

The Awful Truth (Original)

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Originally ran at Intercon Mid-Atlantic 2006

This game runs best at Max players, I wouldn't let it slip below 12.

Setting the scene:

My recommendations are this.

- Low light levels (Just enough to read the sheets)
- A large black spot in a corner (I used a black hefty bag taped over a box fan with streamers cut out so that it would move like it was alive, and placed it on chairs with a colored light illuminating it from below. This worked nicely.)
- Random music through speakers placed randomly around the room (I used a pair of laptops and a cd player.) This should be at the just barely audible level, so they cannot QUITE get what they are listening to.

Running the Game.

This game works best if the players have a week or two to costume. The first run I released VERY general hints to their character types and they costumed wonderfully, but mileage may vary.

Print the sheets and the secrets. Put the secrets into a sealed envelope with instructions to not open them until told to do so.

Let the players run with it for about 3 hours, then advise Epoch that the time to find a replacement for the Rose Queen has come. (The secrets envelopes get read and the player shares this secret with the assembled group.) The Greater then decide amongst themselves (simple majority) who should become the Rose Queen.

This is pretty much a game where you can hand out the sheets and let them run. As a GM I recommend that magic from the Greater require at minimum 3 out of five for a minor effect and four or five out of five for a major (Game altering) Effect. The Greater cannot fix the Blot.