



THE DEAD BODY IN YOUR HEAD

A LARP by Côme Martin for 5 persons, without a GM.

Length: about 4 hours and 15 minutes (75 minutes of preparation, about 2h30 of play, 30 minutes of debriefing).

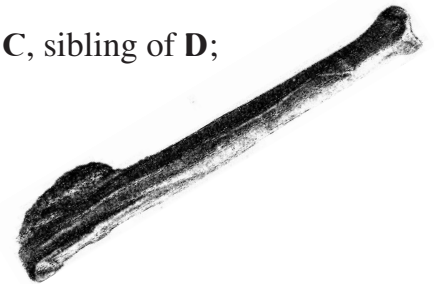
You have killed someone. You didn't really premeditate it, and even if you did your best to cover your tracks, you will now have to live with this guilt gnawing at you, the stress of being caught and maybe a diminishing trust in your accomplices...

PRESENTATION

You will play 5 characters, all long-time friends, confronted to an event they weren't really prepared for and which will turn their relation to themselves and others upside down. The story unfolds on the long term: each scene moves further away from the day of the murder and at the end of the game, five years will have gone by.

The characters:

- **A, the dead body;**
- **B**, very sure of themselves and interventionist, in a couple with **C**, sibling of **D**;
- **C**, shy and discreet, in a couple with **B**, best friend of **E**;
- **D**, ambitious and sportive, sibling of **B**, colleague of **F**;
- **E**, anxious and careful, best friend of **C**, ex- of **F**;
- **F**, full of joy, colleague of **D**, ex- of **E**.



BEFORE THE GAME

1. If need be, remind everyone of the main safety tools, in particular the gestures to say “stop”, “slow down” and “it's OK, keep going”. Talk together about the lines not to be crossed and about the things on which you prefer a veil to be put on during play.

2. Complete as a group the sections “Personality” and “The murder” of character **A** (by choosing only one option when the terms are between square brackets and by answering questions in italics), then choose a character among those presented in the following pages. Freely answer the questions in italics about your character; the questions in the “Relations” section will be explored in pairs. Finally, complete the “Relations” sections of character **A** and correct previous sections if necessary.

3. Do interviews between players. Each player talks with another during 10 minutes, so as to answer the questions they have in common, develop the relation of their characters by making other details up and agree on the outlines of a shared past.

Apart from the questions on the character sheets, here are some that players can ask each other about their characters:

- How long have we known each other? How did we meet?

- From your character's point of view, is our relation symbiotic, intimate, close, occasional, distant? And from my character's point of view?

- Which good memory do we share?

- Which bad memory do we share?

4. In turns, introduce your characters: everyone presents theirs in a few sentences, as well as what they think about the others'. Keep no secret, be transparent! It's a good time to ask questions you hadn't thought about before.

5. Do a “hot seat” as a workshop. In turns, players sit down, encircled by the others who ask them questions. As in a tense police interrogation, questions must be asked coldly, directly, with the speed of a machine gun. Don't wait for answers before asking another question. After one minute of doing so, move to the next interrogation.

THE CHARACTERS

A, THE DEAD BODY (choose a first name beginning with **A** which is not one of the players')

Personality

Publicly, **A** was a rather [nice / sullen / discreet / extrovert] person.

In general, people who met **A** had a [positive / negative / neutral / quickly forgotten] reaction to them.

*(How old was **A** when they died? What was their job? Did they have a lot of relations besides the other characters?)*

Behind this facade, **A**'s personality was in fact [similar / the complete opposite / very calculative / totally crazy / full of contradictions]. In any case, it was impossible to feel indifferent about **A**, especially for the characters.

*(Who else besides the characters was very close to **A**? Did someone else have reasons to be angry at **A**? Who, at the contrary, would have done anything for **A**?)*

The murder

A's murder is due to the fact **A** [brutalized defenseless people / embezzled large sums of money / blackmailed one or several of the characters / had asked the characters to kill them / had killed someone the characters were close to.]

