

ANCHORITE

Names: Baal, Celestine, Mary, Monod

"I have labored in vain. I have spent my strength for naught."

The Anchorite is the oldest undead, having survived for many, inexplicable years. The Anchorite has lived in seclusion, paying penance for its sins, it now returns to the waking world in hopes of regaining its shattered humanity. But everything about this time is different. Wrong somehow. The world is both paranoid and safe, all at once. Are the living so different from you?

OBJECTIVES

- ♣ Piece Together Fragments from the Past
- ♦ Indulge in Eternity
- ♥ Heal Someone Else, Return to Seclusion
- ♠ Remain a Slave to Your Sins (Until You Completely Repent)

RELATIONSHIPS

- ♣ They are Lucky to Know You
- ♦ A Capable Servant
- ♥ Memories of Love/Lust
- ♠ An Unbreakable (But Convenient) Bond

WORLD BUILDING

- Who among you is the reason you stayed in seclusion so long? Why?
- Where have you lived for the past decade? What sin kept you in seclusion? Why have you emerged now?

QUIRKS

- Avoid eye contact, lest someone feel threatened
- Scratches away at skin, reflexively
- Speaks in a preachy tone, as if always lecturing

ABILITIES

Cardinal Sins: Gain three drama points. You cannot join the next ensemble.

Living Library: Whenever you make things happen, you gain one free advantage. In addition, if any die roll result grants drama points, you gain one additional drama point.

Unrepentant: Whenever you bring harm to others, you may reroll one of your dice.

SCENES

- Flashback Interlude
- Fork*
- Intercut
- Interlude
- Monologue
- Vignette

DESCRIPTIONS

- Flashback with two characters
- Target player* makes a choice
- Anything for 90 seconds
- Two characters with a relationship
- Deliver a speech in character
- Narrate an action or moment

MILESTONES

- Endure (Painful) Hunger
- Enter a Church
- Fall to Knees in Supplication
- Pass on Legacy of Knowledge
- Take a Human Life

LEVERAGE

- » Direct another scene
- » Gain two drama points
- » Gain one ability
- » Give one trepidation
- » Remove one trepidation

TREPIDATION*

- Body Shattered
- Flashbacks of Persecution
- Flesh Eaten from the Inside
- Isolation
- Suffer for Your Sins

FINALE

- » Regeneration
- » White Light (of Eternity)
- » Food for the Nest
- » Perpetual Undeath
- » Consumed by Fire

* Gain one drama point

BRINGING HARM TO OTHERS

- 0 acting character suffers trepidation
in addition, choose:
the target character may immediately bring harm to you, or
the target character gains two drama points
- 5 both characters suffer trepidation
- 10 choose:
target character suffers trepidation, or
acting player triggers leverage
- 20 target character suffers trepidation, and choose:
acting player triggers leverage, or
target player loses two drama points

GETTING WHAT YOU WANT

- 0 acting character suffers trepidation
in addition, choose:
acting player loses two drama points*, or
uncheck one milestone
 - 5 acting character succeeds and suffers trepidation
 - 10 choose:
acting character succeeds, or
acting player triggers leverage
 - 20 acting character succeeds, and choose:
acting player triggers associated leverage, or
acting player unlocks an additional ability
- * this option is only available if the acting player has two or more drama points

MAKING THINGS HAPPEN

- 0 acting character suffers trepidation
- 5 acting player changes the world and loses one drama point
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CAMBER

Names: Jannah, Malik, Padurii, Talaash

“The sickness has made me grow. My heads. My head. My body. Even my heart. I wish I could retain this form when the cure comes. But I fear this is the end of me...”

The Camber is a massive undead ‘thing.’ Part human, part ghoul, and part slouching beast the Camber is a beast on the outside, but with the prescience of mind to be the nest’s anchor. The Camber does not stray far from the nest without a good reason.

OBJECTIVES

- ♣ Remove the Cancer that Harms the Nest
- ◆ Find Real Purpose in the Nest (Beyond this Empty Fate)
- ♥ Honor the Nest
- ♠ Take Command

RELATIONSHIPS

- ♣ Poisonous and Manipulative
- ◆ A Loyal Servant
- ♥ Compassion/Respect
- ♠ Bootlicking (Of Which You are Ashamed)

WORLD BUILDING

- Who among you came from a time when power meant something different? In what way?
- When did you last visit with the angel Ridwan (guardian of paradise)? What did she say to you?

QUIRKS

- Feeds only on innocent people
- Often hides face with hands
- Wrings hands until skin chafes and bleeds

ABILITIES

Anchor: Gain three drama points. Choose one player to gain one drama point. Check off both of your flashback interlude scenes.

