

Whispers

A Roleplaying Game by Chris Zipeto

A freeform horror roleplaying game about a Wendigo whispering outside your door, trying to get you to come out.

What you will need: 2-6 Players. One plays a Wendigo, the rest play as members of a family reunion. Creativity. If you decide to play this game electronically, a voice chat service, such as Discord.

Setting: The setting is modern day, cold and wintery. You have all gone out to a cabin in the woods for a family reunion. Because there are so many people in the same building, all the bedrooms are taken up, so the players are sleeping in the common area of the cabin. Late at night, around 1am, the players are woken by dark and eerie whispers. There are some tap-tap-tappings at the window, and some light scratchings at the door. The family members are unnerved. They aren't sure what is out there, or even if anything is out there. And then the whispering starts.

Gameplay: This game can take anywhere from 30 minutes to a couple of hours in length. All players, before the game starts, must come up with some aspect of darkness or a dirty secret the Wendigo may choose to use against you. Give these secrets to the Wendigo player, but don't let your other family members know! At any point, the Wendigo player may use this secret to try to convince you to leave the safety of the common area.

The Wendigo must try to convince as many players as it can to leave the safety and warmth of the common area. It will do this via whispering to them. If at any time, the Wendigo player decides to raise their voice (90% of the time, this should be if a player leaves the building to join them), it must be in wordless unholy shrieks, wails, and snarls. The Wendigo can use the voice(s) of players it has lured outside to try to convince other players to come out. This can be a fun way to keep other players involved after they have gone outside the safe area. Once a player leaves the safety of the common area, the Wendigo will horrifically devour them.

Players must try to survive the night without being tempted outside. If morning comes, the Wendigo

leaves, frustrated at being unable to get at the terrified family members.

It is suggested that this game be played in a dim room, with the players facing each other. The Wendigo may have free reign to prowl around the other players, but the family members should stay stationary except to go outside.

Background Lore: The Wendigo. For those unfamiliar, is a malevolent creature of hunger, the cold, and cannibalism. It is said that it grows with every victim it eats, so its hunger grows with it, leaving the Wendigo never satisfied. Always hungry. Always ravenous. A Wendigo looks gaunt and emaciated, with its ashen grey skin stretched tightly over elongated bones. Its eyes are deeply sunken into its sockets, and its lips are tattered and bloody, as if they are constantly chewed on. The Wendigo is supernaturally strong, fast, and seems to take almost no damage from things such as gunshots. The point of the legends was to reinforce cultural taboos against cannibalism, greed, and excessive consumption. It is encouraged that all players take this into account before character creation, and work some of these themes into their roleplay or possibly their secrets. It may have been what drew the Wendigo to this cabin...

The player of the Wendigo should roleplay it as being nearly feral, only speaking intelligible words in the whispers or when mimicking the voice of players it has convinced to come outside.