A's murder took place [in their apartment / at one of the characters' / in the forest / at sea / in an industrial zone]. Even though the characters did their best to make any clue

disappear, two remain: [a witness / the murder weapon / **A**'s body] and [another witness / a document belonging to **A** which incriminates the characters / purchases linked to the murder, easily traceable]. The characters know that these two clues still exist.

A's relations

- **A** was a neighbor of **B**. They met frequently, enough to know about each other's habits. *(What detail of the local life did **A** and **B** share? What small favor had **A** once did for **B**?)*

- One day, **A** stumbled upon a quarrel between **B** and **C**. **A** had then approached **C** several times. *(Did **A** want to make **B** and **C** break up? Was **A** coveting **C**? Were their approaches friendly or harassing?)*

- **A** often practiced a sport with **D**, enough so that a kind of routine had settled between them. *(Were **D** and **A** competing against one another or helping each other? What intimate detail had **A** once discovered about **D**?)*

- **A** had had a brief relation with **E**; they had sporadically continued to see each other after that. *(Was it a one night stand or a fling for a few weeks? Who had broken up and why? Were **A** and **E** still in good terms or did they see each other by accident?)*

- **A** and **F** met quite often; it was rarely premeditated but they went to the same places to have a drink and have fun. *(Were they private parties or were **A** and **F** drinking buddies? Was **A** able to remain cool-headed or were they always over the top? Which embarrassing anecdote remains about an evening between **A** and **F**?)*

B (choose a first name beginning with **B** which is not one of the players')

Personality

B is very sure of themselves; they know what they want in life and how much hard work is necessary to get it.

*(How old is **B** at the beginning of the game? What is their job? Which status does **B** think they deserve, but don't have yet?)*

With their friends and their loved ones, **B** likes to be the one in charge, the one who decides. After all, if everyone listened to **B** a little bit more, things would be better...

*(With whom did **B** fall out for good because of their interventionism? Why does **B** think it's the fault of the other person? On whom does **B** puts the blame of one of the mistakes made during the murder?)*

B thinks that of the five characters, they have the most to lose if the crime is discovered. Their current life, in spite of its defaults, is very cozy, and **B** doesn't intend on ruining it because of such a sordid story.

*(What element of their current life is **B** completely against giving up? Would **B** be ready to get someone else arrested to save themselves?)*

Their relations

- **B** is in a couple with, and wants to protect **C**. *(Is this love sincere or only comfortable? What could **C** do better, according to **B**? What did **B** confessed to **C** at a time of weakness?)*

- **B** knows a big secret about **D** but keeps silent for now, because of their family bonds. *(What is this secret? When did **B** told **D** they knew about it? How does **B** put **D** before the other persons in the group?)*

- **B** thinks that **E** has a bad influence on **C**, and is a weak person putting the group at risk. *(How did **B** once forced **C** to pick a side (and who did **C** side with)? What big favor did **E** for **B**, for which they are indebted to them?)*

- **B** likes **F**, even if they think **F** could get much further ahead in their career if they were more ambitious. *(What advice did **B** give to **F** that **F** didn't follow? Why does **B** think **F** is more deserving than **D**?)*

THE CHARACTERS

C (choose a first name beginning with **C** which is not one of the players')

Personality

C is not very sure of themselves; life is so much easier when you follow the others and quietly tend to your inner sanctum, it brings less trouble.

*(How old is **C** at the beginning of the game? What is their job? Is their discretion an asset there, or a weakness?)*

With their friends and their loved ones, **C** likes to let themselves be pushed around, as long as they are listened to when it's important and as long as their feelings are not denied. **C** is discreet, not a doormat.

*(Who abused **C**'s trust, which destroyed their friendship? For which mistake made during the murder is **C** blaming themselves internally, even though it wasn't their fault?)*

C is terrified at the thought of going to jail: it would surely break them down. To be responsible of a murder is terrifying, but for their guilt to be discovered would be even more so.

