



TWO MOONS RISING

FROM THE WORLD OF

LIFE IS STRANGE
DOUBLE EXPOSURE

A MURDER MYSTERY
TABLETOP ROLEPLAYING GAME

Game Design and Writing by: WESLEY CROWE

Layout: DIANA SOUSA, DEANNA BROWN & WESLEY CROWE

Art: MIGUEL CORONADO, NALA J. WU, & DIANA SOUSA

Editing: ALEX TEPLITZ

Playtesters: TREVOR EWALD, ERIN KINCI, DARYN WOOD, SARA ROSE CAPLAN, MAYANNA BERRIN, MASOOD HAQUE, JEWELL KARINEN, ALEX TEPLITZ

Cultural Reading: TREVOR EWALD

Special Thanks: MEREDITH GERBER OF ROLL20 & DRIVETHRURPG, FABIENNE MISKELLY, IVAN VAN NORMAN & CHRISTOPHER DE LA ROSA, JASMINE BHULAR, AABRIA IYENGAR, BECCA SCOTT, JOHNNY STANTON, IFY NWADIWE...

AND EVERYONE WHO HAS WANDERED THE WORLDS OF *LIFE IS STRANGE*.

Compadre Production and Design: TUCKER RHODES, DEANNA BROWN, EDWARD DOTY, SALLY CHOI, CLAUDIA CELIO, AND XINYU SUN

Square Enix America - Regional Marketing:

JON GRANT, MARKETING DIRECTOR, ERIC INAMINE, SENIOR MARKETING MANAGER
RAY VELEZ, SENIOR MARKETING MANAGER, ALLI COHEN, ASSOCIATE MARKETING MANAGER, ANA HORTA, ASSOCIATE MARKETING MANAGER

Square Enix America - Creative Services:

RICARDO MIRELES, EXECUTIVE CREATIVE DIRECTOR, FRED ALTMAN, DIRECTOR, VIDEO CONTENT, ANGEL GARTEN, CREATIVE STRATEGIST, KEVIN GINSBURG, GAME CAPTURE ARTIST, LUKE HEYWOOD, CREATIVE PRODUCER

Square Enix External Studios

ANDREW JAMES, SENIOR BRAND MANAGER, JESS KENYON, BRAND MANAGER

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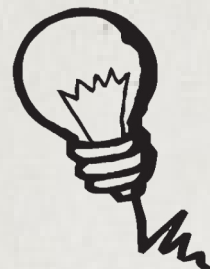


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Get A Clue - Ep. 402
Final Draft - Introduction

Dear Listeners,
Have you ever felt so LOST that--even surrounded by your peers in the midst of a party, concert, or crowded room--you still felt completely and utterly ALONE? Have you ever felt so isolated and confused that you couldn't cry out for HELP, even if you wanted to? What would you do to save yourself from that horrible feeling? Would you desperately search for a way out?

What if the SECRET that led you to that dark place festered in not just your heart, but in the hearts of others who hate you almost as much as you hate yourself? Would you fight back against someone who wanted you dead? Or would you just let go?

Most of us will never have to find out. But amongst fifteen students on a youth group outing near the Devil's Tower in Wyoming, one of them lived that darkened reality before it killed them.

HELLO, and welcome, once again, to GET A CLUE! with Loretta Rice, the only homegrown Lakeport true crime podcast. This week, we're venturing far outside the confines of Vermont to bring you the never before told story of Harlen Mitchell's murder in...

TWO MOONS RISING!



TWO MOONS RISING

FROM THE WORLD OF
LIFE IS STRANGE
DOUBLE EXPOSURE

Two Moons Rising is a roleplaying murder mystery game set in the enigmatic and haunting world of the **Life is Strange** series. The scenario, story notes and handout materials contained within this document will provide you with everything that you and your friends require to step into the world shared with all of the compelling characters from the video games.

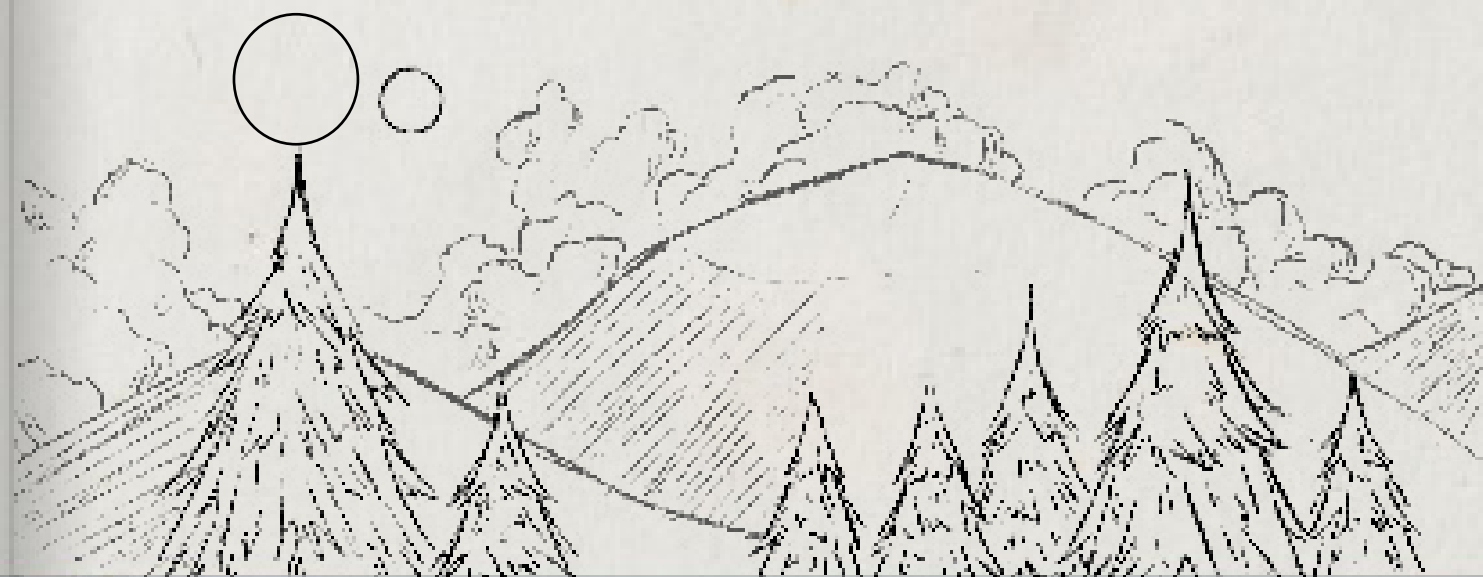
Set within the **Black Hills of Wyoming**, this narrative adventure is a murder mystery game that delves into the characters, secrets and lies that play out within the deep and isolated wilderness that surrounds the **Devil's Tower**, a legendary plateau surrounded by a dangerous landscape. Each player will step into the shoes of a unique young adult character and will be challenged to navigate an uncanny disappearance that grows into something much more.

Using special skills and abilities to work together to solve the mystery and grappling with the dangers that surround them, the player characters are led by the Facilitator through the story. They will face important choices that culminate in a selection of branching endings, much like the gameplay in the digital games that came before it.

Reminiscent of the complex and flawed characters in the **Life is Strange** series, each player is provided the tools to embody a complex and fully developed character. Through gameplay, their successes and--sometimes more importantly--their failures contribute to the culminating resolution while they explore the shared, emotional journey that evolves before them.

The choices that the players make will not only shape their characters but also influence the fate of the world around them.

Every action has consequences. Choose wisely.



INTRODUCTION

To play **Two Moons Rising**, you'll need a few easily accessible items, 2 to 5 players, a few hours for gameplay, and a desire to delve into a heartbreaking world of mystery, loss, and discovery.

The Facilitator

One player will become the **Facilitator**. A Facilitator is the player that organizes all of the gameplay materials and sets up the play space—if the game is to be played in person—or they prepare the digital assets if a VTT (Virtual Tabletop) is to be used.

The Facilitator will not choose or build a character, rather they will read the narrative introductions, play all of the **Supporting Cast Characters**, and adjudicate the actions of the other players. This role is very important and is more complicated than taking on a single player—or lead—character. If you choose to become the Facilitator, it is recommended that you read and review all of the material within this document and spend some time preparing the event before the players join you¹.

Each step of preparation will be explained further in each section of this rulebook.

The Players

The other players will each take on the role of a young adult character from the **Crossroads United Youth Empowerment Collective**, a group focused on providing disadvantaged young people with team building assignments and wilderness survival challenges to help build stronger social skills and a better sense of self worth.

We have included a selection of ten premade characters, called **Character Profiles**, to help expedite gameplay. Any of the names, descriptive details, or backgrounds can be created or changed to suit your tastes, the provided suggestions are not mechanically important to the way the mystery unfolds. Any non-mechanical narratively based, character background material may be used or not used as fits the style and comfort level of the players at your table.

The materials in the game bundle can facilitate gameplay between 4-6 additional players but it recommended that a table not exceed more than 4 players and 1 Facilitator.

¹ A variety of tools are suggested in the Appendix to help you prepare for your game. The use of Session Zero and Safety and Consent Tools can enhance your gameplay. Due to the dramatic material presented in this mystery, we recommend that you review and use these tools.

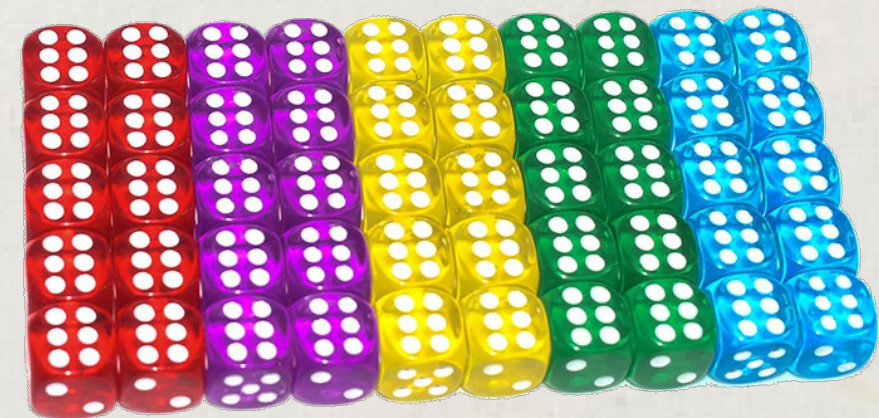
The Dice

Additionally, the game requires a selection of six sided dice, referred to as D6 from here on out. You can make do with as few as ten D6 but the more that you are able to come up with, the better. Many classic board games have D6 included with them or you can find them online or at most convenience stores or big box retailers.

The picture below shows a selection of excellent D6.

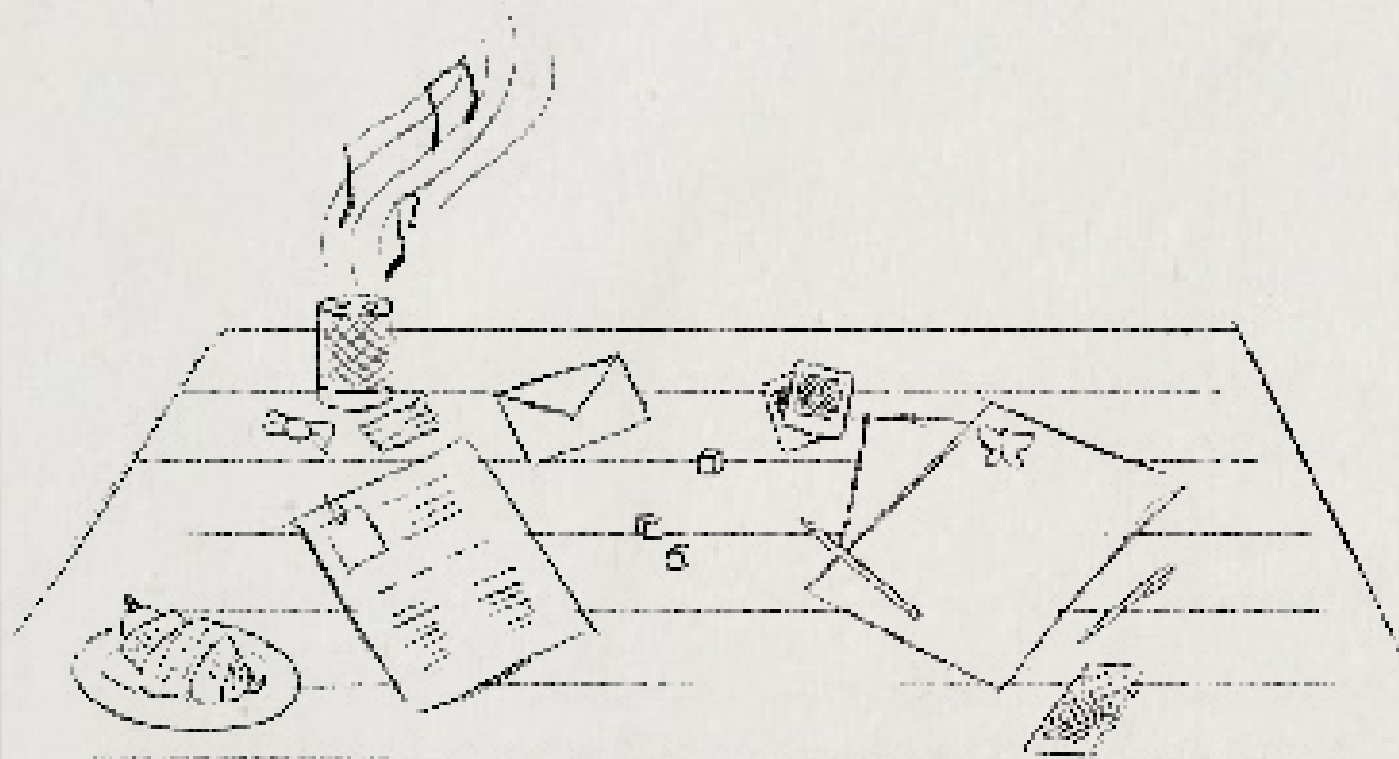


While any D6s will work, the multi-colored dice are excellent as the players will be collecting and trading dice back and forth, making it possible to assign a color to each player and further personalizing the experience.



To prepare the game, the Facilitator will need to follow the instructions included in the **Murder Board Handouts** section to print and prepare each special handout prop that will be shared during the story.

Some Handouts may require the Facilitator to fold or cut the print out in a specific way. Again, those instructions will be included as necessary. Some may suggest actions such as sealing a Handout in an envelope or printing it on a heavy photo paper. These are only suggestions and are meant to help increase immersion, feel free to alter the preparations as you see fit.



It is important to note the **Clue Code** marked in the lower right hand corner of each Handout. These codes will help the Facilitator determine which clue (**Murder Board Handout**) to give to the players as gameplay proceeds. Within each scene breakdown a set of **Clue Codes** may appear in the color coded boxes beneath the scene descriptions. Those codes will determine the options that are available during that scene. Depending on the actions of the players, a single handout will be given to the player that triggered the decision.

EXAMPLE OF GAMEPLAY:

(Facilitator read this text aloud to the Players)

The wind is rustling across the sun scorched brown grass as the sickly sweet smell of death assaults each of you. In the darkening sky, you see a pair of buzzards circling in the near distance to the West.

At your feet, the bright yellow camping backpack has been upturned and all of the belongings are tossed haphazardly across the jagged rocks and tangled branches.

A red spiral bound notebook hangs from one particularly crooked branch as the pages, ripped from within it, dance in the breeze.

CLUE CODES: 3A, 3B, AND 3C

- If the players investigate the location that the buzzards are circling first, give the last character to arrive at the location **CLUE 3A**.
- If the players search the backpack first, give the player that is actively looking **CLUE 3B**.
- If the players gather pages from the journal first, have the players each roll a 1D6, give the player that rolls the lowest **CLUE 3C**.

It is assumed that the players will do many of these things—maybe all of them—the important part is to note what they decide to do first. That will trigger which Clue Handout they receive. Do not provide more than one Handout to the group as they may contradict each other or repeat information in different ways. Set aside the other Handouts, they will not be needed further.

Alongside the Handouts, dice, and character sheets, your game of **Two Moons Rising** may benefit from the addition of some atmospheric music and background ambience. While there is a wealth of material on any number of digital platforms feel free to make selections that best fit your playstyle and the tastes of the people at the table.

We suggest utilizing ambient music and soundscapes that are free of lyrics or any sounds that might be disruptive or distracting. Less is more but the addition of such audio can elevate a gameplay experience and quickly build mood and tone.



CORE GAMEPLAY

The Butterfly System

The core mechanical gameplay in **Two Moons Rising** occurs through a series of **Challenge Resolutions** that come about during the course of an adventure/mystery narrated by the Facilitator. Within the game materials, there are prompts and scenario descriptors that take the players through a series of events, allowing them to—both individually and as a group—make choices that divert the story along a branching narrative pathway that they help to navigate.

Much like a Choose-Your-Own-Adventure Book or gameplay within the Life is Strange videogames, there are key points within the story where the players will make important choices and move the narrative forward. Both the Facilitator and players are free to fill in the details as they move through the world and make decisions that steer the events of the mystery into one of a number of endings that are available.

When a character is faced with a **Challenge**, the Facilitator asks for them to make a dice roll based on the situation. Using the information on their character profile and the resources at hand, the player assembles a number of dice and rolls them to determine the success or failure of the action.

This is called making a Dice Pool.

This game uses plain, old, six sided dice—however—the dice are not used in the traditional way that most games use dice. Dice, as well as being random number generators, are resources—called **Mementos**. Players gather Mementos and collect, share and trade them amongst themselves. When the characters interact with other characters in the world—called **Supporting Characters**—they trigger rewards and penalties to their available Mementos based on good or bad interactions.

