



A GHOST STORY

Horror Starter

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What is this?

A Ghost Story is the twenty-first monthly small release for **KULT: Divinity Lost** — a Horror Starter for one gamemaster and one player. In this scenario, the player takes the role of an Enlightened player-character: a Revenant with barely no memories of who they were in life and the circumstances surrounding their demise.



Characters, locations and incidents are portrayed from the metaphorical viewpoint of the *KULT: Divinity Lost* setting.



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A GHOST STORY

In **A Ghost Story**, the player takes the role of a ghost who refuses to leave the land of the living. On the moment of death, the player-character's soul drifted towards what would be her "final" destination, a place that turned out to be so hostile that she had no other option but to flee back to Elysium.

Evading the dark powers that held her captive beyond death wasn't an easy task, and it cost much more than what was left of her sanity. Slowly, she came to the realization that most of her memories are completely gone. There is one solution, though. She must use whatever help is available to remember the past and piece together the puzzle that traps her in this damned state of being. Once that is done, maybe she will be able to be born anew or perhaps even grow stronger as a powerful creature of the night.

The Scenario

This is a high-improv Horror Starter written for one player and one gamemaster, but it can be easily adapted to include more players or even no gamemaster at all. It depends on the group's preferred dynamic. The protagonist of the story is an Enlightened character: someone who knows part of the Truth. The player-character has firsthand (and extremely limited) knowledge about the afterlife and has developed supernatural abilities of their own.

It is advised (but not strictly necessary) that the player has some knowledge about the setting. There is absolutely no need to know all the ins and outs of the game's cosmology, but a vague understanding of what is the Illusion for sure enhances the overall improv experience and development of the story. This is out-of-character knowledge, though. The player-character knows as much as the gamemaster and player agree on beforehand.

Horror Contract: This scenario plays a heavy hand on themes of death and dying, identity, potentially playing a character that was evil in life, forgetfulness, and the horrors of afterlife. Both player and gamemaster have minimal knowledge of who the Revenant was before the game begins, and both have to commit to play to find out her story, identity, and what she does with this information. As usual, go over the Horror Contract to know which boundaries are not supposed to be crossed.

The Set Up

The gamemaster should guide the player through *Beyond Death*, going over the possibilities and questions that rise during the set up phase. Before proceeding to the next question, the player should either pick one of the options or let the gamemaster know about original ideas that sound more enticing. Both should strive to build a strong foundation for the plot. Unless otherwise agreed on, the player is limited to one answer per question.

Gamemasters are free to (and perhaps should) ask more questions and build on the answers, generating even more hooks and details. Be mindful to take notes of everything and leave some things unanswered — the fun lies in exploring the mystery while playing.

Important: Gamemasters should read the entire set up text before presenting questions and options to the player. By doing this, you get the chance to twist and change questions or options to your liking before the set up phase begins.

BEYOND DEATH

Begin to set up the story by reading the italicized text below to the player, then go through each question and its options.

"You are dead. Nothing more, nothing less. You were sent to an awful place where your memories were robbed and your soul was repurposed soon after physical death. Terrified as you were, you managed to somehow escape back to the land of living, and now you roam our world just outside human perception... stuck in a gray place lost to entropy.

You lead a solitary afterlife in a gray world, looking out for potential enemies — monstrous and mysterious just like you — and opportunities to interact with humans, who mostly cower in fear when you make yourself known.

It didn't take long for you to notice that most of your memories are gone, rendering you incapable of deciphering your true identity. Who are you, really? How did you die (and why)? Why are you so attached to the place you haunt? These and many other questions drown you in hopelessness while others threaten your afterlife, but there is light at the end of the tunnel. Someone sensed your confusion and decided to help."

Where did you find yourself after physical death? Choose the place you fled from.

◆ *Inferno [Oubliette of Suffering]:* You were dragged into a purgatory where you suffered greatly. You remember the torture you were put through as heinous creatures stole your memories with blades, chains, and hooks. Now, your appearance is a mangled mess so terrifying to behold that you fear staring at your own reflection.

◆ *Metropolis [Oubliette of Forgetfulness]:* You remember floating in the void reliving your best and worst memories, only to feel each one of them being taken away by the cold hands of an unseen force. Now, your appearance looks like a decaying corpse that vaguely resembles how you've died.

