

While You Were Asleep

A Dread/Silent Memories game for 5 players

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You wake up groggy and disorientated. You look around to see you are in a hospital bed, four others stir around you. There is silence. No doctors or nurses talking. No monitors beeping. Just silence, and as hard as you try, you can't seem to recall how you got here...or what your name is.



Scene 1:

Intro

The hospital: In which the players realize that they are without memory, that there has been an earthquake, that they are in an abandoned hospital within an abandoned city.

The players wake up in what once appeared to be a pristine hospital ward (They are in the ICU, they do not need to know this). The beds are white plastic covered by white linen sheets and are in good repair. A dusting of paint from the walls and ceiling covers everything in the room and a long jagged crack like a lightning bolt (width <1cm) separates the room in two. Other patients occupy the room's twelve beds, however they are either unwakeable or dead. There are no nurses, no doctors, no one attending the patients. Additionally, the beeps and whistles of which would seem so commonplace in a ward for the longitudinally comatose are absent as well. There is no power to the room (so phones, televisions and other machinery will not work. This proves true for the rest of the hospital as well. There is an emergency generator somewhere, but it has been crushed by falling rubble) and the only source of light (it is morning) is a series of windows which look upon an inner hospital courtyard.

On dressers beside their beds are their charts as well as their personal effects (**The will draw from the personal effect memory bowl pretty much immediately upon beginning the game**). If they look at their charts they will find that their names are listed uniformly as <John/Jane Doe>. They are free to describe their appearance after looking at their personal items within reason. If they ask for anything excessive (such as being >6'2) make them **pull one or more blocks**. If they ask for anything unreasonable do not allow it. The personal effects are listed below:

The players are given the opportunity now to speak to one another and investigate the room. If they choose to search the area (**Pull 1**) they may find **surgical tubing, extra gowns, a metal bed pan and anything else that seems reasonable that is not surgical in nature**. If they choose to **pull 2** some **small disposable scalpels or syringes** might be found as well.

There is one door out of the room. It is blocked by some rubble. **Pull**

Exploring the Hospital

With a bit of effort the door moves. On the other side of the door is a regular looking hospital corridor. To the right looks normal if a bit disarrayed with stuff knocked over. To the left the players can see the entire wall is missing. The view is from the 7th floor onto the courtyard. The hallway ends abruptly jutting out into nothing. Some an MRI machine has fallen from a higher floor and collapsed the hallway on this floor as well as three floors below. It can be seen from their vantage point. It must have still been charged when it fell as tons of medical instruments, chairs, etc are stuck the giant magnet. A long power cord trails from the machine to the floor from which it fell. If they choose to use it like a vine/fireman's pole (**Pull 1 per player**).

It is not necessary for the players to restore power. (if they are dead set on saving the rest of the patients or whatever) you may let them, however the MRI will turn back on, rip through the remaining floors and collapse the part of the hospital with the coma patients.

Regardless of if they choose to continue on that floor or drop down, the following will be the same.

They are now in a generic hospital ward along a hallway. There is a nurses station on their right. [There is stationary, paperwork and computers.](#) The computers and phones do not work. This area seems to be used for rich patients, as the hospital rooms seem to all be singles and have nice wallpaper and flat screen tvs. Noone is here and there is evidence that whoever was at one point left in a hurry. There are uneaten hospital meals in rooms and briefcases and back packs in an employee lounge in the area that have been left behind. If the players want to scrounge, spitball, but make them pull and don't give them anything super useful.

The hallway will become impassable just after a corner. The floor above has collapsed. A pair of men's legs can be seen jutting out from the edge of the rubble. They are in a pool of dried, brown and flakey blood. If the players choose to search his trousers ([Pull 1](#)) they will find a [wallet with money and I.D. as well as a key to a Mercedes and half a crushed cell phone](#). There is also an entrance to an emergency stairwell. The rubble has taken out two of the flights of stairs so that there is a drop of about 15 feet to the next stair down, or a jump of about 9 feet to a stair opposite. ([Either require a pull of one unless they help each other](#)). They will find the stairs below impassable, but can exit the stairwell through a door to the second floor of the main foyer.

