with Azure, incorporating her

potent potions into gemstones to create protective amulets. While Azure possesses some knowledge regarding the pendant's properties, the full extent of its history remains concealed.

Lyrian: Obsidian and Lyrian once shared an account of a particularly stormy night when supernatural occurrences peaked. Obsidian harbors suspicions that Lyrian possesses a deeper understanding of the correlation between weather patterns and hauntings than they openly admit.

Obsidian's presence at the manor is marked by an intriguing blend of inquisitiveness and vigilance. With the pendant's protective powers dwindling, Obsidian embarks on a quest for knowledge and artifacts that may restore or fortify its waning strength. However, the jeweler proceeds with caution, bearing the weight of their family's legacy and the perilous entity sealed within the pendant.

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Character: Drusilla

Personal Background and Public Information:

Gender: Female

Age: 42

Role: Doctor

Costume: Drusilla's attire pays homage to the Victorian era's medical practitioners. She dons a meticulously tailored doctor's outfit featuring a ruffled blouse, a flowing long skirt, and a worn yet dignified leather medical bag. An intricate pendant, shaped like an ancient medical symbol, rests against her chest.

Background:

Dr. Drusilla has earned a distinguished reputation not only for her profound knowledge of contemporary medicine but also for her expertise in the arcane world of ancient ailments and remedies. Her fervor for the healing arts transcends the boundaries of time, as she's devoted her career to investigating the treatments and medical traditions of long-forgotten civilizations. Drusilla firmly believes that the answers to modern medical enigmas may lie hidden in the annals of history, waiting to be unearthed. Her academic accomplishments include numerous published papers and lectures on the subject. The old manor, steeped in historical significance and housing a vast library, holds the promise of rare records and diaries detailing ancient medical practices and afflictions, which could prove invaluable to her ongoing research.

Private Information:

The True Calling:

While Drusilla's passion for ancient medicine is unquestionable, her primary motivation is a deeply personal one. She seeks a cure for a rare, ancient disease that has plagued her family for generations. This affliction, considered by some as a malevolent curse, has exacted a devastating toll on her ancestors, and she is determined to put an end to it.

Forbidden Path:

In her relentless quest for knowledge and potential remedies, Drusilla has

ventured into the realms of dark arts and mysterious rituals. She secretly hopes that these mystical pursuits might offer a means to break the family curse or, at the very least, mitigate its catastrophic effects.

Love Lost:

Years ago, Drusilla endured the heart-wrenching loss of her fiancé, who succumbed to the same mysterious ailment that haunts her family. His rapid decline into illness and the inability to save him from its clutches are etched into her memory, serving as a driving force behind her unrelenting search for answers.

Whispers In The Quiet of The Dark:

- Drusilla sought out Obsidian for a custom jewelry piece, and during their interaction, Obsidian discerned the gravity of Drusilla's family curse and the desperation that fueled her quest.

Special Ability:

ABILITY NAME: Ancient Insight

ABILITY DESCRIPTION: Drusilla possesses a unique ability to draw upon her extensive knowledge of ancient ailments and their remedies. She can diagnose symptoms or effects encountered during the game, unlocking their origins and potential cures. Once per game, this invaluable skill enables her to uncover critical information or solutions tied to a specific ailment.

What You Know About Others:

Azure: Drusilla is well aware of Azure's expertise in herbs and potions. She has contemplated seeking Azure's assistance in crafting a particular remedy derived from an ancient recipe she recently unearthed.

Cass: Drusilla had the privilege of attending a seminar led by Cass, during which the anthropologist delved into ancient rituals. One such ritual bore uncanny resemblances to the symptoms of Drusilla's family curse, igniting her curiosity. She is eager to further explore this connection with Cass.

Nocturne: Nocturne's dramatic production tells the haunting story of a family

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cursed by an ancient ailment, a narrative that uncomfortably mirrors the affliction afflicting Drusilla's lineage. She suspects Nocturne may possess insights into this curse's nature and wonders if the playwright has encountered real-life accounts of the disease.

Drusilla's presence at the manor is not solely driven by her professional curiosity; it is also fueled by an ardent personal mission. With high stakes and an unyielding determination, Drusilla embarks on her quest to delve into the manor's mysteries, prepared to face any challenges that may arise.

Character: Gale

Personal Background and Public Information:

Gender: Male/Female

Age: 38

Role: Seasoned Traveler

Costume: Gale's attire tells the story of a wanderer. A well-worn leather jacket, its surface adorned with pins and patches representing countless haunted locations. A brimmed hat casts shadows over eyes that have witnessed eerie wonders, and sturdy boots bear the dusty remnants of forgotten places.

Background:

Gale is a traveler, a chronicler of the supernatural, and a seeker of the uncanny. They've journeyed to the darkest corners of the continent, where spirits linger, and history whispers its secrets. The haunted and the abandoned hold a special allure for Gale. With a journal filled with sketches, notes, and tales of spectral encounters, they've earned a following in the world of the macabre. Gale's reputation precedes them, and many anticipate the tales they'll unearth next. The old manor, steeped in legends and phantoms, beckons to Gale like a siren, promising untold mysteries and restless spirits.

Private Information:

True Motivation:

While Gale may appear as a fearless explorer to the public eye, their relentless pursuit of the supernatural is deeply personal. It's a quest to make contact with the spirit of their younger sibling, whose life was tragically claimed by a mysterious accident in one of these haunted sites. Gale seeks answers, closure, and perhaps, a way to bridge the gap between life and death.

An Enigmatic Keepsake:

Gale carries with them an old pocket watch—a relic from their lost sibling. This timepiece behaves strangely at times, ticking backward or coming to a halt, only to resume ticking with an eerie precision. Gale interprets these moments as signs from the afterlife.

Confrontation with the Unseen:

During an expedition to an infamous haunted lighthouse, Gale encountered an unseen force that physically pushed them, leaving a chilling burn on their skin. This hidden scar serves as a reminder that not all spirits are benign, and the supernatural world holds perils beyond imagination.

Whispers In The Quiet of The Dark:

- **Sir Benjamin** once overheard Gale discussing a haunted site eerily similar to Hollow Manor. Their descriptions of spectral apparitions and uncanny events mirrored occurrences within his ancestral home, igniting his interest in Gale's travels.

Special Ability:

ABILITY NAME: Echoes of the Past

ABILITY DESCRIPTION: Gale possesses a unique sensitivity to the emotional imprints and events etched into a location's history. Once per game, Gale can concentrate on a specific area, receiving vivid visions or sensations connected to past occurrences, which can unveil concealed truths or provide vital clues.

What You Know About Others:

Lyrian: During one of Gale's extensive journeys, they crossed paths with Lyrian. Gale was captivated by Lyrian's ability to correlate weather patterns with supernatural phenomena. It has left them pondering whether Lyrian's expertise could aid in their quest to reconnect with their lost sibling's spirit.

Morgana Ash: Gale is aware of Morgana's access to a collection of rare and enigmatic tomes. With the hope of finding insights into specific rituals or locations that might assist in their mission, Gale has contemplated approaching the librarian.

Cass: At a conference centered around old-world rituals, Gale had the opportunity to meet Cass. One particular ritual, described by the anthropologist as a bridge between the living and the deceased, piqued Gale's interest. They've been meaning to delve deeper into this topic with Cass.

Gale's story is one of relentless determination, haunted by personal loss and driven by an unshakable desire for answers. The manor stands as a potentially profound waypoint in Gale's quest—a place where the supernatural meets the personal, and where mysteries may finally begin to unravel.

Character: Nocturne

Personal Background and Public Information:

Gender: Female

Age: 32

Role: Renowned Playwright

Costume: An ode to the Victorian era, Nocturne's attire is an enigmatic blend of elegance and mystery. The swirling darkness of her cloak seems sentient, each fold capturing shadows that flit around her. Behind one ear, an ornate quill rests, perpetually dripping ink. Her hands, the tools of her craft, are marked with ink splotches. Drawing attention to her chest is a finely-crafted brooch depicting a theater mask that seems to shift expressions under different lights.

Background:

The name Nocturne reverberates with acclaim in theatrical circles. Each of her plays is a masterclass in psychological horror, echoing with haunting tales that oscillate between legend and reality. The audience, while horrified, is captivated, spellbound by narratives that hint at the existence of shadows lurking just beyond the mundane.

The old manor, steeped in legends of phantoms and unspeakable truths, beckons Nocturne like a moth to a flame. Within its walls, she believes, lies a tale yearning to be narrated—one that could blur the boundaries between the stage and reality.

Private Information:

Origin of Obsession:

Nocturne's childhood is marred by an incident, a night where the veil between worlds seemed porous, and she witnessed an entity beyond explanation. This encounter instilled in her a curiosity, a fascination, a dread—all fueling her theatrical endeavors.

The Forbidden Act:

In the secretive recesses of her past, there exists a play, birthed by Nocturne's pen, which when performed, breached the line between the spectral and the real. The

ensuing chaos was so profound that Nocturne, fearing her creation, eradicated all traces of the script, vowing never to let its power be unleashed again.

Voices in the Void:

Whispers, disembodied and eerily articulate, often visit Nocturne. These spectral narrations, whether gifts from the beyond or echoes of a mind teetering on the edge, are the seeds of her most haunting tales.

Whispers In The Quiet of The Dark:

- Nocturne's dramatic production tells the haunting story of a family cursed by an ancient ailment, a narrative that uncomfortably mirrors the affliction afflicting Drusilla's lineage. She suspects Nocturne may possess insights into this curse's nature and wonders if the playwright has encountered real-life accounts of the disease.

Special Ability:

ABILITY NAME: Echoes of Eternity

ABILITY DESCRIPTION: By immersing herself in the silence of her surroundings, Nocturne can, for a limited period, tune into the residual whispers of the manor. These ethereal tales, though fragmentary, might hold keys to unraveling the mysteries she seeks.

What You Know About Others:

Raven: Raven's haunting verses have often resonated with Nocturne's own dark musings. The depths of melancholy and despair in their poems suggest a personal, perhaps tragic, source. Nocturne has long contemplated fusing Raven's poetic genius with her dramatic narratives.

Alex: One of Alex's canvases caught Nocturne's eye—a spectral figure that mirrors the apparition of her youth. This uncanny resemblance has piqued her curiosity, making her question if Alex, like her, is privy to the otherworldly.

Azure: Azure's concoctions are renowned, but one potion, acquired by Nocturne, holds special significance. Though never publicly acknowledged, this

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brew unlocked visions that became the crux of one of Nocturne's most lauded plays.

Straddling the realm of artistic genius and the paranormal, Nocturne is a character enshrouded in layers of mystery. Her interactions with the denizens of the manor promise to be a complex tapestry of shared secrets and unspoken bonds.

Character: Cass

Personal Background and Public Information:

Gender: Male/Female

Age: 40

Role: World-renowned Anthropologist

Costume: Cass's attire is the epitome of a seasoned explorer: muted earth-toned clothing equipped with multiple utility pockets, carrying tools like magnifying glasses, brushes, and notebooks. A weathered leather satchel, brimming with journals from past expeditions, hangs from their shoulder. Dominating their appearance is a necklace bearing an ancient amulet, its intricate patterns an enigma of cultural tales.

Background:

The world sees in Cass an academic luminary, a beacon of knowledge that illuminates forgotten corners of human history. Their journeys span deserts, ruins, and tribal enclaves, each exploration a pursuit of mankind's lost stories. Cass's name graces many an academic journal, their writings offering a deep dive into rituals that once shaped civilizations and might still influence today's world.

The old manor's call was irresistible. Hushed tales hint at ceremonies conducted beneath moonlit skies, where shadows whispered age-old secrets. Cass believes that within the manor's timeworn walls lies a ritualistic treasure—a dance with the unknown that few have lived to recount.

