Live Action Help/Ideas

Posted by philip - 2006/10/19 12:23

Most years I have a special halloween episode of D&D. We decorate our house and I encourage the players to dress in a costume (Ideally as their character). I write a spooky dungeon filled with undead and dark places and we have an extra cool D&D experience.

This year I would like to include two or three live action sequences and I was hoping to get some ideas from you good folks. I am planning on them going to a oracle/sage/occult lady (played by my wife) and do a ouja session with my wife guiding the pointer. I will have it spell out a word puzzle or riddle that the PC's will have to figure out.

Now I need two more...

Some background: The party is good. They are on a quest to get a magic item (the third of a three part quest). The party will be on their way or already at the location of the magic item which is a ruined keep, Kragg Keep (aka. The final resting place of Hednia the Mad, aka. Hednia the White Witch.)

I would really appreciate any Live Action Ideas. None of my players have played any true dungeon episodes so if the kind people at DF wouldn't mind me stealing some of their ideas for a just for fun, non profit, game I would be greatful for past true dungeon examples.

Thanks,
Philip

==========

Live Action Help/Ideas

Posted by Harneloot - 2006/10/19 13:39

Not sure where you live - city? sububrs? condos? farm?

But if you live near enough to neighbors you might be able to involve on eor two of them. Since they'll be serving trick or treaters all ngiht anyway, and youre players will be in costume, why not send your party off to a neighbors house, on a little live action mini quest? Maybe they have to haggle for something (a prop you've given your neighbor) or reach into the mystery bag (alos provided by you) to each pull out a treasure, or a riddle, or a note, or a monster mini that they then must fight, or a curse....

If you live near woods you could given them a treasure map to follow or directions (walk backwards from your seat 10 paces, turn north, etc) to a "something" that will have bearing on the game....even better if you can get someone to HIDE in the tress to jump out and battle - maybe even in a troll costume or vampire? and actually roll the dice and act out this one battle for real?

Have an awesome time!
-JGF

==========

Live Action Help/Ideas

Posted by jackattack - 2006/10/19 14:17

Okay, speaking as a former live-action gamer and a semi-professional practical role-player, I STRONGLY recommend that you DO NOT engage in ANY form of live-action roleplaying in a public place. That includes your back yard, the local woods, anywhere.

Involving the general public, even as spectators/witnesses, is ALWAYS problematic. I guarantee that someone out there won't know/understand what is going on, and could potentially intervene (physically or by calling the police). It might be something as simple as a little kid out trick-or-treating who gets spooked by the noisy grown-ups in costume, escorted by a nervous parent. It could be as serious as a cop demanding identification, sobriety tests, and an explanation about any costume weapons they might be carrying. (Some jurisdictions consider a sword in a sheath to be concealed, while some consider the same sword in a sheath to be "brandished" because it is openly carried on the belt -- and anything that can be mistaken for a weapon IS a weapon, for legal and policy purposes.)

Halloween offers license to dress up in costumes and be a little bit silly, but EVERYONE has that license. The normally-deserted woods might be full of teenagers having their own Halloween event. And because it is a "weird" night, a lot of concerned parents get worried that the people enjoying that night are weird as well, and might have little tolerance for any kind of odd behavior.

Never, ever, EVER stage mock combat where it might be seen by ANYONE!! (Who isn't participating or fully aware of the context.)

Within your own home, go nuts. Recommendations follow.

Is there an opportunity to stage a meal? Turn gaming night into a pot luck. If they are out in the wilderness serve stew, and biscuits, and sausage -- sit on the floor around a lamp with a red bulb (to simulate a campfire). If it is a feast at the castle serve turkey, and bread and cheese, and roast beef -- sit and the table and eat with your hands. Figure out who is bringing what ahead of time, and don't be afraid to use the deli area at your FLGS (favorite local grocery store). If any of the gamers have spouses or significant others who don't play, ask if they would be interested in helping out with the food -- schedule the meal at the beginning or end of the evening (end is probably best) so they can be there for the "party" portion of the night, but are free to skip the actual gaming. And if they are only eating, you can do this in the back yard.

Do you have any simple mechanical puzzles? A puzzle box, or interlocking rings, something like that? Give it to the rogue to simulate a lock that needs to be picked, or a trap to be circumvented.

Find one of the really wacky fonts and use that for a written message (on parchment paper, of course) or on a map. Give the wizard/scholar character a card with three or four of the symbols and their corresponding letters (to give him an advantage, if he needs it) and let the players "translate" the scroll.

Depending on your space and decor, you can send your players on a scavenger hunt. (For this, you can probably risk going out in the back yard.) If you have lots of pictures on your walls, use the pictures as locations and put clues behind the frames. If you have lots of books, put 3x5 cards in the books with clues about which title to go to next. If you have lots of knick-knacks or sculptures, figure out a way to use those as "landmarks" on a treasure hunt.

Hope that helped, and I hope you and your group have a wonderful time!

==========

Live Action Help/Ideas
Posted by Harneloot - 2006/10/19 17:52

_____

jackattack, I would normally agree with you.....

Except...

It will be HALLOWEEN!!!!!!!!!!!

==========

Live Action Help/Ideas
Posted by blairgb - 2006/10/19 18:17

_____

I would definatley follow the above example, and have the party meet in a tavern...candles, lute music, ale in tankards and rough, filling fare eaten with daggers and hands...on boards!

==========

Live Action Help/Ideas
Posted by philip - 2006/10/20 07:27

_____

Thanks for the great ideas! Keep em comming folks!!

After a brainstorming session my wife and I came up with these.
The oracle will tell the players that there is a curse on the place and that only the dead may walk within. She then provides them each with a potion that lasts until the sun rises. Each potion turns the drinker into a different type of undead creature (or perhaps just gives them undead traits so they can enter the castle). We are going to get some little bottles and fill them with liquid that the players have to drink in real life. I figured we would fill some with good stuff and some with really nasty stuff like prune juice or a shot of tequila or water with a few drops of hot sauce etc... Each bottle will be different and no one will know what they are getting.

Idea two is fill a vat full of green gelatin and mix in some cheapy halloween stuff. You can get bags of eyeballs, spiders, lizards etc... and at the bottom put something that they need to progress through the module. Someone will have to put their hand into the goo to get the magic key or whatever.

==========