The main foyer is a two storied room that is full of chairs, information desks and various shops/giftshops. The players are on the second floor which is a balcony that wraps around the room. There are stairs at each corner of the balcony. The whole place is a mess. It is littered with left items (backpacks, food, etc.) chairs are scattered everywhere. The glass of the front entrance is broken and there are some cracks in the walls. Seagulls peck at the food that has been left behind and in the shops. Their shit and mud covers the floor.

Tremor happens.

(This is merely an aftershock of the main earthquake)

The floor above has a large art installation of a cell dividing. Like a ven diagram with a bunch of scribbles within, but upon looking closer it is all the internal components of a cell hanging from the ceiling.

As the players descend the stairwell they feel rather than hear a tremor and they see the mud ripple and spit up from the floor. The chairs and furniture are thrown around. They hear a crack and the art installation falls. They must get out of the building to avoid being killed. Throw in a few [Pulls](#) depending on people proximity to the doors and art exhibit.

Scene 2:

The Hospital Parking Lot

There is a large semi-circular parking lot which surrounds the front entrance of the hospital. Beyond the parking lot is a green, which is torn up and muddy, and beyond that are buildings which have varying levels of damage [collapsed roof, broken windows, bisected, etc.]. It looks like the cars in the parking lot have all been pushed to the left by some mysterious force. There are small walkways that divide the lot and many cars have been pressed together against these. The christ statue is visible in the distance.

They can find the Doctor's car here by using the clicker or by finding the only Mercedes in the lot. It is flipped on its side.

In the car. [Tool kit](#). [Radio](#). [Flashlight](#). [Electrical fire extinguisher](#). [Some reusable grocery bags](#). [Spare tyre](#). [Dry cleaning](#). [Kids booster seat](#). [Blanket covered in dog hair](#).

The car will not start however the radio will turn on. The players can hear a garbled signal that says

"Zzzzzz remaining survivors zzzzzzzz evacuation point zzzzzzzz Statue of Poseidon zzzzzzzzzz" before the battery completely dies. (If they do not turn on the radio then they can just hear it from any other source you like, air siren, tv in a shop front etc)

Upon hearing this they know/remember that it's only a 2.5 hour walk to get to the statue, the highest point in the city.

Players can begin to make their way toward the evacuation point. If they wish to stop by any specific stores to get supplies that are within reason this is fine.

As the player's head towards the evacuation point they can see in more detail how destroyed the city is, and there seems to be a fine layer of dirt on surfaces (it's sand) There are also a high number of seagulls around. Many routes are just blocked by rubble and cars. The players are allowed to continue for a little bit. Make up a random shop or two that they can enter and loot if they want, but any electrical shit isn't going to work because its water logged. Suggestions: Hardware store, game shop, city megastore. They eventually find their paths pruned until they come upon an intersection between four skyscrapers.

To the left, the way is blocked by rubble and a pile up of cars and dead bodies. In front of them, a large sign has fallen off a building and smashed through the concrete, exposing what must have been a subway below. The effect of this is that there's a big chasm in front of them. If they

look down they can see a crushed subway car and some sparking power lines. To the right, one of the buildings has tilted and is being supported by the building across the street. Groaning metal can be heard from the tilted building.

If they choose to cross the chasm, **2 pulls to Jump per person or 1 per person if they think of a not stupid method.** If they go under the building (which will collapse as they begin to cross) **They have to distribute 7 pulls between them unless someone has a really bright idea or has a helpful tool.**

(We want the truth to be revealed soon so let's make that tower fall!)

When the players are through with this challenge, they find themselves at a sparse park (think short cut grass and one or two trees every hundred feet, the sort people would play football in except it is destroyed). Beyond the park is the steps to Christ the Redemer. Immediately surrounding the park are squat buildings which appear significantly older than the skyscrapers which the players just past. As they enter the park, the wind picks up and a creaking can be heard behind them, then a voice calls out. An older man with a matted black beard is stuck to the northpointing arrow of a weathervane. Upon closer inspection it is evident that the point pierced his stomach under the ribs and that is what's holding him up.

“Brothers! Brothers help me. I don't want to die when we are so close.” Says the cultist.