*(Which past misdemeanor helps **C** to rationalize this crime?)*

*Would **C** be ready to get someone else arrested to save themselves?)*

Their relations

- **C** is in a couple with **B**, and loves them deeply and honestly. *(What did **B** force **C** to do that **C** regrets? How did **B** support **C** during a hard time? What element of **B**'s personality would **C** like to change?)*

- **C** thinks that **D** is too impulsive a person, but doesn't dare question their skills, especially as **D** is rather nice. *(Which personality trait do **C** and **D** share? What mistake did **D** do at the time of the crime, according to **C**? Did **C** tell it to someone in the group?)*

- **E** and **C** have been thick as thieves for years, and will remain best friends for a long time, that's for sure. **C** brings them almost unswerving support, even when **E** makes blunders. *(Which advice did **C** gave to **E** that wasn't followed? Which secret did **E** tell **C** and no one else? About which good memory of a moment shared with **B** and **E** does **C** think often?)*

- **F** is very exuberant, sometimes too much and at **C**'s expense, which often hurts **C**. *(Which criticism of **F** towards **B** does **C** have a hard time to accept? What does **C** admire the most in **F**?)*

D (choose a first name beginning with **D** which is not one of the players')

Personality

In life, **D** knows what they want: to reach the top, and fast. In all things, they never slack and if it gets people hurt, they will soon heal.

*(How old is **D** at the beginning of the game? What is their job? How do they feel about using force?)*

D is a rather solitary person: every bond is an obstacle in the race to success. **D** always finds the others too soft, too slow to act, and they frequently take decisions without waiting for the others' approval.

*(To whom did **D**'s initiative once cost a lot? Which past sacrifice is still hard for **D**, without anyone knowing?)*

D thinks that of the five characters, they have the most to lose if the crime is discovered. Past mistakes are not their fault (so they think) and nothing must go against what they have planned for their career.

*(Which of the two clues left behind after the crime is really **D**'s fault, without **D** admitting it or telling the others? Does **D** think they can get someone else arrested instead of them, without compromising themselves?)*

Their relations

- That **B** always plays Mx. Know-it-all drives **D** mad. But they're family, and **D** has already benefited from **B**'s help in the past, for instance by telling them about a big secret... *What is this secret? When did **B** told **D** they knew about it? How does **B** put **D** before the other persons in the group? Is **D** now afraid of **B**, or looks up to them even more?)*

- **D** finds **C** rather attractive, and thinks that **B** doesn't deserve them. However, **D** keeps a cool head, and their opinion for themselves. *(How did **D** betray their attraction, and did they realize it? How has **D** defended **C** against **B**? Which of **C**'s personality traits particularly moves **D**?)*

- According to **D**, **E** is the only one with a cool head in the group. It's a risky opinion to share in front of everyone, but **D** will generally discreetly stand for their ideas, as long as they're smart ones. *(Which of **E**'s comment has agreeably surprised **D**? Which idea rejected by the others received the (silent) approval of **D**? Does **D** still blames them for the crime?)*

- **D** thinks **F** is a moron: their permanent good mood is exasperating and probably a mask to get on everyone's good side. **D** doesn't fall for it. *(How has **D** betrayed their annoyance towards **F**? On which point does **F** have the upper hand on **D** at work? With who else in the group does **D** envy the relations with **F**?)*

THE CHARACTERS

E (choose a first name beginning with **E** which is not one of the players')

Personality

E is anguished: experience has taught them that life tends to put difficulties in front of you, and it's exhausting to overcome them. As a result, **E** thinks of themselves as rather careful, to prevent those potential obstacles.

*(How old is **E** at the beginning of the game? What is their job? Is their carefulness an asset or a weakness there?)*

With their friends and their loved ones, **E** is often unlucky: never any truly deep or long relationships, things always go downhill. Fortunately, there are still their long-time friends, those with whom **E** has done the unthinkable, and a child from a past union...