Private Information:

Realm Between:

A tribal chant, a circle of shadows, and a night Cass can never forget. A child then, they inadvertently stepped into a ritual that momentarily tore the veil between realms. That ethereal connection, both wondrous and haunting, ignited their anthropological flame.

Seeking the Shadows:

The "Ritual of Shadows" is more than mere folklore to Cass. Scraps of ancient

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texts and fragmented memories suggest the manor as its last sanctuary. Rediscovering and, if possible, recreating this ritual, is Cass's clandestine mission. They believe that it could forever bridge the chasm between the living and the spectral.

Guardian of Secrets:

Cass's vast knowledge isn't just academic—it's ritualistic. They've seen dances that could summon rains and chants that still restless souls. These ceremonies, while magnificent, bear risks that could upset nature's balance if placed in wrong hands.

Whispers In The Quiet of The Dark:

- Drusilla had the privilege of attending a seminar led by Cass, during which the anthropologist delved into ancient rituals. One such ritual bore uncanny resemblances to the symptoms of Drusilla's family curse, igniting her curiosity. She is eager to further explore this connection with Cass.

Special Ability:

ABILITY NAME: Ancestral Reverie

ABILITY DESCRIPTION: At a chosen moment, Cass can lay hands on an artifact and plunge into its history. For 5 minutes, they are granted visions—echoes of its past, allowing them to glean insights, emotions, and events tied to the object, potentially shedding light on the manor's enigmatic tales.

What You Know About Others:

Morgana Ash: Within Morgana's labyrinthine library, Cass once stumbled upon a tome that hinted at the "Ritual of Shadows". They believe Morgana might unknowingly possess a key to the manor's deepest mysteries.

Azure: A tribal elder once narrated tales of a potion, a brew that lets souls converse across realms. Cass suspects that Azure, with her herbal and possibly magical prowess, could be the bridge to this ethereal concoction.

Seraph: While respect for the past guides Cass's endeavors, they fear Seraph might not share the sentiment. Rumors paint Seraph as a collector, and Cass dreads

that the occultist's desires might lead to the exploitation of rituals and artifacts, possibly awakening forces that should remain dormant.

With a blend of scholarly expertise and a spiritual quest, Cass's character is a nexus of intrigue. Their interactions, whether collaborative quests with Azure or cautious engagements with Seraph, will sculpt the manor's intricate tapestry of events.

Character: Azure Frost

Personal Background and Public Information:

Gender: Female

Age: 34

Role: Enigmatic Herbalist

Costume: Azure's attire, a cascading robe of verdant greens, appears as if sewn from the very fabric of the forest. Embroidered flora wind around the hem and cuffs, glowing softly in dim light. Her leather satchel, aged and worn, emits a calming aroma of earth and herbs.

Background:

Nestled at the crossroads of folklore and science is Azure's Apothecary, a haven for the weary and the curious. Azure's very presence is like a balm; her cerulean gaze often seems to pierce beyond the veil of the physical, into realms untold. As stories of her concoctions' mystical effects spread, so does her legend. Some narratives hail her as a miracle worker, while others whisper of sorcery, but the consensus is clear: her potions are unparalleled.

Azure's hands, stained with the hues of countless herbs, craft remedies that teeter between the empirical and the magical. Her wanderlust often pulls her to the embrace of the wild, where nature unveils its secrets to her. The manor's beckoning is tied to an ancient tale of a ghostly bloom, said to shimmer under the moon's gaze.

Private Information:

Ancestral Magic:

The roots of Azure's lineage delve deep into history, intertwined with fabled witches who danced with nature's rhythm. Their legacy, a tapestry of herblore and magic, pulses within her. Her brews are more than mere herbs; they're an alchemy of nature's essence and ancestral spells.

Elixir of the Veil:

Tales of a potion bridging life and the afterlife are not mere fables. Azure's hands once crafted such an elixir. But its power, both wondrous and treacherous,

exacted a heavy toll on its user. Azure, haunted by its consequences, has sealed its recipe in the chambers of her heart.

Silent Longing:

Amidst her vast knowledge, one emotion remains uncharted – love. A heart secretly yearns, its desires cloaked beneath the poise of the herbalist. This unspoken love tints some of her potions with melancholy and hope.

Whispers In The Quiet of The Dark:

- A tribal elder once narrated tales of a potion, a brew that lets souls converse across realms. Cass suspects that Azure, with her herbal and possibly magical prowess, could be the bridge to this ethereal concoction.
- Azure's concoctions are renowned, but one potion, acquired by Nocturne, holds special significance. Though never publicly acknowledged, this brew unlocked visions that became the crux of one of Nocturne's most lauded plays.
- Drusilla is well aware of Azure's expertise in herbs and potions. She has contemplated seeking Azure's assistance in crafting a particular remedy derived from an ancient recipe she recently unearthed.
- Obsidian has previously collaborated with Azure, incorporating her potent potions into gemstones to create protective amulets. While Azure possesses some knowledge regarding the pendant's properties, the full extent of its history remains concealed.
- On one of his travels, Sir Benjamin procured a rare herb for Azure, understanding its potent properties. He suspects Azure is more than a mere herbalist, possibly veering into the realms of alchemy or dark magic.

Special Ability:

ABILITY NAME: Earthsong Communion

ABILITY DESCRIPTION: Summoning ancient bonds with nature, Azure can, for a fleeting 10 minutes, converse with the elements. Whether it's deciphering messages carried by the winds or invoking plants to lend their aid, Azure's communion provides her a unique edge in the game's unfolding narrative.

What You Know About Others:

Lyrian: A shared respect binds Azure and Lyrian, united by their reverence for nature. Azure's potion, meant to amplify Lyrian's climatic studies, sowed seeds of a mutual understanding. She believes that together, their connection with the natural world can yield wonders.

Morgana Ash: Hidden amidst Morgana's vast literary troves is a tome of ancient herbal rites. Azure's heart beats faster at its mere thought, as it promises insights lost even to her forebears. Approaching Morgana, however, requires tact and trust.

Alex: The ethereal essence emanating from Alex's artworks intrigues Azure. A thought persists: could Alex's spectral visions, combined with her Elixir of the Veil, bridge realms in ways hitherto unimaginable?

Azure's intricate blend of herbal prowess, ancestral magic, and emotional depths makes her a character rife with potential alliances, enigmas, and confrontations within the haunting corridors of the manor.

Character: Alex

Personal Background and Public Information:

Gender: Male/Female

Age: 28

Role: Visionary Artist

Costume: Draped in a mosaic of colors and textures, Alex's attire feels like a living canvas. Their clothing is an alchemy of rich fabrics, adorned with bright splashes of dried paint, each a testament to hours of fervor in the studio. Dangling from a leather cord around their neck is a locket, while pockets and pouches brimming with brushes, charcoal, and a well-worn sketchbook attest to their ever-ready artistic spirit.

Background:

Alex's trajectory in the art world is meteoric. Their paintings, oscillating between the worlds of the living and the departed, serve as a nexus between realms. This uncanny ability to ensnare the ephemeral onto the tangible canvas is both mesmerizing and disconcerting. Whispers within art circles hint at a supernatural muse, an ethereal guide directing Alex's hand.

Recent showcases, especially their celebrated exhibition "Beyond the Veil," have solidified Alex's reputation. It's said that staring too long at their works might allow you to hear faint echoes from the afterlife. Their pilgrimage to the manor is two-fold: a quest for inspiration and a deeper communion with the spectral residents rumored to inhabit its ancient halls.

Private Information:

Spirit-Touched:

The world seen by Alex is not confined to the living. Phantom forms have been their companions since youth. Mockery and disbelief in their younger years have taught them to guard this secret jealously. However, these very apparitions now breathe life into their masterpieces.

Eternal Bond:

Among the spectral silhouettes that visit Alex, one stands out — a lover from their past, now existing in a liminal space between worlds. This spirit's presence is a paradox of solace and sorrow, a reminder of love undiminished by death.

Artistic Angst:

The weight of success is burdensome. The acclaim of "Beyond the Veil" casts a daunting shadow. Alex is tormented by the prospect of artistic stagnation and yearns for another ethereal muse to preserve their relevance.

Whispers In The Quiet of The Dark:

- One of Alex's canvases caught Nocturne's eye—a spectral figure that mirrors the apparition of her youth. This uncanny resemblance has piqued her curiosity, making her question if Alex, like her, is privy to the otherworldly.
- The ethereal essence emanating from Alex's artworks intrigues Azure. A thought persists: could Alex's spectral visions, combined with her Elixir of the Veil, bridge realms in ways hitherto unimaginable?

Special Ability:

ABILITY NAME: Spectral Gaze

ABILITY DESCRIPTION: For a singular, game-altering moment, Alex can pierce the veil separating the living and the dead. This ephemeral connection, spanning 5 minutes, unveils hidden truths, clandestine motives, or impending omens, granting Alex an advantageous foresight.

What You Know About Others:

Raven: Raven's verse, a poignant reflection on one of Alex's haunting creations, suggests a deeper resonance. While their mutual admiration is palpable, there's a lingering notion that Raven might be privy to the origins of Alex's ethereal inspirations.

Morgana Ash: Seeking historical parallels, Alex once delved into Morgana's vast literary repository, specifically seeking texts on spectral artistry. Morgana's nuanced understanding of such esoteric intersections leaves Alex both intrigued and wary.

Seraph: Seraph's ostensible interest in acquiring Alex's art feels layered. While their appreciation appears genuine, there's an underlying current, a sense that Seraph is pursuing not the art but the otherworldly essence that birthed it.

Bridging the chasm between the seen and the unseen, Alex embodies a narrative replete with passion, pain, and the paranormal. Their experiences and enigmas promise a riveting exploration within the enigmatic confines of the manor.

Character: Lyrian

Personal Background and Public Information:

Gender: Male/Female

Age: Early 30s

Role: Atmospheric Parapsychologist

Costume: Elegantly functional, Lyrian's attire is tailored to withstand fluctuating weather elements. Layers of breathable fabric ensure adaptability to the environment. A wide-brimmed hat shadows their features, emphasizing sharp, contemplative eyes. Nestled in their grasp is a weather-resistant journal, while a sophisticated pocket anemometer dangles from their belt, ever ready for readings.

Background:

Lyrian's expertise is a confluence of the empirical and the enigmatic: they investigate how climatic conditions influence the spectral realm. This intersectional discipline argues that the atmosphere's energy – from a misty haze to a sunlit day – interacts synergistically with supernatural entities. Lyrian is no obscure academic; their innovative theories have decorated lecture halls, captivated readers of leading journals, and even graced television screens.

The manor, draped in its perennial fog and punctuated by eerie nocturnal breezes, is Lyrian's current fascination. They surmise these atmospheric elements could be key to unlocking the house's haunted riddles. As they often explain, when one truly understands the weather, they can potentially predict, if not manipulate, the behaviors of entities tied to it.

Private Information:

Storm-Touched Past:

A childhood memory, still vivid, haunts Lyrian's psyche. Amidst a fierce thunderstorm, they encountered a supernatural phenomenon – a pivotal moment that recalibrated their life's compass towards atmospheric parapsychology. Yet, this memory remains a closely guarded secret, a personal nexus between Lyrian and the unseen.

Financial Clouds:

The gilded reputation masks a stark reality. Lyrian's self-financed ventures have drained them, casting shadows of debt. The manor is more than a research site; it's an opportunity. A groundbreaking discovery here could woo sponsors and secure future endeavors.