The cultist says suitably vague things like: why are you not in the circle, there is still much to be done/It is good to see you again, we thought you dead by that drop/etc. What he knows is that the players are also cultists (and assumes the policeman was one whose face he cannot remember) and that they were thrown from the roof of the grand bank tower during the ritual, which caused it to be only half completed.

If they ask him what happens: He says that their work was not completed. If they have the truth, He instead says that the ritual was not completed, that the breaking of it too soon caused the world to break as well. There was much destruction.

If they ask him who he is: He says that there was only anonymity in their brotherhood, and that he'll keep to that.

If they ask him who they are, see above. Also: You are brothers in arms, seekers of truth and creators of a new, greater world. We are the elect, the chosen, the knowing. We are kings and gods and more because our service is not only just, but a just eventuality that we are bringing in before its allotted time.

Players can make a **pull** to climb the building and **another pull** to get him off the weathervane if they so choose but he will die regardless. You can let them know he looks pretty weak and pale. He has a slow painful death, lots of wheezing and manic ravings. Maybe the wind picks up and spins the weathervane around a bit.

Scene 3

Now the players can either choose to continue on to the evacuation point which is at the top of a large hill in front of them with a statue at the top. Or head towards the city center where the ritual took place. At this point they should ideally have the truth or be just about to get it.

Climbing the hill

The hill is really muddy, unusually muddy. There is a set of stone steps built into the hill but they are also covered in mud. Attempting to climb the hill without the steps is pretty futile unless they come up with an awesome solution. Make them **Pull** anyway if you feel like it.

Climbing the steps is very slippery and they will have to make **a pull per person to climb or only 2 in total** if they figure out a way to help the person going first. Aka attaching a rope or using a stick etc. Make them pull more or less depending on whether or not the truth has been revealed. As they climb feel free to talk about seashells in the mud or for **a pull** how the mud is coarse, like it's mixed with sand or how a seagull is tearing apart a fish near them. Whatever you feel like to hint at the tsunami.

When they get to the top of the hill they find the remains of some tents and a makeshift barricade or two. A crashed rescue helicopter is in the center of the campsite and it smolders gently along with some bodies. The players can loot for anything reasonable, however I would like to note that it is a rescue helicopter and will not have a gun on it. It should at this point be pretty clear to them that no one else is coming for them. They can wait if they want but the sky will remain empty. When they look towards the coast/city center they can see how the city seems to be partially flooded. There is also a strange light over the city but its exact source is blocked by the buildings. It is sort of pink and black and pulsing gently.

The City: **At this point we can presume that players know they are heading towards a ritual site.**

It should be fairly easy for them to get down the hill, they can basically slide down if they want. As they head towards the city it is indeed flooded. The city slopes down towards the ocean and they enter the streets what begins as a vague dampness becomes a good half inch of water that coats the ground. As they players continue in this direction, have the water continually rise, but if they stand around for too long the water will slowly fall. This is due to the tide going out.

Make them pull for anything strenuous they want to do in the water as it takes more effort. If they taste it for whatever reason it's salt water.

The players pathway is blocked by collapsed buildings and such. There is however a subway station right next to them. If they wait a few mins while the water recedes they should be able to get into it. As they get into the subway it is pretty heavily flooded, waist high water on the platforms and it's very cold. The signs tell them that if they follow the yellow line just one stop

down they'll have passed the blockage above ground and will basically be at the beach. Floating around face down by the platform is a man in a business suit. If the players flip him over they can see that he has scratches all over his face and that his fingernails have been torn off. He is missing a leg at the knee. The wound is fresh.

It is dark, a few lights have managed to survive flickering. They can wade through/swim through the water but it's tough. **Make them pull here.** Think like downstairs in the Titanic. All they really have to do however is walk alongside the track on the platform for 100-200 feet before exiting out another stairwell is beyond the wreckage. They should be able to see some light coming from the stairwell. As they are making their way through the tunnel someone (whoever hasn't pulled that much) feels something against their legs.