◆ *Limbo [tattered dream world]:* The severance of your connection to a physical body caused your soul to drift towards a dream — and there you lived on until the world verged ever closer to the Vortex. You barely escaped before your identity was fully corrupted by the maelstrom. Now, your appearance is obscured and twisted. You must dwell in darkness where humans are unable to fully see you, they are forced to use their minds to fill in the gaps with strange and wicked details, forever altering key aspects of your visage based on their fears.

What are you fettered to in the land of the living? Choose your Haunt.

◆ *An abandoned asylum:* A forlorn building in a rough part of the city, now left to rot as society seeks to forget the cruelties perpetrated inside of it. The structure itself is decaying rapidly, threatening to fall at every step. Describe why you feel that the asylum's atrocious history will help you recover your memories.

◆ *An orphanage:* An old mansion where you believe to have spent most of your childhood. Since you've moved back in as a Revenant, people have sensed that it is haunted. Describe what you have done that scared the living.

◆ *Someone from your past:* You've attached yourself to a troubled person in the grip of madness. They are able to sense and communicate with you, but your presence causes them great distress and surely will derail their life completely. (Name them and choose a strong emotion best represents your connection).

◆ *Something else:* Describe where or what and create a loose connection to your past. Preferably, brainstorm potential emotional bonds and the dangers associated with the Haunt before proceeding.

You have a unique ability that helped you survive all the horrors of the afterlife thus far, which is it?

◆ You are able to read the surface thoughts of people around you.

◆ You are able to mimic the voice or appearance of someone's Relations.

◆ You are able to expand your senses and selectively see or hear two places at once.

◆ You are capable of moving objects using the power of your mind.

◆ Create an ability of your own design.

At the gamemaster's discretion, you enjoy a +1 or +2 to Moves where your unique ability is likely to help you succeed. Alternatively, the gamemaster may want to allow the player-character to have access to the Telekinesis Move (KDL, p. 364) if the Revenant wants to use it in combat.

Who is helping you recover your memories? Choose the Helper.

◆ Three weird teenagers with a ouija board who are allured by the mysteries surrounding you, as terrifying as it may be. (Name them and describe how you have scared them before.)

◆ A Death Magician that has grown to both love and despise you because of your past. (Name them and describe what disgusting fact about you caused these troubled feelings.)

◆ An enigmatic psychic with a strange attachment to your story. (Name them and describe why you fear her involvement in your journey.)

◆ An estranged childhood friend that has seen you in their dreams and followed the clues back to you. (Name them and establish an emotional connection based on a shared traumatic memory).

MYSTERIES OF THE AFTERLIFE

What is currently threatening your and the Helper's safety? Choose the Danger.

- ◆ Sadistic and envious Revenants — ghouls, ghosts, and other undead abominations — have found you. They want you to join their wicked motley crew, participate in their sick games, and to teach them your unique abilities.
- ◆ Blood-sucking Children of Death have taken a special interest in your haunt and are trying to push you out by any means necessary. Soon, they shall be the only ones with access to it.
- ◆ At the request of a living person you've victimized in your search for answers, someone is hellbent on banishing you back to the place you're desperately trying to stay away from. It could be a priest, psychic, or else.
- ◆ The torment you cause on the living eroded the barriers between worlds and one of the infernal clergies has taken special interest in you... for good or ill.
- ◆ A Disciple of a dark power wants to use your soul to power strange artifacts, which is likely to bring you to total annihilation.

Finishing touches

- [1] Get a character sheet and fill relevant details that are already revealed during the set up phase, like name, look, etcetera. Otherwise, you may want to leave those open to discover while playing.
- [2] The player assigns the modifiers +3, +1, and +0 to the three passive Attributes: **Fortitude**, **Reflexes**, and **Willpower**.
- [3] The player assigns the modifiers +4, +3, +2, +1, +0, -1, and -2 to the other seven active Attributes: **Charisma**, **Coolness**, **Intuition**, **Perception**, **Reason**, **Soul**, and **Violence**.
- [4] Hand the Moves **Manifest** and **Enjoy a Moment of Respite** to the player.

Then, go over the questions and answers one last time and finish detailing the Revenant's background. It is likely that more questions and answers have popped up during the set up phase, and it is important that you've built on them as well. Still, the player-character should be wrapped in enough mystery and uncertainty to move the story forward. It is okay that some answers are open ended or that the game begins with unresolved questions, as these are great opportunities to explore the Revenant's mystery in-game.

When the set up phase is finished, the game begins. You can read more about how to prepare for it and lead the story in the next chapter.