Whispers in the Wind:

Anonymous letters, bearing coordinates and cryptic clues, often find their way to Lyrian. Guiding them to hauntingly active locales, these mysterious breadcrumbs suggest an unseen hand directing their path. A suspicion brews: could the manor house this elusive guide?

Whispers In The Quiet of The Dark:

- A shared respect binds Azure and Lyrian, united by their reverence for nature. Azure's potion, meant to amplify Lyrian's climatic studies, sowed seeds of a mutual understanding. She believes that together, their connection with the natural world can yield wonders.
- During one of Gale's extensive journeys, they crossed paths with Lyrian. Gale was captivated by Lyrian's ability to correlate weather patterns with supernatural phenomena. It has left them pondering whether Lyrian's expertise could aid in their quest to reconnect with their lost sibling's spirit.
- Obsidian and Lyrian once shared an account of a particularly stormy night when supernatural occurrences peaked. Obsidian harbors suspicions that Lyrian possesses a deeper understanding of the correlation between weather patterns and hauntings than they openly admit.

Special Ability:

ABILITY NAME: Ethereal Forecast

ABILITY DESCRIPTION: In a game-defining moment, Lyrian can tap into their profound understanding of the environment to foresee an imminent atmospheric shift. This precognition, lasting 10 minutes, grants Lyrian and allies heightened perception, aiding in revealing concealed truths or evading looming perils.

What You Know About Others:

Morgana Ash: Among dusty manuscripts detailing the manor's meteorological history, Lyrian discerned references to a tome. This book, nestled perhaps in the library's depths, supposedly bridges climatic patterns with ghostly manifestations. Morgana, with her vast knowledge, is undoubtedly privy to its secrets.

Elise Hollow: Generations of Hollows have meticulously maintained meteorological logs. Within these pages, Lyrian believes, might be woven a pact – an ancient covenant binding the Hollow lineage to the elemental forces.

Seraph: A relic discovered in a distant haunted locale bore inscriptions mirroring those Seraph holds dear. Lyrian hypothesizes that Seraph's arcane rites draw upon, or even influence, the climatic energies enveloping them.

Embarking on a quest to marry the tangible and the ethereal, Lyrian's journey transcends mere scientific inquiry. Every reading, every observation, is a step closer to confronting personal specters, making their exploration a harmonious blend of external revelations and internal reckonings.

Character: Morgana Ash

Personal Background and Public Information:

Gender: Female

Age: Late 20s

Role: Guardian Librarian of Ancient Texts

Costume: Elegance touched with scholarly modesty, Morgana sports a floor-length dress accentuated with an ornate lace collar. A cozy cardigan envelops her frame. Her raven-black hair is wound into a meticulous bun, revealing a pair of round spectacles. These glasses give her a studious demeanor, but they also conceal knowing eyes. Nestled against her chest is a pendant, crafted into the form of an ancient tome, a testament to her life's devotion.

Background:

Morgana, a paragon of quiet wisdom, might seem like the quintessential librarian, albeit with a twist. In charge of the town's venerated historical library, a labyrinthine repository of age-old manuscripts, forbidden treatises, and scrolls untouched by time, she's become a sentinel of the ancient. While many bypass the enigmatic sections, for Morgana, they are home.

Her days blur into nights, deciphering languages long forgotten and piecing together tales from epochs past. Such dedication has transformed her into an oracle of history, folklore, and ancient rites. Academics, treasure hunters, and even the simply curious find their way to her desk, searching for kernels of knowledge.

Yet, behind this facade of librarian normalcy, Morgana is the appointed guardian, chosen to keep the volatile power of specific tomes in check. It's whispered that some of these books, if misused, could herald epochs of darkness.

Private Information:

Legacy of the Guardians:

The torch of protector has been passed down Morgana's lineage for centuries. An ancestral covenant, sworn upon blood and ink, commits her to shield the world from the malevolent truths buried within the pages she tends.

The Fragmented Spell:

In a chilling discovery, Morgana unearthed that a critical page, etched with a potent ritual, has been excised from one of the nefarious volumes. This incantation, if wielded, holds the potential to rouse spirits long dormant.

Lost in the Pages:

The shadow of personal tragedy looms over Morgana. Her beloved, drawn to the allure of a forbidden tome, vanished without a trace. Every cipher decoded, every legend unraveled, is a step towards unraveling their fate.

Whispers In The Quiet of The Dark:

- Among dusty manuscripts detailing the manor's meteorological history, Lyrian discerned references to a tome. This book, nestled perhaps in the library's depths, supposedly bridges climatic patterns with ghostly manifestations. Morgana, with her vast knowledge, is undoubtedly privy to its secrets.
- Gale is aware of Morgana's access to a collection of rare and enigmatic tomes. With the hope of finding insights into specific rituals or locations that might assist in their mission, Gale has contemplated approaching the librarian.
- Hidden amidst Morgana's vast literary troves is a tome of ancient herbal rites. Azure's heart beats faster at its mere thought, as it promises insights lost even to her forebears. Approaching Morgana, however, requires tact and trust.
- Seeking historical parallels, Alex once delved into Morgana's vast literary repository, specifically seeking texts on spectral artistry. Morgana's nuanced understanding of such esoteric intersections leaves Alex both intrigued and wary.
- Within Morgana's labyrinthine library, Cass once stumbled upon a tome that hinted at the "Ritual of Shadows". They believe Morgana might unknowingly possess a key to the manor's deepest mysteries.
- A scribbled note in the margin of a second-hand book mentioned a connection between the Ash family and a long-lost relic rumored to be within Hollow Manor.

Special Ability:

ABILITY NAME: Whisper of the Ancients

ABILITY DESCRIPTION: At one juncture in the game, Morgana can immerse herself in a forbidden book, invoking its wisdom to shed light on a prevailing enigma or obstacle. This rite lasts 5 minutes, and the knowledge gleaned can pivot the trajectory of events in her favor.

What You Know About Others:

Seraph: During one of Seraph's cryptic inquiries, Morgana discerned the occultist's interest in a rare artifact. While she steered Seraph away, Morgana's vast knowledge means she's acutely aware of this relic's true resting place within the manor.

Anastasia Wraith: Hidden tales from Morgana's library allude to the Wraith lineage's crypt. An inscribed chant, if intoned correctly, can unveil a concealed alcove, bearing treasures or truths.

Raven: In a corner of the library's forbidden wing, an ancient manuscript bears a poem, its verses mirroring Raven's distinctive cadence. This suggests Raven, at some point, might have clandestinely accessed these vaulted archives.

Embedded in Morgana's existence is the delicate equilibrium of disseminating knowledge and safeguarding the world from its dangerous edges. With every page turned, she confronts the duality of her duty, serving as the librarian of age-old legacies and the sentinel of secrets that must remain hidden.

Character: Seraph

Personal Background and Public Information:

Gender: Male/Female

Age: Mid-30s

Role: Grand Occultist and Collector of Arcane Relics

Costume: Deep obsidian robes cascade down, kissed by silver threads that weave esoteric patterns of galaxies and constellations. A pendant, cradling a gem that seems to contain a universe within, nestles against the chest. Each finger boasts a ring, each one a symbol of a different arcane mastery. To complete the ensemble, a staff, crowned with a crystal orb pulsating with a soft glow, is always within grasp.

Background:

Seraph's name, whispered in dim candlelit rooms, resonates with both awe and trepidation. A master of arcane arts, this occultist has journeyed from the lost cities of the desert to the snow-cloaked temples of the mountains, all in the quest to uncover and possess artifacts that bristle with otherworldly power. Every relic, every scroll, is a piece of a cosmic jigsaw puzzle, hinting at the grand design of the universe.

While many seek Seraph's expertise, guiding them through the labyrinth of the supernatural, there are those who fear the occultist's true intentions. What might one do with such an array of mystical items? Hollow Manor, a nexus of supernatural occurrences, is the latest destination on Seraph's winding path, promising relics that are said to be of unparalleled potency.

Private Information:

Stellar Prophecy:

Guided by an archaic prophecy, Seraph believes that a celestial convergence is on the horizon, a rare event where the veils between realms grow thin. Armed with the right artifacts during this alignment, it's believed that one could command the very weave of fate.

Entangled in Shadows:

Not all of Seraph's endeavors have been triumphant. A ritual, intended to beckon knowledge, instead summoned a malevolent entity. Now, a silent accord binds Seraph to this being, each relic collected serving both their insatiable curiosity and the shadow's inscrutable desires.

Ephemeral Heartache:

Behind the facades of arcane pursuit lies a heart scarred by loss. A cherished soul, during a ritual intended to transcend realms, was lost to the void. The pain fuels Seraph's quest, in hopes that the boundaries separating them might someday dissolve.

Whispers In The Quiet of The Dark:

A relic discovered in a distant haunted locale bore inscriptions mirroring those Seraph holds dear. Lyrian hypothesizes that Seraph's arcane rites draw upon, or even influence, the climatic energies enveloping them.

During one of Seraph's cryptic inquiries, Morgana discerned the occultist's interest in a rare artifact. While she steered Seraph away, Morgana's vast knowledge means she's acutely aware of this relic's true resting place within the manor.

Seraph's ostensible interest in acquiring Alex's art feels layered. While their appreciation appears genuine, there's an underlying current, a sense that Seraph is pursuing not the art but the otherworldly essence that birthed it.

While respect for the past guides Cass's endeavors, they fear Seraph might not share the sentiment. Rumors paint Seraph as a collector, and Cass dreads that the occultist's desires might lead to the exploitation of rituals and artifacts, possibly awakening forces that should remain dormant.

Special Ability:

ABILITY NAME: Veil Vision

ABILITY DESCRIPTION: On two occasions in the game, Seraph can invoke the power to glimpse into the astral realm for a span of 3 minutes. This ethereal sight unveils spirits, latent energies, or mystical wards around them, revealing what's concealed from mortal eyes.

What You Know About Others:

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Dr. Reginald Thorn: A tome, bound in midnight leather, described a chalice forged from blood and shadow. Marginalia, penned by an unknown scholar, hinted at Dr. Thorn's intimate knowledge of this artifact.

Raven: In Seraph's vast library, a grimoire spoke of verses that hold the power to unravel or bind fates. An eerily reminiscent verse echoed in one of Raven's lamentations, suggesting a tie to ancient incantations.

Elise Hollow: Whispers in arcane circles alluded to the Hollow lineage guarding the "Celestial Compass," an artifact said to resonate with cosmic vibrations. Seraph believes that if this compass can be found, it may be the linchpin to many mysteries.

Treading the nebulous boundary of knowledge and mystery, Seraph remains perpetually poised between light and shadow. The manor's enigmas beckon, with the promise of both enlightenment and peril. And within its walls, perhaps, lie the keys to love, redemption, and destiny.

Character: Jordan

Personal Background and Public Information:

Gender: Male/Female

Age: Early 40s

Role: Vanguard of the Veil, Supernatural Hunter

Costume: An aged leather jacket, emblematic of many confrontations, lined with multiple pockets containing relics and trinkets. Paired with shadowy cargo trousers that have seen a thousand hunts, Jordan's attire is completed by rugged boots meant for any terrain. A signature wide-brimmed hat casts an enigmatic shadow, while a bevy of amulets and charms, each with its own story, dangle around the neck. Always within reach is a crossbow, a symbol of defense, alongside a satchel bursting with esoteric tools.

Background:

In whispered circles and dimly lit taverns, the name Jordan evokes both admiration and fear. Descended from an illustrious line of hunters who tread the blurred line between our world and the supernatural, Jordan stands as a bulwark against malevolent entities. Yet, this role is not just of a hunter but also a guardian, for Jordan often intercedes when the unseen threatens the innocent.