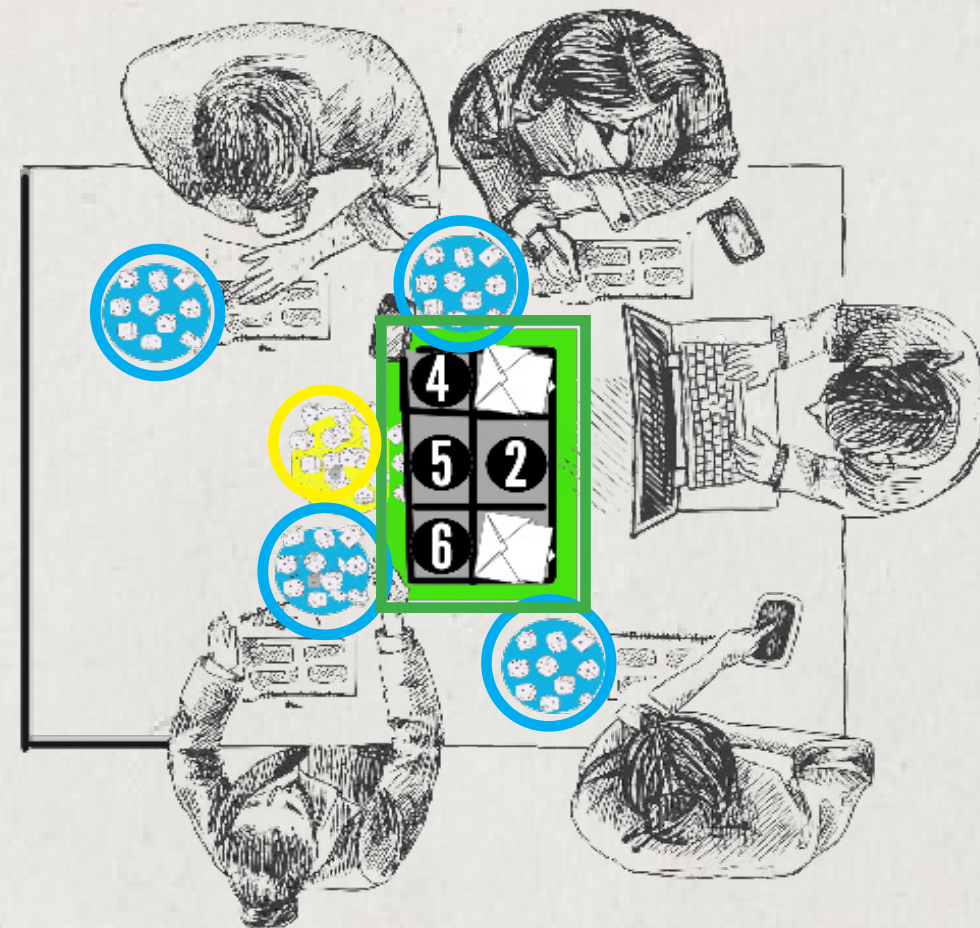
The Facilitator puts Mementos earned this way into a shared bank—called the **Community Bank**—that all players can draw from when making their **Dice Pools**. (They can, also, be removed by the Facilitator if an interaction with a Support Character goes badly too, so be careful!)

As the players succeed and fail in their **Challenge Rolls**, they'll bank their own pile of Mementos that they alone control. This is called the **Personal Bank** and, just like the Community Bank, Mementos can be used from it in any Challenge Rolls that a player makes. They can also be given to other players to represent assistance and moral support when making rolls within the same scene.



Table Setup Diagram

PLAYERS AND FACILITATOR



The **BLUE CIRCLES** mark the player's **Personal Banks** which they've built during gameplay through interacting with Support Characters and the Story Prompts, and rolling other Dice Pools and gaining Mementos (dice) from rolling six (6) in their Pools. Only individual players can access the Mementos in their banks but they may lend dice to other players if narratively appropriate.

The **YELLOW CIRCLE** marks the **Community Bank** that anyone can draw from when building a Dice Pool. The Mementos in this pool are generated through narrative interaction both success and failure. The Facilitator may grant or remove Mementos from this pool as they see fit or as the story prompts require. Any one (1) in a Pool puts a Memento into the Community Pool.

The **GREEN BOX** outlines the **Murder Board** and is numbered to direct the placement of Clue Handouts as they are discovered. Only one Clue Handout of any single tier may be used on the Murder Board. 1A, 1B, and 1C are all available depending on how the players investigate the mystery. Only one of them will ever be placed on the Murder Board, though.

As in other games, the dice will be rolled to resolve situations—and not just traded about—but the resources available at any given moment will be determined by the choices that each player has made and how they have managed their **Mementos**.

Every player, in response to a **Challenge**, may build a Dice Pool using their **Characteristics** and the **Mementos** that they have accumulated in their **Personal Bank** through interacting with the world and characters around them. The base number of dice used when building a **Dice Pool** is shown on the **Character Profile** sheet.

Each character has four **Characteristics** of varying strength :
Cool, Cred, Hope, and Beef

The Facilitator will use the prompts and determine the best **Characteristic** for the **Challenge Roll**. The player may then include any extra **Mementos** that are in the **Community Pool**, given freely from the other players as their characters assist in the effort, or from their **Player Bank**. The player rolls the **Dice Pool** and counts the numbers of successes based on the **Challenge Difficulty Chart** below with the difficulty set by the Facilitator.

CHALLENGE DIFFICULTY	EXAMPLES
SIMPLE TASK: TARGET NUMBERS 4,5,6	- Opening a stuck window. - Telling a believable lie. - Climbing a tall ladder. - Jumping a reasonable gap. <i>And so on...</i>
COMPLEX TASK: TARGET NUMBERS 5,6	- Opening a padlocked door by breaking it open. - Telling a dubious lie. - Climbing a tall tree. - Jumping across a sizable gap. <i>And so on...</i>
MONUMENTAL TASK: TARGET NUMBER 6	- Opening a padlocked door by picking the lock. - Telling an outrageous lie. - Climbing a sheer cliff face. - Jumping across a sizable gap in the rain. <i>And so on...</i>

The Facilitator may adjust Tasks higher or lower as they see fit.

Any roll of a one (1) on any six sided die deducts a single **Success** from the **Dice Pool** results but it also creates a **Memento** for the **Community Bank**. Anytime a six (6) is rolled in a **Dice Pool** result, it generates a **Memento** for the player's **Personal Bank** and cannot be negated by any one (1) that might also be in the **Pool**.

The number of successes is counted and the Facilitator compares it to the **Challenge Success Chart**

SUCCESSSES	RESULTS
FAILURE: TOTAL 0	The action fails and comes with a major complication as determined by the player and Facilitator.
MIXED SUCCESS: 1 OR 2	The action is successful but comes with some minor complication as determined by the player and Facilitator.
CLEAN SUCCESS: 3 OR MORE	The action is successful and there are no complications .
PERFECT SUCCESS: 6 OR MORE	The action is extremely successful and comes with an additional benefit as determined by the player and Facilitator. Additionally, a Memento is put into the Community Bank.

The results on the Success Chart may be altered as the Facilitator sees fit.

Minor Complications may include: A lost **Memento**, a broken tool, a weakened relationship with a **Supporting Character** or more as the Facilitator deems appropriate for the situation.

Major Complications may include: Loss of all banked **Mementos** in a player's **Personal Bank**, a broken arm, a ruined relationship with a **Supporting Character** and more as the Facilitator deems appropriate for the situation.

When A Character Is Hurt

During the course of the mystery, a character may face a **Challenge** that they fail and the result may be that they become harmed in some way. This game is not based on combat mechanics and doesn't contain rules for "hit points" or "health levels". As in real life, if your character is wounded, they won't be able to drink a potion and fully recover during the course of the narrative. They'll have to power through and deal with the consequences.

For instance, a broken arm can be tended to and your character may proceed through the story but they won't be climbing any trees or easily managing tasks that require both hands. They'll also be in a great deal of discomfort unless they are given pain killers of some sort. Have fun playing with the results of any such catastrophic accidents, should they occur, and work with your Facilitator to come up with injuries that make sense when they occur but don't take your character completely out of play.

Clues and Murder Board

During the game, the Facilitator will follow the prompts and read out the scene descriptors to the players. As the players react to the items, locations, and support characters in any given scene, they may trigger the disbursement of a Clue.

Clues in **Two Moons Rising** are part of the collection of Handouts that are included at the back of this document. Each Clue should be printed out and assembled following the simple directions that accompany them.

The Clues, as they are found, are placed on the **Murder Board** in the space that corresponds with it. The Murder Board acts as a scoreboard and helps to determine the direction that the players move through the story tree. It also helps to reveal crucial information as the Clues are gathered together and reveal the truth behind the disappearance.

Murder Board Setup Diagram



Assemble the six printed pages as shown.

You can layer them onto an actual corkboard or just tape them together to form your play space.

Each **Clue Handout**, as they are discovered, will be placed on the corresponding number. Some clues may be entirely missed, leaving a number exposed for the duration of the game. This is fine and will not impede the resolution of the narrative. There are, often, an entire series of potential Clues in a scene. Each one of these individual Clues are marked with an alpha-numeric code that helps the Facilitator keep the Clues organized.

When a player character completes a task as directed in the scene descriptor, follow the prompt and give them the corresponding Clue. It's important to note that once a Clue of a certain tier is given, no other Clues of that tier can be dispersed to the player characters, even if they complete the actions required to trigger them.

FOR EXAMPLE:

PLAYER B has chosen to speak to Harlen and let him know that everyone supports him. That player succeeds in a fairly difficult **CHALLENGE ROLL** to talk to him without him ignoring the player character and leaving. Reading the prompts it says that should anyone manage to break through Harlen's emotional barriers and have a genuine heart to heart (good roleplay) then give that **PLAYER CLUE 1A**, if no other **TIER 1 CLUES** have been awarded.

The player reads the **CLUE** and their character can share the details—or not—as they like. Either way, after reviewing the **CLUE**, they put it facedown on the **MURDER BOARD** in the silhouette for **1A**.

Later in the same scene, **PLAYER A** finally manages to pick the lock on the footlocker and discovers some dusty old tools and a box of 3 flares. Although the prompt says that the player can receive **CLUE 1B**, since a **TIER 1 CLUE** has been dispensed, the **CLUE** remains hidden and the scene moves forward.

Before the end of that scene, however, **PLAYER B** manages to uncover a map of the immediate area that has been marked with symbols and lines. Because they found the map and made a difficult **HOPE CHALLENGE ROLL** to decipher the markings, they triggered **CLUE 3C**.

Since no **TIER 3 CLUES** have been given to the players, **PLAYER B** gets the **CLUE** to read, share, and put onto its corresponding spot on the **MURDER BOARD**.

Order of Play

When the table takes actions, the players determine the order in which they act amongst themselves. That order is important. They get to decide what they do first and what can wait. More or less, all of the actions in any given turn of a scene happen, roughly, at the same time. The order is important, though, as when a Clue is triggered by an action or successful Challenge Roll of some sort, no other Clues for that Clue Set may be discovered.

That all said, if one player seems to be taking advantage of the lack of structure on initiative, feel free to ask all of the players to roll a single D6 and have the players take actions from highest to lowest.

EXAMPLE OF GAMEPLAY:

(Some mechanical concepts will be fully explained in later sections.)

The Facilitator describes the scenes and uses the prompts in the story guide to set the scene and provide the players with the information that they will need to proceed in the narrative.

Facilitator: "After you finish setting up camp, each of you are seated around a campfire watching the glow of the embers and the brilliant stars that light up the night sky above you. Many of the other students are there but Harlen remains outside of the circle, still keeping to himself after the long hike. The supervisor, Ms. Ramirez is passing out hotdogs on sticks for roasting and Heather is filing her nails and whispering to her clique of friends."

"What are all of you doing?"

Player A: "If my tent is set up, I want to stretch my legs and see if I can casually make my way over to Harlen and try to talk to him again."

Player B: "That was a disaster last time. Maybe I should follow along and support you."

Player C: "I'll stay and try to get Ms. Ramirez to open up about that phone call that seems to have shook her so badly before we left."

Player D: "I'm going to try and listen in on Heather and her group and try to figure out what they are up to."

Facilitator: "Okay! Let's take this one step at a time..."

"Let's start with the group that is talking with Harlen. Can one of you make me a Cool Challenge Roll to see if you can approach Harlen without causing him to become defensive? He really doesn't seem to want to be around people."

Player A: "I'll do it. My character has a Cred of three, so that starts me off with three dice in my Pool, I have three Memento dice banked...Oh, and the Trait Slick¹ so that gives me an additional die on any Pools that have a social element."

Facilitator: "Right, well, since you're naturally pretty good with people, I'll call this a Simple Task, that means that you need 4s, 5s, and 6s to gain successes. How many of your personal Memento dice are you going to roll?"

Player A: "I'll use two of my banked dice."

Facilitator: "And...do you want to use any of the dice in the Community Pool? The group has five from the choices that you made in hiking up to the Devil's Tower."

Player B: "Actually, since I'm there and have the ability I'm Not Supposed to Be Here Today, can I spend a Memento to fade into the background so that Harlen doesn't feel ganged up on and then give my last die to help the roll?"²

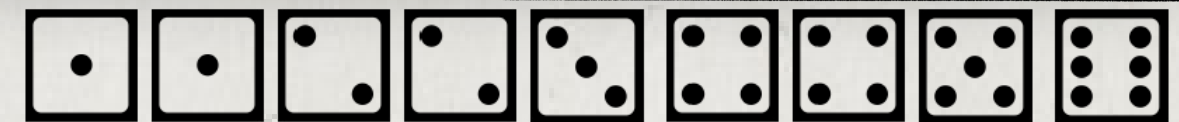
Facilitator: "That makes a lot of sense, go for it!!"

Player A: "Bitchin' I'm also taking two from the Community Pool! Let's roll!"

Player A starts with 3 dice from the **Cool Characteristic**, adds 1 from the **Slick Trait** since this is a Pool that involves social interactions, they then add 2 dice from their **Personal Bank**, 1 die from **Player B** assisting and 2 dice from the **Community Pool**. Making it a massive roll of 9 six sided dice taken from every possible source. (Many Pools are much more simple, but for the sake of the example, we'll examine this complex roll!)

The target number for success is **4, 5, or 6**.

Player A rolls and gets a 1, 1, 2, 2, 3, 4, 4, 5, and a 6 The two 1s generate a **Memento** for the **Community Bank** and the single 6 returns one to that player's **Player Bank** and two for, so three dice go into reserve for later use.



The 1s remove 2 successes, so the two 4s go away leaving a 5 and 6. Two successes.



Checking the success chart, 2 successes is a **Mixed Success** which means that the attempted action occurs but there is, also, a **Minor Complication**. The player and Facilitator discuss it and decide on an appropriate complication.

Facilitator: "Okay with 2 successes you manage to sit down next to Harlen without causing him to bolt but when you do so, the journal falls out of your pocket and Harlen sees it. He looks upset that you hid it from him."

¹ Traits are character specific bonuses based on the use of Pools focused on their individual strengths.

² Special Abilities are individual effects, determined by Character Selection, that can dramatically affect Dice Pools.

CHARACTER SELECTION AND CUSTOMIZATION

In **Two Moons Rising** the players embody a number of complicated, young adults that live and breathe in the **Life is Strange** universe. While not set in any familiar setting from the previous games, there are many strong tonal and thematic connections to the world of those stories. Each player has the opportunity to contribute to the emotional depth of the shared experience and to work together to unravel the mystery set before them through the character that they embody.

Each player character—all of varied backgrounds—are part of a group called the **Crossroads United Youth Empowerment Collective** which is focused on providing young people with team building assignments and wilderness survival challenges to help build stronger social skills and a better sense of self worth. If a player chooses, they are also free to play a local from the area that has been hired to help guide the other teens.

Some of the characters may have gotten into some trouble at their High School and were assigned to the program or maybe the character's parents are just concerned that they are too antisocial or shy, hoping that this experience will help them to grow and become more independent. It's entirely possible that a character just enjoys the challenges that the group provides and has nothing clouding their past at all, having volunteered to join up with the others.

Again, as seen in all of the stories in the **Life is Strange** catalog, the deeper a player goes in creating a flawed and nuanced character, the more authentic to the setting that character will feel and the more rewarding the roleplaying experience will be for everyone involved. Feel free to explore your character as deeply as you like, use the guides provided in this character building section, or rely on the prompts provided to help provide detail to your character.

Provided within this packet, you'll find ten pregenerated **Character Profiles**, review them and choose one of the characters that you find interesting. Or you can use one provided to you by the Facilitator. Each Character Profile provides a number of options for you to select from. The base mechanics are set and ready for gameplay, you just need to breathe a little life into your selection and move on to making connections with the other characters at the table.

Each Character Profile may be printed multiple times and selected by multiple players, should they wish to represent characters with similar or identical special abilities. While the Character Profiles help to guide the player through their personalized character creation and to focus the mechanical



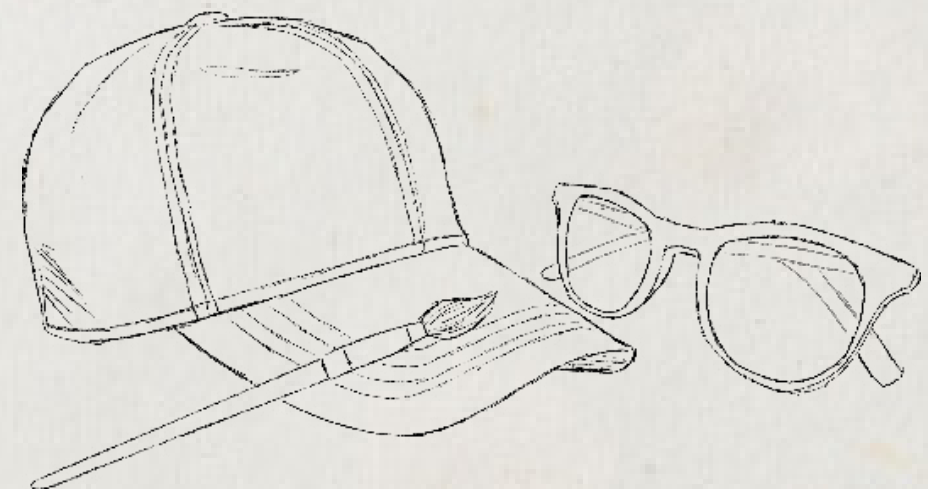
options of each type of character, they do not restrict the details or individual characteristics of the character. Each player is free to choose a name, gender, ethnicity, sexual orientation, physical appearance, and personality as they see fit.

