

# The Afterlife

A Scenario for Here & Far

# WRETCHED & ALONE

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Here & Far was written by Brian Hazzard and was created for Solo Journaling RPG Jam 2022.

# The Afterlife: Safety

This scenario shines the spotlight on a main character who has died with unfinished business. The themes that emerge will depend on your approach to the game, but could include death, grief, loss, anger, helplessness, revenge, etc.

Read and play with caution, keeping in mind that you can take a break or stop completely at any time. Your mental health is important, and this is just a game.

This game is designed to make success very difficult and very unlikely. It is meant to be challenging and harrowing and emotional. If that doesn't sound fun to you, that's absolutely fine.

Remember that you can change, ignore, rewrite or abandon any part of this scenario that you want.

Or skip it entirely, and try another scenario instead.

# The Afterlife: Tower

The Tower should already be missing blocks if you've followed the instructions from *How?*.

The Tower represents your tenuous connection to the physical plane, and the relentless pull of the light of eternal cessation.

Some cards will prompt you to pull from the tower.

If the tower falls at anytime, you have let go of the physical plane and dissolved into the light without resolving your unfinished business. Reflect on what made you let go, before turning to *The Afterlife: Epilogue*.

# The Afterlife: Who?

Your life has ended. It took time, but you understand now that you are dead, and there is no way back to life. The life you had is a blur, but you knew you couldn't move on until you found "them".

Now here they are. They can't hear or see you, and you can't touch them. Now as you are pulled towards the consuming light of eternal cessation, you willfully linger here, determined to make them feel something.

## **Answer These Questions**

How did you die and what unfinished business did it leave you with?

*Who are you with? Why do you choose to linger with them?*

*What powerful emotion do you want them to feel? Why are you driven to make them feel it?*

*What calls to you beyond the light of eternal cessation?*

# The Afterlife: Moments

The game is divided into rounds, and each round has two steps: Experience and Reflect.

## Step One: Experience

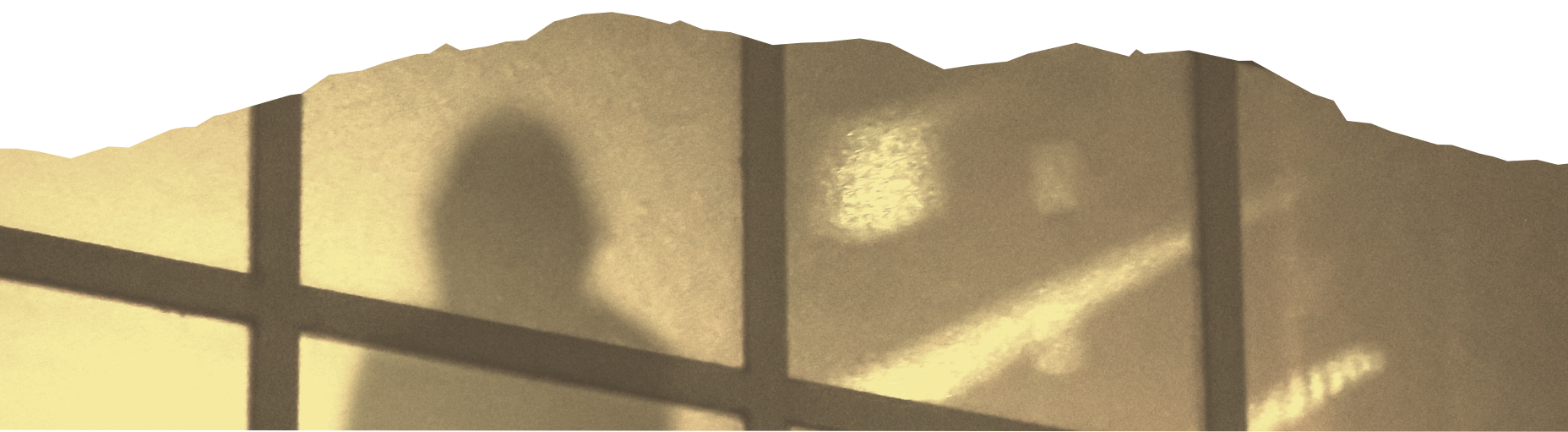
At the beginning of each round roll 1d6, and draw as many cards from the deck as you rolled. Place the drawn cards face down without looking at them. Flip over the cards one at a time. If the flipped card is

- an Ace: interpret with **The Afterlife: Aces**
- a King: interpret with **The Afterlife: Kings**
- Anything else: interpret with **Here & Far Cards & The Afterlife: Suits**

Complete any task that the card tells you to do before flipping over the next card. Repeat until you have flipped them all over. Discard all cards unless a card tells you otherwise.