Possessing an encyclopedic knowledge of ancient myths, artifacts, and the arcane, Jordan's journeys have spanned continents, from the crypts of Egypt to the misty highlands of Scotland. Allies, adversaries, and unsolved mysteries mark these travels. Now, Hollow Manor beckons. Its whispered legends and eerie occurrences present a challenge Jordan finds impossible to ignore.

Private Information:

Echoes of Ancestry:

The allure of the supernatural runs deeper than mere profession. Hushed family tales speak of an ancestor who wielded elemental magics, while another vanished, leaving naught but footprints at the edge of an enigmatic grove.

The Fragmented Relic:

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Secured within Jordan's satchel is a shard, a vestige of an ancient artifact. Legends suggest it can unmask the true visage of supernatural beings, yet wielding it comes at a perilous cost, its energies wild and capricious.

Oath in Shadows:

In a tragic past encounter, a dear companion was lost to the jaws of a dark creature. This haunting memory is Jordan's ever-present shadow. At the foot of a tombstone, beneath a weeping sky, Jordan swore an oath: to be the shield against the night, safeguarding the innocent from the claws of the supernatural.

Special Ability:

ABILITY NAME: Ethereal Sight

ABILITY DESCRIPTION: Once in the game, Jordan can pierce the veil separating the mundane from the supernatural. For a span of 5 minutes, any hidden entities or spectral energies within proximity become glaringly evident. This precognitive insight aids in evading snares or deciphering enigmatic clues.

What You Know About Others:

Elara Moon: Amidst dusty manuscripts, Jordan stumbled upon a depiction of a protective amulet, strikingly akin to the one Elara wears. Its origins are ancient, its powers potentially monumental, making it an object of immense intrigue.

Anastasia Wraith: From the brittle pages of a forgotten diary, Jordan discerned hints of a supernatural encounter that entwined Anastasia's late spouse in its coils, potentially tethering her to the manor's mysteries.

Madame Lysandra: In a quaint hamlet in Transylvania, Jordan was regaled with tales of a seeress whose prophetic prowess was unmatched. Whispers connected this lore to Lysandra, insinuating her potential tryst with authentic mysticism.

At the heart of Hollow Manor's labyrinthine passages, Jordan seeks more than answers. It's a pilgrimage for atonement, enlightenment, and the hope of capturing that elusive relic, the keystone in a life dedicated to battling the shadows. As every creaking door opens and candle flickers, Jordan remains vigilant, prepared to face

whatever the manor conceals within its ancient walls.

Character: Raven

Personal Background and Public Information:

Gender: Female

Age: Mid-30s

Role: Mistress of Macabre Poetry

Costume: A flowing obsidian gown with intricate lacework and velvety textures. Atop her cascading dark hair is a delicate tiara adorned with raven feathers. Around her neck, she wears an ornate silver pendant that holds an air of antiquity. Always at hand is her cherished leather tome, filled with poetic verses from her soul's deepest chambers.

Background:

Raven was birthed amidst the moody tempests of a late October eve, her destiny intertwined with the twilight's embrace. Her poetic prowess, steeped in the realms of the otherworldly and the arcane, has rendered her a literary sensation. Her words, a tapestry of melancholy and spectral allure, transport listeners to realms where love dances with shadows, and death serenades the moon.

The ancient cemetery that neighbored her childhood abode whispered tales of the long departed, and thus, a young Raven found solace among gravestones. Her compositions, a blend of ethereal romance and chilling specters, resonate with a raw authenticity that only one truly acquainted with the shadows can achieve. Given Hollow Manor's storied past and phantasmal rumors, her presence here seems a poetic destiny, a sojourn for inspiration from the very walls that have seen centuries pass.

Private Information:

A Curse Most Dark:

The allure of death in Raven's writings isn't mere artistic license. A dark cloud, a family curse, is believed to loom over her lineage, where every kin meets an eerie and premature doom. As the clock ticks, Raven fervently crafts her legacy, hoping her verses might outlive the curse that shadows her steps.

Ephemeral Embrace:

In her heart's secluded chamber lies the memory of a profound love, a bond that was torn asunder when her beloved mysteriously vanished. Many a tear-streaked stanza in her book pays homage to this lost soul, a love story that remains unfinished.

Ancient Echoes:

While wandering the labyrinthine corridors of Hollow Manor, Raven chanced upon a timeworn manuscript, rumored to be a conduit to the spectral realm. Night after night, she's clandestinely summoned its powers, yearning for a whisper from her long-lost love.

Whispers In The Quiet of The Dark:

- In a corner of the library's forbidden wing, an ancient manuscript bears a poem, its verses mirroring Raven's distinctive cadence. This suggests Raven, at some point, might have clandestinely accessed these vaulted archives.
- In Seraph's vast library, a grimoire spoke of verses that hold the power to unravel or bind fates. An eerily reminiscent verse echoed in one of Raven's lamentations, suggesting a tie to ancient incantations.
- Raven's verse, a poignant reflection on one of Alex's haunting creations, suggests a deeper resonance. While their mutual admiration is palpable, there's a lingering notion that Raven might be privy to the origins of Alex's ethereal inspirations.
- Raven's haunting verses have often resonated with Nocturne's own dark musings. The depths of melancholy and despair in their poems suggest a personal, perhaps tragic, source. Nocturne has long contemplated fusing Raven's poetic genius with her dramatic narratives.

Special Ability:

ABILITY NAME: Elegy's Entrapment

ABILITY DESCRIPTION: Once during the game, Raven can weave her words into a haunting elegy that ensnares its listeners, rendering them paralyzed in a trance of emotion and reflection. This ethereal stasis lasts for 3 minutes, providing

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Raven an opportunity to explore, evade, or engage as she deems fit.

What You Know About Others:

Elise Hollow: In the manor's muted ambiance, Raven discerned Elise murmuring a familial tune. Strikingly, the lyrics mirror one of Raven's celebrated poems, hinting at possible ancestral ties or a shared cryptic history.

Dr. Reginald Thorn: In a secluded alcove, Raven chanced upon the doctor's scribbles about ancient vampiric tales. One of her cherished poems, delving into undying love's embrace in nocturnal eternity, seems eerily influenced by similar myths.

Madame Lysandra: Once, Raven sought Lysandra's mediumistic prowess, hoping to bridge the chasm between life and afterlife. During a séance, a fleeting connection to her lost love was felt. Yet, Raven remains torn: is Lysandra a genuine spiritual conduit or merely a master of deception?

In Hollow Manor's echoing halls, Raven's quest is twofold: to draw from its enigmatic aura for her poetic magnum opus and to perhaps find a sliver of light in her life's haunting nocturne.

Character: Taylor

Personal Background and Public Information:

Gender: Male/Female (Ambiguous)

Age: Late 20s

Role: Enigmatic Guest

Costume: A minimalist ensemble in muted earthy tones, possibly a beige vest paired with tailored trousers or a skirt. Soft-soled shoes that make virtually no sound complement their look. A leather-bound notebook is their constant companion, its pages filled with waveform sketches and notes.

Background:

In the grandeur of Hollow Manor, where many strive to stand out, Taylor is the quiet undertone, effortlessly fading into the architectural marvels and historical tapestries. Hailing from a nondescript town, their inclusion in this grand event is perplexing to most, adding an air of mystery to their presence.

Many perceive Taylor's silence as timidity, but a conversation with them reveals a depth of perception and a world of sounds that few can fathom. An expert in the realm of acoustics, Taylor's profession as a sound engineer has led them to chronicle the unique soundscapes of ancient structures. Drawn to Hollow Manor's acoustic legacy, they're here to listen to the stories the walls whisper and the floors hum.

Private Information:

Invitation's Secret Origin:

Taylor's invitation wasn't a mere twist of fate. A cryptic note, unsigned, hinted at an enigmatic acoustic anomaly within Hollow Manor, a sound that eludes the ordinary ear. The challenge was too enticing for Taylor to resist.

A Haunting Resonance:

An accident during an audio expedition left Taylor with an unexpected gift and curse. A spectral frequency now resonates in their ears, amplifying their auditory senses to an almost supernatural level. While it has opened doors in their career, it's also a constant reminder of a traumatic past.

Echoes of the Hidden:

Taylor's heightened hearing led them to Hollow Manor's lesser-known corners. Behind closed doors and hidden walls, they've captured whispers of secrets and the haunting rhythm of a heartbeat beneath the manor, suggesting an unsolved mystery or concealed entity.

Special Ability:

ABILITY NAME: Acoustic Intuition

ABILITY DESCRIPTION: Once in the game, Taylor can activate their unparalleled auditory senses, allowing them to eavesdrop on concealed or distant conversations and noises. This brief surge of sonic clarity lasts for 5 minutes, revealing potential plots, secrets, or underlying motives.

What You Know About Others:

Dr. Reginald Thorn: Hidden behind a drapery, Taylor chanced upon Reginald discussing a relic related to vampiric lore. While they couldn't grasp the entire conversation, it's evident that the artifact holds significance for the doctor.

Elise Hollow: Amidst the manor's muted murmurs, Taylor discerned a delicate lullaby intertwined with the Hollow legacy. Their intuition suggests Elise could shed light on its poignant past.

Elara Moon: In a secluded chamber, the hauntingly beautiful notes of Elara's voice reached Taylor. Yet, it wasn't just the melody but the otherworldly undertone in her voice that intrigued them, hinting at something beyond the mortal realm.

Amidst the cacophony of Hollow Manor's many tales, Taylor navigates the echoes of yore and the murmurs of the now. Every vibration, every whisper holds meaning, and with an ear fine-tuned to the unseen, Taylor seeks to uncover the manor's hidden sonnets.

Character: Elise Hollow

Personal Background and Public Information:

Gender: Female

Age: Mid 30s

Role: Heiress of a Legacy

Costume: A regal gown reminiscent of the era when Hollow Manor first rose from the ground, its design reflecting the opulence of bygone days. The silhouette of the dress is structured, with elaborate embroidery showcasing the Hollow family crest. Adorning her are jewels – heirlooms that shimmer with tales of the past.

Background:

Graceful and dignified, Elise Hollow seems to have stepped right out of the pages of a history book. She is the embodiment of the Hollow legacy, asserting her lineage to the founders of the esteemed Hollow Manor. The Hollow lineage was known not just for their affluence but also their dalliance with the mystical realm.

To the common folk, Elise presents herself as the rightful heiress, attempting to restore her family's honor. Within the echoing chambers of Hollow Manor, she can often be found, her voice weaving tales of the Hollow ancestors, their unparalleled achievements, and the manor's resplendent past. However, her narratives, however captivating, are often met with a mix of awe and doubt, given the manor's penchant for legends and eerie tales.

Private Information:

The Quest for Power:

Beyond her public persona as the rightful heir, Elise's heart is set on a particular treasure – The Hollow Grimoire. Whispered to be a reservoir of formidable dark magics and ancestral rituals, Elise believes this tome could be the linchpin in resurrecting the Hollows' past glory.

The Family's Bane:

A dark cloud has long hung over the Hollow lineage – a curse that ensures a calamitous end for every direct descendant. Elise, determined not to fall prey to this

doom, thinks that the Grimoire might contain the rite to free her lineage from this ominous fate.

Shadows in the Corner of Her Eye:

In the silent corridors, when the outside world fades, Elise is haunted by fleeting visions. A figure, enshrouded in shadows, beckoning, guiding, and then disappearing, leaving behind a trail of unanswered questions.