The scenario's intended goal is to be "a game of revelations" where the core premise is to build on the mystery surrounding the player-character's identity and death. Both gamemaster and player should start the game with barely no information about who the Revenant was, is, and the cause of her demise. Here are the guiding principles of this scenario:

You don't know it until you know it: A lot of questions will pop up as the story is played out, and these won't be solely about the Revenant, but also about the setting itself. You should embrace the fact that there are many missing pieces of the puzzle. Does the Revenant need to breathe? Can she be physically hurt? Is she able to walk through walls? It depends on your own Illusion-clouded idea of what a ghost even is. Do what feels exciting, cool, and dangerous. Afterlife is most likely unique to each of us anyways, so if something feels off, know that you don't have to replay the same "truths" every time a "ghost" shows up in your games.

Revelations create Truth, not the other way around: Understanding and following the principle above won't contain the mind of most gamemasters (and it shouldn't). Although it is natural to think of things ahead of time, this scenario relies heavily on shared improvisation. One that is guided — not dictated — by the gamemaster, meaning that both of you get to propose revelations as the story is played out.

As such, when you have an opening to reveal something and transform the fiction, do so. Don't hesitate even if it changes the possibilities you've thought of before. A change of plans is better than endlessly holding great ideas inside your head, never to act up on those. Go with the flow, do what feels cool and dangerous.

You should know what you are after: Set scenes using questions. Preferably, ask questions that build on what was unpacked in previous scenes (or during the set up phase). For example, if you've just made the revelation that the Revenant was a mother in life, the next scene could be about "who is my child?". Then, after revealing she has a son that is still alive and full of anger towards her, the next scene could be about "what have I done to anger him?" or something else that expands what was already revealed.

It is important that the answer to the question is crystal clear before moving on (thus establishing/revealing a new Truth about the Revenant), otherwise you risk losing valuable game time to random objectives that add nothing to the story. Be sure to continue expanding the mystery until a path to the end presents itself, which takes us to the final principle.

It ends when it ends: The scenario is written to be played in a single sitting, but things might stretch out beyond a single session, or three, or five. To avoid this, agree beforehand that both of you are looking for opportunities to build a cool mystery and follow a path to the end if it presents itself. Make every revelation count by escalating the threat surrounding it and deliver the final punch when it feels appropriate.

Starting the Story

Following the principles, set the stage with a question. It could be something that popped up during the set up phase or an open-ended detail you want to continue expanding on. Here are some sample questions for inspiration:

- ◆ How did I die?
- ◆ Why did I die?
- ◆ Why is my Haunt important to me?
- ◆ How is the Helper related to my past?
- ◆ What happened to my body?
- ◆ Who is responsible for my death?
- ◆ Who am I?
- ◆ How long have I been dead?

The story always begins with the Helper contacting the Revenant to deliver an important clue about the question; something that hints at the possible resolution of the proposed question. For example, if the initial question is "Who am I?" then the important clue could be two or three profiles of different people, all of which are briefly described by the Helper. The one who causes the strongest gut reaction is likely to be the Revenant's identity.

However, it's in the start of the story that you should establish some Truths about the scenario. These are:

The Haunt is believed to be a safe space: The outside world is threatening — for example, it could be a dark and stormy night and the abandoned asylum serves as a temporary house for the homeless, or there is a power outage and the kids gather in groups inside the orphanage to fight the cold weather.

The Helper is getting tired: They've outdone themselves to get this clue — got injured, are being hunted or stalked, or the Danger is becoming sure of their identity. It is important to make it clear that they are putting conscious effort in helping the Revenant, even if they must be swayed again and again into continuing this mission.

The clue indicates that there is an answer: Through the helper, make sure to make it clear that there's a solid answer to the question, but leave the clue open-ended enough so the Revenant can act on it. Then, follow the principles and expand on the final answer to the question.

The Revenant needs help: Once the first revelation has been done, the Helpers should have something else to do. Maybe the Revenant needs more documents, movies, or photographs. Or maybe they must set up a ritual of sorts for the Revenant to contact someone... or that someone must be brought to the Haunt. Either way, before the Helpers leave, they should know what to do next. Ideally, this creates a challenge for the Helper (and more problem for the Revenant).

The Danger: Foreshadow the Danger chosen by the player. Revenants cackling in the distance, infernal energies gathering in the basement, the smell of blood, etcetera. If the opportunity arises, the Danger should make an appearance in the following scene to threaten the safety of Revenant, the Helper, or the Haunt. This doesn't have to be outright violent. For example, a tormented soul from Inferno asks questions about the Revenant's emotional bonds, ghouls mock and intimidate the Helper, vampires warn the Revenant that they will be using the Haunt for a ritual tomorrow night, or something else.