Beast: Once per game (after a scene is completed), you may interrupt play and direct a scene out of turn. This does not reset the turn order, nor does it skip your next turn as director.

Visions of Paradise: After completing a milestone, you may direct one flashback interlude (even if you have checked them all off).

SCENES

- Ensemble
- Flashback Interlude
- Fork*
- Intercut
- Interlude
- Vignette

DESCRIPTIONS

- All characters present
- Flashback with two characters
- Target player* makes a choice
- Anything for 90 seconds
- Two characters with a relationship
- Narrate an action or moment

MILESTONES

- Bear Shame, Beg for Forgiveness
- Call Upon the Angels
- Establish Boundaries
- Feed in Front of Others
- Grant a Want/Wish

LEVERAGE

- » Direct another scene
- » Gain two drama points
- » Gain one ability
- » Give one trepidation
- » Remove one trepidation

TREPIDATION*

- Decay (Inside Out)
- Humiliated Publicly
- Sins Boil Inside You
- Something Comes for You
- Voices of the Angels (Decry)

FINALE

- » Stigmata
- » Survive Judgment
- » Hand Drag You Down
- » Ends of the Earth...
- » False Prophet

* Gain one drama point

BRINGING HARM TO OTHERS

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HAVOC

Names: Asag, Regan, Song, Surgat

"I know what you thought, because I put that thought there. And now you can't imagine ever think without wondering if your own thoughts are yours... or mine."

The Havoc is a near-mindless creature. It's power stems from many places, including people's fears, spellbooks, and superstitious traditions. It is possible for normal people to summon the Havoc, though it is another thing entirely to contain it. Because of the Havoc's unstable nature, it is questionably the most powerful undead in the nest.

OBJECTIVES

- ♣ Walk a Straight Line
- ♦ Trade This Body for Another
- ♥ Go One Day Without Crying
- ♠ Fight for the Prize

RELATIONSHIPS

- ♣ Crooked and Belabored
- ♦ Obedient and Respectful
- ♥ Narrow, But Maleable
- ♠ Acrid, But Recognizable

WORLD BUILDING

- Who among you is lying about who they are? Why? How do you know the truth? Who have you witnessed shape-changing?
- Why do you stay with the others if they are fake? When was the last time you trusted your own words?

QUIRKS

- Collects the fears of people and puts them in a little tinder box
- Stitches names into skin, like tattoos
- Writes down notes and codes in three dimensions, but on paper

ABILITIES

The Abyss: Whenever you complete a milestone, you may spend two drama points to give any character one trepidation.

Imp: Whenever you complete a milestone, steal one drama point from another character.

Unstable: Whenever you would suffer trepidation, you may spend three drama points to direct the next scene instead. This does not reset the turn order, nor does it skip your next turn as director.

SCENES

- Flashback Monologue
- Flashback Vignette
- Fork*
- Intercut
- Interlude
- Interrogation
- Monologue
- Vignette

DESCRIPTIONS

- Flashback speech in character
- Flashback action or moment
- Target player* makes a choice
- Anything for 90 seconds
- Two characters with a relationship
- Ask five questions
- Deliver a speech in character
- Narrate an action or moment

MILESTONES

- Act Against Own Interest
- Consume Still Living Flesh
- Destroy a Church
- Lie to Self
- Turn Friend Against Friend

LEVERAGE

- » Direct another scene
- » Gain two drama points
- » Gain one ability
- » Give one trepidation
- » Remove one trepidation

TREPIDATION*

- Death/Undeath
- Sever Relationship
- Shackled
- Trust Becomes Twisted
- Upside-Down, Inside-Out

FINALE

- » Eyes Plucked From Head
- » Black and White World
- » Lobotomized
- » Lies Become Real
- » Wander for Eternity

BRINGING HARM TO OTHERS

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HOLLOW ONE

Names: Caine, Iku, Jaan, Saja

“Bereft of desire, a man acts with mind and body perfectly controlled. He relinquishes ownership of things he does not need, keeping only the bare necessities to maintain sustenance. Sinful reactions do not affect him.”

The Hollow One has already died and come back. It wasn't welcome on the other side. It was shunted back to this world of pain and violence. But. It has seen things. It has been to the place that no other has seen. It knows the true horror of eternal damnation and unlife in a way the others cannot understand.