Whispers In The Quiet of The Dark:

- Amidst the manor's muted murmurs, Taylor discerned a delicate lullaby intertwined with the Hollow legacy. Their intuition suggests Elise could shed light on its poignant past.
- Generations of Hollows have meticulously maintained meteorological logs. Within these pages, Lyrian believes, might be woven a pact – an ancient covenant binding the Hollow lineage to the elemental forces.
- In the manor's muted ambiance, Raven discerned Elise murmuring a familial tune. Strikingly, the lyrics mirror one of Raven's celebrated poems, hinting at possible ancestral ties or a shared cryptic history.
- Whispers in arcane circles alluded to the Hollow lineage guarding the "Celestial Compass," an artifact said to resonate with cosmic vibrations. Seraph believes that if this compass can be found, it may be the linchpin to many mysteries.
- **Thorn's** travels unveiled tales of a mystic with Moon as a surname, known for both aiding and combating creatures of the night. He wonders if Elara might be a descendant and, therefore, a potential ally or adversary.

Special Ability:

ABILITY NAME: Echoes of the Hollows

ABILITY DESCRIPTION: Once in the game's course, Elise can tap into the spectral realm, reaching out to her forebearers. This spiritual communion offers insights, clues, or knowledge about a specific entity, location, or mystery within the manor. The game master, acting as the voice of the ancestors, provides this vital piece of information.

What You Know About Others:

Anastasia Wraith: Delving deep into the annals of Hollow family records, Elise came across mentions of a sacred alliance between the Hollows and Wraiths. While the specifics elude her, Anastasia's presence in the manor makes Elise believe that their destinies might be intertwined.

Victor Gray: A chance eavesdrop had Elise learn of an artifact in Victor's possession, an artifact adorned with the emblem of the Hollows. The implications of this discovery and its significance are things she is eager to uncover.

Madame Lysandra: The enigmatic medium, with eyes that seem to pierce the veil of the beyond, once approached Elise. Her words hinted at knowledge of the Grimoire's location. While Elise declined the offer, she remains cautious, sensing that their paths may cross again.

In the echoing halls of Hollow Manor, Elise Hollow isn't merely another visitor. She is an integral thread in its intricate narrative. As she moves through its rooms, every step she takes is a dance with her family's past and the manor's myriad mysteries.

Character: Anastasia Wraith

Personal Background and Public Information:

Gender: Female

Age: Late 20s

Role: Bereaved Widow

Costume: Dressed in a mourning gown of black, its fabric flowing like night around her, Anastasia strikes an imposing figure. Her dress, embroidered with delicate lace, speaks of a bygone era. A veil, often drawn back to reveal hauntingly sorrowful eyes, adds to her ethereal presence. Around her neck, she wears a locket – inside, a cherished photograph of Lucius, her departed husband.

Background:

Anastasia, with her enchanting beauty and an aura tinged with melancholy, never fails to draw sympathetic gazes. She was once the other half of a love story that was the envy of many. Her union with Lucius Wraith was the stuff of fairy tales – until fate penned a tragic twist. Lucius's sudden, unexplained death transformed their love story into a whispered legend, with murmurs suggesting that he rests in Hollow Manor's eerie graveyard.

In the public eye, Anastasia's visits to places once treasured by Lucius are seen as a widow's attempts to find solace. Her presence at Hollow Manor is, thus, seen as a pilgrimage, driven by stories of spirits who might hold messages from the departed.

Private Information:

Dreams of the Departed:

Anastasia's nights are haunted not by nightmares, but by recurring dreams where Lucius, looking as real as ever, gestures towards a specific gravestone in Hollow Manor. His silent plea in these dreams, though wordless, is a clear beckoning.

Consultations in the Shadows:

Madame Lysandra, the spirit medium, has become a discreet ally in Anastasia's quest. Their clandestine meetings have unveiled truths while deepening the enigma

surrounding Lucius's death.

A Growing Doubt:

Among Lucius's belongings, Anastasia discovered veiled correspondences hinting at a ground-breaking revelation about Hollow Manor. These letters, coupled with her own intuition, have sown seeds of doubt in her mind, making her question the "accidental" nature of his death.

Whispers In The Quiet of The Dark:

- Delving deep into the annals of Hollow family records, Elise came across mentions of a sacred alliance between the Hollows and Wraiths. While the specifics elude her, Anastasia's presence in the manor makes Elise believe that their destinies might be intertwined.
- From the brittle pages of a forgotten diary, Jordan discerned hints of a supernatural encounter that entwined Anastasia's late spouse in its coils, potentially tethering her to the manor's mysteries.
- Hidden tales from Morgana's library allude to the Wraith lineage's crypt. An inscribed chant, if intoned correctly, can unveil a concealed alcove, bearing treasures or truths.
- At a conference centered around old-world rituals, Gale had the opportunity to meet Cass. One particular ritual, described by the anthropologist as a bridge between the living and the deceased, piqued Gale's interest. They've been meaning to delve deeper into this topic with Cass.

Special Ability:

ABILITY NAME: Whispers from Yesteryears

ABILITY DESCRIPTION: At two distinct moments in the game, Anastasia can harness the latent energies of Hollow Manor. Doing so provides her a fleeting vision of pivotal events that transpired within its walls. This spectral insight, provided by the game master, can be a memory or a hint, revealing layers of the manor's history.

What You Know About Others:

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Elara Moon: On a particularly desolate night, Anastasia chanced upon Elara's haunting melody – a lullaby that Lucius often hummed. The rarity of this tune raises questions about Elara's connection to Lucius and the tales he held dear.

Dr. Reginald Thorn: Amid Lucius's notes, references to an academic proficient in vampire folklore appeared repeatedly. Anastasia suspects Dr. Thorn might be this individual and potentially holds keys to the mysteries Lucius was unraveling.

Sir Benjamin Lockhart: In a concealed drawer, Anastasia found an unfinished letter addressed to Sir Benjamin. Its contents, though shrouded in ambiguity, hinted at a "binding promise" and "Hollow Manor's concealed reality."

As Anastasia Wraith steps over the threshold of Hollow Manor, she is not just a grieving widow. She is a seeker, journeying through the intertwining paths of love, loss, and enigma, hoping to find answers hidden in the shadows of the past.

Character: Victor Gray

Personal Background and Public Information:

Gender: Male

Age: Early 30s

Role: Methodical Detective

Costume: Dressed impeccably in a well-tailored charcoal suit, Victor Gray's attire speaks of a man who values precision. A silver tie-bar holds his tie in place, while a fedora casts a slight shadow over his intense gaze. Pinned to his lapel, a shiny detective's badge gleams, signifying his authority. His leather notepad, always within arm's reach, captures minute details others might miss.

Background:

Within the echelons of investigative services, Victor Gray stands as an epitome of logical thinking. He's the brain behind solving multiple high-profile cases that had left many baffled. His unwavering belief in evidence and his ability to separate fact from fiction are what make him exceptional.

Haunted stories, supernatural occurrences, or ghostly apparitions? To Victor, these are merely tales spun around real incidents waiting to be logically explained. It's this staunch skepticism that has drawn him to Hollow Manor. Not to confirm the whispers of hauntings but to methodically debunk them and perhaps unmask any charlatans benefiting from the manor's eerie reputation.

Private Information:

A Scarred Past:

A decade ago, Victor's life was irreparably changed when his younger sister vanished without a trace. Official records term it as 'unexplained'. Victor, however, harbors the anguishing suspicion that con artists, masquerading as spiritual mediums, played a part in her disappearance. This loss fuels his relentless drive to expose frauds.

An Ominous Tip:

Though curiosity is a part of Victor's persona, a cryptic letter slid under his

office door was the real catalyst for his presence at Hollow Manor. The note, devoid of names or explicit details, hinted at an impending event at the manor, one shrouded in shadows.

An Unlikely Alliance:

While Victor often finds himself at odds with those claiming supernatural insights, there's an unspoken admiration he holds for genuine historians, Clara Nightshade being one. Her dedication to preserving the past, untainted by sensationalism, resonates with Victor's own ethos.

Whispers In The Quiet of The Dark:

- A chance eavesdrop had Elise learn of an artifact in Victor's possession, an artifact adorned with the emblem of the Hollows. The implications of this discovery and its significance are things she is eager to uncover.

Special Ability:

ABILITY NAME: Intuitive Insight

ABILITY DESCRIPTION: On three separate occasions during the game, Victor can hone in on the minutest of details in an environment or during an interaction, overlooked by others. This sharp focus allows him to unearth hidden clues or secrets. Upon activating this ability, the game master will divulge a vital piece of information related to the ongoing enigma.

What You Know About Others:

Sir Benjamin Lockhart: A past case involving a high-value art heist drew Victor's gaze toward Sir Benjamin. Though hard evidence eluded Victor, his gut instincts have never stopped whispering that Sir Benjamin is a puzzle waiting to be solved.

Miss Felicity Evergreen: Acquainted with Felicity's journalistic endeavors, Victor treads carefully around her. While recognizing her skills in information acquisition, he remains wary of her potentially sensationalizing facts. Yet, under the right circumstances, they could make a formidable team.

Madame Lysandra: Years following his sister's vanishing, a desperate Victor found himself at Lysandra's doorstep. While he approached with skepticism, their session left him with more questions than answers. The information she provided was eerily accurate, but Victor still grapples with how she procured it.

At Hollow Manor, with mysteries looming large and secrets nested in every corner, Victor Gray is a beacon of logic and deduction, seeking to illuminate the truth that lurks in shadows.

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Character: Elara Moon

Personal Background and Public Information:

Gender: Female

Age: Late 20s

Role: Enchanting Singer

Costume: Clad in a silken gown of cerulean, Elara's attire ripples and reflects light, mirroring the celestial dome at twilight. Delicate silver adornments representing various lunar phases dangle from her neck, ears, and wrists. Her raven-black hair cascades in voluminous waves, shimmering with intermittent strands of silver. Ethereal makeup, especially the soft luminescence on her cheekbones, lends her a moonlit glow.

Background:

Emerging from the obscurity of a sleepy hamlet, Elara Moon's meteoric rise to fame is the talk of every salon and ballroom. Her voice, haunting and mellifluous, speaks directly to the soul, and many claim her songs evoke memories they never knew they had. There's an unexplainable magnetism surrounding Elara, making her performances legendary.

Engaged to serenade Hollow Manor's guests, whispers of anticipation ripple through the halls. But accompanying the excitement are hushed murmurs, tales of lords and ladies behaving peculiarly post her performances—unplanned proposals, tearful confessions, or even rewriting of wills.

Private Information:

Apprenticeship Under Shadows:

Before the world knew her voice, Elara walked the path of the arcane under the watchful eyes of Madame Lysandra. The potent mix of spiritual teachings and her innate talents resulted in a harmonious melding of charm and song. But ambitions clashed, secrets were sought, and the mentor-apprentice bond fractured.

Songs of Power:

Elara's thirst isn't just for applause but for power. Whispers in dark corners have

spoken of Hollow Manor's concealed knowledge—lore that could augment her vocal prowess to unparalleled heights.

The Forbidden Anthem:

Within the pages of her cherished songbook lies a forbidden tune, whispered to be the key to realms beyond comprehension. Its origin remains Elara's closely guarded enigma.

Whispers In The Quiet of The Dark:

- Amidst dusty manuscripts, Jordan stumbled upon a depiction of a protective amulet, strikingly akin to the one Elara wears. Its origins are ancient, its powers potentially monumental, making it an object of immense intrigue.
- In a secluded chamber, the hauntingly beautiful notes of Elara's voice reached Taylor. Yet, it wasn't just the melody but the otherworldly undertone in her voice that intrigued them, hinting at something beyond the mortal realm.
- On a particularly desolate night, Anastasia chanced upon Elara's haunting melody – a lullaby that Lucius often hummed. The rarity of this tune raises questions about Elara's connection to Lucius and the tales he held dear.
- **Among her** historical documents, Clara stumbled upon mentions of a talented alchemist named Ember from centuries ago. The resemblance with Elara is uncanny. She wonders if there's a link across time.