*(How old is **E**'s child at the beginning of the game? Is **E** in good terms with the person they had a child? With who has **E** just started a romantic relationship at the beginning of the game?)*

Even if no one tells them so openly, **E** often thinks that all this is their fault and that the crime committed by the group could have been avoided without their intervention. **E** thinks they're the only guilty party. But going

to jail and not seeing their child for years is out of the question.

*(How was **E** closer to **A** than the others? Would **E** be ready to get someone else arrested to save themselves?)*

Their relations

- **E** thinks that **B** has a very bad influence on **C**; ideally, this relation should stop. **C** deserves better than this egocentric. *(Which petty vengeance has **E** already committed towards **B**? What does **E** secretly envy about **B**?)*

- **C** and **E** have been best friends for years and will be for a long time. Nothing can tear them apart, save for **C**'s bad taste in partners, but this will eventually change... *(How did **E** once forced **C** to pick a side between **B** and **E** (and who did **C** side with)? What flaw does **E** hide from **C**? Which of **C**'s personality traits annoys **E**?)*

- **E** is afraid **D** will rat everyone out to the police; it's obvious **D** wants to go far in life, even if it means burning every bridge. *(On which point are **E** and **D** completely opposed? How does **E** frightens **D**?)*

- **E** and **F** were once an item; they ended their relation in a friendly way. Today, they are in good terms, and **E** even sometimes regrets that this relation is over... *(Which strong memory do **E** and **F** share? How has **F** cheered **E** up the last time?)*

F (choose a first name beginning with **F** which is not one of the players')

Personality

F is rather cheerful: it's the person people call when they are down and who always knows what to say to get you back on your feet. But it's not easy to hide one's flaws and always appear happy...

*(How old is **F** at the beginning of the game? What is their job? Which hard blow hasn't **F** mentioned to anyone?)*

With their friends and their loved ones, **F** appears to be bold and free. However, things tend to be clear-cut: you're the love of their life or a one-night stand, a BFF or someone who can be swapped for another friend.

*(From whom of their close friends does **F** hide the murder? To whom would **F** like to get closer but doesn't dare because of this crime?)*

To their own eyes, **F** is completely innocent of this sordid murder: it's not their hand that did the crime, and they've been opposed to the idea of this murder from the get-go. But **F** knows the police would disagree if they were to get arrested.

*(What physical clue directly accuses **F** (and perhaps the others)*

*without **F** necessarily knowing about it? Would **F** be ready to get someone else arrested to save themselves?)*

Their relations

- **B** and **F** are long-time friends. **B** often has good advice, and has always supported **F**, in spite of their blunders. *(Which advice from **B** did **F** not follow, to their great pity? Which aspect of **B** does **F** particularly admire? Which remark of **B** hurt **F**, and did **F** forgive them?)*

- **F** thinks **C** is a bit dumb and doesn't understand what **B** sees in them. But as long as this idiocy doesn't put anyone at risk, there's no real harm in it. *(Which trait of **C** particularly annoys **F**? What does **F** still finds touching in **C**?)*

- In their daily life, **D** and **F** often run into each other; **F** thinks **D** is often right in the way they do things and sometimes gets inspiration from them, without saying anything to them. *(On which minor professional misconduct of **D** did **F** close their eyes? What small ritual do they share at work?)*

- **E** and **F** were once an item; they ended their relation in a disastrous way. With time, **F** forgave **E**, but reminding them of it is one of the few things that can make them lose their good mood... *(Which bad memory of their relation can't **F** forgive? What efforts does **F** to be nice to **E**?)*

DURING THE GAME

The story unfolds in 10 scenes.

Scenes don't all last the same time, up to 10 minutes: after 9 minutes, make a watch or a phone ring, to remind you it's time to conclude. You can also wrap up a scene prematurely or leave it unfinished if need be.

At the end of each scene, players collectively make a choice which determines which scene is played next. If they disagree after a minute, a show of hands is organized. If none of the choices seem relevant, play scene **A**.

The first scene of the story takes place the day after the murder and the burial of the dead body. The PCs meet to talk about what they should do, particularly about the 2 clues they left after the crime.