There is a shark in the tunnel. It is a moderately sized shark, however the tunnel really isn't deep enough for it, so the most it can really do is awkwardly attempt to bite the players and thrash about. The first thing the shark should do is hit someone with its tail (**Pull 1**) If the player does not pull, he/she is knocked off of the platform and into the deeper water of the track. The shark can then attempt to bite them (**2 pulls**). If they again do not pull, give them some sort of annoying wound, like biting off a foot or something. It is up to the GM's discretion how hard it is for the players to kill the shark, but let's say no more than **5 pulls** unless the tower has been reset up a bunch of times do to jenga-noobs dying.

Scene 4

When they get out of the tunnel they emerge from a station overlooking the beach. The wreckage of hotels and bodegas litter the strip. The sea bed is running bare of water, it looks like. The water is far below the low tide line. In the distance, people seem to be wandering about on the sand.

There is a strange light here. Though it is mid-day, the sky is tinted red. If the players need to figure out where this light is coming from, they can **pull** to spy out the area where the light seems darkest, atop a skyscraper that says Global Bank.

The cawing of crows is omnipresent here. Lured by the scent of decaying bodies, they are around the area in great numbers. 50 feet towards the beach from the subway station, the crows are swarming a dead bodies. They caw and cackle maniacally and stab at the lifeless form, spearing bits of skin and entrails. They don't seem to take much notice of the party, but will retaliate if attacked. In the distance the players can hear a bloodcurdling howl. It startles the birds for a half a second, but they soon sit back down to their meal.

The players are probably going to try to move towards the building. There are probably either going to try to get to the building in one of two ways: Along the beach or through town. If they're smart they may ask if there is a highway through the city that they could walk along. If they do,

say there is, but have it be broken by a falling building. The players can either back track or climb down.

Which ever way they go, the players will come upon a group of people that are in various states of repose (lying,sitting, hunched over).

-If the players are walking along the beach they should see dots in the distance, then slowly approach them.

-If the players are going through town just have the people be beyond some wreckage that the players have to climb over.

The people are dressed normally, in suits and tshirts and jackets and etc., however their clothes are stained with mud and have rips in places. Crows wander around the bodies and some peck at the ones that are lying down. If the players **pull a block** they may realize that the ones lying down are dead. There are perhaps a thousand of them.

-These people are survivors of the tsunami, however the hole in dimensions that the ritual opened has tainted this area, making everything in it insane.The taint is spread by water and takes time to have an effect, so the players will be fine.

If the players wait for a bit and see what the people do: A businessman in a torn grey suit slowly rises to his feet from a crouch, then kicks a schoolboy in the head. The schoolboy falls, then the businessman stomps on the boy until the boy's head is a crushed red stain on the sidewalk. As if this is a call to action, the rest of the group stands up and begins fighting amongst itself, all the while screaming and howling wordlessly. At this point the players can attempt to either sneak around the group, or just make a run for it.

If they attempt to talk to the people: They will rise in unison and start screaming crazy shit and tear at their faces, then start chasing the party. Look below for suggestions on how to play that.

If the party is getting chased by the giant group of crazy people: First of all, lead them toward the Global Bank Building. If you need to have the party go in a big U or climb up a building and then jump off so that they are behind the crowd, have them do so. If you get really stuck, just have them discover an abandoned fire truck/police van with the keys still in. Potential Obstacles: Clamboring over a pile-up of wrecked cars, Wading through an area that is still flooded, Climbing up a fire-escape then jumping over a series of alley-ways etc. I would say use your own judgement on how much people should pull here. We want at least three to survive to the end ideally, so we should hope to get four to the global bank building. One way or another, they should end up at the global bank building.

If the party decides to attempt to sneak around the group: Provide them with some burned out cars/wreckage/shrubbery to duck behind. Have them sneak along around the outskirts of the group. It should just be **1 or 2 pulls to duck** from one piece of wreckage to another. They should only have to move from wreckage to wreckage like 2-4 times. After

each movement describe some sort of horrible carnage happening in the crazy people fight. If they choose not to pull or knock the tower over, the crazy people are alerted. Once the party has gotten around to the other side of the blood orgy, if no-one in the party has died yet, Have some crows be pecking at a few dead bodies directly in front of a street that leads to the global bank building. The players can **pull 3-4 blocks** to kill the crows/sneak around them etc without startling them. Otherwise, The crows make a shit ton of noise, and attract the attention of the crazy people who begin chasing after them.