Special Ability:

ABILITY NAME: Lullaby of Influence

ABILITY DESCRIPTION: On two occasions, Elara can unleash a particular melody that ensnares the senses of a chosen individual. As the notes wrap around them, they become more pliable to Elara's suggestions, potentially divulging secrets or granting favors. This mesmerizing effect vanishes as the last note fades, leaving the individual with a sense of dreamy disorientation.

What You Know About Others:

Madame Lysandra: The chasm between them is not merely due to conflicting

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ambitions. Lysandra once cautioned Elara against invoking a certain spectral entity, advice which Elara may have audaciously ignored.

Lady Evelyn Lockhart: Post a particularly evocative performance, Lady Evelyn, with eyes misty and distant, whispered a caution to Elara: "Beware the shadows that listen, for they might sing back."

Dr. Reginald Thorn: Although a man of science, Dr. Thorn has displayed a peculiar interest in Elara's songs. Rumors suggest he believes there's a scientific explanation or even a code within her mesmerizing tunes.

As the night at Hollow Manor unfolds, amidst the tales of specters and secrets, Elara Moon's melodies might just be the key that either unravels or tightens the mysteries further.

Character: Madame Lysandra

Personal Background and Public Information:

Gender: Female

Age: Early 50s

Role: Revered Medium

Costume: Rich indigo and obsidian robes cascade around Madame Lysandra, imprinted with intricate silver symbols of ancient spiritual rites. Each step she takes is accentuated by the soft clinking of the ornate anklets hidden beneath her robes. An assortment of rings, each bearing a different colored gemstone, crowns her fingers, while her neck boasts a prominent pendant: a crescent moon cradling a radiant star. Veils of varying transparencies cascade down her face, partially shielding her enigmatic eyes but allowing her intense gaze to pierce through.

Background:

To some, the ethereal Madame Lysandra is a bridge to the departed; to others, a mere performer. Originating from an ancient line of eastern European mystics, she has traversed continents, bringing solace to grieving souls and offering insights from the spectral realm. From tales of her predicting a duke's downfall to the murmured accounts of a candlelit séance where ancestral spirits spoke, her legend has spread like wildfire.

Drawn to Hollow Manor by tales of echoing footsteps and lingering presences, Lysandra sees an opportunity to understand the manor's whispered secrets. While skeptics question her authenticity, even they cannot dismiss the palpable chill or the spectral whispers that seem to envelop the air whenever she calls upon the spirits.

Private Information:

The Shadow of Yesteryears:

Lysandra's gift came at a price. During an innocent childhood game, she unintentionally beckoned forth a vengeful spirit. The dark entity's presence tormented her family for years before being banished, instilling in her a profound respect and wariness for the unseen.

Portents of Darkness:

A series of harrowing visions plague Lysandra's dreams. Hollow Manor stands central in these premonitions: candle-lit shadows, conspiratorial murmurs, and the foreboding silhouette of a vengeful vampire. These visions feel more like memories, suggesting an ominous event on the horizon.

The Apprentice Turned Rival:

Elara, a fiery and ambitious young woman, once sought Lysandra's mentorship. But as Elara's powers blossomed, so did her hubris. A rift grew between mentor and apprentice, culminating in a fierce confrontation. Today, Lysandra can't help but wonder if Elara's formidable energies might be drawn to Hollow Manor's allure.

Whispers In The Quiet of The Dark:

- In a quaint hamlet in Transylvania, Jordan was regaled with tales of a seeress whose prophetic prowess was unmatched. Whispers connected this lore to Lysandra, insinuating her potential tryst with authentic mysticism.

- Once, Raven sought Lysandra's mediumistic prowess, hoping to bridge the chasm between life and afterlife. During a séance, a fleeting connection to her lost love was felt. Yet, Raven remains torn: is Lysandra a genuine spiritual conduit or merely a master of deception?

- The chasm between them is not merely due to conflicting ambitions. Lysandra once cautioned Elara against invoking a certain spectral entity, advice which Elara may have audaciously ignored.

- The enigmatic medium, with eyes that seem to pierce the veil of the beyond, once approached Elise. Her words hinted at knowledge of the Grimoire's location. While Elise declined the offer, she remains cautious, sensing that their paths may cross again.

- Years following his sister's vanishing, a desperate Victor found himself at Lysandra's doorstep. While he approached with skepticism, their session left him with more questions than answers. The information she provided was eerily accurate, but Victor still grapples with how she procured it.

Special Ability:

ABILITY NAME: Echoes Beyond

ABILITY DESCRIPTION: Using her unparalleled connection to the spectral plane, Lysandra can, on three occasions, beckon spirits to provide insights. This ethereal communion grants her fragmented clues about a location or individual's history or intent. Spirits, however, are capricious, often speaking in enigmatic verses or symbolic imagery. This skill remains active during a single interaction.

What You Know About Others:

Miss Felicity Evergreen: During a meditation, Lysandra felt an ancient spiritual resonance linked to Felicity, suggesting a legacy of spiritual sensitivity.

Clara Nightshade: Spirits from a past séance hinted at a historian draped in deception. Their cryptic descriptions eerily align with Clara's demeanor.

Sir Benjamin Lockhart: In a trance, Lysandra witnessed scenes from centuries ago, featuring a noble eerily resembling Sir Lockhart. This vision suggests he may have ancestral connections to Hollow Manor, if not a more mystical bond.

In the intricate tapestry of tales and mysteries that is Hollow Manor, Madame Lysandra serves as the ethereal thread, linking the living and the dead, the known and the unknown.

Character: Miss Felicity Evergreen

Personal Background and Public Information:

Gender: Female

Age: Mid-20s

Role: Ambitious Journalist

Costume: Felicity is the embodiment of the Roaring Twenties, her flapper dress an exuberant mix of beaded fringes and sparkling sequins in jade green. With every movement, she glimmers, capturing the room's attention. Her T-bar shoes peek from beneath, and a feathered headband adorns her wavy bobbed hair. Positioned deliberately behind one ear is a pencil, ready for notes, while a leather-bound notepad peeks from her beaded purse. A vintage Brownie camera, worn like a badge of honor, completes her ensemble.

Background:

Miss Felicity Evergreen is more than a reporter; she's a storyteller. Employed by "The City Gazette," a mid-tier newspaper, she dreams of bylines in renowned dailies. Hollow Manor, with its whispered tales and ethereal happenings, could be her ticket to journalistic acclaim.

Felicity's zeal is palpable. From the aging grocer to the town librarian, she's interviewed anyone with a story to tell about the manor. Her previous investigations have led her to chase ghosts, rumored specters, and shadows of the past. While her enthusiasm endears her to many, there are those who regard her investigative nature as intrusive. Yet, no one can deny the fire in her eyes, a testament to her unwavering commitment to her craft.

Private Information:

An Ill-Fated Feature:

A coastal village, an age-old lighthouse, and tales of haunting were the ingredients of Felicity's last major assignment. But her story crumbled when her lead source retracted, branding her narrative as sensationalist fiction. The shadows of this failure still loom, making her pursuit at Hollow Manor not just professional but deeply personal.

The Mysterious Reel:

A grainy footage, barely a few seconds long, shows an indistinct silhouette near Hollow Manor's gardens. Felicity accidentally captured it during a prior visit, and its authenticity haunts her. Sharing it could mean validation or further mockery.

Echoes of the Past:

The Evergreen lineage boasts of psychic sensitivities. Felicity's grandmother, a noted medium of her time, left behind a silver locket. Its intricate engravings conceal its rumored capability to communicate with the beyond.

Special Ability:

ABILITY NAME: Evergreen Insight

ABILITY DESCRIPTION: Leveraging the latent psychic abilities passed down her family line, Felicity, upon revealing this card, can tune into the supernatural undercurrents surrounding her. Whether it's a lingering spirit or a concealed truth, the vibes never lie. This ethereal connection can be invoked twice, each time revealing nuances of the supernatural realm during the interaction.

What You Know About Others:

Lady Evelyn Lockhart: An invoice from a Parisian rare books dealer, carelessly left at the post office, hinted at Lady Evelyn's acquisition of esoteric tomes, some with potentially dangerous rituals.

Dr. Reginald Thorn: An archived critique in a competitor newspaper openly mocked Dr. Thorn's motivations, suggesting that his scholarship might be fueled more by personal vendetta than genuine curiosity.

Morgana Ash: A scribbled note in the margin of a second-hand book mentioned a connection between the Ash family and a long-lost relic rumored to be within Hollow Manor.

As the drama unfolds within the aged walls of Hollow Manor, Felicity Evergreen stands at the crossroads of ambition and legacy. With a nose for news and an ancestral bond with the unseen, she is poised to be a central figure in

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unveiling the mysteries that lurk in the shadows.

Character: Dr. Reginald Thorn

Personal Background and Public Information:

Gender: Male

Age: Late 40s

Role: Preeminent Scholar and Vampire Historian

Costume: Dr. Thorn wears a meticulously tailored three-piece suit reminiscent of Victorian elegance. The rich, deep navy fabric contrasts with the white of his shirt, over which a deep burgundy cravat is knotted. His shoes, made of the finest leather, gleam with a polish that reflects his meticulous nature. At his hip, a wooden stake with elaborate carvings rests, and around his wrist is a silver watch with an ornate chain. His circular glasses are a distinct feature, often seen hovering over the pages of his ever-present leather-bound journal.

Background:

Dr. Reginald Thorn, with his stern countenance and deep-set eyes, is more than a mere scholar; he is the world's leading authority on vampirology. Universities and institutions, from Oxford to Harvard, have hosted his lectures. His relentless pursuits have seen him traverse the globe, from the crypts of Romania to the underground vaults of Paris, documenting and investigating tales of the undead.

His books, brimming with chilling encounters and historical narratives, adorn the shelves of many enthusiasts. While his peers sometimes dismiss him as eccentric, none question the depth and breadth of his expertise. Hollow Manor, with its veiled past and eerie tales, is a logical destination for someone like Dr. Thorn. But beneath his scholarly demeanor, there lies a fervor that suggests his visit is more than just academic.

Private Information:

The Night of Despair:

The turning point in Dr. Thorn's life was the enigmatic disappearance of his beloved younger sister, Lillian. Whispered tales linked her vanishing to a vampire's allure. Since that fateful night, his academic fascination morphed into a crusade. Every artifact, every piece of lore, became a weapon in his quest for answers and

revenge.

Arsenal of the Ages:

Concealed within the depths of his luggage, Dr. Thorn harbors an array of sacred and potent artifacts. Each item, from the pure silver cross acquired from an old Romanian monastery to the vial of blessed water from a Jerusalem shrine, has a history and a purpose: to repel, or if need be, to defeat vampires.

The Shadow Patron:

A series of anonymous donations have bolstered Dr. Thorn's expeditions. Letters, always in the same elegant script, guide him to new sites, always hinting at a mutual objective. The identity of this mysterious benefactor remains an enigma, but their shared obsession with the vampiric binds them.

Whispers In The Quiet of The Dark:

- A tome, bound in midnight leather, described a chalice forged from blood and shadow. Marginalia, penned by an unknown scholar, hinted at Dr. Thorn's intimate knowledge of this artifact. Although a man of science, Dr. Thorn has displayed a peculiar interest in Elara's songs. Rumors suggest he believes there's a scientific explanation or even a code within her mesmerizing tunes. Amid Lucius's notes, references to an academic proficient in vampire folklore appeared repeatedly. Anastasia suspects Dr. Thorn might be this individual and potentially holds keys to the mysteries Lucius was unraveling.

