

EPILOGUE

shot to hell

The last die fell and the TPK is confirmed. There's an hour left before the game was to end and we don't really feel like rolling dice, but we certainly don't want to sit around and have *the talk* about what went wrong... So instead we commiserate. **Epilogue: shot to hell** is a fun, free, and quick way to get it all out and maybe, just maybe, even get excited for your *next* TPK.

General rules

Play begins with the players awakening in the first circle of hell. They must fight into each subsequent circle to face the Prince of Darkness himself. Upon entering each circle, they are faced by an NPC representing a sin from their life who explains how that sin contributed to their demise. The NPC has hit points equal to the number of characters that entered that circle of hell. Characters have a single hit point. If a character is ever hit, it spends eternity on the circle of hell where it was defeated.

After narration, play proceeds clockwise with the GM acting last. Characters attack by offering an example of a time that they personally resisted the sin or acted according to its opposite virtue. RP, epic speeches, and emotion are encouraged. Flip a coin and deal one damage if the result is heads. If there is a question as to whether or not the example provided is adequate enough to count as an attack, have all players and GM vote with the GM's vote resolving any ties. A re-used example is automatically inadequate. If an example is inadequate, flip two coins and deal damage

The disclaimer: If you aren't allowed or inclined to drink alcohol, the [shot] mechanism can be replaced with any other technically limitless but exponentially punishing resource. The official non-alcoholic replacement is a White Castle cheeseburger. If you are allowed and inclined to drink alcohol, set [shot] at an amount that is safe for you and your needs. An average game will roughly require each player to take [shots] equal to $4 + (G/n)$ where G is equal to how many shots the GM decides to take and 'n' is the number of players. Stubbornness or team sabotage can increase this number dramatically.

only if both are heads.

NPCs attack a specific character by providing an example of a time when that character succumbed to the sin. All rules apply equally to NPCs. Play continues until one side is defeated.

The mechanic

Anyone can make anyone re-flip any coin by taking a [shot] (see disclaimer below). A player can re-flip his or her own attack, a player can make a co-player re-flip an attack (whether it missed or hit), anyone can make the GM re-flip and the GM can do the same. You can work as a team to reach the Prince of Darkness or sabotage that character you've always secretly hated to trap him in any circle of hell you like. It's all fair.

Circles of hell

In general, narrate each circle as much as possible. Hell should be an evocative place and you want the players to get a good sense for where they'll be spending eternity if they lose.

Limbo, the first circle

Read this: *"You expected to awaken in the Arbor Halls amongst the heroes of legend, but instead find yourselves in Limbo, the first circle of hell. Something went wrong and the only way to set it right is to battle down to the Prince of Darkness himself. If you succeed, you'll ascend to your rightful place, but fail in your descent and you'll spend eternity where you fall."*

Lust, the second circle

The second circle pits you against Lust and the sins where you allowed carnal appetite to override reason. The landscape is a torrent of buffeting winds that endlessly harry the souls trapped within.

Gluttony, the third circle

The third circle faces you against Gluttony which includes all manner of overindulgence in food, drink, or addiction. Gluttony also includes raw selfishness or self-indulgence. The environment is a bleak landscape with a constant icy rain that covers everything in slush. The sinners in this circle lie within the slush, sightless and alone.

Greed, the fourth circle

The fourth circle brings sins of greed and includes both hoarding wealth and spending it frivolously. The circle pits the sinners against each other in a perpetual joust, where their weapons are boulders representing that which they hoarded or that which they wasted.

Anger, the fifth circle

The fifth circle embodies anger or uncontrolled feelings of hatred and self-destructiveness. The entirety of this circle is a muddy river in which the sinners must constantly struggle against the currents while battling each other.

Cowardliness, the sixth circle

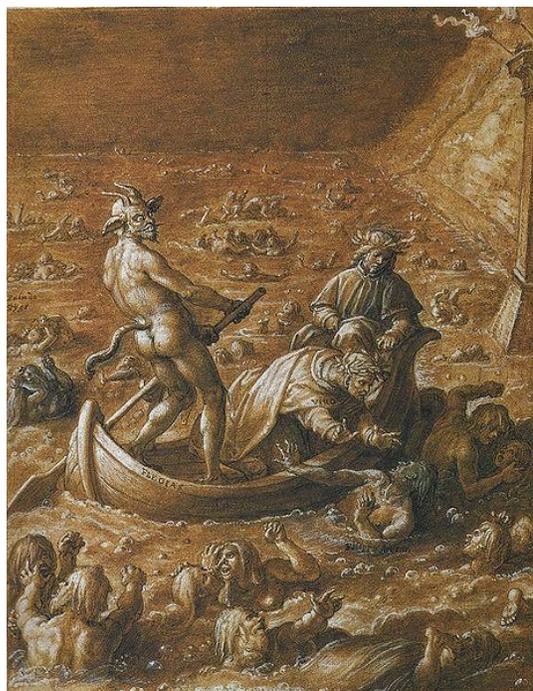
The sixth circle recalls acts of cowardliness, emotional weakness, or lack of faith. The tenants of this circle spend eternity trapped within flaming tombs, constantly reliving the events that culminated in their sin.

Violence, the seventh circle

The seventh circle is for sins of violence against those who did not deserve it, whether that be against actual innocents, against oneself (i.e. suicide), or violence in excess of what was necessary. The inhabitants here are immersed into a river of boiling blood and fire to a depth commensurate with their sins.

Fraud, the eighth circle

The eighth circle damns fraud, or deliberate knowing evil. It includes not only physical theft, but all evils perpetrated through words. The inhabitants here are constantly harried by all manner of monsters. When they are caught the monsters do not hurt them, but merely steal



away some piece of their identity, slowly transforming them into a monster as well.

The Prince of Darkness, the ninth circle

The ninth circle is ringed by giants who represent all the sins and bear the weight of all circles of hell on their shoulders. At the center of the circle is the Prince of Darkness, trapped waist deep in ice, cold air pouring from his frozen heart, and furiously beating his wings to escape. The wind from his wings billows the air from his frozen heart and ensures his eternal imprisonment.

Unlike the other circles of hell, the ninth circle has no sin but the Prince of Darkness is eager to explain why the characters were brought to hell. Go ahead, let it all out. Play commences as per any other circle with players and GM attacking except the "sin" is anything people want. All rules apply and it becomes a battle of who runs out of things to say first or who can't take any more [shots].

The game ends either with the players defeating the Prince of Darkness and ascending to their rightful place among the heroes of legend, or spending eternity in the circle of hell where they quit trying to be heroes.