Every character has a **Deal**, which is the base for determining the perceived classification for who the character is in relation to the high school social structure that surrounds them. Each Deal provides a **Trait**, which helps to give benefits to the character for playing within the lines of their strengths. Also, each character is granted a **Special Ability**, listed on the Character Profile, these Special Abilities are powerful skills that can dramatically affect Dice Pools and typically come with both positive and negative effects.

Furthermore, each Character Profile guides the player to choose a **Baggage and Secret** that can help make their character unique. As you move through the process, these selections create narrative depth and variation between characters but are entirely optional.

IT SHOULD BE NOTED

that while some **Special Abilities** and **Traits** are able to help locate and explore the investigation by focusing on the discovery of clues, a balanced group of young adults will be needed to fully explore the mystery of **Two Moons Rising**. Social, Physical, and Intellectual skills will all provide valuable results throughout the narrative as your play-group maneuvers various challenges. Work with your group to create a range of character types that you all enjoy. If you'd prefer to build a character from the ground up, look for advanced rules in future updates.



Characteristics

CHARACTERISTICS are the base elements that make up a character, the raw components of their person. Each number assigned to a characteristic denotes the number of dice that you automatically generate in a given Challenge pool that utilizes that particular Characteristic.

CRED is a character's social bearing and leverage.

COOL is a character's outward projection of personality, confidence, & inner calm.

HOPE is a character's spirit and intellect.

BEEF is a character's physical presence and stamina.

DEAL



A Character's **Deal** is the superficial grouping that a character, seemingly, fits into. Sometimes a Deal hides a much different persona but this is how the outside world sees the character. They provide the Characteristics and a single **Trait** that affects certain dice pools.

Baggage & Secrets

Additionally each character (optionally) may select a single **Baggage** and **Secret**, these both are kept from other players and used by the Facilitator to help link the mystery to the group and create roleplay opportunities.

Baggage and Secrets can be worked into the character's background to give players ways to link their stories together through similar shared events, build dramatic tensions based on conflicts in ideals, and directly sharing a past with others at the table. Collaborate and discuss this amongst your group.

Traits

Traits are special personality qualities that help define the character. Each offers a selective bonus to Dice Pools under specific situation

Special Abilities

Special Abilities are extremely useful skills that each **Character Profile** provides. They can alter dice pools, provide resources or creative solutions, and affect situations within the narrative in a direct and powerful way.

Pre-Made Character Options

The full **Character Profiles** can be found in the in Handouts section at the end of this document. Print out as many as your table needs and remember that multiple players can easily play the same **Character Profile** with a little customization and unique descriptions. (Below is an example of a **Character Profile**.)

DROPOUT

Tune on, Tune in. You've given up on school but not on life.

NAME: _____



Baggage

CHOOSE ONE (optional)

- ☐ You owe someone dangerous money.
- ☐ Your favorite pet was hit by a truck and you had to put it out of its misery.
- ☐ You're responsible for someone else getting hurt.

Secret

CHOOSE ONE (optional)

- ☐ You owe someone dangerous money.
- ☐ You or someone that you've slept with is pregnant.
- ☐ You scored 800 on your SATs.

CRED: [2 dice]

COOL: [4 dice]

HOPE: [3 dice]

BEEF: [2 dice]

REBEL

TRAIT: Add one die to any Dice Pool that is contested by a Player or Support Character or against authority.

BACK TALK

"DOES BARRY MANILOW KNOW THAT YOU RAID HIS WARDROBE?"

You've learned how to get what you want by hurling a barrage of insults and banter. Roll a single die, calling odds or evens. If you are correct, double your Dice Pool on a Social Challenge roll.

GEAR

- A jean jacket covered in patches.
- A pair of leather work gloves.
- A pair of sunglasses.
- A flask.
- A change of clothes and a Crossroads United tee-shirt.
- A large yellow Crossroads backpack including a single person tent, sleeping bag, some emergency rations, water canteen, some rope, and a small pocket knife.

CHOOSE ONE

- ☐ A pair of brass knuckles.
- ☐ A pack of cherry bombs.
- ☐ A pair of combat boots.

TWO MOONS
RISING

Safety and Consent

Before beginning your game, it is important that the Facilitator work with the players to define the boundaries of the subject matter and consent to the topics and situations that will be included in the group's shared narrative experience. While it is easy to overlook the importance of safety tools, they are critical in building a secure environment for everyone at the table to engage in gameplay without causing unintentional harm or stress to the others at the table.

Building a secure relationship amongst the other players at your table empowers everyone involved to feel confident in tackling tricky or controversial subject matter. It guides the gameplay based on a clear understanding of what topics are acceptable and which should be avoided to prevent others from feeling alienated or—worse—abused by the story elements and Facilitator.

It is recommended that all of the players talk openly about any subject matter that they find distasteful, harmful, or offensive. Acknowledging that boundaries exist, provides freedom to everyone at the table.

Should a subject matter be determined to be problematic to the individuals at your game table, use the following system to help your group proceed without causing undue harm.

Below is a list of optional systems for Safety in Roleplay:

- [Traffic Light Safety System](#)
- [X-Card](#)
- [Lines and Veils](#)



CONFIDENTIAL

ONLY THE
FACILITATOR
SHOULD
READ BEYOND THIS
POINT!



The Mystery

Each player character—all of varied backgrounds—are part of a wilderness survival challenge group known as the **Crossroads United Youth Empowerment Collective** or local guides hired to assist them that are working together to track a lunar eclipse, a Blood Moon. During the hike out to the campsite, high in the **Black Hills** near the **Devil's Tower**, one of the group, a quiet, shy boy named Harlen Mitchell goes missing. The group searches for hours until the eclipse occurs...and a massive hoard of Cicadas swarm the campsite.

Seeking answers, the group must navigate a dangerous series of prompts that lead them through the mystery of the missing boy and the troubled interactions that he had with a number of the people at, and around, the campsite.

To make things worse, an **FBI Agent named Victor Salinger** is asking questions and seems to be keenly interested in the character's involvement with Harlen.

Working through the clues provided, players discover that Harlen was mixed up with a horrible accident and that the FBI have been watching him for some time, investigating unexplained phenomena linked to the victim.

The endings may be varied so play close attention to the guidance within each prompt and chapter, they will assist you developing a sense of tension and mystery, while offering solutions based on the player's actions during gameplay.

Location

Location and environmental exploration are just as crucial to this story as the characters and plot turns. As the Facilitator, your goal is to build a tense and believable journey that takes on a slowly growing, sinister tone.

Sometimes pastoral and lethargic, sometimes aggressive and deadly, the world around the characters expresses the internal conflict and the emotional lives of those that live within them. Focus on what each player has chosen to use as their character's dramatic keystone. Are they having a hard time living up to their parent's expectations? Highlight the points where the terrain challenges that player character and allow them to fail and become frustrated or overcome the challenges and become stronger, earning the self respect and confidence that they lacked before.

This story focuses on the wilds of the **Black Hills** in Wyoming. This mystical and untamed place lingers on the edge of the known world and the spirit realms. It has a lot of space to allow for surreal and interesting interaction with the environment.

To accomplish the goal of tracking and documenting the **Blood Moon**, the characters find themselves hiking and camping along the **Devil's Tower**, a monolithic natural structure that provides one of the most clear unobstructed views of the night sky to be found anywhere within three states.

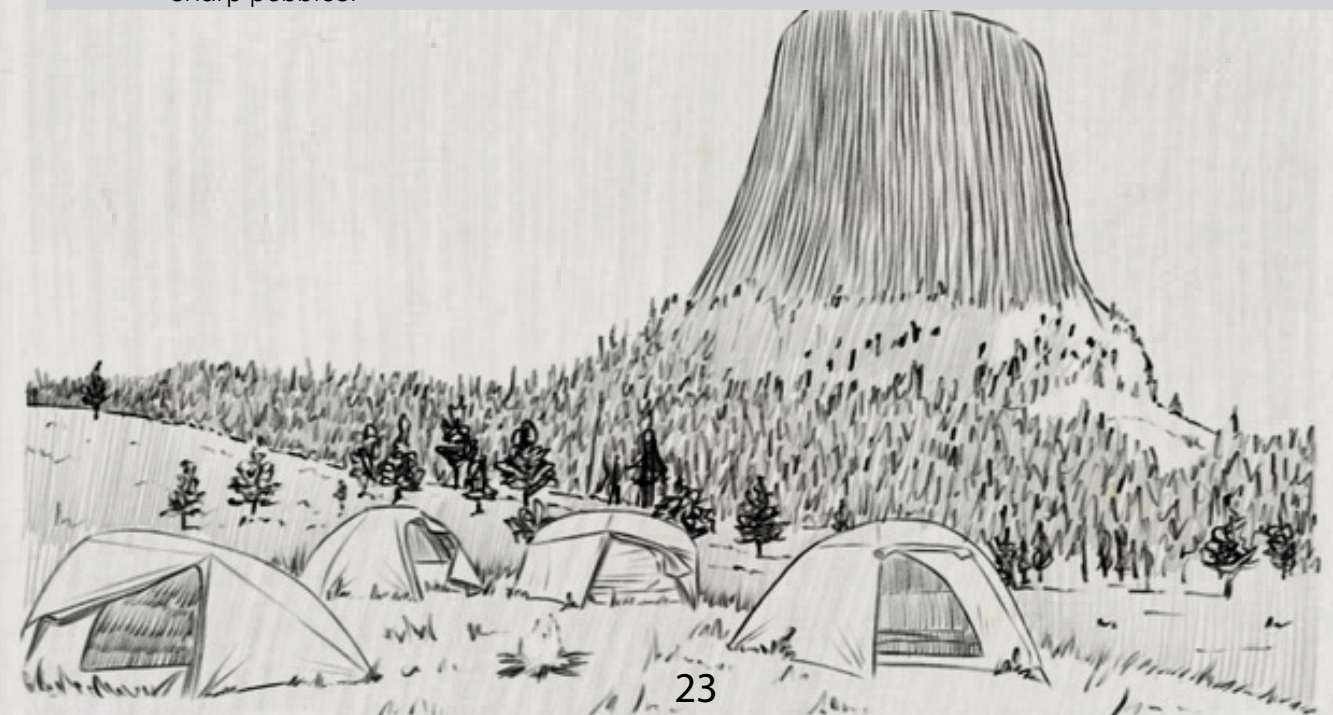
The nearest town is **Sundance**, a tiny collection of streets and museums that celebrate the history of American exploration and the Indigenous tribes that lived in the region for thousands of years.

There is a sense of isolation here and time seems to have slowed, holding Sundance in an embrace that denies the encroachment of the modern, technological world.

During the Hike

It may be of use to Facilitators, both old and new, to have a few descriptions of the wilderness in Wyoming that can be used during the hiking sequence or during any of the other Chapters. Below are a few helpful narrative bits to assist in your roleplay.

- Yellow and brown dried grasses spread out in all directions like a blanket of heat scorched straw. The green reaching trees with tall trunks grasp at the sky's emptiness while outcropping of red shale jut at odd angles from the earth.
- The sound of a falcon shrieking in the far distance sends a shiver up your spine as the clear sky disappears under the heavy canopy of trees that the trail has led you into.
- Small rocks have found themselves lodged in your shoes, somehow, and have slowly become a lesson in futility as you continually stop and empty out the sharp pebbles.



Chapter One

The Hike

Introduction

Read the text in all the GREEN boxes aloud to the players.

"The enormous sky stretches out before you, clear, blue, full of clouds, and seemingly endless. Here in the wilds of Wyoming, the sounds of the far away city are a distant memory and a person can't help but feel connected to the natural world. The sun scorched grass beneath your feet, the gentle breeze, and the smell of wild flowers surround you as you stand before the weather beaten, old Wyoming Forest Service Radio Tower, faded green and yellow paint covering the old rough boards that frame it.

All of the majestic beauty in the world can't save you from the situation that you find yourself in. Each of you is part of a wilderness challenge group for young adults, the *Crossroads United Youth Empowerment Collective*—called Crossroads for short. The group is one of those self empowering, camping expeditions that focuses on giving teens that are between college and high school "transformative" experiences that prepare them for the world beyond the classroom.

If your parents and the authority figures in your life stopped short of calling this a program an opportunity for personal growth, it was probably to avoid any greater resistance to your inclusion which feels very much mandatory. None of you are exactly delinquents or complete social outcasts but you're definitely here for a reason.

Maybe your parents feel that you're too shy or awkward around other people, maybe your grades have tanked over the last semester, or maybe you did something that merited some recreational rehabilitation. Hell, maybe you asked to sign up out of some sense of masochism or uptight over-achievement, but most of you are here because you have to be. And no amount of picturesque camping is going to remove the sting of whatever you're dealing with that brought you here.

As you stand before the old ranger's station, describe your character and tell us about them."

Each player describes their characters and talks a little about them, giving the other players a little insight into who they are playing.

Once that is completed, continue with a description of the other support characters that are with the group. They are listed below, feel free to elaborate as you see fit.

"The old battered, extended van that idles behind all of you is marked with the *Crossroads United Youth Empowerment Collective* logo in sun faded blue and green. The van, likely over twenty years old, doesn't have working AC and seats about 15 people... So the 2 hour drive was less than enjoyable."

Support Characters

Ms. Juanita Ramirez is a pleasant, middle-aged woman with salt and pepper hair, she is one of the counselors and is quiet and stern but has caring eyes. She is always holding a clipboard and pushing pencils into her hair which is always worn in a messy bun on the top of her head. She often forgets about the pencils and ends up collecting five or six of them in her hair by the end of the day.



Mr. Stephen "Mister Stevie" Burnett is almost too much. He is always smiling from ear to ear and has an almost annoyingly positive response to everything. Clearly he has been heavily educated in the fields of psychology and has a real understanding of wilderness survival, he's very fit for his age, but comes off a little dense. He possesses the sort of obliviousness and sickening positivity that only a white dude in America can afford.



Harlen Mitchell is about your age and has connections to some of you, either through your high school or through extra-curricular activities, or maybe you're just friends through mutuals on the Internet. Regardless, nobody knows much about Harlen or his personal life. He's very quiet, morose, and distant. He isn't a pariah or anything like that, he's just sort of there.





Heather McNamara seems like the perfect student, daughter, and citizen but anyone—other than authority figures—that spends more than a passing amount of time with her sees her true face. Under that pretty, polished veneer beats the heart of a caged tiger. While she works hard to hide her bad behavior, she revels in lying, cheating, and stealing. She's broken up relationships just for fun and loves to watch someone weaker than her squirm. Some people say that her family isn't as perfect as they seem but most people just attribute Heather's behavior to the fact that she is an entitled and spoiled brat.

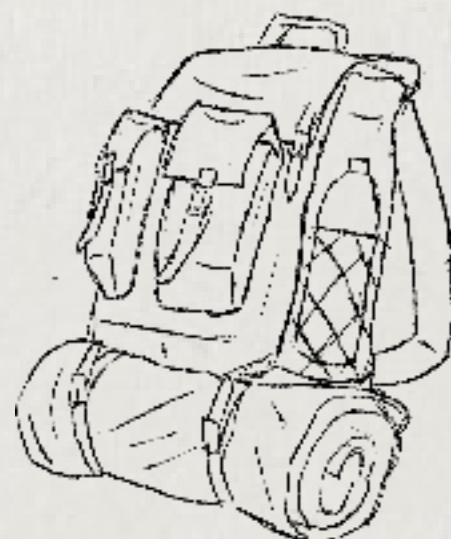


Jimmy Sato is a cool kid from New York City that always wants to help out. He's almost always reaching out to help others and doesn't seem like the type to be involved in this sort of program at all. He's got great grades, a scholarship to a good college, and is a championship high school baseball player. Something must have really gone wrong for him to be here but no one knows and Jimmy just laughs off any questions.



Skidmark is a punk kid that is covered in hand drawn tattoos and piercings that seems to fit the profile for a "troubled teen". They are non-binary, and change their hair color every week. They wear sunglasses inside and look like they'd be close personal friends with Lou Reed or Post Malone. **(Facilitator Secret - the name that they have chosen for themselves is Benny and use Skidmark as a way of keeping the "phonies and creeps" away.)** They actually volunteered for this program because they are a giant astronomy nerd.

Other Crossroads Teens There are about five other teens on this camping trip, feel free to add to this roster of supporting characters as you see fit, or just let it be known that a few other kids are around and have them always stick close to the counselors.



The Rangers Station

"The Rangers Station is, as described earlier, a little worse for wear. It's clearly been here for ages and—while not entirely abandoned—hasn't been touched for at least a year and has a pretty good chance of doubling as a spider factory.

It has an overhang porch that runs the perimeter of the entire square building and sits up on huge log posts about three feet off of the ground, thick overgrowth fills the underside and it looks like it hasn't been landscaped in years and years.

The sign over the door reads: 'Wyoming State Ranger's Radio Station - No Trespassing'.

The inside of the building isn't much better, it's covered in dust and cobwebs and is adorned with a single table and three functional chairs. The fourth is broken and laid to rest in the corner. There is a desk with an old HAM radio with multiple transceivers and scores of confusing looking buttons and wires. There is a large blue notebook with Emergency Services written across it.