- An archived critique in a competitor newspaper openly mocked Dr. Thorn's motivations, suggesting that his scholarship might be fueled more by personal vendetta than genuine curiosity. Hidden behind a drapery, Taylor chanced upon Reginald discussing a relic related to vampiric lore. While they couldn't grasp the entire conversation, it's evident that the artifact holds significance for the doctor. In a secluded alcove, Raven chanced upon the doctor's scribbles about ancient vampiric tales. One of her cherished poems, delving into undying love's embrace in nocturnal eternity, seems eerily influenced by similar myths.

Special Ability:

ABILITY NAME: Nosferatu's Nemesis

ABILITY DESCRIPTION: Utilizing his vast knowledge and keen senses, Dr. Thorn can, once during the game, discern any hidden vampiric traits or inclinations within another participant. Upon revealing this card, the targeted individual is compelled to respond truthfully to his inquiries, though they may shroud their answer in ambiguity. This profound insight is confined to a singular dialogue but leaves an indelible mark on the conversation.

What You Know About Others:

Clara Nightshade: In his vast readings, Dr. Thorn stumbled upon veiled references suggesting the Nightshade lineage might have crossed paths with otherworldly beings. He believes Clara might unknowingly possess clues crucial to his quest.

Sir Benjamin Lockhart: An ancient manuscript hinted at a pact between a Lockhart ancestor and a nocturnal creature. Dr. Thorn is intrigued, pondering if Sir Benjamin's lineage bears a vampiric curse.

Adelaide Moon: Thorn's travels unveiled tales of a mystic with Moon as a surname, known for both aiding and combating creatures of the night. He wonders if Adelaide might be a descendant and, therefore, a potential ally or adversary.

Dr. Reginald Thorn's participation in the tale promises layers of depth, driven by both his vast knowledge and personal vendetta. As the narrative weaves forward, his role will undoubtedly be pivotal, shedding light on the shadows of Hollow Manor.

Character: Clara Nightshade

Personal Background and Public Information:

Gender: Female

Age: Early 30s

Role: The town's foremost historian and chronicler of Hollow Manor's past.

Costume: Her attire is reminiscent of the late 19th century, blending practicality with sophistication. The ensemble consists of a muted, olive-green long skirt complemented by a pristine white blouse and a form-fitting waistcoat adorned with intricate patterns. Buttoned boots add a dash of modernity. Suspended around her neck is a vintage locket. She's never without her weathered leather satchel, which, to the observant eye, bulges with scrolls, a tarnished magnifying glass, and a myriad of other historical curiosities.

Background:

Despite the youthful glow in her complexion, Clara Nightshade's soul feels ancient, as if she's lived multiple lifetimes. Her obsession with Hollow Manor is not just professional; it's deeply personal. She's the town's beacon of knowledge, the one to consult for stories about ancestral feuds, forgotten romances, and unexplained phenomena linked to the manor. Clara's lectures, peppered with anecdotes and chilling tales, are often packed, and her books are almost always out of stock.

The Nightshade office, nestled in a quaint corner of the town, looks more like a portal to the past. Every inch is crammed with relics, artifacts, and echoes of yesteryears. Clara's dedication to historical accuracy is unmatched, but there's an undeniable twinkle of mischief in her eyes, as if she knows more than she reveals.

Private Information:

The Forgotten Corridor:

Beyond the public eye, Clara has unearthed blueprints of Hollow Manor's original design. It reveals a concealed wing, shrouded in mystery, that seems to have vanished, its existence wiped from collective memory. She suspects that its chambers might hold the key to the manor's most closely-guarded secrets.

Legacy of the Nightshades:

Hollow Manor's corridors once echoed with the laughter and whispers of Clara's ancestors, the Nightshades. But a bitter feud with the Lockharts, rife with jealousy and dark undertones, led to their banishment. Clara has always felt an indescribable pull to the manor, perhaps a quest to restore her family's lost honor.

Secret Forays:

Under the veil of the night, when Hollow Manor's facades are painted with silvery moonlight, Clara often ventures into its depths, especially near the derelict crypt. She believes it hides an entrance to the manor's lost wing.

Whispers In The Quiet of The Dark:

In his vast readings, Dr. Thorn stumbled upon veiled references suggesting the Nightshade lineage might have crossed paths with otherworldly beings. He believes Clara might unknowingly possess clues crucial to his quest.

The corridors have whispered tales of Clara's covert pursuits. Lady Evelyn, with her heightened senses, has felt Clara's curious gaze on her, especially during the moonlit nights when the manor's secrets seem almost palpable.

Special Ability:

ABILITY NAME: Resonance of Yore

ABILITY DESCRIPTION: Channeling the memories woven into Hollow Manor's very foundation, Clara can, once per game, commune with the spirits of the past. By presenting this card, she poses one pointed question about a specific event or secret from the manor's timeline. The host, echoing the voices of the manor's spirits, will offer a response, a riddle wrapped in history. The ability culminates with that singular exchange.

What You Know About Others:

Sir Benjamin Lockhart: Delving into old manuscripts, Clara uncovered intriguing timelines that correlate Sir Benjamin's mysterious absence with eerie occurrences at ancient estates scattered across Europe. She suspects he was on a quest, perhaps linked to Hollow Manor's secrets.

Brian David Phillips

Lady Evelyn Lockhart: Fragile, yellowed letters hint at occult rituals and arcane ceremonies, suggesting Lady Evelyn's forebears weren't just residents but perhaps guardians of Hollow Manor's mystical heart. Clara is convinced that Evelyn holds knowledge about the sealed wing.

Alden Ember: Among her historical documents, Clara stumbled upon mentions of a talented alchemist named Ember from centuries ago. The resemblance with Alden is uncanny. She wonders if there's a link across time.

Clara Nightshade stands at the crossroads of past and present, intertwining Hollow Manor's enigmatic history with its unfolding future. Engaging with her means diving deep into layers of truth, myths, and the grey areas in between.

Character: Lady Evelyn Lockhart

Personal Background and Public Information:

Gender: Female

Age: Mid-40s

Role: Mistress of Hollow Manor, wife of Sir Benjamin Lockhart

Costume: An exquisite Victorian-era gown, dyed in shades of midnight blue and deep violet, rustles softly with every step. The gown, embroidered with silver threads that mimic constellations, seems almost alive under the moonlight. Around her neck, a silver pentagram necklace shimmers, hinting at arcane connections. Completing the ensemble are delicate lace gloves, while her raven-black hair cascades down her back, adorned with actual raven feathers, emphasizing her ethereal beauty.

Background:

Hailing from the Ravenswood lineage, Lady Evelyn grew up ensconced in legends of phantoms, ancient spells, and moonlit rituals. The whispering woods and the roaring sea were her childhood companions, embedding a deep love for nature and the mysteries of the night in her heart.

When she became Lady Lockhart, Hollow Manor's labyrinthine corridors and haunted tales became the backdrop to her life. The vast estate, with its shadowed corners and echoing hallways, seemed to resonate with her very soul. Though she took to hosting sophisticated soirees celebrating arts and culture, guests often remarked about her distant, dreamy demeanor, as if she always had one foot in another realm.

Her fascination with the moon is well-known. On nights when the moonlight floods the manor, she can often be found in the tallest tower, her silhouette framed against the vast night sky, eyes fixed on the luminescent celestial body, lost in thought or perhaps a silent conversation.

Private Information:

Ancestral Grimoire:

Concealed behind a secret panel in her opulent chambers lies her most treasured possession: the Book of Shadows. A relic handed down through the Ravenswood lineage, its pages, yellowed with age, contain rituals, incantations, and esoteric knowledge, some benign, others forbidden.

A Binding Oath:

There are murmurs, shared only in hushed tones, suggesting that Lady Evelyn's unparalleled beauty and ethereal aura are not entirely her own doing. Rumor has it that in her youth, a desperate act led her to bind her fate with a supernatural being. This entity's nature and the terms of their pact remain closely guarded secrets.

Moonlit Conclaves:

The woods skirting Hollow Manor have witnessed Lady Evelyn's moonlit rendezvous with mysterious, hooded figures. Their identities and the purpose of these nocturnal meetings remain obscured in shadows.

Whispers In The Quiet of The Dark:

- An invoice from a Parisian rare books dealer, carelessly left at the post office, hinted at Lady Evelyn's acquisition of esoteric tomes, some with potentially dangerous rituals. Fragile, yellowed letters hint at occult rituals and arcane ceremonies, suggesting Lady Evelyn's forebears weren't just residents but perhaps guardians of Hollow Manor's mystical heart. Clara is convinced that Evelyn holds knowledge about the sealed wing. Post a particularly evocative performance, Lady Evelyn, with eyes misty and distant, whispered a caution to Elara: "Beware the shadows that listen, for they might sing back." Rumors suggest that Lady Evelyn, possibly a distant relative, has been conducting clandestine rituals in the family crypt. Sir Benjamin has caught glimpses of ancient texts in her possession, suggesting her involvement in the occult.

Special Ability:

ABILITY NAME: Celestial Persuasion

ABILITY DESCRIPTION: Drawing upon the moon's mystic energy, Lady Evelyn can momentarily sway minds. By showing this card during a moonlit

interaction, she can gently push another player to reveal a fact or secret they might otherwise keep guarded. This revelation feels natural to the confessor, but once the words have been spoken, the moon's influence fades, leaving them with no memory of why they felt compelled to share. This ability lasts only for that single moonlit confession.

What You Know About Others:

Sir Benjamin Lockhart: The love she bears for her husband is profound, yet even love has its blind spots. She knows of the decade he vanished, and while she has her hunches, she's never fully probed into its mysteries. The unmarked grave in the graveyard? Evelyn knows its history and the identity of its occupant, a tale she's never shared, even with Sir Benjamin.

Lilith Wraith: Among the manor's guests, Lady Evelyn senses a kindred spirit in Lilith. She's observed Lilith's keen interest in the occult and believes the two of them share more than just a passing interest in the esoteric.

Clara Nightshade: The corridors have whispered tales of Clara's covert pursuits. Lady Evelyn, with her heightened senses, has felt Clara's curious gaze on her, especially during the moonlit nights when the manor's secrets seem almost palpable.

Obsidian: The jeweler's pendant, said to ward off evil, has not gone unnoticed. Lady Evelyn has seen its glint and knows of its lore. She wonders if Obsidian truly understands its power and purpose.

Intricately woven into Hollow Manor's tapestry of secrets, Lady Evelyn's character offers a delicate balance of vulnerability, power, and mystery. Players engaging with her will find themselves walking a tightrope between trust and suspicion, never quite sure where the moonlight's shadow will fall next.

Character: Sir Benjamin Lockhart

Personal Background and Public Information:

Gender: Male

Age: Late 40s

Role: Proprietor of Hollow Manor

Costume: Sir Benjamin sports an impeccably tailored dark suit, which exudes both authority and a hint of nostalgia. His ensemble is punctuated with an old-fashioned pocket watch—rumored to have been passed down through generations. Most notable is his signet ring which bears the enigmatic Lockhart family crest, giving credence to his aristocratic lineage.

Background:

The sprawling, ivy-clad Hollow Manor sits atop the cliffs, overlooking the turbulent seas below—a testament to the Lockhart legacy. Sir Benjamin, a man of refined tastes and an air of mystery, is the manor's enigmatic master. Throughout the local village, he is known as much for his charitable deeds as for the opulent parties he throws within Hollow Manor's ornate walls. While the public respects his contributions, whispers about the manor's haunted history persist.

