



## WILLIAM RICE

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You're one of the three founders of Gatekeeper Cloud Services. You're the idea man, the guy with the vision... No, Keystone, your flagship app, wasn't your idea, but you're the one at the helm. This isn't your first rodeo, and your bank account can vouch for that. But money isn't your only goal: You long for conquest, for danger, for the thrill of discovery. In your free time you enjoy skydiving, cave diving, and race car driving. Or cruising the world in your yacht. You sail alone, with minimal crew. You speak eight languages.

You can be a bit intimidating at first glance, and you've heard someone call you "the old bull". Kind of offensive, you're still in your forties. But you know how to charm people: You've got that special something that makes others feel like they're the smartest, funniest person in the room.

### To play William

- Take up space with your body. Get in other people's personal bubble.
- Be dead serious, misunderstand jokes.
- Open your eyes too wide, maintain eye contact too long.
- Brag about your adventures, belongings, and successes. Don't let anyone one-up you.
- Stand with your hands on your hips, or arms crossed. Be tall and still, but move with purpose.

### Secrets

You're the man who will summon Yog-Sothoth, the Key and the Guardian of the Gate, IA! You just need to convert seven employees to the cult in order to successfully complete the ritual at the all-hands meeting. You really need a juicy second round of funding: The former CTO, Henry "Hank" Warren, was a genius and killing him was a hard blow to the company, but his crisis of faith had proved impossible to manage.

You're about to launch GCS's newest product: Project Sentinel. It's got something to do with digital security, and it will be your game-changer after Hank's killer app, Keystone. You're the only one who knows all the details of the project (feel free to make them up). Be enthusiastic about how it will positively impact the company's future.

You have no time for family or relationships, but you'd be willing to take part in ritual impregnation if Yog-Sothoth were to demand it.

### Objectives

- Announce the launch of Sentinel during the morning stand-up meeting.
- Recruit four new adepts, or it will be the end of the company. You, Greg, and Seneca must draw the Sigil of Yog-Sothoth on the right arm of the new adepts by the all-hands meeting at 16:00.
- Make sure everyone is enthusiastic about their jobs, and about Sentinel. Ask people what their favourite part about working for GCS is.
- Complete the Invocation of the Gate and the Key. If you fail, mighty Yog-Sothoth will surely forsake you. Or worse... Punish you.

## Skills

- *Authority* on Sentinel.
- *Expert* on Languages.
- *Expert* on Extreme sports.

## Co-workers

- *Gregory "Greg" Perkins* is a good friend, and your co-founder. You're peers, but he is a little bit richer, a little bit more powerful. Yes, you're jealous.
- *Adela Sorazos* is a hard-ass, but everyone seems convinced that she's invaluable to make everything run smoothly. You're sure you could do her job better than her.
- *Ernest Frye* is one of Adela's hatchet-men. You know he's here to cut corners, and you don't want him to give Gregory any weird ideas. Watch him closely.
- *Seneca Billings* is a loyal servant of Yog-Sothoth. You suspect they worship you more than they do the Outer God, but part of you doesn't really mind.
- *Noah Lapham* was one of your hires, and despite his gruff exterior, you trust him to make the computer stuff go. He took over Hank's place as CTO and you're trying to convince the others to make his new position a permanent one.
- *Josef Silva* is a moon-eyed pretty boy, too busy flirting to actually work. You don't have any tolerance for office romances or drama, and you're just itching for an excuse to fire him.

➤ *Alice Warren* is your old friend Henry's daughter, and you see his ghost every time you look at her. You know you should feel remorse for her father's... Unfortunate accident, but you can't spend all day thinking about ritual murder. Stuff those thoughts down, and avoid her as much as possible.

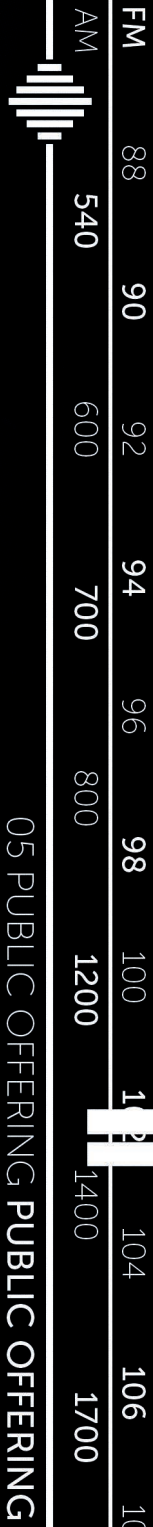
➤ *Randy Chandra* is a flatterer and a boot-licker, and you love every minute of it. You enjoy seeing how cruel you can be to him before he stops worshipping you like a god.