If the players chose to sneak, failed, then got chased, make the chase scene easier than you would have otherwise.

The Global bank building is set on top of a concrete plateau perhaps 1km from the beach. Stone steps lead up to the plateau from the landward side, so that when the players reach the top, they can see the beach on either side of the skyscraper. The water has receded four or five hundred meters down the beach to the extent that they can see the beginnings of coral reefs and sunken ships and shipping containers that have been illegally dumped spotting the sand like flowers, they are so distant and small. Beyond that, is a wall of water a few hundred feet tall. Tall enough to block the players view of the horizon, of distant clouds. It still seems to be rising.

The building itself is 80 stories, glass. The glass windows of the first 15 stories have all been broken. The players are probably still being pursued by the crazy people at this point. The lobby is a wreck, the couches and desks etc that were here have been tossed about and are now covered in mud.

There are two emergency stairwells: If the players choose to climb these, they can be barricaded for a time **1 pull**. They have survived mostly in tact. However, at the 15th floor, there is a large amount of wreckage that it simply is not feasible to move. Broken concrete and broken desks and dead office workers all mashed together to form an immovable wall. If they have made a barricade, by the time players get to this floor, the crazy people should be on floor 6.

There are some elevators: The lights above the elevators which indicate the floor number flicker erratically, but if they players choose, they can pry the doors open **1 pull** then either attempt to fix the elevators waterlogged wiring (the buttons don't work) **3 pulls** or pull the emergency hatch off then climb up the elevator shaft **1 pull each**. Either way, they will be stopped at the 15th floor by some cars and trees obstructing the elevator shaft above them.

Scene 5

The 15th floor: Is a normal office floor, save for the fact that all of the normal office stuff has all been swept out. The floor is now covered in random debris. Sand, rocks, some trees that were uprooted. In the middle of the floor is a food truck. It is yellow and has a big metal taco on the top. The truck was thrown into the building wheels down, and the taco ripped through the ceiling so that there is a 20 foot gash on the ceiling from the middle of the floor to the seaward wall. The light from inside the gash is strange and the edges of the gash are glistening, as if they are coated with some sort of slimey liquid. The giant wave is almost at the beach now and it seems taller than the building that the players are currently in. If the players want to make a pull

I kinda doubt the players are going to spend much time here. But if they want to talk for a little bit, you can give them a bit of time before the crazy people get to this floor.

Anyhow, the party as a whole can make **1 pull** to climb up to the next floor whenever they so choose. When they do so they should start to hear shouting from below. There is some weird slime on the floor, almost the consistency of mashed jellyfish. It smells like rotting meat. It glows faintly and is a light purple. Other than that this floor is essentially untouched. Some of the seaward windows are broken, but there isn't a lot of debris. The players will probably make a beeline for the stairwells, only to find that there's a ton of shit blocking the stairwell doors. They can open it a bit, but not far enough for anyone to sneak through. They can break the door down or something with **1 pull**, or figure out some smart way (tie a desk to the door then push the desk out the window, for instance) for no pulls. By the time they force open the door or chop it up or whatever, the first of the crazy people should be emerging from the gap in the floor. as they race up the stairwell the party should notice that thin tendrils, almost like roots and attached to the walls sporadically. They are long and seem to continue far up into the building. The slime covers them. Also, it is reasonable to have a crazy or two catch up. Resolve those battles however you wish, but it would be lame to have anyone die in them.

Eventually the players will reach another blockage at floor 35. This time, however, it is a wall of the tendrils interlaced/woven together. It almost seems like flesh. They are on the door as well, but the players can hack them off like vines quickly for **1 pull or allow more crazies to catch up for no pulls**.

When they exit out onto the fortieth floor, they are confronted by what seems like almost an alien landscape. The floors and ceiling are gone, the tendrils have eaten into them and they fell about ten floors below. On the fortieth floor and the next ten of so floors above, all that remains is the steel girders which have been wrapped with the tendrils to the extent that they look like bones that have not had all of the meat eaten off of them. In the distance the tsunami is almost at the first of the hotels that overlook the beach. If the players watch they can see the 60 story hotel be eclipsed by the wave.