There is a massive white metal box on the wall with the words "First Aid" poorly painted on it, full of medical supplies and a wooden stretcher with straps and handles for carrying the wounded.

Out the back door is a generator with a locked metal foot locker with a few gallons of gasoline, oil, and a bunch of old tools.

There is an old outhouse to the West that is definitely a spider factory, it's full of harmless daddy longlegs and other critters but could produce a real moment for one of the players or support characters if you decide that someone wants one last pit stop before they have to make their own toilets in the woods."

The group is told to get comfortable for a little while as the counselors are handling some last minute business before everyone heads out on the hike to the Devil's Tower.

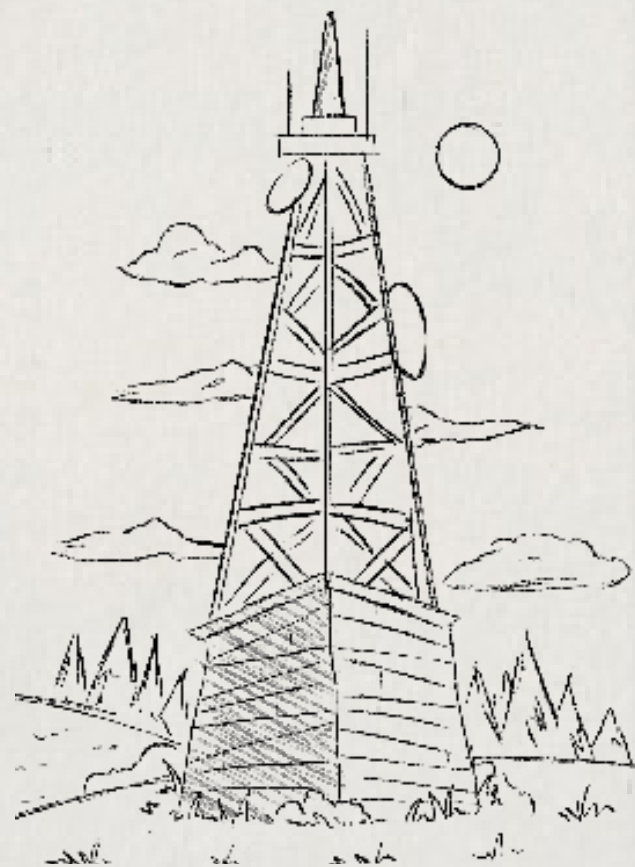
Some amongst the group are excited, others are not. Everyone has the same loadout of camping gear in large yellow backpacks. Each pack included a single person tent, sleeping bag, some emergency rations, water canteen, some extra rope, and a small pocket knife.

Mister Stevie is also carrying a second pack with a bunch of camera equipment and a large telescope. He also, secretly, is carrying a satellite phone and GPS tracker.

Allow the players to roleplay amongst themselves and with the supporting characters as much as you and your table like. They can use this opportunity to establish their characters or get to know the support characters. As this is a murder mystery, it's important to always leave things with the supporting characters open to different interpretations or even leave room for suspicion. These people will be murder suspects in the near future.

Look for the humanity and complications in every character and help to pull out the same in the player characters. (They are going to be suspects too!) If you are new to tabletop roleplaying games, stick to the prompts and work with the players to resolve each scene. It's important to keep things moving, though, as it can be fairly easy to get sucked into hours of back and forth between characters. (Of course, if that is what you and your table want to do, have the time to do it—and still complete the mystery—then spend all the time that you like in the conversations between player characters and support characters.)

REMEMBER that **Order of Play** amongst the players is important. There isn't an official way to handle that order, though, and should be determined amongst the players. They get to decide what is important and what can wait. That said, if one player seems to be taking advantage of the lack of structure in the **Order of Play**, feel free to ask all of the players to roll a single D6 and let the players take actions from highest to lowest.



Keep Harlen at arms length from the players but don't shut down their curiosity and interest. When playing Harlen, he should always be looking for the most expedient way to escape any conversation and find somewhere to be left alone. If someone in the group tries to speak with him, give them a Memento, put another one into the Community Pool. Then give that player **CLUE 1A**.

CLUE 1A is a phone number written on the back of a ripped piece of a magazine. The magazine advertisement is for a drug called Rendoxidrone. If investigated, the drug is for depression and the magazine seems to be a medical digest from a psychologist's office. **Only offer the latter information if the players dig deeper or if someone makes a Challenge Roll to investigate it further and succeeds with 3 or more Successes.**

Note that if a player tries to give the paper back to Harlen he seems alarmed and then claims that it isn't his. *A Cool Challenge Roll with 3 or more successes can confirm that he is lying, embarrassed or scared.*

If that happens before someone opens the Emergency Services notebook next to the radio, then Clue 1A is unavailable. If it is opened before, then that player discovers a bunch of handwritten radio instructions, radio frequencies for local emergency services. A business card drops out of the inside pocket of the notebook, it's **CLUE 1B**. Give it to the player that investigates it and give them a Memento for their personal bank. If others were helping to look around, give the group a Memento for the Community Pool, otherwise don't.

CLUE 1B the code for the locked lock on the metal locker out back is written here and the player characters can open it to find tools and other useful items. They also find a box of three flares.

If everyone of the above named Support Characters is spoken to by at least one player, even briefly, during this time, award the group a Memento for the Community Pool.

HAND OUT CLUE CODES: 1A OR 1B

The players can further flesh out their characters and talk about their connections to each other and the story characters as Ms. Ramirez and Mister Stevie gather everyone together and announce that they are going to start the hike to their campsite.

Chapter Two

The Incident

The two counselors make the following statement, feel free to elaborate or just read this out loud:

Mr. Stevie: "We're super excited to have all of you with us for this adventure and appreciate your willingness to share this beautiful landscape with us. Now, we know that some of you are less than familiar with this sort of no-frills camping experience but both myself and Ms. Ramirez are here to make sure that you're each safe and provided with the tools that you need to make this one of the best, most transformative experiences of your life."

Ms. Ramirez: "Should you need anything during this trip, know that we are here to assist you but that a lot of this experience asks for you to challenge yourself and to move outside of your comfort zones. Not that you'd be able to get reception out here but we asked that you relinquish your cellphones for a reason. This is about you and the world around you."

Mr. Stevie: "That's right, we've been where you are now and while we may seem like out of touch old fogies, we might surprise you if you give us a chance. I like to think that I'm still pretty cool and we can work together to document this amazing celestial occurrence together!"

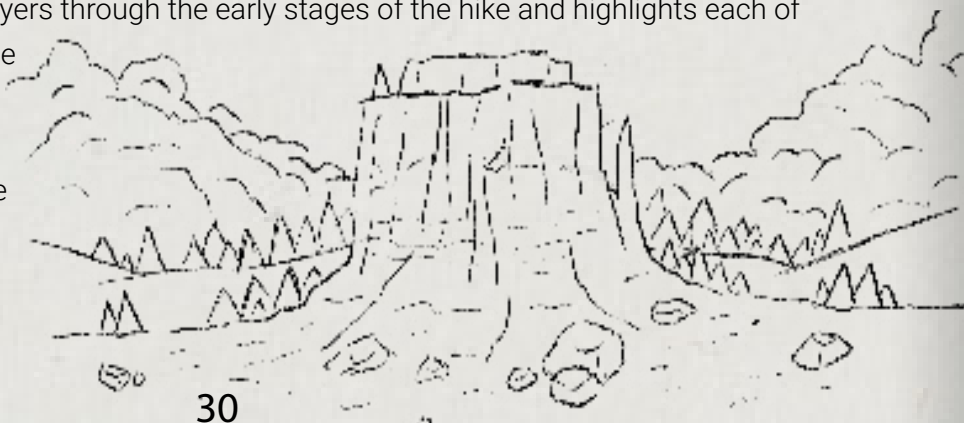
Ms. Ramirez: "Right, well, regardless of what you think about us, if you see something that seems dangerous, say something. But know that we are only here to ensure your safety and can't do the hard work for you. You have to make your own way here at Crossroads United. Think about the type of person that you want to be and help us to help you reach those goals!"

Mr Stevie: "Alright! Let's move out! Can we all shout Crossroads together before we go?"

He pumps the air as he shouts, the gesture seems genuine but it comes off corny and a little cringey.

Most of the supporting characters are pretty weak in their enthusiasm but let the players set the tone first. The Facilitator guides the players through the early stages of the hike and highlights each of the story characters that are on the expedition.

Describe the landscape and let the players interact with each other.



The Facilitator sets up the disappearance of one of the story characters, Harlen Mitchell. Depending on the choices made in the Game Preparation stage, Harlen may have had connections with some or all of the player characters.

"As the hike through the Black Hills proceeds each of you undergo some seriously intense physical effort. If anyone has mobility issues, they are respectfully accounted for but the hike turns out to be more of a gauntlet than anyone expected. Everyone is sweaty and tired after a solid five hours of travel through some thick wilderness that eventually opens up into a clearing where the Devil's Tower is visible. The Devil's Tower is a massive plateau jutting out from the rocky ground that surrounds it and looms over the landscape. It's massive and dark jagged outcroppings lend it an almost sinister and foreboding presence on the horizon. Like the stump of a severed mountain, it stands silently over all of you ominously watching.

The sky is dimming into a beautiful purple and pink sunset. It's almost worth the effort of the trip to get here to see it but the majority of the group is exhausted and far past the point of sightseeing."

There is no Clue to be found in this scene, this is the setup to Harlen's disappearance. Have the players roleplay setting up their tent in the clearing that the counselors have designated for the campsite. There is a ring of old, weather beaten orange flags surrounding a fire pit made from giant rocks with old log benches surrounding it. The tents are all to be set around that perimeter.

Have fun with Challenging the players to set up their gear and tents.

The Support Characters can continue to set the scene and provide further fun roleplay or just help to build environmental texture.

The mood of the camp from most of the teens is exhausted and put out, still a little stand-off-ish and frustrated. Some, like Jimmy Sato and Mister Stevie, are annoyingly chipper and positive, they're clearly in their element and love the outdoors and the challenge before them.

Ms. Ramirez is setting up the telescope and camera equipment, while Mister Stevie is preparing a fire.

If the players interact meaningfully with any of the Supporting Characters and either build a stronger bond with someone or convince someone to help them set up their gear, give that player a Memento.

If the player character group works together to set up and is united in their forward momentum during this trip, give them a Memento for the Community Pool.

If anyone is paying close attention in their roleplay or if someone makes any Hope Challenge roll with a result of 4 or more Successes, that player character realizes that they are short a camper. Harlen is missing. Give that player a Memento for their Player Bank.

The camp immediately goes into—a forced calm and measured—crisis mode as the counselors question everyone regarding the last time that anyone saw Harlen amongst the group.

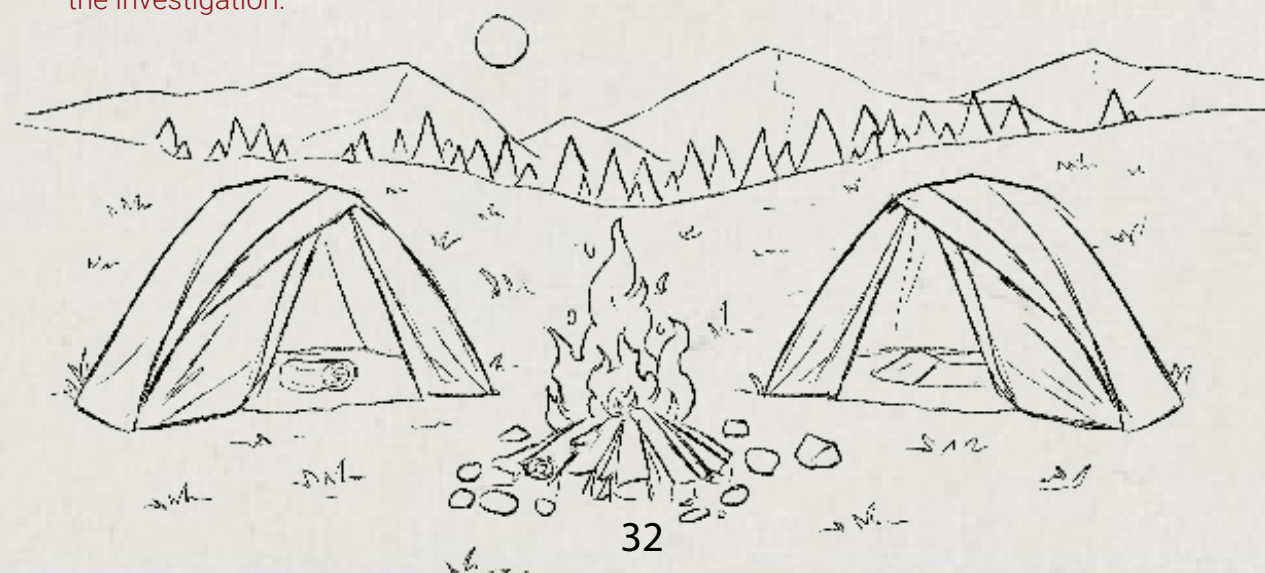
Let the players offer suggestions and see where it leads or just move things along by having the counselors put most people on lookout at the campsite and form small teams to search for Harlen.

If roleplay with the supporting characters has been strong, you can pair each player character up with a supporting character or with each other. Mix and match to get the best potential interaction between characters. If someone doesn't like someone else, put them together. If someone has a secret crush on someone else, put them together. Any combination that creates some drama is advisable. If time is short, you can also group all of the player characters together.

The investigation will lead everyone back to the same spot either way.

ENDING A PLOT NOTE: It is important that—at this point—if a player character has been designated as the Secret Killer through the character customization process—as described in the appendix and the **Chapter Ending A**—that that player character be matched alone with Skidmark in the search. The other players can be together or split up as you like. After Chapter Three ends, give that player **Handout X3** which will covertly explain to the player that they are the killer and provide further explanations on how to proceed. Meanwhile, they'll just be playing along as an innocent camper.

If that ending is set up, then—while other changes and details will be fluid—Ending A is locked in and the secret killer will soon be playing a mini game to throw everyone else off the investigation.



Chapter Three The Investigation

The players are given the opportunity to explore the campsite, the surrounding area and question the story characters. The *narrative possibilities* here branch off based on the choices the characters make in their investigation. They cannot do everything and must make thoughtful choices to get the most information out of the location and the people involved.

"The other campers are clearly nervous and concerned, some whispering amongst themselves as the search for Harlen Mitchell begins in earnest. Mister Stevie and Ms. Ramirez are clearly struggling to down-play the incident and reassure anyone who asks with positivity and clear optimism."

If any of the player characters directly interact with the counselors, you can read off one of the following responses or make up your own based on the situation and relationships formed.

"I'm sure that it's nothing to be too concerned about, this is likely just Harlen wandering off and not letting us know where he's gone."

"Harlen seems like the type that does this sort of disappearing act a lot, I wouldn't be too concerned. But it is getting dark fast and we should get him back here soon. That's why we want you and some of the others to help find him. Just stick close to each other and check back in within the hour, no matter what!"

If any of the players question the other teens, have them make Cred Challenge Rolls depending on the camper, it might be harder or easier. You can give a player character a lower target for the Challenge if they have built up any good will with the character, making the target 5s or even 4s rather than 6s. But if they have earned negative attention from a story character, then require more Successes or force them to spend a Memento to even attempt to get any information.

Thorough investigation will earn the group Mementos for the Community Pool but if they botch more than one interaction, take away a Memento from the Community Pool and note that the relations are that much worse for the wear. In future interactions, raise the target Successes or push for Mementos before further attempts.

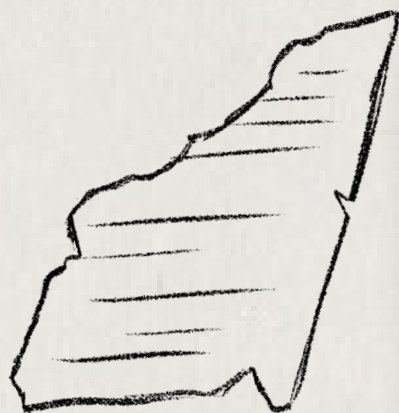
As the player characters head out to search for Harlen, away from the campsite, they can each make suggestions on how they want to contribute to the search. They may want to backtrack and search the trail that led the group to the site, have them make a Challenge Roll using their Hope to remember and intuit the path. Perhaps the player character wants to shout out for him and make noise, they can make a Challenge roll for Social to make a compelling call out to him. If they want to cover as much ground as possible, make it a Beef Challenge roll to jog the area.

If one player character has six or more Mementos in their Player Bank and if they succeed at an active searching Challenge Roll, give that player **CLUE 2A**.

CLUE 2A

is a torn bit of a journal that turns out to be Harlen's.

The journal entry says a lot about being alone but the underlined phrase is "I don't know why he won't just leave me alone! It wasn't my fault. I don't deserve this. I wonder what they would think if they knew what I was really capable of."



If Clue 2A is dispatched then skip dispatching any other Clues.

If no one has six or more Mementos or if there is a tie, have the player character with the most successful Challenge Check during the search receive **CLUE 2B** but only do so after every player takes a searching action of some sort, or they are attempting to interrogate the Supporting Characters.

CLUE 2B *is an instant camera picture of a man watching the person taking the photo from a black sedan. It is hard to see any details, just the shape of a person and the car.*

If someone makes an Investigation Challenge check with 6 or more Successes, reveal that the license plate, while blurred, looks like a Federal government plate.

Eventually all of the player characters are drawn together as the night grows darker and they resort to using flashlights to see. The player with the best Challenge Success in further investigation spots the location of the backpack.

At your feet, the bright yellow camping backpack has been upturned and all of the belongings are tossed haphazardly across the jagged rocks and tangled branches. A red spiral bound notebook hangs from one particularly crooked branch as the pages, ripped from within it, dance in the breeze.

