

PROBLEM WITH THE DEAD

Love (or Shame)

You and Sara were lovers, and nobody could know. Even after her death, you kept your love a secret.

- You need to let go.

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Loyalty (or Regret)

You knew the terrible thing Sara had done, and never told a soul.

- Sara needs to be redeemed, somehow. Maybe you do, too.

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Failure (or Murder)

You were complicit in Sara's death. No one knows but the two of you... And one of you is dead.

- You need to be forgiven.

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Haunting (or Madness)

You have seen Sara after her death, against your will. She is tormenting you, for reasons you only suspect.

- You must give her what she wants, or take it away forever.

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Hatred (or Fear)

You hated Sara almost as much as you feared her. You still do, of course you do, on both counts.

- You must confront her.

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Coincidence (or Complicity)

Choose another player and ask to see their card. Whatever it says equally applies to you. You share a secret, or you carry the same burden privately. Collaborate and decide.