The following scenes take place on longer and longer intervals ("D" means "The day of the murder"):

- **Scene 2** : D + 2 days
- **Scene 3** : D + 1 week
- **Scene 4** : D + 2 weeks
- **Scene 5** : D + 1 month
- **Scene 6** : D + 3 months
- **Scene 7** : D + 6 months
- **Scene 8** : D + 1 year
- **Scene 9** : D + 2 years
- **Scene 10** : D + 5 years



The last scene takes place 5 years after the murder: if they weren't arrested, the PCs can finally breathe. It's time for them to split up, or to decide to go back to their normal life, as if nothing had ever happened.

Between the scenes, players are free to make clarifications and/or choices for their characters: they get married, split up, move, change jobs, get sick... If necessary, two players can play a "black box" scene of 5 minutes maximum. These changes are presented to everyone before a new scene starts.

It's assumed that other meetings between the PCs can take place beyond those which are played. More generally, everything that's not specified by this text can be improvised by one of the players and thus become true (and be discussed and/or specified between two scenes if necessary).

If a scene targets one of the PCs in particular, they are chosen randomly or collectively. NPCs evoked in a scene are always played by other players.

If a player decides their PC doesn't go to a meeting with the four others, they simply watch the scene be played.

Scene 1 - The day after the murder

The PCs meet to talk about the situation. What will they do regarding the clues they left behind? Who will take care of it?

At the end of the scene:

- If at least three of the PCs feel guilt, play scene **2A** next.
- If at least three of the PCs feel their relations with **A** may be analyzed during an investigation, play scene **2B** next.
- If one of the PCs decides to put their private life before the priorities of the group, play scene **2C** next.

Scene 2 - 2 days after the murder

A day has gone by since the previous scene. Do the PCs wish to make any noticeable changes known?

2A. Start by playing a nightmare made by one of the PCs who feels remorse. A second player plays **A**, a third one plays their own PC within the nightmare. The other players can play various nightmarish forms. The 5 PCs then meet to talk about their anguishes.

2B. A search party is organized to find the victim. Play a scene where 3 of the PCs are forced to participate to the search with two strangers, friends of **A** or simply good Samaritans.

2C. Play a scene where the PC who puts their private life first must answer the questions of several of their relatives, who ask in a seemingly suspicious way where they were during the previous scene. Feel free to go heavy on the NPC's paranoia. PCs who are not present can interrupt the scene with untimely phone calls to the PC who is interrogated.

At the end of the scene:

- If a PC has credible reasons (credible to them at least) to think they are suspected of the murder, play scene **3A** next.
- If at least two PCs think their lies about the murder won't hold, play scene **3B** next.
- If one of the PCs thinks the stress caused by the crime causes them durable tiredness, play scene **3C** next.

Scene 3 - A week after the murder

5 days have gone by since the previous scene. Do the PCs wish to make any noticeable changes known?

3A. One of the PCs has lost a personal object, and is sure this object is on the scene of the crime or buried with the body (even if it doesn't seem credible). They gather with the others to convince them to come back to the scene of the crime. In the same scene, another PC presents to the others a short item about the crime read in a newspaper: the police is already mentioning murder. (The player is free to improvise the text of the short item).

3B. Two PCs at least need the help of the others to make themselves alibis for the day of the murder. Is it because they lack ideas or because they need consistent testimonies? Play a scene where the five PCs gather to set straight their schedules.

3C. Play a scene where one of the PCs meets an occupational doctor (the meeting was scheduled in advance). The doctor insists on the visible weariness of the character and tries to make them talk about their private life. The other players watch the scene.

At the end of the scene:

- If a PC thinks the others are not taking the right decision to prove themselves innocent, play scene **4A** next.

- If at least one PC hesitates about going to the cops, play scene **4B** next.

- If the need of not having to deal with the police anymore has already been mentioned, play scene **4C** next.



Scene 4 - Two weeks after the murder

A week has gone by since the previous scene. Do the PCs wish to make any noticeable changes known?

