

EMILY SANDERSON

Emily's disappearance drives the narrative. Everything is in motion for the game because she is missing, so our gang's primary goal and motivator is to find her.

Emily was the leader of the mystery gang. So in total, there were four of them. Each of the gang members loved Emily, maybe even were IN love with Emily, and they just kind of got along with each other. It was a bit like that shit that lesbians do when they all like the same person. They flocked to Emily because of her charisma and passion - she REALLY likes mysteries. She is very driven, is the editor in chief and sole member of the Newspaper Club, and was often given free reign by her school since no one cared (or something, will need to find a more convincing reason). She used this power to print her investigative journalism, but the stories close at hand in her small town were never very scintillating. But, she stumbled across something way bigger than she ever thought would happen in her small town. She found The Cult. Or...did the Cult find her? Guess we'll find out!

Once Emily found the Cult, she was smart enough to be scared. She started leaving clues in her newspaper articles, and the gang uses these clues after her disappearance. Her research had been ongoing for exactly one year, and she put out an issue once a month, so in total there are 12 newspapers containing hints and clues related to The Cult. You have to solve and review these clues one month at a time.

At some point during her year of research, Emily is compromised. The player won't know this at first, but her clues transition from being helpful and benevolent to being hasty and secretive. We do not know why. When did The Cult really get to her?

The gang believes that The Cult only interacted with Emily when they kidnapped her, but we find out this is not true. Emily was in regular contact with a member for the entirety of her research. How else would she have found

out about The Cult? She had to have an informant. And the reason the school let her print pretty much whatever she wanted? Because at least a couple school administrators are part of The Cult, and they saw her potential, and were cocky in their belief that no one would believe her little newspaper anyway. Their main goal was always her.

So The Cult has actually groomed Emily for taking over the position of cult leader for a good portion of her life. They made her likable, lovable even. Relatable. Kind. Charismatic. Intelligent. Decisive. A calming presence. “Wise beyond her years.” “A joy to have in class.” They allowed her to live a normal life outside of The Cult because they believed this experience would make her stronger, and more relatable for new outsiders hoping their ranks. We do not know if Emily was aware of The Cult growing up. We suspect she figured it out at some point, likely right before high school. She rebelled, and The Cult backed off, but stayed near to watch her.

She publishes the first article about them in the August issue of her senior year. School has just started back, and she is determined to tell her truth before she graduates. The Cult saw it, and decided it was time to regain control of Emily and have her join and lead the Cult, as was her destiny.

Emily’s newspaper each month exposes/accuses someone of being a member and what they did, and the gang must investigate/speak with each accused to learn more.

PERSONALITY:

Emily would genuinely be a scary good cult leader. The gang members are already devoted to her. But they struggle with their interpersonal relationships.

Now, does Emily genuinely suck? Is she aware of her powers, and does she use them maliciously, and for selfish reasons? Or is she aware, and tries to do right by everyone? Or is she unaware, and just trying to live her best life as a high school girl living in the middle of nowhere Maine and bored to tears by the lack of adventure in her life?

Emily is a senior in high school.

She is the sole member of the newspaper and debate clubs, and the founding member of the Mystery Gang Club. She played volleyball and was occasionally in the school plays.

She enjoys acting and theatre. She LOVES a good mystery. Prefers watching mystery movies over reading mystery books, but would never admit that to other mystery buffs. Also enjoys English, particularly poetry.

She is pansexual and flirts constantly. She loves each member of the mystery gang in her own way. Not the way each of them want her to love them.

Emily Sanderson

PRONOUNS: She/her

NICKNAME: No general nicknames

HEIGHT: 5'5"

WEIGHT: 145 lb

HAIR: Long blonde hair, slightly wavy

EYES: Green eyes

ANIMAL TYPE: Snake

RELATIONSHIPS: Best friends with Z3R0 since childhood. Seemingly friends with everyone in town, but closest with the Mystery Crew.

SCHOOL ACTIVITY: Newspaper Club

CHARACTER INSPIRED BY: A from Pretty Little Liars. Loki.