The players will probably climb up the tendrils, but they could also try the other stairwell or the elevator shaft. If they try to climb the stairwell, mention that there are windows and the only unblocked stairwell is the seaward side, but you can let it be unblocked. They can attempt to climb up the elevator shaft's ladder for ten floors before it becomes blocked off. Regardless, the

crazy people should catch up to the players at this point in force, and always be within a relatively close distance of the players, though they won't necessarily be able to grab the players.

The tsunami hits:

Climbing tendrils: If the players are smart, they will get to the landward side of a steel beam and hold on. **It takes 1 pulls to hold onto the steel beam 2 if not.** The Crazies are washed off. tons die. They probably won't be an issue from now on.

Elevator: a metric fuckton of water spills into the shaft (maybe this wasn't such a good idea afterall). The players require **2 pulls** each to stay on. The crazies behind them are all washed off. over a hundred die here.

Stairwell: They players are like the first thing that the tsunami hits. They are lucky in that it is unlikely that they will be washed out, however, it's not super reasonable without a **pull of 3** for the players to hold onto the handrail. The players are going to be battered by the tsunamis and washed back downstairs. Have them **pull 1-2 to avoid injury**, but if they decide not to they can have broken legs/arms whatever. nothing to take them out of the game. Many crazies are killed, washed far downstairs, but some are not.

Immediately afterwards players realize that there is a second wave coming. It is laden with a shit ton of debris from the stuff the first wave smashed up. The players are then able to get to floor 60 before the second wave hits. This floor has more defined creepy flesh girders. There are what looks like veins and muscle groups and even organs growin on the girders, however they are done so with no organization. There might be a bit of intestine next to a heart, for instance. The muscle groups and veins are easy to hold onto and are numerous.

Wave functions the same as the first one, except the elevator is inaccessible. The strength of the wave is reduced because they are higher up, so **pulls to hold on should be a maximum of 1**, however this wave has a shit ton of rock, and cars and broken glass and shit. The players can choose **to make a pull of 2 to avoid all of the debris, a pull of 1 to have minor injuries, or no pull to have their player be seriously/fatally wounded**, but not in such a way that would prevent them from finishing the game. The remaining crazies die here.

The players should then be at floor 70-75. They see that there is a third and even a fourth wave, but it is below them and not to be worried about at the moment. The floor of the 78-80th floor is intact. The players can take the stairs or climb up the outside of the building to reach the 80th floor.

The 80th floor is covered in skin. It covers all of the office furniture, everything but the windows, the glass of which is broken. The players can feel a pulse beneath it. Thin filaments of hair have started to grow in places, seemingly at random. In the largest office, there is a patch that is mostly not covered with anything, in fact you can see carpet. In the center of the patch is a large

sheet of paper with a complicated circle filled with diagrams drawn onto it. In the center of the circle is a small stone altar and on top of that is a dark hole. It radiates purple light. Tendrils of flesh stretch from out of the hole to the weird flesh shit beyond the patch of carpet.

Surrounding the altar on the paper are some candles. They somehow still burn with a purple fire, despite the fact that the last time the party was here it was almost a day ago. The players then remember how to finish the ritual and how to stop it.

All they have to do is pick up a candle and either fervently wish for the hole to open fully or for the hole to close entirely. Whichever side has the most people win. They can fight and shit now. If they all die, the hole remains open to the extent that it is.

If the hole opens: The weird fleshmonster universe invades earth with crazy rapidity at first and the players live long enough to feel themselves be assimilated, but at the same time, the earth's weather becomes very unstable due to the portal's power. The combination of thunderstorms, giant waves and earthquakes in the region destabilize a dormant volcano ten miles away. The eruption blankets the city first in ash, then in magma. The building housing the ritual chamber is destroyed, as well as the altar, which causes the hole to close. The volcano (and many others which were activated around the globe) send clouds of ash into the atmosphere which causes an eight year winter. Most amphibians, reptiles and mammals (humans included) do not survive. Also freshwater fish. They're fucked.