➤ *Fern Czanek* is a lovely lady, and a hard worker. Admirable, and you respect her in your own way.

➤ *Francis Morgan* is... Something. You can't quite get a bead on them, and to be quite frank you don't really care to.

➤ *Curtis Ricci* is delightful and gullible. Just tell him anything and the whole office will know what you want them to hear. What a guy.

➤ *Charlotte Germain* is such a dear. Or, she seems nice. You think. You really don't know her at all.



## Day planner

9:00

- Schedule meetings with Fern.

9:30

- Company-wide stand-up meeting. Time to announce the launch of Project Sentinel.

### Morning

- Meeting with Greg and Seneca to celebrate opening ritual.
- Meeting with Noah, Alice, and Curtis about Sentinel product roadmap.
- Meeting with Fern and Charlotte to discuss office logistics.

### Noon

- Lunch with Adela, Greg, and Ernest.

### Afternoon

- Walk-around one-on-one meetings with Josef, Randy, and Francis.
- Find time to prepare for the Invocation.

16:00

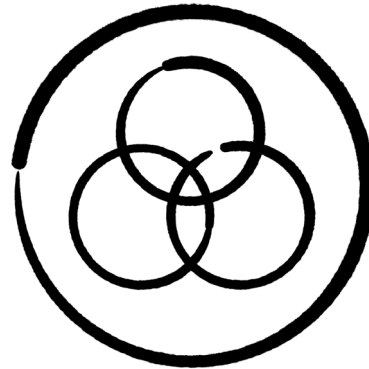
- All-hands meeting. Celebrate the Invocation of the Gate and the Key.

18:00

- Private supplication to Yog-Sothoth.

## Sigils

- This is the Sigil of Yog-Sothoth.



Mark it on your right arm or shoulder with a marker, somewhere you can easily hide it or show it off. Your Sigil allows you to invoke the word POHOTHON, and protects you from its effects. When you hear it, you can still move and speak as if nothing happened.

## Corporate team-building

The purpose of this exercise is to foster harmony and teamwork in the office. Gatekeeper prides itself on being one big, productive family, so let's begin our day with a bang!

Everyone, gather around and cheer with me: «*We are the Gate. We are the Key*».

Again! Louder, this time: «*We are the Gate. We are the Key*».

Again! Put some pep into it: «*We are the Gate! We are the Key!*».

Great work! Now let's split into small groups of two or three. I want you to chat with your co-workers and find three things you have in common. These can be anything: Think hobbies, skills, anecdotes, or whatever you'd like. Remember, there's always some middle ground to be found, and finding middle ground is the first step of teamwork. But competition is healthy too, so the first group to find three things they all have in common wins! When this happens, you should celebrate appropriately: Use that complicity you've just found, look at each other in the eye and yell «*POHOTHON!*».

POHOTHON is a very special word. When one group says it out loud, everyone else has to freeze up and fall quiet: No moving, no speaking until we're told to. The winners gets to move us around the room, to break us up into new, different groups. The winners should split up as well: Tome to bring some of their energy to other co-workers! Once we're all in position, the winners can clap their hands to let us move again. Then we start over: Find three more things in common, yell «*POHOTHON!*», break up other groups.

We'll go on like this until someone yells «*BASAKUNNAS!*». This is another very special word: When we hear it, the exercise is over. Again, we must freeze up and fall quiet, turn our heads to the person who said it, and listen to them. Anyone can say «*BASAKUNNAS!*», but they'll have to tell the team why they decided to stop the exercise and ask for a second opinion to a co-worker. To allow someone to speak, they can just snap their fingers in front of their face, then snap again to stop them. Once they're sure they've made the right call, they can yell «*BASAKUNNAS!*» again and we'll all be free to move.

POHOTHON and BASAKUNNAS are special words. They hold the power to stop us in our tracks and keep our mouths shut, unless someone free snaps their fingers in front of us. They never lose that power, but not everyone in the office is able to say them right. Or even remember them. Not until we hear them, at least... Then we'll all remember to follow these instructions to the letter.

Disclaimer: The use of words of power during work hours is restricted to executives. Do not attempt to use words of power at home without a consenting partner. Gatekeeper Cloud Services declines any responsibility for inappropriate use of words of power.