FREE TIME: When she isn't at school or in the newspaper club room, Emily is hanging out with Z3R0 watching movies in their hideout. With the rest of her free time, she is actively in and helping found a chapter of a cult.

WORKPLACE: she freelances for the local paper. Often she just pursues whatever story she wants to, and the paper will print almost everything she writes because they love her so much.

LOCALS KNOW THEM BECAUSE: She is the jewel of Cape Bay. Top student, with national awards for some of her newspaper articles. Everyone knows her name, because she is also one of the top writers for the town's small newspaper as well.

FAMILY SITUATION: Mom and Dad were high school sweethearts from Cape Town, the semi larger city 30 minutes away from Cape Bay. They moved to Cape Bay when Emily was 6, and her Dad opened the local Pepper's, and has two other stores within 2 hours of them. Emily's mom works at the high school as the drama teacher. For the most part, they are a bland, WASP-adjacent family.

“SOX” SINCLAIR

Sox Sinclair (Born Sovereign Sinclair)

PRONOUNS: Fluid

NICKNAME: No general nicknames, Neil calls them Sock and finds it hilarious

HEIGHT: 5'6"

WEIGHT: 140 lb

HAIR: Long black hair, typically braided

EYES: Light Brown eyes, does wear colored contacts often, sometimes also with lenseless glasses.

ANIMAL TYPE: That's a black cat

RELATIONSHIPS: In a relationship with Neil, approximately 1 year in to dating. Was the third member of the gang.

SCHOOL ACTIVITY: Is the entire tech department for the school theatre (there are a few other people but they don't count because Sox is in charge).

Has imaged taking the stage, but won't ever do it. Not big on public speaking and performing, but has no problem taking charge of minor projects.

CHARACTER INSPIRED BY: Harrowhark and Wednesday Adams

FREE TIME: Enjoys playing the piano in their free time. Very talented, but zero stage presence. The mystery crew loves listening to them, but it took a while for them to start playing in front of them freely.

WORKPLACE: Sox works at the Coffee Shop, and the coffee shop has a small piano where they practice after they close the shop.

LOCALS KNOW THEM BECAUSE: They know Sovereign Sinclair, who's parents made such a huge deal about their 7th grade piano recital, renting out places around the town so everyone could come watch their prodigy, only for Sovereign to choke with stage fright and ditch the performance. Hair used to be very short and brown, and they had their head up their parent's ass, not a lot of friends, very pretentious. Locals now know them as the weirdo who keeps changing the way they look.

FAMILY SITUATION: Their family has a more money than the rest of the crew, including Emily. Family is pretentious, and Sox actively hates it and refuses to go by Sovereign.

Sox's family has a grand piano, but Sox will only ever play it when their family is not around. Will only play the keyboard at their house when their family is there.

They had been questioning their identity before the piano recital, something happened to trigger them, and the family responded really poorly, which escalated the situation.

Spends as much time as possible at Neil's house.

NEIL DOUBERMANN

Neil Doubermann

- (pronounced Dooberman, but everyone thinks it's Doberman like the dog and he doesn't correct them)

PRONOUNS: He/Him

NICKNAME: Doberman, Sox calls him Doober, Doob, Gooberman

HEIGHT: 5'10"

WEIGHT: 210 lb

HAIR: Dirty blonde, very close to brown but he swears it's blonde

EYES: Blueish eyes.

ANIMAL TYPE: Golden retriever lookin ass

RELATIONSHIPS: In a relationship with Sox, approximately 1 year. 4th member of the gang.

SCHOOL ACTIVITY: Neil is the school mascot, and performs at most school athletics events.

School is the "Clawdads," the mascot's official name is "XXXXX," but the students call him Clawdaddy.

Neil is athletic but uncoordinated, and after the "Freshman Pep Rally" Incident, he decided to pursue a mascot career instead of basketball.

"The suit wears you, Sox. The suit. Wears. You."

CHARACTER INSPIRED BY: Gideon and Shaggy

FREE TIME: Enjoys eating competitions in his free time, and this is how he gets out his competitive streak.

WORKPLACE: Neil is the "Host" at the Pizza Shop. They are never busy enough to need a host, but he was there anyway all the time growing up, and the staff and manager just loved him. He dropped to many pizzas to be a waiter, and was "promoted" to host. He is the inventor of the Pizza Shop's eating challenge.