## Step Two: Reflect

Record your experiences in a journal. Write about what has happened and what you feel, answering all the questions presented in the card prompts. If you like, you can use an alternative to a journal, such as making a voice or video recording, writing letters, narrating out loud, or simply imagining the scenario in your head.



# The Afterlife: Aces

The Ace cards represent your ability to influence the physical plane. Aces let you bring tokens into play, and discard them. You'll need to discard 15 out of 20 tokens. Once you do, *Reflect* on how you make them feel what you need them to feel, then let the light take you and turn to The Afterlife: Epilogue.



A powerful memory gives you the will to cause a change in the physical world. Do not discard this card, place 5 tokens on top. Each round, if you roll a 6 during the Experience step, you may remove one token from all Aces in play. *Reflect* on what you affected.



You gain some acceptance over your death, and it creates a space for you to resist the pull of the light. Do not discard this card, place 5 tokens on top. Each round, if you roll a 5 during the *Experience* step, you may remove one token from all Aces in play. *Reflect* on what aspect of your death you were able to accept.



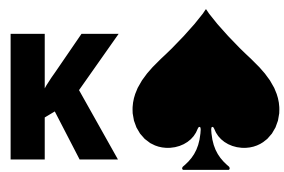
You discover a way to shield yourself from the blinding light of the eternal. Do not discard this card, place 5 tokens on top. Each round, if you roll a 4 during the *Experience* step, you may remove one token from all Aces in play. *Reflect* on how you are resisting the pull of the light.



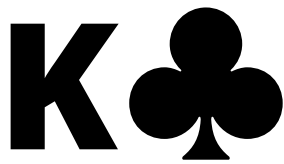
Your new nature lets you understand the machinations of the physical world, providing an insight into how you can manipulate it. Do not discard this card, place it to the side with 5 tokens on top. Each round, if you roll a 3 during the *Experience* step, you may remove one token from all Aces in play. *Reflect* on your insight.

# The Afterlife: Kings

The Kings represent the relentless pull on your spirit by the light of eternal cessation. Each King makes your connection with the physical plane more tenuous. If the tower falls at anytime, Reflect on what made you let go, before turning to The Afterlife: Epilogue.



The draw of the light is getting stronger. You can hear something from beyond calling for you. What is it? Do not discard this card. Each moment, if you roll a 1, make a pull from the tower for each king that is active, and discard the block from play. Narrate what you hear.



You are not meant for the physical plane, and your spirit is slowly dissolving. Do not discard this card. Each moment, if you roll a 2, make a pull from the tower for each king that is active, and discard the blocks from play. Narrate how it feels to lose a bit of your very soul.



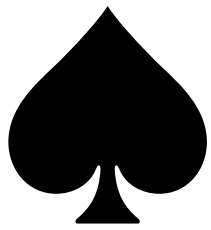
The draw of the light is getting stronger. It is reaching out for you in some way. Each moment, if you roll a 3, make a pull from the tower for each king that is active, and discard the blocks from play. Narrate how it is reaching out for you.



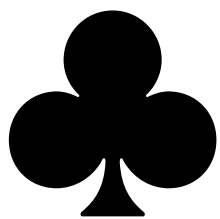
They have sensed a presence here and are practicing rituals to exorcise it. Do not discard this card. Each moment, if you roll a 4, make a pull from the tower for each King that is active, and discard the blocks from play. Narrate the impact of their exorcism efforts.

# The Afterlife: Suits

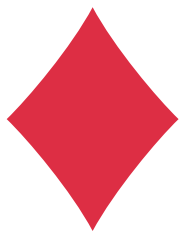
The Suits are defined to provide context that is specific to *The Afterlife* scenario to each of your card draws. When you draw any card that isn't Ace or King, interpret the prompt in the context of their corresponding Suit.



Something that evokes a clear memory of a mundane moment from your life.



Something that evokes a dramatic and painful memory your death.



A material change in your ability to hold on against the light that pulls you towards the eternal.



A material change in your feelings towards the living being you are with.

# The Afterlife: Epilogue



Breathe in. It's time to step out of your character's shoes, and back into your own. You the player are alive. Breathe out.

Did you make them feel what you needed them to feel? Or did the pull of the light consume you before you were able?

What did your story mean to you?

# The Afterlife:

## Acknowledgements

The Afterlife cover photo is a heavily effected version of a photo by Nathan Wright on Unsplash.

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