If the hole closes: The weird monster thing is chopped off at the root. It dies soon after. The earthquakes and waves stop. Slowly the area will grow back to normal. However noone knows that the players saved (or almost doomed) them. The players also have a tough time getting back down to the ground floor. Also also, any crazies still alive regain their sanity. Their previous condition is explained in the media as mass hysteria.

If the hole remains open, the city is eventually nuked, but not before repeated tsunamis eventually destroy everything within.

Memories

You only eat organic foods.

You have 3 children.

When you were little you were certain that the only thing you needed to do was save the world.

Your best friend got into drugs when you were younger, you tried to put them into rehab but they wouldn't go.

You really like shoes. Really like them.

Both your parents are dead.

You are deaf in one ear, you're embarrassed of this and have never told anyone.

You hate your job.

You were planning on breaking up with your partner.

You have a tattoo on your shoulder. Describe it to the other players.

You had a son.

You remember you keep a pocket knife in your boot. Share this with the GM.

You once saw a cop shoot a guy in cold blood, he told you he would kill your family if you ever told anyone.

Your Dad took you to see Jaws when you were really young and grabbed your leg when the shark first appeared. You've been terrified of sharks ever since.

You were fired recently.

You believe in ghosts

Look at the person to your left. You feel a strong attraction to them. Show this to the GM.

You don't like the way the person to the right of you talks. Show this to the GM.

You have not seen your parents in a long, long time.

You have a younger sister who is dead. You don't remember her name or how she died.

You have a pet dog who you love very much.

You enjoy Chess and are quite good at it.

You once assaulted someone and did not regret it.

You have only been in love with one person.

You wear your father's watch.

You find a picture of two men and one woman standing around you in what looks like a park.

You find a picture of a dog on your person. You suspect it is yours, but you are not sure.

All the furniture in your house was gotten from free Craigslist giveaways.

You and Player X have the same tattoo. Show this to the GM and they will tell you who Player X is. Make up what the tattoo is and why you have it; feel free to share this memory with Player X if you get a chance.

Your favorite song is Firework by Katy Perry.

Your birthday is August 27th.

You got caught cheating in your college finals and were kicked out.

Your best friend became involved in a relationship with a close friend of yours during college. During this time the relationship became very abusive. Your friend begged you not to report it so you didn't.

Something about Player X gets under your skin. You don't like this person and the reason is right on the edge of your memory but you just cannot shake it loose. Show this to the GM they will tell you who X is.

Every memory that is coming to you about Player X is them showing you up somehow or cutting you down to make themselves look better. Jokes at your expense during a staff meeting or overhearing them make fun of you behind your back. Show this memory to the GM and they will point out who X is.

You have an overwhelming fear of small places. Share this with the GM

How long has it been?

Why did you leave them all behind?

Why do you feel so guilty?

Did they all have to die? All of them?

You see your sister in the distance, and then she's gone.

You see a dead body, it looks exactly like your brother but if you inspect it you find that it is not.

There is no one to water your plants back home. This is a sad memory for you.

A public phone rings, if you answer you hear your childhood friend asking you something but you cannot make out what he is saying.

Apology is for the weak; at least that is what Dad always said.

In your pocket is a flask, ½ full with brandy, it has an emblem engraved on it but you don't remember what it means.

You know how to wrestle, you were on your high school's team.

You took fencing classes for several years, you were quite good. You could have gone to the championships if it hadn't been for the accident.

You're a fantastic driver.

You have a beautiful singing voice.

Characters & Truths

1) 62?/M Grey hair bad cut, stubble, 5'10, broad shouldered, tanned, kinda grizzly.
Trench-Spike, Pocket-watch (smashed glass) with inscription to the captain, wallet with black and white photo of platoon on a beach half of the faces have Xs on them on the back is a single figure "\$200,000", dapper shoes/belt/pants/shirt/waistcoat.

Truth 1

Your name is Joe. You've had a long life, a long and tiring life. You served your country proudly and though you have a face that scares children you really do believe in doing your best to take care of future generations while you're still on this planet. You overheard about this Cult in a few

of the seedier bars downtown. When you heard what they were planning you knew you had to stop it. You joined and played along planning to screw things up last minute. Looks like you might have left it a bit late though....

