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This is a Role-Playing Game

I'm going to assume you know what one is, and get straight to the meat of this game as swiftly as possible.

I do not recommend this game for someone new to role-playing, either to run or to play. It may be too free-form, or too lacking in a specific direction, but you're free to give it a bash. Just remember it's not typical of role-playing games.

The theme of this game is the **UNNATURAL**.

Traditionally, horror games have fallen into one of two types. In the first, the player characters are largely passive victims, fodder for the horrific creatures that stalk them. They attract the attention of these monstrosities through their own actions- by investigating them or drawing their attention some other way. The monsters have an agenda, and this agenda often spells doom for ordinary people.

In the second, the player characters are part of an **UNNATURAL** world, and the horrors are just as likely to be wrought with their own hands. They are active participants in a high-stakes occult game. The player characters, and others like them, have agendas that can escalate into horrific actions.

This game fits into neither category.

The player characters are not exactly helpless victims, but neither do they have any proper role in the **UNNATURAL** things happening around them. Most importantly, the agendas of the powers at work are not just opaque, but fundamentally incomprehensible. They may seem self-contradictory or arbitrary, but in fact they form part of a plan that human minds are ill-equipped to understand. And while this means that the player characters will never discover the 'truth', there is just enough of a pattern that they can stay ahead of the game and survive.

That is their primary goal- to survive. While people may

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be ground in gears of its strange plans, the hatred of the **UNNATURAL** falls on Reality itself, not those that live within it. Another difference is that there is no such thing as a dangerous place or a risky behaviour- the phenomena can occur anywhere, at any time. Exposure to the **UNNATURAL** is not confined to those who seek it out, or otherwise engage in risky behaviour. That is one of the things that makes it frightening.

In many horror games, the GM works to erode the sanity of the characters.

In this game, the GM works to erode the sanity of the players.

Your first consideration, as always, is to make the game fun. Your second consideration is to introduce a sense of profound unease in your players that persists long after the game is over. If you find them hovering near the door, making idle conversation because they're reluctant to head out into the night on their own, you've done the job right.