OBJECTIVES

- ♣ Oblivion
- ♦ A Trail of Destruction
- ♥ To Be Overcome with Peace
- ♠ Revenge for What Was Done to You

RELATIONSHIPS

- ♣ Inexplicable
- ♦ Convenient (For Now)
- ♥ Overly Protective
- ♠ Brothers in Arms

WORLD BUILDING

- Who among you dug you out of the Earth and gave 'this' meaning?
- Why do you believe you can be made whole again? What if you can't? What form of salvation will take its place?

QUIRKS

- Chest cavity is crushed
- Eyes are missing (but can still see)
- Still wearing the clothes you were buried in

ABILITIES

Craven: Gain two drama points. You may check off two of your interludes to gain two additional drama points.

The Empty: Once per game, when you run out of drama points, you may suffer one trepidation to gain four drama points. If this would trigger the endgame, the game continues.

From the Grave: Gain one drama point. Once per game, after an ensemble that another player directed ends, you may immediately direct one non-interlude scene out of turn. This does not reset the turn order, nor does it skip your next turn as director.

SCENES

- Flashback Vignette
- Fork*
- Interlude
- Interrogation
- Monologue
- Vignette

DESCRIPTIONS

- Flashback action or moment
- Target player* makes a choice
- Two characters with a relationship
- Ask five questions
- Deliver a speech in character
- Narrate an action or moment

MILESTONES

- Confront Your Murderer
- Drowned/Pulled Under
- Forgive Someone
- Stand Upon Blessed Steps
- Wear a New Skin

LEVERAGE

- » Direct another scene
- » Gain two drama points
- » Gain one ability
- » Give one trepidation
- » Remove one trepidation

TREPIDATION*

- Black Hand of Doom Beckons
 - Death/Undeath
 - A Memory Returns (Painfully)
 - Reclaim the Grave's Dark Soil
 - The Other Side Calls
- * Gain one drama point

FINALE

- » No Finale
- » Eternal Damnation
- » Unholy Blessings
- » Hunters and Priest Descend
- » Echoes in Your Ears

BRINGING HARM TO OTHERS

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MAGOG

Names: Japheth, Nemed, Redd, Yajuj

“Damned to be free.”

The Magog eats the flesh of the long dead. This is different from other undead, who eat the flesh of the living before they rot. The Magog haunts quiet places and keeps its distance from humanity. But when forced to fight, it can easily overcome a few unarmed humans. The Magog has subsisted on dead flesh for so long, however, can it ever be clean?

OBJECTIVES

- ♣ Swim Against the Deluge
- ◆ Open That One Box (You Know the One)
- ♥ Recount the Steps to the Place Where it All Went Wrong
- ♠ [Secret] Choke the Life From Another

RELATIONSHIPS

- ♣ Convenience That is Underlined by Opposing Goals
- ◆ Lending a Hand When You Can (When You Want)
- ♥ Shared a Shelter Once, Years Ago
- ♠ Never Talking Again About What Happened That Night

WORLD BUILDING

- Who among you leaves rotting carcasses behind for you to eat?
- What two numbers have been branded into your flesh? What do they mean? Do you know? Does anyone else?

QUIRKS

- Carries a wallet filled with receipts and old photos
- Picky about eating fat and sinew
- Repeatedly visit an abandoned circus but doesn't know why

ABILITIES

Filth: After directing a vignette, you may spend one drama point to immediately direct any scene that is not on your list.

Razor Claws: The next two times you bring harm to others, you gain three free advantages.

Reclusive: Each time you direct an ensemble, you may direct an interlude instead. Uninvited characters cannot join interludes you direct.

SCENES

- Ensemble
- Flashback Ensemble
- Fork*
- Interlude
- Interrogation
- Vignette

DESCRIPTIONS

- All characters present
- Flashback with all characters
- Target player* makes a choice
- Two characters with a relationship
- Ask five questions
- Narrate an action or moment

MILESTONES

- Connect with the Living
- Feed
- Feed Again
- Feed on Self
- Learn to Go Without

LEVERAGE

- » Direct another scene
- » Gain two drama points
- » Gain one ability
- » Give one trepidation
- » Remove one trepidation

TREPIDATION*

- An Abattoir of Flies
- Death/Undeath
- Go Hungry
- Ravens Gather (In Ill Omen)
- Supplication

FINALE

- » The Long Line of Judgment
- » Broken Glass
- » Hammers and Nails
- » Prometheus' Curse
- » Scratching at the Skin

* Gain one drama point

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PATIENT ZERO

Names: Aisa, Ereshkigal, Seth, Tammuz

“Humanity ends because I will it. The cure is born with me.”