If the players search the backpack first and if one of them makes a Hope Challenge Roll with 3 or more successes, give the player that is actively looking **CLUE 3A**.

CLUE 3A *is another instant photograph found next to a broken camera, it was recently taken and is still developing. It's a blurred-black leather gloved-hand grabbing the camera.*

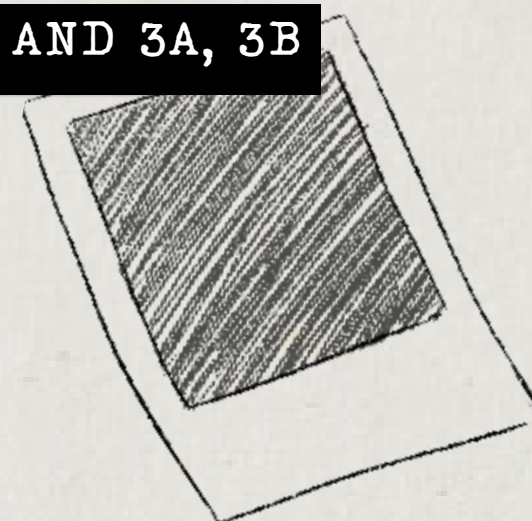
If the players gather pages from the journal first and some one amongst the group has Clue 1A, have the active players each roll a 1D6, give the player that rolls the lowest roll **CLUE 3B**.

CLUE 3B *boot print near the crime scene-with successful investigation a bootprint, size 9.*

If the players search the area first, they find a boot print. Any Challenge roll to investigate the print—with either Hope or something technical—with 4 or more successes reveals the print to be a US government issued combat boot size 9. (The FBI Agent, Secret Killer, and Skidmark are all wearing similar boots.)

After these clues are found and some roleplay occurs around them—yet before anyone can leave—the night sky, now with a full moon overhead, darkens.

CLUE CODES: 2A, 2B, AND 3A, 3B



Chapter Four

The Eclipse

**IF ENDING A HAS BEEN TRIGGERED,
GIVE THE SECRET KILLER HANDOUT X3.**

"The night sky hangs over you all like a pendulum, filled with bright burning stars and a full moon that glows with an eerie redness. Something happens as the air seems to thicken and each of you feel a chill breeze creep past you. Everything becomes dead silent as the birds and insects all go silent."

Have everyone make a Beef Challenge roll to prevent themselves from passing out for a few minutes. Any Successes over 3 prevent the blackout but the player character is still woozy and light headed.

"As you look upward, after reawakening, there is a strange sense of fear that washes over you as the Blood Moon over you hangs next to a perfect twin of itself. Two Blood Moons surrounded in a deep starless void. They vibrate and blur together as the Eclipse claims them both.

Darkness. Nothing.

Then, as the light of the moon returns, everything seems to have returned to normal. You are all together in the renewed night.

A strange rattling hum fills your ears as you feel the crawling of something across your hands and faces. Each of you is covered in cicadas that are undulating with thousands of tiny legs across you in thick hordes as their wings vibrate and fill the air with a deafening rattle. Hundreds of thousands of them are covering everything in the area and then, in a moment, take flight and blot out the night sky for a long breathless moment before disappearing as quickly as they appeared.

Something happened but—more importantly, in the distance, you each see a figure standing peacefully over a rocky outcropping. As the light of the moon shines upon them, for a moment, you see it is Harlen—a pale blue shimmer of light surrounding him—before he disappears completely before you as a cloud passes across the full moon and drops everything back into a temporary void.

Was it just a strange trick of the light or was Harlen there?"

Any Challenge checks higher than 3 Successes confirm that it wasn't real even though multiple people saw it...

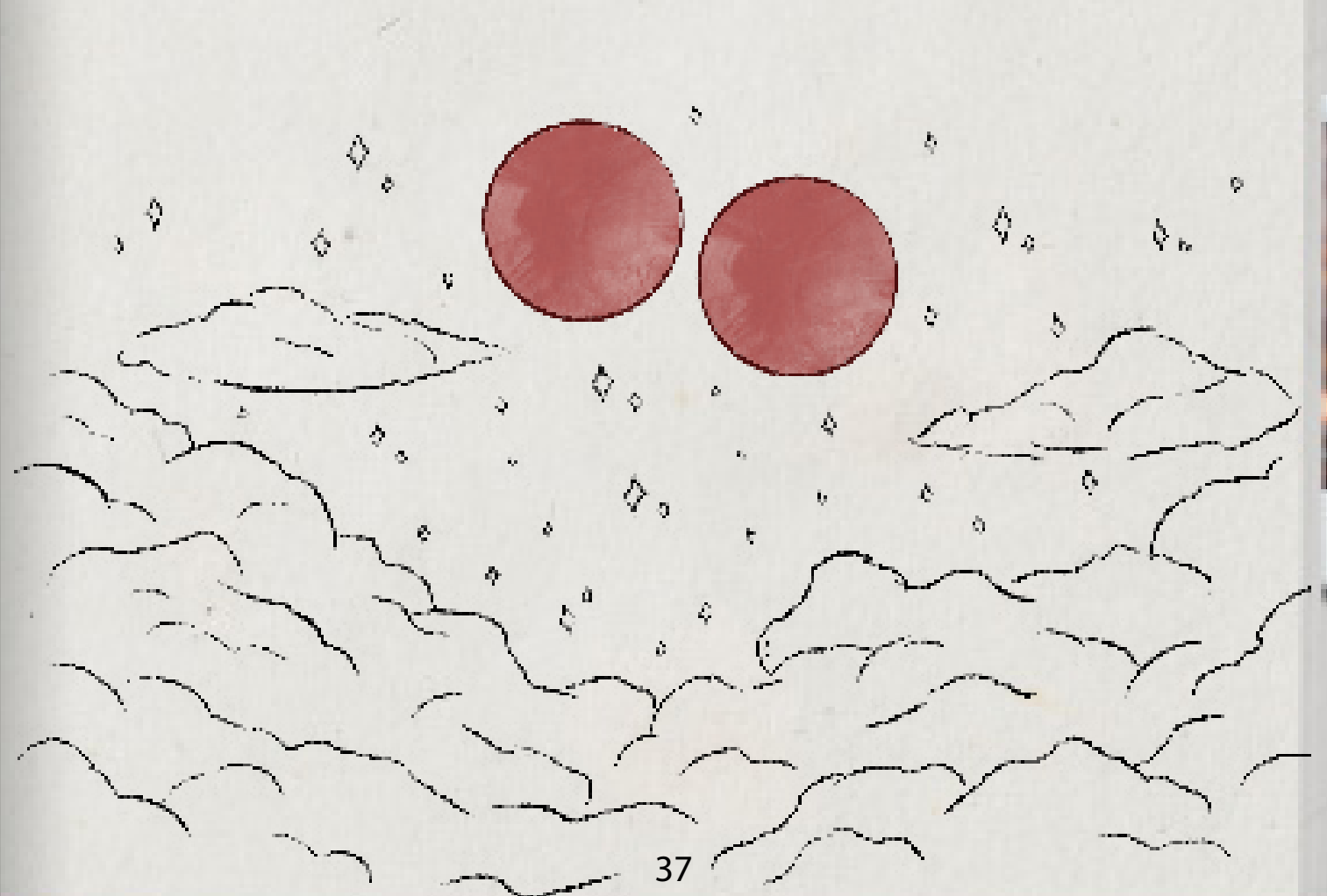


CLUE 4A is a symbol drawn in the dirt. It looks like a number 5. (It's actually the letter S with "ar" after it.)

With an investigation Challenge Roll of more than 4 successes, it becomes clear that some sort of struggle happened here and that Harlen wasn't alone.

If the Secret Killer is at the table give them **CLUE 4B** regardless of the other situations. The player can do with it as they like, share it or not. If the players investigate the location where Harlen was standing after the eclipse, they find a shattered, bloody body...

CLUE CODES: 4A AND 4B (FAKE CLUE)



Chapter Five

The Body

"Harlen lies against the jagged rocks like a discarded rag doll. He is—at least—twenty feet down into a gorge and is clearly dead. Some of his things lie around him and his blank, blinkless stare seems to be targeting each and everyone of you. Pages from his journal, ripped from within it, dance in the breeze and fall off into the void, lost forever. Only the scraps that you've collected remain and the clues that you've collected. One thing is certain, this was no accident. Harlen was killed and no one could have done it other than the people within the Crossroads expedition."

Without any clear authority, it is up to the player characters to make some choices about how to handle the situation or relinquish control to one of the more vocal story characters. Various items are available to use to either gain outside aid or to transport the body.

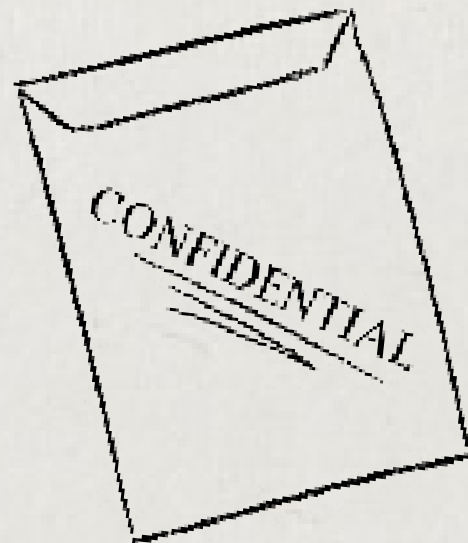
Let the player characters make some decisions and follow their lead or—if they seem stuck—bring in one of the adult counselors to take control of the situation.

If the player characters assist or take charge in the retrieval of Harlen's body, they can utilize the ropes or build a stretcher using material from around the campsite. Use Beef Challenge rolls and reward their successes, if they fail, have one or more of the assisting player character or story character hurt themselves.

If the player characters assist or take charge in the retrieval of Harlen's body, they can utilize the ropes or build a stretcher using material from around the campsite. Use Beef Challenge rolls and reward their successes, if they fail, have one or more of the assisting player character or story character hurt themselves.

Give that player **CLUE 5A**.

CLUE 5A is a sealed envelope with a page from what looks like an FBI document that details a situation where Harlen was found to be the only survivor in an explosion that happened outside of a medical center.



Some of the player characters or story characters, if needed, may recall the incident being on the news but none knew that Harlen was involved. Among the dead is a list of people, that includes one Sarah X. Insert the last name of the Secret Killer character onto the blank spot near Sarah's name. This is the younger sister of that player character who was killed in the accident, which the Secret Killer no longer believes to be an accident.

It is unclear as to whether or not the accident is due to something insidious like a bomb or some arson situation that got worse than expected but it is the Secret Killer's belief that Harlen did something intentionally to destroy that medical center.

IF ENDING A IS NOT IN PLAY Include the list of names and not the link to the Secret Killer. Add the name, Rosemary Salinger, the wife of Special Agent Salinger. All other information remains valid.

CLUE CODES: 5A

As this discovery is made—or after the body has been recovered and other attempts to search the area have failed, read the following:

"The wind begins to pick up again, slowly at first and then faster and faster until it feels as though a tornado is passing by each of you, the sound of a loud motor spinning is followed with the appearance of a helicopter shining a bright searchlight up your group.

The local ranger rescue helicopter hovers for a moment before it touches ground.

And that is the end of your wilderness expedition in the Black Hills, each of you are taken back to the nearby city of Sundance, where you are given a change of clothes, a hot meal, and put into a large room under police supervision for questioning."



DEVIL'S TOWER



Chapter Six

Sundance

"Hours pass and morning eventually arrives, bringing soft warm sunlight through the large windows and skylights of the Crook County Museum, the only place in the microscope town of Sundance big enough to facilitate an investigation of this size. The local Sheriff and her deputies are keeping watch over all of you but they keep their distance.

A pair of FBI agents in cleanly pressed black suits seem to have taken over the situation. Special Agents Mona Banerjee and Victor Salinger introduce themselves to the group and thank them for their patience and cooperation. It all feels very matter of fact and more like a school seminar than a murder investigation."



The player characters and story characters are held for questioning—locked up—in the spacious Crook County Museum, amongst the historical dioramas and large displays. The tiny jail in the sheriff's office is far too small to handle this amount of action.

CLUE CODE: 6A & 6B

You can describe the Agents and let the player characters circulate amongst the other story characters to begin to work out what exactly happened and who killed Harlen.

At this point there should be as many as 5 different clues on the board with the possibility of one fake clue planted by the Secret Killer.

Allow the characters to secretly work amongst each other to put the clues together and work to question the other players and story characters.

If the player characters roll any Challenge Roll with 6 or more successes while talking to any Supporting Character, give them **CLUE 6A**.

CLUE 6A is a newspaper clipping that describes the deadly fire that Harlen was part of, it mentions the dead, including the Secret Killer's little sister or Agent Salinger's wife.

If there is a single Clue missing from any other Clue Tier and at least one Support Character has been turned against the player characters due to poor social interactions, give the player with the fewest Mementos **CLUE 6B** and only after it proves unlikely for the players to receive Clue 6A.

CLUE 6B is Harlen's medical records, stolen by the Supporting Character that was turned against the player characters. That character seeks to make things right and wants to help the players, they stole the file from the FBI Agents when they were being interrogated.

The file is full of dates and treatments for a variety of disorders both physical and mental. Harlen was hospitalized a lot. If someone amongst the player characters makes a Hope Challenge Roll with 3 or more successes they see that the doctors all are marked as government agents. There are multiple signatures by Agent Salinger.

If one of each of the Clues has been placed on the Murder Board—and if Ending A wasn't triggered by the character creation process, then **ENDING B** is the result of the mystery and you can proceed to Ending B.

If one or more Clues were missed and the Murder Board is missing a Clue—or more—then **ENDING C** is triggered and you can proceed to Ending C.

The Facilitator guides the players through the scene to resolve—or increase—the building tension amongst all of the characters. Feel free to roleplay as much or as little as you like and work in the relationships that the player characters have built with the story characters.

Based on previous choices, one story character may start a fight. Another—based on other choices—may try to escape. Finally, another may accuse one of the player characters of Harlen's murder and work to convince the other characters to go along with it.

FBI Special Agent Mona Banerjee and FBI Special Agent Victor Salinger bring the player characters into individual interviews. They test the characters and explain that they are all under investigation. It becomes apparent that Banerjee is sympathetic to the teens while Agent Salinger is harsh and confrontational.

The interview can be run as the Facilitator sees fit, depending on the time remaining for the session. A great deal of dramatic tension can be built by 'shorthand' the process and giving each player a couple of questions to answer in quick vignettes that share a few minutes of each character's time in the "hot seat."

Treating this series of scenes as an intercut film sequence works well and jumping amongst the players with dramatic interactions can really add momentum to the finale.

A selection of potential questions for the agents include:

What was your relationship with Harlen Mitchell like?

Who did you see Harlen with last? Can you describe the interaction?

Did Harlen speak with anyone before he disappeared on the trail?

Do you know of anyone that didn't like Harlen?

What was Harlen's relationship like with (Stephen Burnett, Juanita Ramirez, Benjamin Skidmark Spackler, James Sato, Heather McNamara)?

Choose one of the support characters that you feel might have come across as suspicious.

You can use different supporting characters for different player interviews.

**Where were you when Harlen went missing?
Can you prove that?**

To help resolve this roleplay and give the player characters some support and to throw some red herrings into the mix, the major story character objectives and reactions are listed below.

Mister Stevie - Is distraught and sad, the candy coating has worn off and he is an emotional wreck. He blames himself. This could be seen as an act by some looking to point the finger but, if so, it's an award winning performance.

Ms. Ramirez - Is quiet and introspect but helpful and kind. She is nurturing to the teens and forthcoming to the authority figures in Sundance. She could be seen as secretive but, if so, only to protect the teens from further harm.

Heather McNamara - Is resentful at being pulled into all of this and standoff-ish. Depending on how the relationship with the players has been built, she could be hugely helpful or a pain in the ass, quick to sell the group out to the agents, if she has anything on them. She could be seen as involved and won't take kindly to any questioning or finger pointing.

Jimmy Sato - While Jimmy may not be as upbeat as he was, he still has his head on a swivel and is eager to assist anyone.

Skidmark - A very likely red herring, Skidmark—again depending entirely on the successful or failed relationship building by the players—could easily be singled out as a suspect, especially since they were unaccounted for during portions of the hike and search. Skidmark will be defiant and combative if cornered or questioned by anyone other than someone they consider a friend. Even then, that friend would need to tread carefully in making any accusations.

Should roleplay be stalling out or if the players are unfocused in their actions, the Facilitator should use the Supporting Characters, especially the Agents and Sheriff to motivate a resolution. If the players have a suspect, help them to bring it to one of the authority figures. If they don't and seem to be lost in the mystery—it can happen and there is no shame in it—feel free to have one of the other teens guide them forward and offer some support in putting the pieces together.

Use the following questions to help reach a resolution and move onto the appropriate ending, as determined by the Clue Handouts that have been pinned to the Murder Board.

DO ANY OF YOU HAVE A CLEAR SUSPECT IN MIND?

DO YOU THINK THAT YOU KNOW WHAT HAPPENED AND WHY?

WHO DO YOU TAKE THIS INFORMATION TO?

ENDING A

The Enemy that You Know...

"It is clear that the killer is in this room and that someone had something to do with the death of Harlen Mitchell. The FBI Agents are questioning everyone one by one, but they don't have the same information that you have. It's up to you to figure out who is responsible and try to goad them into confessing.

With all of the different personalities in the Crossroads expedition, you have your work cut out for you, use the clues and question everyone. Any one of them could know something or—even—be the killer."

Depending on how the Secret Killer has roleplayed the situation, the players will be working against each other, even though they might not yet know it. Depending on the choices made earlier in the game, the Secret Killer could be working to complete a story-mask that points to another story character as the killer. The most obvious red herring of the group is Skidmark who—unless the player characters have worked to get to know them through Cool Challenge Rolls—seems like a likely murderer at first glance.