2) 24?/M Black hair with side bangs, full lips, 5'6, 240lb

Journal with tons of bad poems, fountain pen, black eyeliner/lipstick, toe ring, ankh medallion, 6 pairs of earrings, Starbucks giftcard, iphone with MCR case (dead), unmarked pill bottle (empty).

Truth 2

Your name is Dirk. Your dad thought you'd be a cool football player, but what does he know. Fuckin slanger. You know how things really are. People are sacks of unadulterated evil. Walking containers of shit. I mean, like africa!? The environment !? You're pretty sure there's other stuff too, but that doesn't matter. You know, that's what matters. And don't even get you started on the darkness inside you. Nobody gets that, or at least that's what you thought until you joined this awesome cult. You've never been so happy to burn everything to the ground, even when you set your locker on fire because of society. That's why when clan leader Ted asked where they should do the ritual, you had the perfect place, your dad's office. Fuckin Global Bank. You don't remember what happened to the ritual, but you know the world is supposed be over by now. You guess it's up to you to fix that.

3) 32?/m 6'0 Dark hair, sides shaved, Long thick biker beard, Buff, but with a beer-gut. sailor tattoo. Flick out comb, fit-bit (dead), flask of barrel aged cocktail, Skinny jeans, Clark boots, Tank-top, Dapper Dan's Moustache wax, Hand wrap (for boxing), empty snack wrappers.

Truth 3

Your name is Seth.

It's hard to be a cop. It shouldn't be, but it is. You're a normal guy, you do normal things. You follow the trends a bit, sure, but you're a bit ahead of them too. You like craft beer a bit too much, but you work out to compensate. You're not an ass, you're not mean, you're not a saint, you're just normal. But when you put on the uniform, you're not normal. You're an enemy, even if you're just trying to help (and you do want to help).

The last thing you remember is responding to a domestic violence call. You didn't knock on the door because you could hear her screams from the street and he didn't stop, even after you busted in. He had a hard grip on the barrel of the revolver and was just pounding the butt down into her legs. Compound fractures, You kicked him in the face. Hard. felt something break. Then you were on him, cuffs were on him and he was just cackling like a cartoon witch. You wanted to go further, but you were there to help, not to take revenge. But you forgot something.

The gun.

You heard the shot, didn't see her take it, didn't feel it somehow. You imagined how she looked as everything went black. Were her arms shaking? Was she mouthing sorry at the blackened hole in your back? Who knows? You're not sure if you know anything anymore. Can you help anyone? Is it worth it? Are people worth it? In the wake of this mess, maybe you can find your answer.

4) 43?/F long wispy greying hair, crows feet, red glasses, dungerees, essential oils, necklace made out of mismatched beads (looks like it was made by a child), keys to a vehicle - keychain with "hang in there kitty", well worn stuffed toy.

Truth 4

Your name is Jackie. You always cared about mother nature. You were that kid that had a pet fly. You were that teenager that made sure everyone knew how much their plastic bags were hurting the environment. You initially thought the cult was an activist group and in many ways you were right. People are a parasite leeching the life from the Earth and it's almost at the point of no return. When a parasite infects a host one of two things happen, either the host dies or it kills the parasite. And you are not going to let the Earth die.

5) 28?/F Slim with gently curling auburn hair. Delicate elfen features. Tattoo of a bee's hive on lower back. Strangely large hands.
fitbit (dead), caribbeaners, urban decay eyeshadow and lipstain, Coach Purse, condoms, running shoes

Truth 5

Your name is Jennifer. You've always been pretty and you've always been praised for it. But like, you're so much more you know? You've always felt a bit lost though, like you never really fit in anywhere. When your friend suggested you join their social group to you you jumped at the chance! It was all going really well at the start, you met loads of new friends and there were weekly meetings and even an occasional BBQ! But recently stuff had been a lot less fun, people had been taking the actual meeting part, something about a plan and a ritual too seriously for you liking. You just wanted to hang out with your friends. You went along with it though because you know, whatever, and you assumed you'd all just get back to hanging out when it was over. Now you're not so sure though....