LOCALS KNOW HIM BECAUSE: He timed himself one day and was able to eat 3 full pizzas. Took his own picture and put it on the wall. Became a minor local legend, as he was only a junior in high school.

High schoolers know him because of the "Freshman Pep Rally" incident. He had moved to town in October of their 8th grade year, and was tall for his age. He was really good at basketball. But the trauma of his move (parents were separating, mom going back to be with family) was particularly hard on him. He made a couple of friends, but many kids wouldn't play with him because he was so clumsy and big, he would accidentally knock things down a lot. The summer leading up to freshman year, hormones, acne, anger with parents, missing friends from home, all lead to him feeling pretty anxious. But he still wanted to be a basketball star, and during the pep rally they held a 3 point shooting competition. He talked a big game beforehand, but then it all goes so incredibly wrong. Announcer hypes him up, he airballs each and every one. Trips, falls on his face. Pukes. Somehow hits the principle in the head, knocks off toupe. Anything that could possibly go wrong does.

- Emily finds him after this, encourages him to become the mascot, to take power away from the laughs that were about him. If he was in charge of when people laughed at him, and behind a suit, he could take power back and have something that was his again. And so he did!

FAMILY SITUATION: It's alright. Single Mom, Dad works across the country, they are now divorced but were just separated for a few years. Live with Grandma now. Mom is very nice, doing her best, over worked and under paid, two younger siblings (11 year old brother and 9 year old sister). Dad is a bit of a douchebag, but there are worse parents in the world. Dad has a nice job and pays child support now. Parents got married young, Dad has always just been a bit of a shithead, nothing is ever his fault, touch of alcoholism, cheated on

Mom and stopped helping with the kids, bordering on negligent. Mom decided enough was enough, and took the kids to Grandma's and stayed. Dad let them go, didn't fight it.

“Z3R0”

Legal Name: UNKNOWN

PRONOUNS: She/Her

NICKNAME: Zero, based on their online tag, Z3R0FuggsGiven

HEIGHT: 5'11"

WEIGHT: 175 lbs

HAIR: Short curly brown "mop" style haircut

EYES: Brown eyes

ANIMAL TYPE: Owl/Turtle

RELATIONSHIPS: Best friend is Emily, also in love with her. Been friends since childhood. Founding member of the gang, along with Emily.

SCHOOL ACTIVITY: Founder of the schools gaming club, has one other member. Very scared freshman, Kyle.

CHARACTER INSPIRED BY: Bentley (Sly Cooper), every raccoon ever spotted coming out of a trash can, Brittany Wattenburger, that sock puppet from Bo Burnham's "Inside"

FREE TIME: Playing video games, building questionable computer systems. Obsessed with Pretty Little Liars, but only Emily knows. They bond over their love for the drama and mystery of it all. Z3R0 often makes fun of it with Emily for being unrealistic, and will point out all of the ways she could have found the information online. They have a shed in Z3R0's backyard where her gaming setup is, and Emily has a little nook of unused books and heavily abused DVD's and video tapes. Emily wasn't allowed a lot of trashy TV, so while Z3R0 would play video games, Emily would watch whatever she could get her hands on. They would make schemes and plots together, but ultimately Z3R0 was always drawn more towards the fancy schematics and logistics of it all. Emily loved the emotional hooks.

WORKPLACE: Hardware store owned by her grandad. He did build them a shed after all.

LOCALS KNOW THEM BECAUSE: Not many people know about it, but she did manage to get into the local police system. She was only in 6th grade or so when this happened, so she got caught soon afterwards.

FAMILY SITUATION: Lives with her grandparents, tight with her grandad. Parents died when she was much younger, and grandparents pretty much raised her. Maternal grandparents. Her mom was best friends with Neil's mom, so they knew about each other before Neil and his mom moved back to town.

DEV NOTE: Speaks in L33T speak. example:

Neil - "For real though, how do you do that?"

Z3R0 - " 1 D0N'T KN0W WH4T Y0U'R3 74LK1NG 4B0UT >:3 "