4A. The PC who thinks the others are not doing what's necessary comes back alone to the scene of the crime. Play a short scene where they meet someone there and invent an excuse for why they are there. On the way back, the PC is surprised by two other PCs: play the confrontation.

4B. One or several PCs decide to meet with the others to make sure, in a solemn way if necessary, that no member of the group will ever go to the police.

4C. Play a scene where a PC just got pickpocketed a precious object, in the presence of a friend. The friend advises the PC to go and press charges; will they do it in spite of the danger of going to the cops? Can the stolen object be tied to the crime? The other players play other friends, passersby who saw what happened, or they watch the scene take place.

At the end of the scene:

- If at least one PC mentioned a dream or a nightmare about **A**, play scene **5A** next.

- If the relations of **A** with their relatives have already been mentioned several times, play scene **5B** next.

- If at least one PC has decided to not come with a meeting between the characters, play scene **5C** next.





Scene 5 - A month after the murder

Two weeks have gone by since the previous scene. Do the PCs wish to make any noticeable changes known?

5A. The PC who mentioned a dream/nightmare about **A** meets the others: they want to come back to the scene of the crime, convinced the body was moved and/or exhumed. Play the meeting scene, then a short scene revealing (via an information read online if the PCs don't go to the crime scene) that it's not (yet) the case.

5B. One of **A**'s family members gives an interview to several newspaper in which they criticize the detectives in charge for doing nothing. Do the PC know this person? Does this person give new details on the personality and/or schedule of the victim? A player plays this family member, the others play their PC reacting to the interview as if reading it out loud, collectively or separately. If there is time remaining, play a short scene where the PCs confront their reactions to this interview.

5C. One of the PCs who didn't go to a previous meeting meets two friends of another PC by chance, who ask about this second PC. The other players watch the scene.

At the end of the scene:

-If the *players* think the murder investigation is not done seriously, play scene **6A** next.

- If the *players* think the murder investigation is done seriously, play scene **6B** next.

- If at least two PCs feel their private life is too much impacted by the group's actions, play scene **6C** next.

Scene 6 - Three months after the murder

Two months have gone by since the previous scene. Do the PCs wish to make any noticeable changes known?

6A. Play five short 2-minute scenes: each time, a player plays someone close to **A** (not necessarily always the same person) who goes to see one of the PCs in order to do their own investigation. It seems to be a systematic visit of everyone in the area, but perhaps it hides something else?

6B. Play two short 5-minute scenes: in each of them, a PC is visited by two police detectives in charge of the investigation. It seems to be a systematic visit of every potential witness, but perhaps it hides something else?

6C. A PC decides to move outside of the country. It can be moved to a personal or professional development, or to security measures regarding the crime. Play a scene during a small party organized for their departure.

At the end of the scene:

- If the *players* still think the murder investigation is not done seriously, play scene **7A** next.

- If at least one PC feels another PC is not careful enough in their private life, play scene **7B** next.



Scene 7 - Six months after the murder

Three months have gone by since the previous scene. Do the PCs wish to make any noticeable changes known?

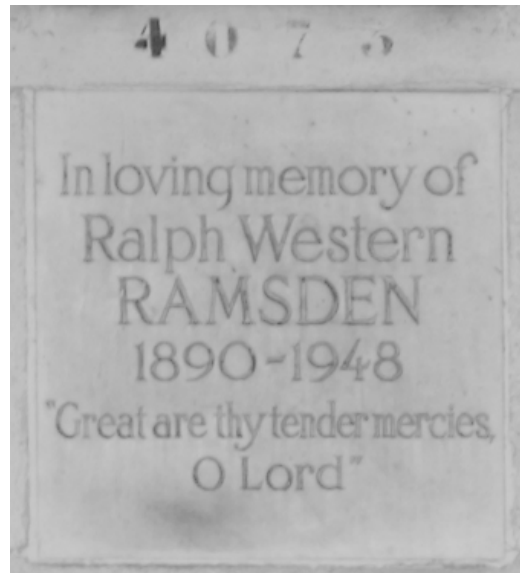
7A. The PCs gather after having heard from one of A's relatives that an anonymous letter has allegedly been sent to the police. They don't know who wrote or what it says; they just know that they didn't personally write it. They also learned some friends of A have decided to make an investigation of their own, even if it means reexamine already established, already analyzed clues. Will the PCs' guilt withstand this second assault?