Though there is no proof to support the claim, Patient Zero is the first infected. But. He is a hateful, antisocial mess. Devoid of personal responsibility or an interest to be cured, Patient Zero is a poisonous and disruptive force. The infected would be wise to control him, while humans should avoid him altogether. He is sociopathy personified.

OBJECTIVES

- ♣ **Endless Nothing, An Eternity of Fire**
- ♦ **Lord the Cure Over the Head's Of Others**
- ♥ **Spread the Disease to Others**
- ♠ **Die in Glorious Fashion**

RELATIONSHIPS

- ♣ **Fuck You!**
- ♦ **I've Come for What's Mine**
- ♥ **An Anchor Around Your Neck**
- ♠ **An Inhuman (Unhealthy) Bond/Second Flesh of Skin**

WORLD BUILDING

- **Who among you can literally fuck off and die? That's right.**
- **Why do you keep the little one around? What purpose does it serve?**

QUIRKS

- **Demanding of people's attention**
- **Hateful of mankind; loving to kittens**
- **Large collection of hair and nails from bodies you've found, but not killed**

ABILITIES

Antipathy: Gain three drama points. You must spend one drama point to join an ensemble.

Inhuman Strength: Give any two characters one trepidation each. Immediately narrate one vignette describing this trepidation.

Walking Cancer: Steal one drama point each from two different players.

SCENES

- Flashback Vignette** □□
- Fork*** □
- Intercut** □
- Interlude** □□
- Interrogation** □□
- Vignette** □□

DESCRIPTIONS

- Flashback action or moment**
- Target player* makes a choice**
- Anything for 90 seconds**
- Two characters with a relationship**
- Ask five questions**
- Narrate an action or moment**

MILESTONES

- **Break Something Open**
- **Eat Someone Still Alive**
- **Kill An Innocent**
- **Make Someone Watch**
- **Spread the Infection**

LEVERAGE

- » **Direct another scene**
- » **Gain two drama points**
- » **Gain one ability**
- » **Give one trepidation**
- » **Remove one trepidation**

TREPIDATION*

- **Ashes in My Mouth**
- **Broken in Two**
- **Humans Document Actions**
- **Lose Eyes**
- **Skin Molts**

FINALE

- » **Cure Discovered**
- » **Fucked Forever**
- » **Cure Dies With You**
- » **Hunters Come For You**
- » **Tedium Renders You Inert**

* Gain one drama point

BRINGING HARM TO OTHERS

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THORN

Names: Gala, Nephi, Peter, Saul

“My Lord knows every word spoken in the sky and the earth.”

The Thorn still believes in a higher calling. It still believes that whatever being in paradise remains, she has a plan. The Thorn not only believes this to be true, it knows this to be truth. It believes the end times are upon us and that salvation is within our grasp.

OBJECTIVES

- ♣ Ascend to the Throne of Judgment
- ♦ Divinity
- ♥ To Join the Others in Paradise
- ♠ Shephard the Weak into the Arms of Paradise

RELATIONSHIPS

- ♣ The Downward Slide
- ♦ Servile and Contemptuous in Your Disregard for the Status Quo
- ♥ Capricious
- ♠ (Physically) Abusive

WORLD BUILDING

- Who among you also believes?
- What have you done to prepare for salvation?
Who are you taking with you?

QUIRKS

- Carries a staff with a bronze snake head
- Knows the name of every person its ever killed
- Quotes from the book of names

ABILITIES

Kneeling Before Judgement: The next time you suffer trepidation, you may check off one milestone as well. If this would trigger the endgame, the game continues.

The Kingdom: When you direct an ensemble, no other players may roll dice.

Voice of the Djin: Once per game, you may spend one drama point to reroll all of your dice after a roll.

SCENES

Ensemble

Flashback Interlude

Fork*

Intercut

Monologue

Vignette

All characters present

Flashback with two characters

Target player* makes a choice

Anything for 90 seconds

Deliver a speech in character

Narrate an action or moment

MILESTONES

Channel the Voice of Paradise

Kill for Pleasure

Make Preparations
for the End of Times

Make Someone Your Thrall

Reveal the Truth to ‘Mortals’

» Direct another scene

» Gain two drama points

» Gain one ability

» Give one trepidation

» Remove one trepidation

LEVERAGE

TREPIDATION*

Branded With the Mark

Cut from the Nest

Eternal Suffering

Hunted

Summoned to Judgment

» Salvation

» Standing Before the Throne

» Eternal Suffering

» A Voice Beyond Ages

» Every Word Spoken...

FINALE

* Gain one drama point

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