A well-traveled man, Sir Benjamin's extensive travels took him to the farthest reaches of the globe. His tales from these travels are nothing short of spellbinding, encompassing wild jungles, vast deserts, and ancient cities lost to time. Visitors to Hollow Manor are often treated to his engrossing stories, accompanied by artifacts that validate their authenticity. From jade statues of Asian deities to African masks with deep-rooted spiritual significance, each artifact tells a tale.

Private Information:

The Lost Decade:

A shadowy chapter in Sir Benjamin's past remains a puzzle even to his closest associates. A decade-long period, spanning his early twenties to his thirties, is entirely unaccounted for. Whispers of these "lost years" hint at his travels to the Carpathian Mountains, seeking arcane knowledge from reclusive scholars.

The Sealed Chamber:

Within the labyrinthine corridors of Hollow Manor lies a room with a door that's always bolted shut. Inscribed with ancient runes, it's said that this door hides the Lockhart family's darkest secrets. Only Sir Benjamin holds the key, and he is fiercely protective of whatever lies within.

Ethereal Wanderer:

The manor's old caretakers, on quiet nights, have reported the echo of footsteps in its vast halls, precisely at midnight. Some claim to have spotted Sir Benjamin wandering, with an almost trance-like demeanor, towards the nearby graveyard, always stopping by an unmarked tomb.

Whispers In The Quiet of The Dark:

- A past case involving a high-value art heist drew Victor's gaze toward Sir Benjamin. Though hard evidence eluded Victor, his gut instincts have never stopped whispering that Sir Benjamin is a puzzle waiting to be solved. An ancient manuscript hinted at a pact between a Lockhart ancestor and a nocturnal creature. Dr. Thorn is intrigued, pondering if Sir Benjamin's lineage bears a vampiric curse. Delving into old manuscripts, Clara uncovered intriguing timelines that correlate Sir Benjamin's mysterious absence with eerie occurrences at ancient estates scattered across Europe. She suspects he was on a quest, perhaps linked to Hollow Manor's secrets. In a concealed drawer, Anastasia found an unfinished letter addressed to Sir Benjamin. Its contents, though shrouded in ambiguity, hinted at a "binding promise" and "Hollow Manor's concealed reality." The love she bears for her husband is profound, yet even love has its blind spots. She knows of the decade he vanished, and while she has her hunches, she's never fully probed into its mysteries. The unmarked grave in the graveyard? Evelyn knows its history and the identity of its occupant, a tale she's never shared, even with Sir Benjamin.

Special Ability:

ABILITY NAME: Ancestral Insight

ABILITY DESCRIPTION: Tapping into the collective knowledge of the Lockhart lineage, Sir Benjamin can, once per game, present this ability card to peer

into a character's past. This allows him to ask the player one question about their character's background, to which they must respond truthfully. This ability can only be used once and lasts for a single interaction.

What You Know About Others:

Lady Evelyn Lockhart: Rumors suggest that Lady Evelyn, possibly a distant relative, has been conducting clandestine rituals in the family crypt. Sir Benjamin has caught glimpses of ancient texts in her possession, suggesting her involvement in the occult.

Azure: On one of his travels, Sir Benjamin procured a rare herb for Azure, understanding its potent properties. He suspects Azure is more than a mere herbalist, possibly veering into the realms of alchemy or dark magic.

Gale: Sir Benjamin once overheard Gale discussing a haunted site eerily similar to Hollow Manor. Their descriptions of spectral apparitions and uncanny events mirrored occurrences within his ancestral home, igniting his interest in Gale's travels.

Obsidian: Having once shown interest in acquiring the protective pendant, Sir Benjamin knows of its legendary capabilities. He's keenly aware that Obsidian's knowledge might be the key to unveiling some of Hollow Manor's mysteries.

Sir Benjamin's layered past and the enigmas surrounding Hollow Manor promise a game filled with suspense, alliances, betrayals, and revelations. As players navigate the murky waters of Sir Benjamin's world, they'll find themselves entangled in a rich tapestry of history, intrigue, and supernatural occurrences.

Journal of Interactive Literature and Drama

A Multi-Discipline Peer-Reviewed Journal of Immersive Narrative Experiences

Call for Papers

The *Journal of Interactive Literature and Drama* (ISSN 1994-1250) is an online peer-reviewed journal on immersive narrative experiences such as scenario-based interactive drama freeform live action roleplaying games, virtual reality, and other immersive literatures, providing a forum for serious discussion of virtual reality, LARP, narrative constructs, live roleplaying game theory, design, and practice. Two to three issues per volume are published annually. The journal provides a forum for the discussion of any of the various scenario-based theatre-style live action roleplaying games, freeforms, interactive dramas, virtual reality experiences, immersive theatre, and invites contributions in all areas of immersive literature, theory, design, and practice for educational, entertainment, and recreational roleplay. Formal and informal essays, articles, papers, and critical reviews are also welcome.

This is a peer-reviewed journal that may include formal papers and informal essays for and by the roleplaying community from a wide variety of disciplines. The focus is general enough so that authors should feel comfortable submitting material of either a formal or informal nature within a rather generous range of contexts, albeit all submissions are subjected to a blind peer-review and should be appropriate to a serious and thoughtful discussion -- we encourage articles, essays, and formal papers on all manner of immersive narrative, live roleplaying, freeform, interactive drama, and virtual reality topics. Discussions of related immersive narrative, ludology, techniques, and good solid critical book and roleplay scenario or event reviews are quite welcome as well. As this is a multi-disciplinary journal, material related to a wide range of immersive experiences, scenario-based learning, social psychology,

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critical theory, performance studies, popular culture, design, virtual reality creation, and more as they intersect with immersive interactive drama and virtual realities are also welcome. Pure design pieces related to experience creation, scenario construction, and review are also encouraged. Each issue will typically showcase one to three longform or four to six shortform interactive drama freeform live action roleplaying scenarios; creative scenario submissions of this type are very sought after. Scenarios for submission should include a section of self-reflective critical thought and formal designer's notes that discuss issues related to the creation of the piece as well as a formal section which reviews the author's performance experiences with the scenario. Designer's notes are also encouraged.

As an international journal, the language of publication is English. Submissions are accepted throughout the year.

Submissions are vetted by the submissions editor and assigned to editorial board members for blind peer review. Hardcopy submissions are not accepted.

E-mail submissions are accepted at director@interactivedramas.info.

Include a cover page with your submission containing Your Name, Qualifications and Rank, Institutional Affiliation, Address, Email, Telephone, and a copy of the abstract for the submission. Please also attach a brief author's biography of 150-250 words to be included in the contributor's notes section of the published journal. The text of your submission should not have any identifying features.

The journal is published online at <http://www.interactivedramas.info/journal.htm>.

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Immersive Narrative Experiences**

Notes for Contributors

Electronic submissions should be sent to:

Submissions Editor,

Journal of Interactive Literature and Drama
E-mail submissions are accepted at director@interactivedramas.info.

The *Journal of Interactive Literature and Drama* (ISSN 1994-1250) is a peer-reviewed journal which publishes one volume per year, with one to three issues per volume (depending upon the number of accepted submissions - we do not have a set schedule or quota for publication). Both Microsoft Word (6.0 or above, Windows format) and txt files are acceptable. Once received, manuscripts will be sent to reviewers immediately.

1. Manuscripts submitted to the Journal of Interactive Literature and Drama should follow the style sheet of the current MLA Handbook as appropriate. Scenario submissions may use informal formatting conventions as long as they stay within the guidelines here.
2. If your submission has notes, please use footnotes, not endnotes.
3. The font used is Times New Roman (11pt) – creative pieces, such as scenarios, may use other font sizes but should stay within the same font type. If you use a special font that is non-system, you must include a copy of the font file with your submission. Please do not use columns in your piece.
4. Use a separate sheet to include your name, title, affiliated institution, and contact information (email) as well as a brief author's biography of 150-250 words to be included in the contributor's notes.
5. Include a brief summary or abstract of the submission.
6. If you use illustrations or photographs, you must include all pertinent information as well as statements of permissions and copyrights to demonstrate you have the rights to include the images and that they may be published within the Journal of Interactive Literature and Drama under the same online and print rights as the accompanying paper. In the event of rights disputes, the author is responsible and liable for any material included in that author's submission.
7. Please note that this journal evaluates submissions on an Accept or Not-Accept basis and does not have a provisional revision option. You will receive a notice of Acceptance or Rejection for publication in a timely manner and will not typically receive any comments regarding the piece from the reviewers.

Publishers wishing their books, products, or other materials reviewed may send hard or soft review copies to the editor's address above and a reviewer will be assigned.

The journal is published online at <http://www.interactivedramas.info>.

Questions regarding the journal can be addressed to director@interactivedramas.info.

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Notes for Reviewers

The editors and the entire editorial board of the *Journal of Interactive Literature and Drama* (ISSN 1994-1250) gratefully acknowledge your support for the journal. Your involvement is crucial to the journal's success. Your suggestions and contributions are always welcome.

If you deem it inappropriate for you to review this particular article, please kindly inform the editors and return the materials as soon as possible. We take pride in providing authors with quality reviews as well as informing them promptly the status of their submissions. We would appreciate it very much if you could return your final review notification to the editors *within three weeks* of receiving the materials. Please use e-mail for journal correspondence.

In addition to general considerations, please take the following points into account:

- Significance and contribution
- Originality
- Soundness of research, methodology, and/or argumentation
- Logical coherence of its organization
- Relevance and appropriateness of contribution (within a wide scope)
- Flow and clarity of the language
- Completeness

Creative pieces, such as full-length or mini scenarios, should be judged more loosely in terms of rigor but must be considered positive contributions:

- Significance and contribution

Originality
Completeness in content and thought
Designer's Notes
All necessary instructions
Other scenario-based considerations

Scenarios should be clear and complete with an appropriate introduction that spells out the appropriate age and context for performance as well as how many players of what genders. A cast list should be included. Persons reading the scenario should be able to print it off and run the interactive drama scenario as is with a full and complete understanding of everything that is required, including special rules or special events.

Please place the article in one of these two categories:

1. Accept for Publication
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For submissions you mark as *Reject*, you may choose to write some brief comments to the author in regard to what the weaknesses of the piece are and how they might improve it, but you are not required in any way to do so. Most reviewers do not leave comments, but they are welcome if you choose to write them. Do keep in mind that our vetting system does not require detailed review and we do not have a revision policy for submissions so at no time are you obligated to provide detailed comments. Our editorial decisions for publication are based solely upon your recommendation of *Accept for Publication* or *Rejection*.

Each submission is vetted by two reviewers in a blind peer process so that reviewers are never aware of the identity of the author of any piece they are asked to judge. If both reviewers give a judgment of accept for publication, the piece is accepted. If one accepts while the other rejects, the piece is rejected. If both reviewers reject, then the piece is rejected. Reviewers need only provide their own judgment of the piece, they are not provided with notification of the final result for any particular piece. Your active and confidential participation in this process is appreciated.

Members of the Editorial Board of this journal are respected scholars who work within the specialties of the publication. As such, they are welcome to submit their own work for consideration. In the case of an editor or member of the editorial board submitting a piece for consideration, the blind review process is safeguarded. In the event a submissions editor has a piece up for review, the editor hands off duties for

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assigning reviewers to another member of the board who ensures the blind review process and confidentiality is maintained.

Once you have finished with a piece, please send your review decision and any comments immediately to the submissions editor in the shortform format provided when assigned the piece to director@interactivedramas.info as the editor will compile results and notify contributors. The editor will also prepare new open submissions for vetting and review and send them to reviewers as they come in.

The duties of Submissions Editor of the journal are shifted periodically with a different member of the Editorial Board taking on the responsibilities so address correspondence to the position rather than a particular member.

Thank you once again. We look forward to receiving your comments soon.

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