7B. Play a short scene where a PC talks with someone else (a friend, a colleague...) who has just unknowingly questioned the PC's alibi from 6 months ago: "Hey, do you remember the night of...?".

Then play another scene where at least one of the PCs summons another (the 5 PCs can be present in the scene). They think someone close to this second PC is too suspicious and that continuing to spend time with them would be too dangerous; they order this second PC to stop all contact with this relative.

At the end of the scene:

- If nightmares or dreams about A have been mentioned again since scene 5, play scene 8A next.
- If at least one PC thinks continuing to see the others is too dangerous, play scene 8B next.
- If a PC tries to put this murder thing behind them, play scene 8C next.



Scene 8 - A year after the murder

Six months have gone by since the previous scene. Do the PCs wish to make any noticeable changes known?

8A. Play several short scenes where the most paranoid PC of the group receives brief menacing calls from someone they think is A.

Then play a short scene where, during a conversation, the close friend of another PC insistently mentions the case of A's murder.

Finally, play a short scene where the two PCs of the previous scenes meet by chance in the street.

8B. One of the PCs gathers with the other four to tell them they think it's wiser to break all contact with them. Do the others agree?

8C. Play a short scene where someone close to a PC tells them about A's murder, asking if they remember this sordid story.

Then play a scene where someone vulnerable in the PC's relations (their spouse, a child, an old person...) confesses they have felt like being followed and/or spied upon for a few days.

At the end of the scene:

- If the fact that A's murder was for the greater good has been mentioned more than five times, play scene 9A next.
- If at least one PC continues to think the PCs haven't done all that was necessary to disculpate themselves from the crime, play scene 9B next.
- If a PC thinks this murder thing is behind them, play scene 9C next.

Scene 9 - Two years after the murder

A year has gone by since the previous scene. Do the PCs wish to make any noticeable changes known?

9A. Play a short scene where one of the PCs meets a NPC who looks strikingly similar to **A**. During their conversation, this NPC mentions a detail leading the PC to think about the reasons they had to kill **A**.

Then play a scene where the PC gathers with the other four to describe this meeting and decide what needs to be done with this new **A**...

9B. Play a short scene where two police detectives go to the crime scene to dig up **A**'s body, which was recently discovered. They mentioned the potential clues they have in their case.

Then play a short scene where a PC, convinced efforts still need to be done to tamper with the murder, meets one or two seedy NPCs and pays them for another crime (burglary, aggression, threats...).

9C. Play two short 5-minute scenes: during each, a PC is summoned by two police detectives who want to get their testimony in a case strangely similar to **A**'s murder. Is it only a coincidence?

At the end of the scene:

- Play scene **10**.

Scene 10 - Five years after the murder

Three years have gone by since the previous scene. Do the PCs wish to make any noticeable changes known?

The five PCs all meet at the wedding of a friend they have in common.

Time has passed, the police investigation and the unofficial investigations (if there were any) didn't lead to anything... In short, it seems the crime will remain unpunished. However, it changed the relations between the PCs for good. Will some completely stop seeing each other, if they haven't yet? What will they become now this weight is lifted from their conscience, at various degrees?

If you wish, each player can frame a short epilogue for their PC after this scene.

AFTER THE GAME

Take a break of five minutes or more, then debrief together, speaking in turns. At their turn, each player talks about their gaming experience:

- First regarding the path their character took;
- Then regarding something they didn't like in play or something they would have preferred to see unfold differently;
- Then regarding something they liked in play;
- Finally, regarding any other detail they wish to speak about.