It should be clear that the Revenant must do something to stop the Danger, otherwise her journey will come to an end shortly after they make another appearance.

Developing the Story

As the game continues, more questions have to be explored. Don't shy away from proposing hard questions, solutions, and answers. Keep the Danger and Helper close to the Revenant and escalate the threat whenever possible. Demand sacrifices, force the Revenant to confront dark forces, and victimize the Helper. Make it clear that the Revenant must be an active force in the setting for things to change. Be sure to increase tension at every new revelation: someone gets injured, the player-character loses **Stability**, the answers aren't exactly what she wanted to discover, etcetera.

Do whatever you need to reveal more details about the Revenant, but be sure to involve the Helper in the process. For example, the teenagers might show up every other night with photos and pictures that ignite more memories, strange creatures hiding in the orphanage spill her dark secrets when favors are done by the Helper, etcetera.

Another important detail is that the story is played out inside the Haunt. Unless it makes thematic sense for the Revenant to leave the Haunt, it is important that the Helper should be the one acting on behalf of her in the land of the living unless Manifest is creatively used to do so.

Character Advancement: Optionally, when the Revenant first enters a different stress level (moderate, serious, critical, and *Broken*), they get to upgrade an Attribute of their choice by +1 up to a maximum of +3. Mechanically, this happens immediately after the Revenant reaches the *Uneasy*, *Shaken*, *Anxious*, and *Broken* **Stability** levels, for a total of 4 possible Attribute Advancements.

Ending the Story

There are a bunch of ways the scenario might end. Maybe you've asked enough questions and the Revenant has a clear picture of who she was in life, or maybe she's about to risk it all for the safety of her Helper, Haunt, or herself. Perhaps she's lost the battle to madness or the machinery of the illusion. Either way, here are some ideas of what could happen to the Revenant in the last few scenes:

Transformed into a monster: The Revenant turns vile just like the monsters that have threatened her and the Helper's safety. This could happen when she becomes *Broken* and sees violence as the only possible solution to her problems.

In the grip of passion or madness: Her past traumas and atrocities she has committed draw the attention of Passion and Madness creatures that now haunt her. She might become one of the legendary evil hauntings, unable to move on and eternally confused by her state of being. Dream-hopping between old and new terrifying memories, or even becoming a legendary Passion or Madness creature herself.

Succumb to the illusion: She is forced back to the place she fled from. There, she is finally stripped of her last memories and pushed back into the machinery of

the Illusion. Soon, she will be reborn and become someone else. Alternatively, she might be reborn as one of the “gifted children” that still have some memories of who she was in a past life... as traumatic as it may be.

Succumb to the torment: She ends up powerless against the Danger that threatens her, cornered and ultimately failing to protect herself and others from their temptations or punishment. She might be pushed out of the Haunt and away from the Helper, or even be controlled to kill the ones she cares about while the Danger laughs in the distance.

Succumb to the call of Achlys: She ends up lonely and forgotten, left by the Helper or lost and unable to get back to the Haunt. While aimlessly roaming the land of living, Achlys calls. She finds safety in the Underworld, becoming one of the phantoms dwelling therein.

Accept and move on: It is also an option to embrace the monster she has become and let go of her past to face more real and important threats. Joining an infernal clergy or a motley of Revenants, finding peace in aiding a crazy Death Magician’s plans, or even engaging with new objectives of her own.

Awakening: Highly unlikely yet still a possibility for those that enjoy running one-shots with special grand finales. The Revenant might piece together the ultimate puzzle of life and remember she was (or, rather, is) a god. Naturally, she transcends the illusion of death and Awakens.

THE ILLUSION OF DEATH

Following classic ghost story tropes, this scenario assumes that the player-character is stuck beyond the veil in an ashen gray world inhabited by her and other monsters. Although the game takes place in Elysium, the Revenant lives effectively separated from humanity, completely subjugated by the illusion of her own death, trapped in between states of being (life and death).

In Truth, she hasn’t completely deciphered that she has become a creature beyond death and it’s likely that she never will. This perception alone is strong enough to further trap her in this wicked state. Below you will find some guidance on how to navigate this type of scenario:

The Revenant experiences a world that is full of death: It is a gray, silent, lonely life that is sometimes interrupted by the presence of other beings. Some of it are ghosts just like her, others are creatures able to notice her presence, some are powerful occultists or Enlightened Magicians, and more.

