

## **Scenario 1**

### **Premise:**

You play as a current-day university student who wakes up in a medieval looking dungeon with no idea how you got there. You overhear two robed men having a gruesome conversation about the sacrifice of a virgin maiden and the summoning of a "Great Old One." You're not even a virgin but you doubt your captors will entertain a conversation on the topic. You need to get out of there as quickly as possible...

In the course of escaping you find that the dungeon is one of many secret chambers in your very own university. The chambers are filled with bizarre artifacts and texts. There's a secret society at work and it's clear that their influence is powerful and reaches back through the ages...

The exits to the building are sealed with what you can only describe as magic. Touching the door handle burns like nothing you've ever felt before. You're trapped. Trapped with cultist maniacs. And then, sealed door to your back and only one path ahead, your mind races at the sight of ineffable doom. Some horrible monster is approaching, face tentacles sucking toward your very soul. Press E to pray for mercy. Discover that it is not you in danger of having your essence drained from your body but that the horrible creatures should be fearing your awesome power...

Throughout the game, learn that the Great Old One needs a host body in order to break free from its cosmic prison. You can only assume that you were meant to be that host body. You've learned that you can be a lethal weapon against the monsters and cultists you encounter but that taking their essence into your being takes you to the edge of madness with writhing pain. Retching sinister souls back into the world is the only relief you can find. It's better to escape, and some of the texts you've discovered in the secret chambers suggest the building's magical seal can be broken by performing certain rituals (the puzzles)...

A manifestation of the Great Old One seeks you out whenever you possess the souls of monsters. It seems to grow in power with every ounce of cultist blood that is spilled. You cannot fight this monstrosity, only run and hide until it recedes to the dark nothingness it calls home. But the blood must be spilled to break the seals and escape...

Twist ending revealed by cult leader: you volunteered for the ritual. You hoped to become a human manifestation of the Great Old One. The virgin sacrifice was a different person, one who was being brought to your cell that very night for you to dine on and complete the ritual. The eldritch parasite which you'd let the cultists put inside of you was responsible for your amnesia toward anything to do with the cult which you were in fact a prominent member of. An insurance policy of sorts in case anything went wrong before the ritual was complete. The ritual had been performed many times throughout history and each success granted the host body a modicum of the Great Old One's horrible power, creating a race of lizard men who have infiltrated the greatest seats of power in government, business, and religion to influence the world toward chaos and destruction...

The manifestation of the Great Old One which has been pursuing you throughout the game appears as the truth is revealed. You can choose to possess it, eat the virgin maiden, and become a lizard person or you can choose to expunge it (as its existence in this plane only exists as a reflection of your own fractured soul). Expunging casts the horror back to its realm but leaves you damned as a soulless husk. You can no longer possess, and now the cult and

monsters turn on you. You can try to run and hide, but escape is impossible, and once found your body will be viscerally brutalized to death. Game over.

Extra thoughts:

Thematically could focus on identity, the concept of masks, possibly body dysphoria? The twist is kind of silly in the way that *Resident Evil* games are but I also think that most of the game could play out with a very straight horror feel.

**Scenario 2**

Premise:

You play as an archeologist who made a horrible discovery of an otherworldly relic years before. As time passed you became obsessed with the relic, driving your family away and spending all of your time studying your grand find. Eventually, the university you worked for had no choice but to fire you, as your behavior had become erratic and you shirked all responsibilities save for your devotion to the relic. You spent the next several years traveling the world, chasing rumors of similar finds, desperate to find the threads that could reveal the truth behind the only thing that mattered to you anymore. The university locked the find away to be forgotten in the dank annals of unprofitable research. They called you mad...

But you weren't mad. Powerful men had you fired and had your discovery discounted. You shared cocktails with some of these very men at university galas and fundraisers. Unknown to you or the general public, a secret society of the Occult is embedded in the institution and what you found in the belly of an extinct volcano holds great power...

You've picked up some *unusual* powers in your travels around the world. Talk of spiritual hotspots and dimensional rifts might have made it easier for them to fire you, but the teachings you've embraced have granted you the ability to take on the form of others. Some ancient cultures referred to your kind as "shapeshifters." And now that word has gotten to you that your precious discovery is not rotting away in a warehouse but is in fact being studied by the dark forces who ruined you, you reason that a little shapeshifting might be in order...

You certainly weren't expecting whatever abomination greeted you when you snuck into the university at the stroke of midnight with a full moon in the background. You knew the secretive bastards would be up to something at such a cosmologically important time, but no tales you'd come across had prepared you for monsters. Yet in a panic, you discovered that you could take on the monster's form just as easily as any other creature. Well, maybe not just as easily...possessing the horrible creature was more exhausting and painful than any other being you'd shared oneness with, so you'd have to be moderate with leaving your own body. But the possibility was there: you could infiltrate the cult one monster at a time, learn what they were up to, and discover the truth behind the shimmering onyx tablet you'd dug up over a decade before...

Throughout the game you'll encounter a number of high priests in the cult who each possess a portion of the original relic. You must interrogate them as a monster to learn where they keep their portion and then go there where you'll use the monster ability to solve a puzzle that unlocks the relic portion...

Eventually you learn that the relic is a living being from another dimension. These beings exist as cosmic judges for life in our universe, bringing armageddon and cosmic judgment when the right conditions are met. You are presented with a final choice where you have the option to

possess the reassembled, living relic and bring about cosmic justice and judge all of mankind, or you can expunge the living relic into oblivion and let mankind go on living in blind innocence. Save the world as we know it by permitting mankind to continue committing cosmic sins they're not even aware of or enable higher beings to cleanse our universe?

Extra thoughts:

Thematically could focus on Eve, the forbidden fruit, and the knowledge of good and evil? Redemption story.

**Scenario 3**

Premise:

\_\_\_\_\_ You play as a prostitute in 19th century London who has been abducted by the infamous Jack the Ripper. But Jack doesn't work alone. In fact, he's just a pawn controlled by a Satanic cult embedded within Oxford University. He finds the victims, then the cult subjects them to experimental soul-stealing rituals so wicked that they leave the women happy to find the sweet release of death when the cult returns their husks to the Ripper as payment for his services. But something goes wrong with your particular ritual. Rather than losing your soul, you're now capable of stealing whatever echoes of a soul remain in the demons raised by the cult's heinous rituals. Payback's a bitch...

Extra thoughts:

Thematically focuses on the divide between body and soul. Bodies are weak and impermanent. Souls are strong and lasting. Maybe if you die your soul drifts somewhere else in the level and you have to return to your physical body? Prostitutes commit sins of the flesh but like Mary Magdalene their souls can still be prue. More of a bad ass approach.