They wear old boots and were separated from the Secret Killer when they were searching for Harlen. They admit that they have had a confrontation with Harlen but that was over him taking an instant camera photo of them without asking first. They hate having their picture taken.

Other red herrings such as Mister Stevie or Heather McNamara are quickly disproven as they have witnesses to their whereabouts when Harlen was murdered.

Encourage the roleplay and—if things get bogged down—have the Special Agents question the Secret Killer and let them break the case, if the players seem lost or confused.

"The old boot print, the number 5 in the dirt, was an S, and the FBI document that revealed that Sarah—the sibling of [Secret Killer player character]—was killed in an explosion that only Harlen survived at a medical center...everything points to [Secret Killer player character]. If Clue Handout 4B was used, the biggest reveal is that the fake note was found by [Secret Killer player character] and proven to be a fake. Harlen's handwriting was always much neater and never in block letters.

The killer was [Secret Killer player character]. They thought that Harlen killed their sister and a whole lot of other people in an explosion that happened at the medical center that treated him for vertigo and depression. He was the only survivor and the FBI has been following him, they just didn't have proof. [Secret Killer player character] went so far as to sign up for this Crossroads event just to get him alone and confront him. It went too far and Harlen fought back."

ENDING B

Broken Hearts and Broken Bones.

"Agent Salinger's eyes light with fury at the accusation, 'Clearly, you've all spent too much time out in the wilderness or maybe you're all on something. I'm an agent of the United States government and here to protect all of you.'"

It is up to the player characters to present the evidence from the Clues—especially the FBI document that was sealed in the envelope to prove their case. Somehow, Salinger was able to follow Harlen and the Crossroads group out and attempted to make the murder look like an accident.

He believed Harlen was responsible for the explosion that took his wife's life at the Westways Medical Facility.

Follow the Clue Breakdown in the Appendix to help guide the players.

Agent Victor Salinger had been doggedly pursuing Harlen and wanted to force him to admit that he caused the explosion at the Medical Facility where his wife was being treated. Salinger believed that they could restrain and confine Harlen, saving others from harm. Things went south and he killed Harlen while trying to scare and coerce him.

He planted fake evidence to guide others toward one of the Crossroads expedition but Harlen had hidden Clues that told the full story.

Victor was following Harlen—and the player characters—and thought that the expedition was the perfect opportunity to get Harlen alone, away from the town and others, to force his hand and get what he wanted. His reaction to being discovered is based on previous Successes on both Cool or Cred Challenges and roleplay but may be murderous or distraught.

Agent Banerjee will draw her weapon once she is convinced and arrest Salinger.



ENDING C

No Exit.

"The whole thing seems like a dream. The eclipse, the cicadas, the two moons in the sky, nothing seems real any longer. More importantly, it feels as though something is missing, that you missed something. Out there in the wilderness, under the stoic gaze of the Devil's Tower, something slipped past you.

Now, it seems like it is too late. You'll have to do your best to piece together the answers with what you have before you."

The death of Harlen is going to go unexplained and a murderer has gotten away but that doesn't mean that the story has to have an unsatisfying conclusion, allow the players to question the other story characters and to point the finger as they see fit. Unfortunately, without a full **Murder Board**, none of it will stick but the player characters can walk away knowing that they think that they have solved the mystery, even if justice isn't delivered today.

This ending is possible with Ending A (*The Enemy That You Know..*) triggered, if a Clue is missing on the Murder Board, due to the killer's interference, the truth may be obscured. Although it is, also, possible that the Secret Killer feels the pressure or oversteps in their attempts to hide the truth and ultimately reveal themselves as Harlen's murderer.

Use the Appendix Guides as you see fit but only through roleplay will anything further be resolved and the evidence will be lacking either way. Such sleuthing will leave much to be unresolved.

You can let the players work together to conclude the many of the smaller connections made amongst the Story Characters and leave the game on a bitter-sweet note of loss and confusion.

Not all endings wrap everything up wrapped in a neat bow and sometimes the answers slip past us.

It's all in the journey, not the destination.



Secret Killer, Secret Rules

Ending A

The Ending A option is not triggered through Clue Handout collection or additional triggers within the action prompts; the Secret Killer ending and gameplay is initiated through the Character Customization and selection process. Follow the rules below and distribute the Handouts as noted in the chapter text where appropriate.

TRIGGERING ENDING A:

Should a player select the **Deal - Goodie Goodie** and the **Secret - Everything About You Is A Lie**, then that combination will trigger Ending A and their background becomes linked to Harlen's past. Read below for details.

It is important to allow the player that makes these selections to choose whether or not they wish to take on the role. Some players may not feel comfortable with it and in becoming the Secret Killer. That player undertakes a series of actions to try to derail the investigation and is considered "character vs. character" roleplay, which can create tension and discomfort in some play groups.

At the beginning of Chapter 3, use the **HANDOUTS X1** to gain the players confidential consent to become the Secret Killer.

To defuse any suspicion, give **HANDOUTS X2** to all of the other players to individually fill out.

Should the player consent to the Secret Killer mission, then give them **HANDOUTS X3** which details the background that led them to kill Harlen. If they refuse, simply proceed with the game and continue to log Clue Handouts to resolve the game with Ending B or C, depending on the player's actions.

HANDOUTS X1: In selecting your Deal and Secret, you have triggered the Secret Killer ending, should you consent to this ending, your character will become the killer and work—covertly—to subvert the investigation and escape capture. Is your character the killer? Circle One - Yes or No.

HANDOUTS X2: If your character was to discover a clue that made them look suspicious, would they share it with the group? Circle One - Yes or No.

HANDOUTS X3: Background - Harlen Mitchell was suspected of involvement in a horrible explosion that destroyed the Westways Medical Treatment Center. While it was ruled a horrible accident due to an electrical short in the building's wiring, many people were suspicious of the circumstances. The building was newly constructed and had many safeguards against such occurrences, given that many caustic and dangerous substances and gasses were stored on the site.

The accident harmed many people and killed seven.

One of the victims was your little sister, Sarah, who was being treated for leukemia.

Although Harlen was cleared of any suspicion by the local authorities, you learned from your father, a local deputy, that the FBI has been investigating Harlen and that he has been under surveillance for over a year.

You started following Harlen yourself and managed to break into his locker and steal one of the red notebooks that he was always writing in. In his journal, he admitted to being responsible although he never wrote how he did it, just that he felt horrible and didn't want to hurt other people.

You took the notebook to your father but he took it and told you to stay away from Harlen and out of this business. Nothing happened. No one was going to do anything about any of it. So you have taken matters into your own hands. You've decided to stop Harlen before he can harm anybody else. Your plan has been to make his death look like an accident and you've orchestrated everything to make it happen here at the Crossroads event. You've slipped an anonymous note in his backpack that has told him that you know everything and that he must meet you on the path on the way to Devil's Tower or you'll ruin his life.

Harlen, paranoid and distraught, is carrying a stolen gun though and his death won't be simple or straight-forward.

Your current task is to covertly and carefully steer the others away from discovering the truth.





PRE-MADE CHARACTER OPTIONS



Nerd with Big Brain

Maybe not the pocket protectors and glasses type but you do love to learn.

CRED	COOL	HOPE	BEEF
3	2	4	1
Trait: SMART - Add one die to any skill pool related to knowing something.			

Jock with Short Fuse

You're the sporty type, physically fit, and resilient.

CRED	COOL	HOPE	BEEF
2	3	1	4
Trait: TOUGH - Add one die to any that involves physical activity or exhibition.			

Dropout with Back Talk

Turn on, Tune in. You've given up on school but not on life.

CRED	COOL	HOPE	BEEF
1	4	1	4
Trait: REBEL - Add one die to any pool that is resisted by someone else.			

Prep with Reroll Master

Dress for success and don't be afraid to be square.

CRED	COOL	HOPE	BEEF
4	3	2	1
Trait: SLICK - Add one die to any pool that involves impressing or intimidating someone.			

Artist with Jury Rig

You're creative and see the world in a unique way.

CRED	COOL	HOPE	BEEF
3	4	2	1
Trait: INSPIRED - Add one die to any skill pool to make something.			



Loner with Street Smarts

You don't need anyone and keep to yourself.

CRED	COOL	HOPE	BEEF
1	4	2	3
Trait: SELF-RELIANT - Add one die to any pool as long as you are alone.			

Geek with Social Oblivion

Tragically weird and proud of it...or unaware of it.

CRED	COOL	HOPE	BEEF
3	2	3	2
Trait: STRANGE - Add one die to any pool related to something obscure.			

Party Animal with Unconventional Investigation

Always up for a good time.

CRED	COOL	HOPE	BEEF
3	4	1	2
Trait: TOLERANT - Add one die to any pool to resist the effect of any substance.			

Goodie Goodie with Quick Learner

Practically perfect in every way.

CRED	COOL	HOPE	BEEF
4	1	4	1
Trait: PURE - Add one die to any pool that is virtuous.			

Townie with Restorative Support

The local village rat. You know things.

CRED	COOL	HOPE	BEEF
3	3	1	3
Trait: GUIDE - Add one die to any pool related to local lore or knowledge.			

NERD

Maybe not pocket protectors and glasses but you do love to learn.

NAME: _____



CRED: [die icon] [die icon] [die icon]

COOL: [die icon] [die icon]

HOPE: [die icon] [die icon] [die icon] [die icon]

BEEF: [die icon]

SMART

TRAIT: Add one die to any dice pool related to you knowing something.

Baggage

CHOOSE ONE (optional)

- ☐ When you were much younger, you witnessed a horrible accident.
- ☐ You suffered a serious illness and nearly died.
- ☐ You were deeply humiliated in front of a large group of people by a bully.

Secret

CHOOSE ONE (optional)

- ☐ You took credit for the work of someone else.
- ☐ You are in love with someone in the immediate group but they believe they could never feel the same about you.
- ☐ You abuse ADHD medication to help you excel in your schoolwork.

BIG BRAIN

"HOW DO YOU LIKE THEM APPLES?"

Always thinking and contemplating, you're an adept problem-solver. Once per game, you can trade a Memento die to trigger a Clue Handout in a scene without hitting the prompt or double a Hope Dice Pool in a Challenge Roll.

GEAR

- A book on an education subject of your choosing
- A selection of pens and pencils
- A notebook
- A compass
- A change of clothes and a Crossroads United tee-shirt
- A large yellow Crossroads backpack including a single person tent, sleeping bag, some emergency rations, water canteen, some rope, and a small pocket knife

CHOOSE ONE

- ☐ A book of matches
- ☐ A calculator
- ☐ A roleplaying manual

TWO MOONS
RISING

DESCRIPTIONS

CLUES

TWO MOONS
RISING

JOCK

You're the sporty type, physically fit, and resilient

NAME: _____



Baggage

CHOOSE ONE (optional)

- ☐ You nearly drowned in a lake when you were a child.
- ☐ You have a toxic relationship with one of your parents.
- ☐ You witnessed the death of someone that you love.

Secret

CHOOSE ONE (optional)

- ☐ You are on an academic suspension.
- ☐ You are a talented poet.
- ☐ You use sports enhancement drugs to treat an injury that you aren't supposed to be playing on.

CRED:

COOL:

HOPE:

BEEF:

TOUGH

TRAIT: Add one die to any Dice Pool related to any physical challenge that you undertake.

SHORT FUSE

"DON'T MESS WITH THE BULL, YOU'LL GET THE HORNS"

You're extremely coordinated and athletic, capable of wildly impressive physical feats, double any Challenge Pool that calls upon your athletic abilities but any 1 rolled within the results removes a Memento from your Player Bank (if available) and you spend the rest of the scene upset.

GEAR

- A piece of athletic gear - a baseball and glove, soccer ball, etc.
- A lucky charm
- A lettermans jacket
- A map of the area around Devil's Tower
- A change of clothes and a Crossroads United tee-shirt
- A large yellow Crossroads backpack including a single person tent, sleeping bag, some emergency rations, water canteen, some rope, and a small pocket knife

CHOOSE ONE

- ☐ A stopwatch
- ☐ A whistle
- ☐ A diamond pendant, stud earrings, or ring

TWO MOONS
RISING

DESCRIPTIONS

CLUES

TWO MOONS
RISING

DROPOUT

Tune on, Tune in. You've given up on school but not on life.

NAME: _____



CRED:

COOL:

HOPE:

BEEF:

REBEL

TRAIT: Add one die to any Dice Pool that is contested by a Player or Support Character or against authority.

Baggage

CHOOSE ONE (optional)

- ☐ You owe someone dangerous money.
- ☐ Your favorite pet was hit by a truck and you had to put it out of its misery.
- ☐ You're responsible for someone else getting hurt.

Secret

CHOOSE ONE (optional)

- ☐ You owe someone dangerous money.
- ☐ You or someone that you've slept with is pregnant.
- ☐ You scored 800 on your SATs.

BACK TALK

"DOES BARRY MANILOW KNOW THAT YOU
RAID HIS WARDROBE?"

You've learned how to get what you want by hurling a barrage of insults and banter. Roll a single die, calling odds or evens, if you are correct, double your Dice Pool on a Social Challenge roll.

GEAR

- A jean jacket covered in patches.
- A pair of leather work gloves.
- A pair of sunglasses.
- A flask.
- A change of clothes and a Crossroads United tee-shirt.
- A large yellow Crossroads backpack including a single person tent, sleeping bag, some emergency rations, water canteen, some rope, and a small pocket knife.

CHOOSE ONE

- ☐ A pair of brass knuckles.
- ☐ A pack of cherry bombs.
- ☐ A pair of combat boots.

TWO MOONS
RISING

DESCRIPTIONS

CLUES

TWO MOONS
RISING

PREP

Dress for success and don't be afraid to be square.

NAME: _____



CRED: [dice icon]

COOL: [dice icon]

HOPE: [dice icon]

BEEF: [dice icon]

SLICK

TRAIT: Add one die to any social Dice Pool.

Baggage

CHOOSE ONE (optional)

- ☐ You are ignored by your family.
- ☐ You were in a boating accident.
- ☐ You feel that you will never live up to your family's legacy.

Secret

CHOOSE ONE (optional)

- ☐ Your family is broke.
- ☐ You have a problem with gambling.
- ☐ You're intensely jealous of a Player Character of your choice.

REROLL MASTER

"AS IF?!"

By spending a Memento, you may reroll any Challenge Pool result but if any dice resolve with a 1, remove an additional Memento from your Player Bank for each instance of a 1. If none are available, remove one from the Shared Bank; if none are available, take a narrative complication.

GEAR

- Two changes of expensive camping clothes
- A designer purse or satchel
- An expensive watch
- A vape pen or chewing gum
- A change of clothes and a Crossroads United tee-shirt
- A large yellow Crossroads backpack including a single person tent, sleeping bag, some emergency rations, water canteen, some rope, and a small pocket knife

CHOOSE ONE

- ☐ A hidden cell phone with high end bluetooth headphones (no reception)
- ☐ A platinum tier credit card and \$1000 in cash
- ☐ A diamond pendant, stud earrings, or ring

TWO MOONS
RISING

DESCRIPTIONS



CLUES

TWO MOONS
RISING

ARTIST

You're creative and see the world in a unique way.

NAME: _____



CRED: [die icon] [die icon] [die icon]

COOL: [die icon] [die icon] [die icon] [die icon]

HOPE: [die icon] [die icon]

BEEF: [die icon]

INSPIRED

TRAIT: Add one die to any dice pool that you are rolling to build or create something.

Baggage

CHOOSE ONE (optional)

- ☐ You ran away from home and were lost for days.
- ☐ You were in a coma for two weeks.
- ☐ Everyone you've ever shared your art with has been critical and hostile.

Secret

CHOOSE ONE (optional)

- ☐ You fear that your work is garbage.
- ☐ You've decided to quit your job and take a "normal" job.
- ☐ You've been accepted to an art college you can't afford.

JURY RIG

"DUCTTAPE AND A PRAYER"

Using bubble gum, some old wire, and a little know-how, you can make just about anything work, no matter how rusted or beat up it might be. Trade in a Memento to collect enough material to make something broken work for a short amount of time or build a tool to solve a problem.

GEAR

- A sketchbook and pencils
- A jacket covered in dried paint of a dozen colors
- A harmonica
- A change of clothes and a Crossroads United tee-shirt
- A large yellow Crossroads backpack including a single person tent, sleeping bag, some emergency rations, water canteen, some rope, and a small pocket knife

CHOOSE ONE

- ☐ A powerful multitool
- ☐ A rain poncho
- ☐ A small digital video camera

TWO MOONS
RISING

DESCRIPTIONS

CLUES

TWO MOONS
RISING

LONER

You don't need anyone and keep to yourself.

NAME: _____



CRED:

COOL:

HOPE:

BEEF:

SELF-RELIANT

TRAIT: Add one die to any pool as long as you are alone.

Baggage

CHOOSE ONE (optional)

- ☐ You were raised by a foster family that didn't want you.
- ☐ Your were in love with someone who cheated on you with someone that you trusted.
- ☐ One of your parent's dies during military or first responder duty.

Secret

CHOOSE ONE (optional)

- ☐ You have a secret hobby that you are afraid no one would understand.
- ☐ You're afraid of making friends and being rejected.
- ☐ You wish that you could be more like another player character at the table. You are very antagonistic to them out of fear of looking weak or desperate.

STREET SMARTS

"STRANGE THINGS ARE AFOOT AT THE CIRCLE K."

Able to procure questionable things such as recreational drugs or alcohol and get information that others might prefer remain hidden, trade in a single Memento for a useful item of dubious origin. Hand-cuffs, pain pills, a burner cell phone, or a fake I.D., you always know a guy who knows a guy.