Until a good opportunity to Manifest shows up, the Revenant experiences a colorless, rotting, decaying world. Dust and debris are everywhere, wood smells burnt or moldy, the air is heavy and damp, and it is always too hot or too cold. Occasionally, humans may perceive her even if by default they aren’t able to do so unless occult knowledge is employed effectively — for example, a séance that creates an opportunity for the Revenant to Manifest.

At the gamemaster’s discretion, the Revenant’s reality may be different from the humans at a physical level too. For example, imagining that the Revenant wants to find a document in an office. Because she is alone, that’s a good opening to Manifest and become tangible, search everything and leave a mess behind. This may or may not require her to spend an Edge to see and be seen to fully mess with the human documents.

In those cases, the scenario’s principle of “you don’t know it until you know it” reigns absolute! The gamemaster is free to rule that to see and read the documents, she must spend an Edge to see and be seen, otherwise “documents stored in the land of the living” don’t show up in her perceived reality, thus becoming hidden from her and ultimately unreadable unless she manifests. More about manifesting below.

The Revenant experiences humanity as humanity experiences ghosts: Manifestation is a two-way road — while lost in a decaying world, she sometimes senses the presence of humanity just like humanity senses her. Disconnected words and phrases are picked up, strong emotional energy can be felt, and even the “weird feeling that something is off” might catch her off-guard. Same as it happens to humans.

It is only when the Revenant finds an opening to Manifest that she gets to experience Elysium as humans do, as dictated by the spent Edges. She may hear and be heard, see and be seen, touch and be touched. Or make it a one-way road: see but stay ephemeral, for example.

As a rule of thumb, she finds an opening to Manifest whenever the trigger of *See Through the Illusion* is met by a human, and only the humans who meet the triggers are able to perceive her. Psychics, occultists, Magicians, and other beings able to perceive what’s happening beyond the veil may interact with the player-character normally at the gamemaster discretion. For example, a Death Magician is able to interact with the Revenant just like they would with anyone else even if the Revenant goes unnoticed by other people.

“Not being able to sense the Revenant” doesn’t mean “not being able to see the consequences of her actions.” If she enters a physical conflict with someone who’s able to perceive her (thus creating a weird “fight” scene for everyone to witness), bystanders may or may not be shocked enough to see through the Illusion and understand what’s going on. A good example of this is Tina’s death in *Nightmare on Elm Street*.

You may want to create openings based on horror movie tropes: wandering human alone at night sees a ghost at the end of the corridor, human washing their face sees the ghost in a foggy mirror, sleep paralysis and nightmares, human stares at a darkened corner and hears what the ghost has to say, etcetera. This requires the player to embrace and enjoy creeping up on those poor humans, which makes up a good portion of the fun of being dead (even if scaring humans makes her self-discovery journey harder).

Humans might cross the barrier and be trapped: Sometimes humans that reach the triggers for *See Through the Illusion* will cross the veil and momentarily experience the world as she does. Maybe someone dreams of this, or sees through the Revenant’s eyes during a séance, or has had their conscience altered by drugs.

Aware humans will keep the memory, even if a little distorted. Because of their Illusion-clouded senses and knowledge, Sleepers not only have a hard time crossing the barrier, they will instinctively avoid situations where this may happen. They also inevitably end up with false memories and forget what transpired soon after.

Lies Upon Lies

The Revenant believes a lie. She has bought the lies of human beliefs: she believes that she is dead, she believes that there must be “a better place” to go to, she believes that there is a hell, and she believes that to communicate with humans they must employ occult knowledge. This is why the trigger to Manifest is based on finding openings to do so. In reality, she is powerful enough to walk the lands of the living without having to rely on such tricks. It is the illusion of death that keeps her from doing so.

However, becoming a ghost retroactively confirms much of the lies that compose the machinery of the illusion. If she’s a ghost, then why wouldn’t there be demons? Or a god? Or anything else? It is unlikely that the Revenant will simply accept that death is a lie. Deceiving creatures — especially those connected to the cycle of rebirth, such as the infernal clergies — will continue to prey on her naivety. They will pretend to be god, to show her “the better place”, to grow her power, and more.

Use that to your advantage and atmosphere of mystery — she’s an Enlightened, but *See Through the Illusion* hasn’t lost its use. For a different spin, you could use the *Enhanced Awareness* (KDL, p. 114) instead of *See Through the Illusion*.

