tremulus Ebon Eaves

A CREEPY LITTLE TOWN TO CALL YOUR OWN

You have been lured to the town of Ebon Eaves. Fragments of fact and fancy have painted a picture of the old town in your mind's eye.

WHAT YOU THINK TO BE REAL ABOUT THE TOWN AND ITS PEOPLE:

Are the locals friendly?	А
Do they exhibit strange behavior?	В
Is it an old community?	С
Does the town have a tragic past?	D
Are there any secret societies?	E
Are the landmark buildings in disrepair?	F
Is the economy in decline?	G

You MUST ANSWER YES TO THREE AND ONLY THREE. JOT DOWN OR CIRCLE YES ANSWERS.

WHAT WEIRDNESS YOU HEAR ABOUT THE TOWN:

HAVE STRANGE LIGHTS BEEN SEEN IN THE AREA?	А
Is there a history of ghost sightings?	В
HAS AN INCIDENT OF MASS MURDER EVER OCCURRED HERE?	С
HAVE THERE EVER BEEN REPORTS OF FLYING CREATURES?	D
HAVE THERE EVER BEEN RUMORS OF DARK RITUALS?	E
Is there a history of madness amongst the townsfolk?	F
Are there any old ruins or buildings in or about the town?	G

You MUST ANSWER YES TO THREE AND ONLY THREE. JOT DOWN OR CIRCLE YES ANSWERS.

Open or secret?

OPEN: Answer these questions collectively. Decide amongst yourselves what is TRUE. This gives the characters a better sense of what they are getting into. This is recommended for quick, pickup play, con games, and groups of two or fewer players. Those unfamiliar with the game are best going this route as well.

SECRET: A little more time consuming, though quite rewarding, is when the Keeper has you each answer the questions independently (on a questionnaire or scrap piece of paper), tallies the results, and determines the end results by majority rule. This works best in groups of three to five.

REMEMBER: How you answer these questions is going to SHAPE your EXPERIENCE within the STORY you will create with the KEEPER.