GEAR

- A switchblade knife.
- A deck of poker cards.
- A little black book full of dangerous information.
- A change of clothes and a Crossroads United tee-shirt.
- A large yellow Crossroads backpack including a single person tent, sleeping bag, some emergency rations, water canteen, some rope, and a small pocket knife.

CHOOSE ONE

- ☐ A bag of weed.
- ☐ A leather jacket covered in patches.
- ☐ A burner cell phone with a camera and flashlight. (no service)

TWO MOONS
RISING

DESCRIPTIONS

CLUES

TWO MOONS
RISING

GEEK

Tragically weird and proud of it... or unaware.

NAME: _____



CRED: [die icon] [die icon] [die icon]

COOL: [die icon] [die icon]

HOPE: [die icon] [die icon] [die icon]

BEEF: [die icon] [die icon]

STRANGE

TRAIT: Add one die to any Pool that deals with obscure knowledge or bizarre skill sets.

Baggage

CHOOSE ONE (optional)

- ☐ When you were much younger, you witnessed a horrible accident.
- ☐ You suffered a serious illness and nearly died.
- ☐ You were deeply humiliated in front of a large group of people by a bully.

Secret

CHOOSE ONE (optional)

- ☐ You took credit for the work of someone else.
- ☐ You are in love with someone in the immediate group but believe that they could never feel the same about you.
- ☐ You abuse ADHD medication to help you excel in your schoolwork.

SOCIAL OBLIVION

"I'M NOT EVEN SUPPOSED TO BE HERE TODAY?"

Being forgettable had its advantages. You can disappear into the background of any scene without being noticed, as long as there is something else happening that will allow you to melt out of the perceptions of those around you. Roll a die, if you don't roll a 1, you're as good as gone and a ghost to those around you, as long as you don't do anything too disruptive. If you do roll a 1, then all eyes are on you.

GEAR

- A book on an educational subject of your choosing.
- A selection of pens and pencils.
- A notebook.
- A compass.
- A change of clothes and a Crossroads United tee-shirt.
- A large yellow Crossroads backpack including a single person tent, sleeping bag, some emergency rations, water canteen, some rope, and a small pocket knife.

CHOOSE ONE

- ☐ A book of matches.
- ☐ A calculator.
- ☐ A roleplaying manual.

TWO MOONS
RISING

DESCRIPTIONS

CLUES

TWO MOONS
RISING

PARTY ANIMAL

Always up for a good time.

NAME: _____



CRED: [die icon] [die icon] [die icon]

COOL: [die icon] [die icon] [die icon] [die icon]

HOPE: [die icon]

BEEF: [die icon] [die icon]

EXUBERANT

TRAIT: Add one die to any Pool that makes you the center of attention.

Baggage

CHOOSE ONE (optional)

- ☐ A fire nearly took your family's lives, your childhood home burnt to the ground.
- ☐ You were trapped in a cave for over a week.
- ☐ A sibling died in your arms.

Secret

CHOOSE ONE (optional)

- ☐ You nearly died of alcohol poisoning.
- ☐ You practice close up magic.
- ☐ You deal drugs to pay for a sibling to go to an expensive private school.

UNCONVENTIONAL INVESTIGATION

"I WANT TO BELIEVE"

As a conspiracy theorist, you are able to make connections that others might miss, you tend to be seen as a bit of a weirdo though. Once per game, you can roll an extra die for every Clue currently on the Murder Board to gain insight or information from a single Challenge.

GEAR

- A flask.
- A small boombox filled with Mp3s and LED party lights.
- A change of clothes and a Crossroads United tee-shirt
- A large yellow Crossroads backpack including a single person tent, sleeping bag, some emergency rations, water canteen, some rope, and a small pocket knife

CHOOSE ONE

- ☐ An acoustic guitar
- ☐ A box of glow sticks
- ☐ A whoopie cushion

TWO MOONS
RISING

DESCRIPTIONS

CLUES

TWO MOONS
RISING

GOODIE GOODIE

Practically perfect in every way.

NAME: _____



CRED:

COOL:

HOPE:

BEEF:

EXEMPLAR

TRAIT: Add one die to any Pool that makes you look good.

Baggage

CHOOSE ONE (optional)

- ☐ Your entire family nearly died in a fire when you were younger.
- ☐ You once killed a wounded bunny with a rock.
- ☐ You had horrible scoliosis as a child and had to have multiple surgeries that prevented you from going to school or out of town.

Secret

CHOOSE ONE (optional)

- ☐ You take care of a sick parent.
- ☐ You cheated and stuffed the voting boxes to become School President.
- ☐ Everything about you is a lie.

NATURAL TALENT

"NEVER HAD ONE LESSON"

It doesn't take you long to pick up on something. You can add two dice for every one Memento die that you spend in supporting any other character in any skill based Challenge.

GEAR

- A packed sandwich for everyone
- A change of clothes and a Crossroads United tee-shirt
- A large yellow Crossroads backpack including a single person tent, sleeping bag, some emergency rations, water canteen, some rope, and a small pocket knife

CHOOSE ONE

- ☐ A flute
- ☐ A Bible, Qur'an, or religious symbol
- ☐ Sleeping pills

TWO MOONS
RISING

DESCRIPTIONS

CLUES

TWO MOONS
RISING

TOWNIE

The local village rat. You know things.

NAME: _____



CRED: [die icon] [die icon] [die icon]

COOL: [die icon] [die icon] [die icon]

HOPE: [die icon] [die icon]

BEEF: [die icon] [die icon] [die icon]

WORLDLY

TRAIT: Add one die to any pool related to local lore or knowledge.

Baggage

CHOOSE ONE (optional)

- ☐ You were attacked by a wild animal and were hurt badly.
- ☐ You ran away from home and got lost for days.
- ☐ Something that you saw when you were a child made you fear leaving the house.

Secret

CHOOSE ONE (optional)

- ☐ You believe that you are cursed and will never escape your hometown.
- ☐ You collect travel magazines.
- ☐ You have been writing letters to the other player characters but none of them write back.

RESTORATIVE SPIRIT

"WHAT'S YOUR DAMAGE?"

Always able to patch up a nasty cut or help a grieving friend, you've got a knack for setting things right when someone is down and out. You might make a good doctor one day or maybe a therapist but - for now - you're limited to lending a hand with minor wounds and mental distress. Spend a Memento to give another character two dice for their pool when rolling to overcome an injury or mental block.

GEAR

- A spiral bound notebook and pencil.
- A lucky coin or rabbit's foot.
- A change of clothes and a Crossroads United tee-shirt.
- A large yellow Crossroads backpack including a single person tent, sleeping bag, some emergency rations, water canteen, some rope, and a small pocket knife.

CHOOSE ONE

- ☐ A pair of hiking boots.
- ☐ A grappling hook and climbing gear.
- ☐ A first aid kit.

TWO MOONS
RISING

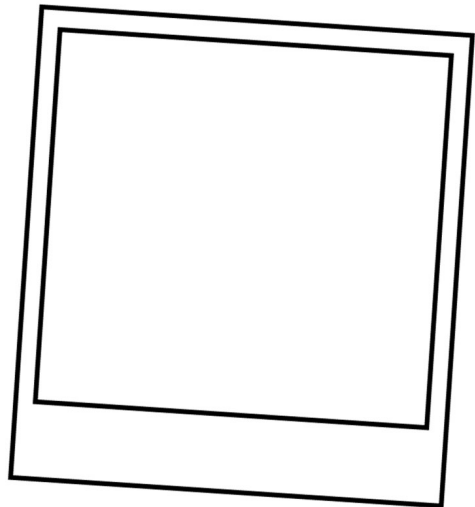
DESCRIPTIONS

CLUES

TWO MOONS
RISING

(Title) _____
(Description) _____

NAME: _____



Baggage

CHOOSE ONE (optional)

- ☐
- ☐
- ☐

Secret

CHOOSE ONE (optional)

- ☐
- ☐
- ☐

CRED: ☐☐☐☐

COOL: ☐☐☐☐

HOPE: ☐☐☐☐

BEEF: ☐☐☐☐

TRAIT:

GEAR

- A change of clothes and a Crossroads United tee-shirt
- A large yellow Crossroads backpack including a single person tent, sleeping bag, some emergency rations, water canteen, some rope, and a small pocket knife

CHOOSE ONE

- ☐
- ☐
- ☐

TWO MOONS
RISING

DESCRIPTIONS

CLUES

TWO MOONS
RISING

MURDER BOARD PRINT OUT

Join all six pages together in the center of the table. If you like, you can affix the pages to a single piece of cardstock or a cork-board with push-pins to attach clues as they are distributed.

Part 1: Space for CLUE 1 (CLUE 1A or 1 B)

Part 2: Space for CLUE 2 (CLUE 2A or 2B)

Part 3: Space for CLUE 3 (CLUE 3A or 3B)

Part 4: Space for CLUE 4 (CLUE 4A or 4B)

Part 5: Space for CLUE 5 (CLUE 5A)

Part 6: Space for CLUE 6 (CLUE 6A or 6B)

(Both Clues in Part 6 should be given out, but only one can be added.)



CLUE HANDOUTS

Each Clue Handout may be printed and assembled as described.

Clue 1A: A phone number written on the back of a ripped piece of a magazine. The magazine advertisement is for an antidepressant drug called Rendoxindrone.

Clue 1B: A business card for the State Rangers—it can be used to call them on a satellite phone. Also, the code for the locked lock on the metal locker out back is written here and the player characters can open it to find tools and other useful items.

Clue 2A: A torn bit of a journal that turns out to be from Harlen's red notebook. The journal entry is written in perfect, neat, and clear cursive and says a lot about being alone but the underlined phrase is "I don't know why he won't just leave me alone! It wasn't my fault. I don't deserve this. I wonder what they would think if they knew what I was really capable of."

Clue 2B: A instant camera photo picture of a man watching the person taking the photo from a black sedan. It is hard to see any details, just the shape of a person and the car.

Clue 3A: Another instant camera photo found next to a broken camera, it was recently taken and is still developing. It's a blurred hand grabbing the camera.

Clue 3B: Boot print near the crime scene—with successful investigation a footprint, size 9.

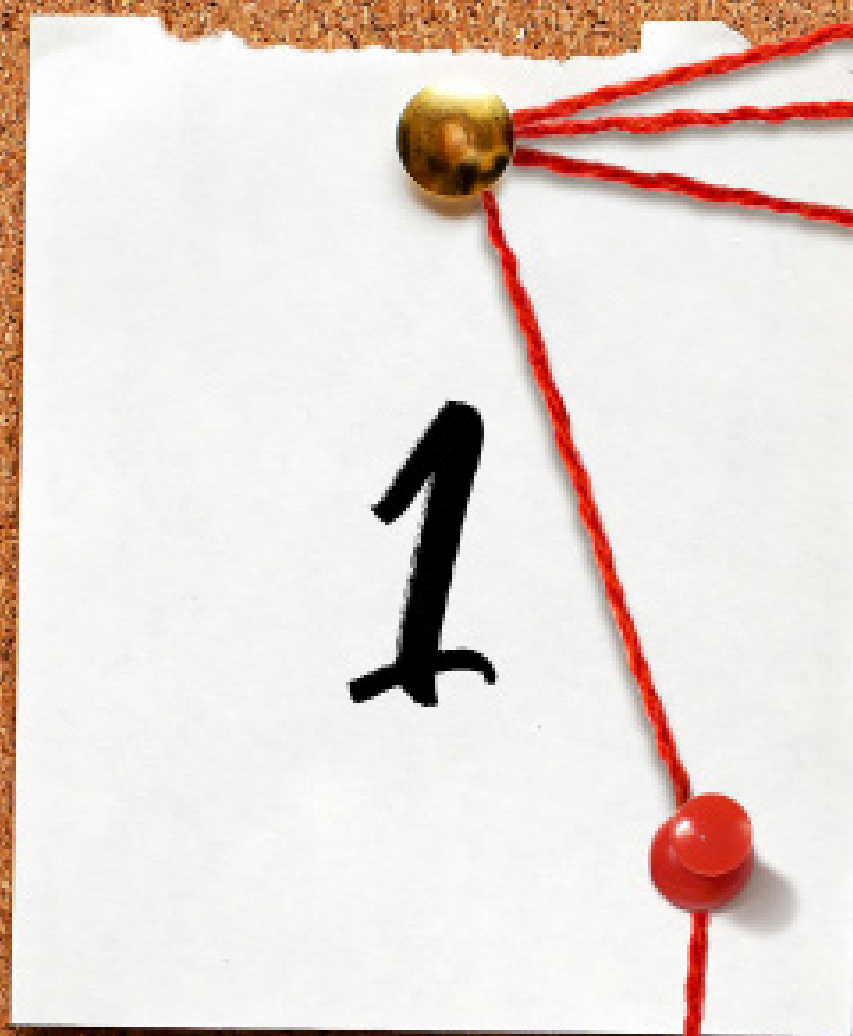
Clue 4A: A symbol drawn in the dirt. It looks like a number. "5" It is actually an S with an 'ar' after it.

Clue 4B: (fake clue planted by the Secret Killer): A suicide note—not written by Harlen—in blocky letters that states in bad handwriting, "I won't do this any longer. I hate you all. LEAVE ME ALONE!"

Clue 5A: A sealed envelope with a page from what looks like an FBI document that details a situation where Harlen was found to be the only survivor in an explosion that happened outside of a medical center.

Clue 6A: A newspaper clipping that describes the deadly fire that Harlen was part of, it mentions the dead, including the Secret Killer's little sister or Agent Salinger's wife.

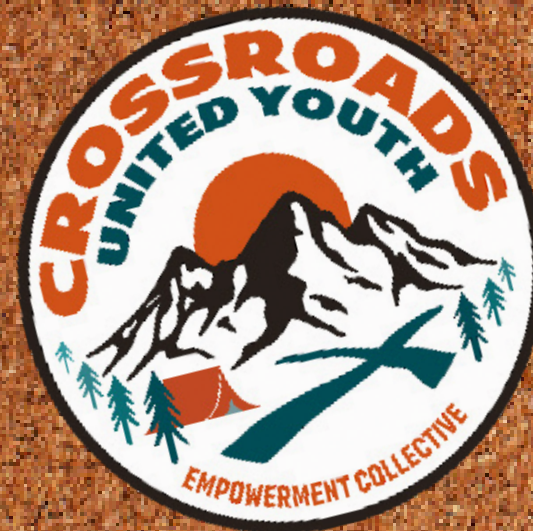
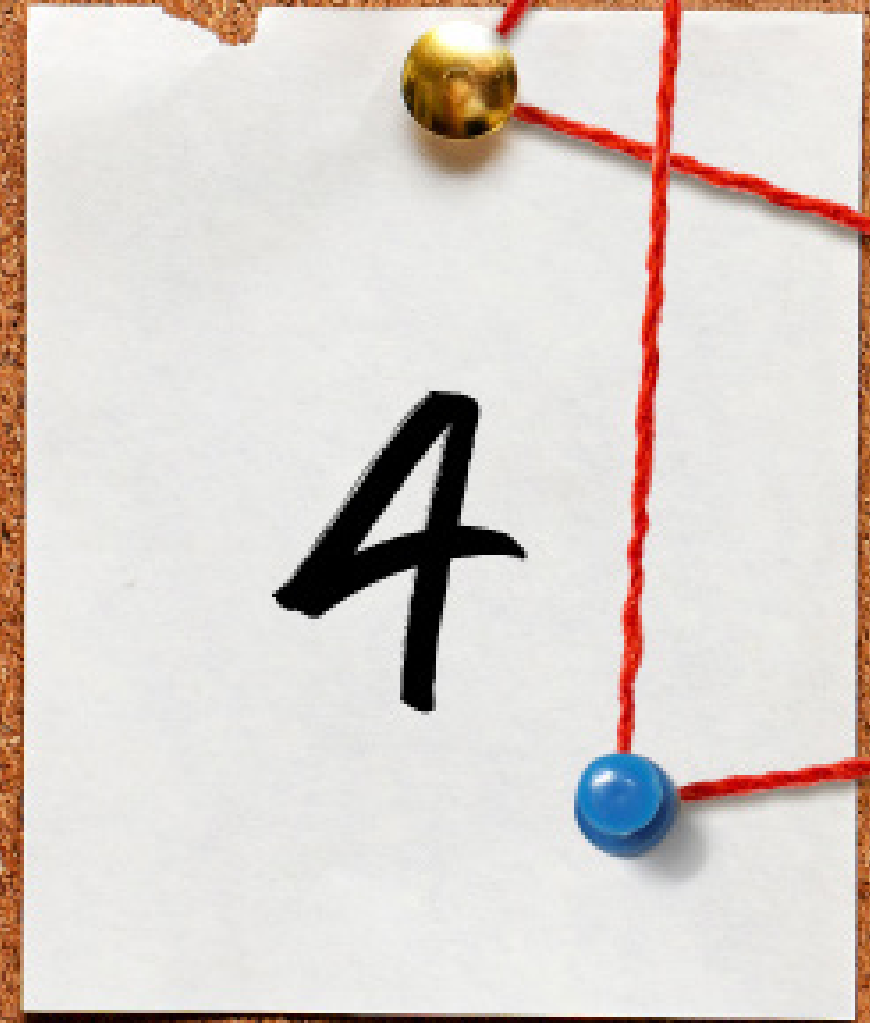
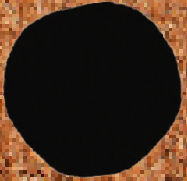
Clue 6B: Harlen's medical records, stolen by the Supporting Character that was turned against the player characters. That character seeks to make things right and wants to help the players, they stole the file from the FBI Agents when they were being interrogated.