Manifestation and Injury

Typically, creatures that can perceive the Revenant are also able to hurt her. On the other hand, humans usually need special weapons to do so, such as blessed water, daggers empowered by dark powers, or strange artifacts. This might be true to creatures, although not entirely necessary.

The nature and final value of the Harm varies according to who is dealing the damage and which method is being used. If it makes sense that it would hurt the Revenant, it does. For example, holy water may or may not be enough to cause Harm depending on how much weight the relevant religious practices have in your story. As usual, it depends if you want to play out a classic ghost story or put your own kultesque spin on it.

Even then, if a **Wound** would kill the player-character, instead it sends her back to the place she’s fled from as defined in the first set up question... or she gets to “awaken” somewhere else after a certain amount of time. Depending on what you do, you might reach the end of the game.

Compel and Banishment

Resisting external influences that compel the Revenant to Manifest or to keep her away from the scene trigger *Keep it Together*, which is potentially penalized by the Opponent’s Magic level (a value that should range from 1 to 3 for this scenario). A success would mean the opposing forces are powerless against her... at least for now. A partial success means they have certain power that she may resist at the cost of her sanity.

A failure means she is banished or forced to stay, regardless of which, it greatly impacts her **Stability** — doing what the Opponent wants causes emotional trauma and lower her **Stability** by -2. Completely resisting the Opponent causes life changing trauma and lowers her **Stability** by -4. Generally, the effects of the ritual last for as long as appropriate. Do what is best for the story.

Ghost Abilities

Ghost stories are full of wonder and mystery. Some hauntings are stuck in time and confused, others are raging demons and poltergeists, others are able to communicate by leaving notes on foggy mirrors. It would be hard to turn all of these phenomena into individual abilities.

Instead, while improvising and developing the story, player and gamemaster should agree on what is innately possible for the Revenant to do if it triggers a Move. Use the Basic Moves instead of creating an entire new mechanic for each ability. For example, “turning momentarily incorporeal to slip away from the purgative’s grapple” could easily trigger *Act Under Pressure*, *Avoid Harm*, or even *Endure Injury*, depending on the circumstances.

TO HAUNT AND BE HAUNTED

The new Moves are readily available to the player-character, as told in the set up phase.

• Manifest

When you take advantage of an opportunity to manifest your presence in the land of the living, gain 3 Edges. Edges can be spent to manifest your presence during the scene. Manifestations are usually brief and may end abruptly as a GM Move, requiring more Edges to be spent.

Edges:

- ◆ You can see and be seen.
- ◆ You can hear and be heard.
- ◆ You can touch and be touched.
- ◆ Your monstrosity is masked by the Illusion.
- ◆ The manifestation lasts longer than a few moments.
- ◆ It is a one-way road: you either see or are seen, hear or are heard.

• Enjoy a Moment of Respite

Given enough time to rest and heal, you are able to bounce back from terrible harm done to body and mind. *When you have a moment of respite to rest, heal, and process the information you have collected, choose one option.*

Options

- ◆ Stabilize a **Wound**.
- ◆ Erase a stabilized **Wound** but keep a physical reminder of that, such as perpetually bleeding wounds, gaping maw, pitch black eyes, or else.
- ◆ Recover **Stability (+1)**.

At the gamemaster's discretion, you may lower your guard and put you or others at risk to choose a second option. If you do this, the GM makes a Move for your Opponents.

The Joys of Knowing Nothing

In here you will find the gathered knowledge from playtests, all of it summarized as tips for the gamemaster.

Tarotica and improv aid: To keep everything mysterious for gamemaster and player during the playtests, we used the KULT Tarot to help with revelations. Whenever something would benefit from drawing a card, a question was asked and a card was drawn. Some of the questions asked "how is this NPC related to my past?" and "what does the girl in the picture remind me of?"

Manifest-paralysis: Letting ghosts be ghosts is crucial in this scenario, and manifesting wasn't really done in stressful situations during most of the playtests. You'd be wise to allow the player-character to Manifest without counting Edges or making Moves. That is unless it is done under pressure (time, banishment, environmental challenges, etc).

Forgetfulness: Sometimes details wound up ignored up until the very last moments. In one playtest, the Danger appeared only as a flavor without really threatening the player-character. It was a rather peaceful investigation story with the Helper doing all of the legwork while the Haunt (a mad person) lost the battle to Madness. It was a ghost story nonetheless, and very much fun to run.

Allow yourself to brush past over unimportant details and focus on what creates interesting revelations.