**TWO MOONS
RISING**



HOLE TO ANOTHER
UNIVERSE



FROM THE WORLD OF

LIFE ^{IS} STRANGE

DOUBLE EXPOSURE

6

5

firewalk

The recovery
begins **NOW.**

(475) 646-6540

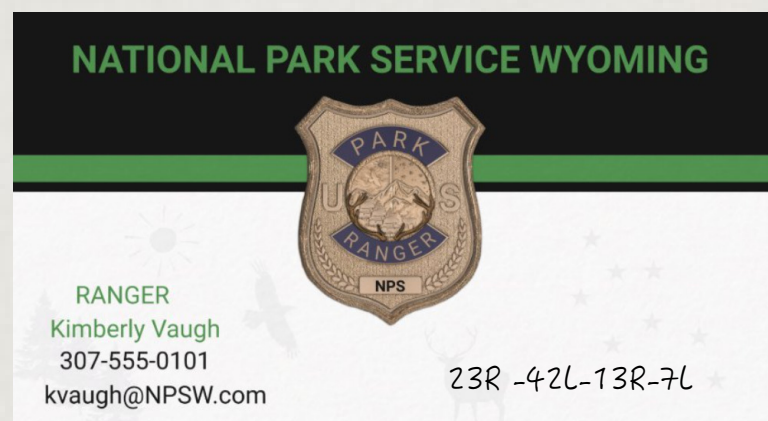
Antidepressant
300 mg

ONCE - DAILY
Rendoxindrone

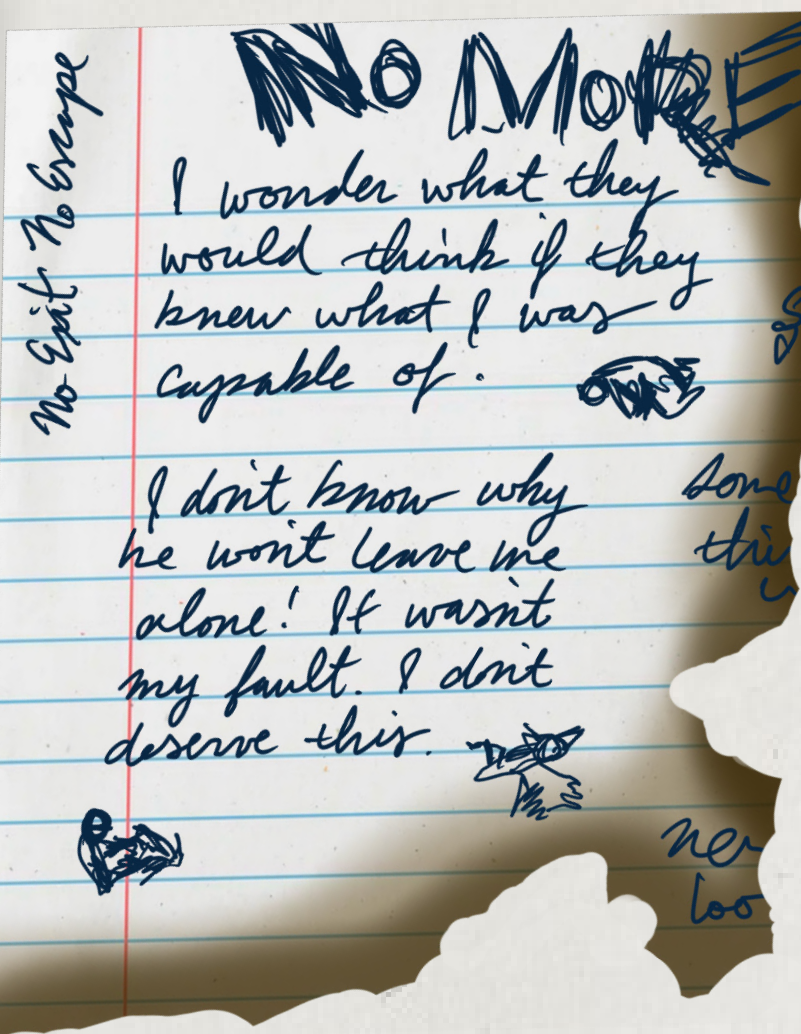
(bupropin hydrochloride
extended-release tablets)



CLUE 1A



CLUE 1B



CLUE 2A



**HOLE TO ANOTHER
UNIVERSE**





CLUE 2B
CLUE 3B



CLUE 3A
CLUE 4A



CLUE 4B

This Clue may be given to the **Secret Killer** player to use as they see fit to replace any other Clue and make the discovery of the truth much harder. If it is discovered to be fake by the other players, remove it and allow any appropriate Clue to take its place. Any **Investigation Challenge Roll at Monumental Difficulty** will point to the handwriting as off. An Investigation Roll may include Hope to deduce or Cred or Cool to get something with Harlen's handwriting, assuming that the journal pages were not recovered and kept.

I DO NOT WANT
TO BE FOUND!
IT IS TOO LATE.
I WANT TO DIE.
GOOD BYE.

CLUES

Clues can be prepared in any way that is most convient for you.

If you are playing digitaly n a VTT, the Clues will be available in a seperate CLUE HANDOUTS files. Each Clue in that file will be formatted as a PNG file with a transparent background.

If you are playing the game around a table with your friends and you should print out the files included in this section. All of the instant camera photos have been placed on a single page so that you are able to print them on photo paper and cut them out, if you wish.

To increase the excitement and tension, you can take a few envelopes and seal some of the clues inside them. Similarly, a brown file folder can be used to hold Harlen's FBI file. Feel free to get a creative as you like in preparing for the game.



CLASSIFIED PROFILE

CONFIDENTIAL

LE-0623

CASE NO.: WML1136

SUSPECT NAME: HARLEN MITCHELL

ALIAS: NONE

WEIGHT: 135 LBS

HEIGHT: 5'9"

SEX: MALE

EYE COLOR: BROWN

AGE: 17

BIRTHPLACE: CRAWFORD, NE

ARRESTS: NONE

ARREST ID: N/A



REMARKS:

SUBJECT IS THE ONLY SURVIVING VICTIM OF THE RECENT MEDICAL CENTER EXPLOSION CONFIDENTIAL INFORMANT ██████████ RELIABILITY, ADVISED THAT THE SUBJECT WAS BEING TREATED AT THE FACILITY.

SUBJECT'S GUARDIAN HAS ADMITTED THAT THE SUBJECT IS A KNOWN LONER AND RUNAWAY.

REGISTERED BY CLERK
AUTHORITY 562-7553
BY MB DATE 11/12/2023

The Daily News

November 7th, 2023

Fire Destroys Medical Center

One horrible evening is over but the damage remaining will take years to repair. At 3am last night, a massive explosion rocked the Westfield Medical Center destroying both the East wing and central annex. The local authorities have stated that there is no sign of arson or other malicious activity but that the explosion is largely unexplained as the dangerous gases held in the pharmacy and medical dispensary were ruled to be not part of the cause but part of the extended size and devastation of the explosion. 17 were wounded and are in critical condition and two are confirmed dead, Sarah Lynthrop who leaves behind her parents, Derek and Rochelle and a sister Elisa. Sarah was being treated for Leukemia. Also among the deceased is Alice Salinger, who leaves behind her husband. The relationship of the victims to the center is not yet clear.

CLUE 6A

REPORT OF MEDICAL EXAMINATION		1. DATE OF EXAMINATION (YYYYMMDD) 2023/11/07	2. SOCIAL SECURITY NUMBER 233-34-9587
PRIVACY ACT STATEMENT AUTHORITY: 10 USC 504, 505, 507, 532, 978, 1201, 1202, and 4346; and E.O. 9397. PRINCIPAL PURPOSE(S): To obtain medical data for determination of medical fitness for enlistment, induction, appointment and retention for applicants and members of the Armed Forces. The information will also be used for medical boards and separation of Service members from the Armed Forces. ROUTINE USE(S): None. DISCLOSURE: Voluntary; however, failure by an applicant to provide the information may result in delay or possible rejection of the individual's application to enter the Armed Forces. For an Armed Forces member, failure to provide the information may result in the individual being placed in a non-deployable status.			
3. LAST NAME - FIRST NAME - MIDDLE NAME (SUFFIX) Mitchell Harlen Richard		4. HOME ADDRESS (Street, Apartment Number, City, State and ZIP Code) 235 Newhall Road, Hopewell WY 12543	5. HOME TELEPHONE NUMBER (Include Area Code) (555) 234-9344
6. GRADE	7. DATE OF BIRTH (YYYYMMDD) 2005/10/15	8. AGE 18	9. SEX ☐ Female ☒ Male
10. RACE ☐ American Indian/Alaskan Native ☐ Black ☒ Asian/Pacific Islander ☐ White		11. TOTAL YEARS GOVERNMENT SERVICE a. MILITARY b. CIVILIAN	
12. AGENCY (Non-Service Members Only)		13. ORGANIZATION UNIT AND UIC/CODE	
14.a. RATING OR SPECIALTY (Aviators Only)		b. TOTAL FLYING TIME	
c. LAST SIX MONTHS		15.a. SERVICE ☐ Army ☐ Coast Guard ☐ Navy ☐ Marine Corps ☐ Air Force	
b. COMPONENT ☐ Active Duty ☐ Reserve ☐ National Guard		c. PURPOSE OF EXAMINATION ☐ Enlistment ☐ Commission ☐ Retention ☐ Separation ☐ Medical Board ☐ Retirement ☐ U.S. Service Academy ☐ ROTC Scholarship Program ☒ Other	
16. NAME OF EXAMINING LOCATION, AND ADDRESS (Include ZIP Code) FBI REQUESTED EXAMINE		17. HEAD, face, neck, and scalp	
18. Nose		19. Sinuses	
20. Mouth and throat		21. Ears - General (Int. and ext. canals/Auditory acuity under item 72)	
22. Drum (Perforation)		23. Eyes - General (Visual acuity and refraction under items 62 - 71)	
24. Ophthalmoscopic		25. Pupils (Equality and reaction)	
26. Ocular motility (Associated parallel movements, nystagmus)		27. Heart (Thrust, size, rhythm, sounds)	
28. Lungs and chest (Include breasts)		29. Vascular system (Varicosities, etc.)	
30. Anus and rectum (Hemorrhoids, Fistulae) (Prostate if indicated)		31. Abdomen and viscera (Include hernia)	
32. External genitalia (Genitourinary)		33. Upper extremities	
34. Lower extremities (Except feet)		35. Feet	
36. Spine, other musculoskeletal		37. Identifying body marks, scars, tattoos	
38. Skin, lymphatics		39. Neurologic	
40. Psychiatric (Specify any personality deviation)		41. Pelvic (Females only)	
42. DENTAL DEFECTS AND DISEASE (Please explain. Use dental form if completed by dentist.) ☐ Acceptable ☐ Not Acceptable Class (Dental examination not done by dental officer)		43. FEET (Circle category) ☐ Normal Arch ☐ Pes Cavus ☐ Pes Planus ☐ Mild ☐ Moderate ☐ Severe ☐ Asymptomatic ☐ Symptomatic	

Harlen Mitchell was suspected of involvement in a horrible explosion that destroyed the Westways Medical Treatment Center. While it was ruled a horrible accident due to an electrical short in the building's wiring, many people were suspicious of the circumstances. The building was newly constructed and had many safeguards against such occurrences, given that many caustic and dangerous substances and gasses were stored on the site.

The accident harmed many people and killed seven.

One of the victims was your little sister, Sarah, who was being treated for leukemia.

Although Harlen was cleared of any suspicion by the local authorities, you learned from your father, a local deputy, that the FBI has been investigating Harlen and that he has been under surveillance for over a year.

You started following Harlen yourself and managed to break into his locker and steal one of the red notebooks that he was always writing in. In his journal, he admitted to being responsible although he never wrote how he did it, just that he felt horrible and didn't want to hurt other people.

You took the notebook to your father but he took it and told you to stay away from Harlen and out of this business. Nothing happened. No one was going to do anything about any of it. So you have taken matters into your own hands. You've decided to stop Harlen before he can harm anybody else. Your plan has been to make his death look like an accident and you've orchestrated everything to make it happen here at the Crossroads event. You've slipped an anonymous note in his backpack that has told him that you know everything and that he must meet you on the path on the way to Devil's Tower or you'll ruin his life.

Your current task is to covertly and carefully steer the others away from discovering the truth

X - 3

If your character was to discover a clue that made them look suspicious, would they share it with the group?

Circle One - Yes. No.

X - 2

In selecting your Deal and Secret, you have triggered the Secret Killer ending, should you consent to this ending, your character will become the killer and work-covertly- to subvert the investigation and escape capture.

Is your character the killer?

Circle One - Yes. No.

X -1



Harlen Mitchell



Ms. Juanita Ramirez



Mister Stevie



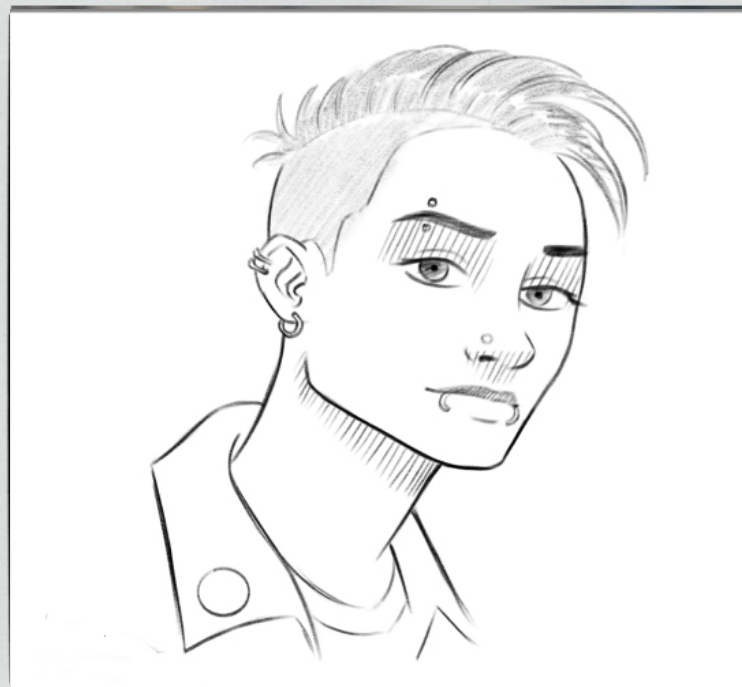
Heather McNamara

Print these out and use them as visual aids during your gameplay!

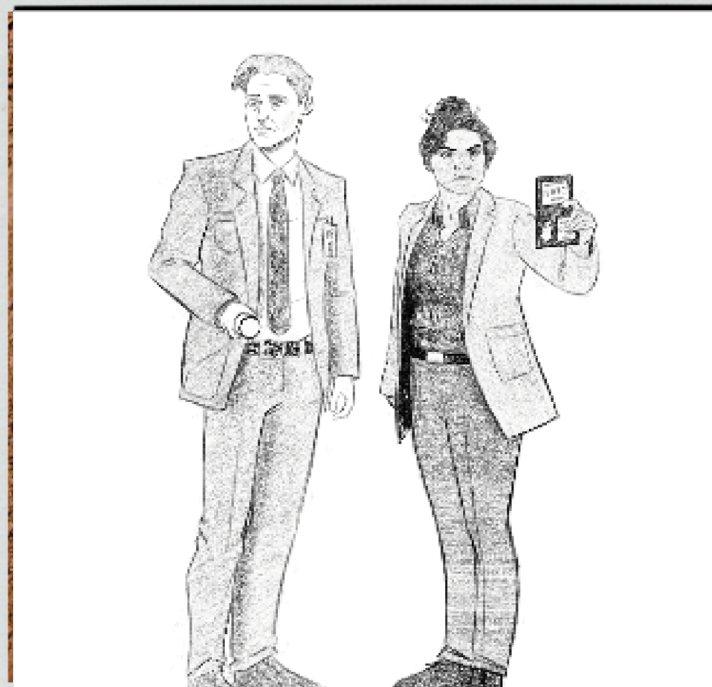
(Using a thicker paper stock will make them feel more like instant camera photos!)



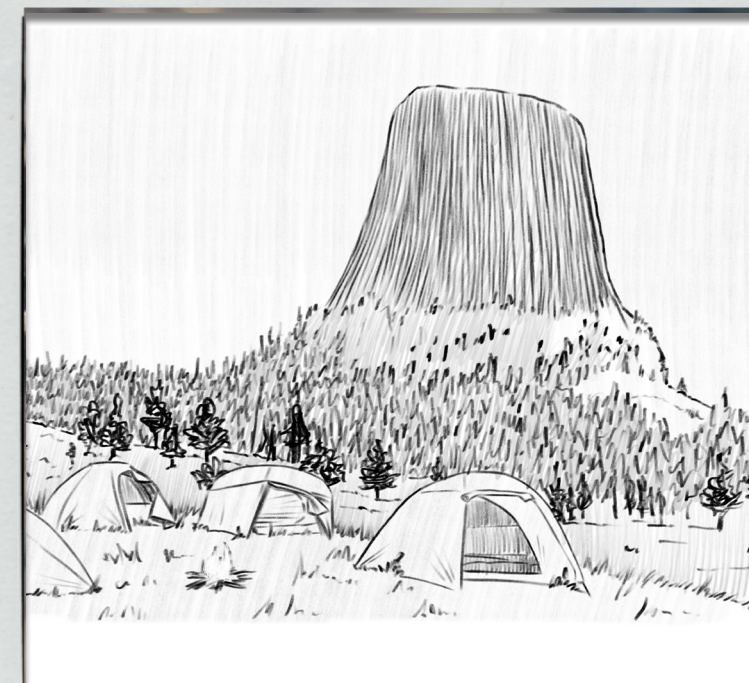
Jimmy Sato



Skidmark



The f*cking FBI!



Devil's Tower



WANT TO WATCH THE ACTUAL PLAY?

THEN GO TO ...

www.youtube.com/lifeisstrange



Life is Strange - Double Exposure is **OUT NOW!**

Use this **LINK** to check out the game!