

ENDLESS CYCLES OF DEATH

D6 WHISPERS YOU REPEATEDLY HEAR IN YOUR HEAD:
1-2: Only through death can you move forward.
3-4: The beginning is the end.
5-6: Between life and death are your choices.

1. STARSFADE

YOU'VE ALL DIED. YET... YOU WOKE UP HERE.
At the start of the universe, you stand in an empty circular room. Across the room, there is a window into the vast nothingness. You see a star exploding in slow motion.

Suddenly, dark clones of yourself appear in the room. They attack you. But every time you kill them, they just split in two half size versions of themselves and continue attacking you.

When you die, you wake up in the same room and they attack you again and again and again and again.

The only way out... is throwing yourself through the hole in the center of the room.

2. MOTHERS' WEEP

YOU'VE ALL FELL THROUGH NOTHINGNESS. YET... YOU WOKE UP HERE.
You stand in an empty circular room. Across the room, you see a cradle with a baby weeping and hear a mother's desperate whisper.

To set you free, it asks you to share (d6):
1-2: What is your gravest sin?
3-4: When did you first understand your true, evil nature?
5-6: What part of yourself would you annihilate?

The only way out... is all of you sharing your darkest secrets.

3. THE HUNGRY FEAST

YOU'VE ALL SHARED YOUR DARKEST SECRETS. YET... YOU WOKE UP HERE.
You stand in an empty circular room. Across the room, you see two giant mantises.

They speak in one, hissing, deep voice: Our hunger is endless. They ask you to (d6):

- cut off a piece of yourself for them to eat
- murder a party member and feast on their flesh
- kill them and feast on their corpses

Whatever the ask, you all gradually will go insane from hunger and piece by piece, eat each other until you are nothing but empty carcasses.

4. THE LOST WANDER

YOU'VE FEASTED ON FLESH YET... YOU WOKE UP HERE.
You stand in an empty circular room. Across the room, you see stairs going down, deeper into the dungeon, and can see the abyss in the center of the room, painted in the blackest of black.

As you walk the stairs, they start rearranging into seemingly infinite patterns, never letting you descend lower, although always seeming to lead farther down in the dungeon.

The only way out... is for you to kill each other. Or jump into the abyss. The full circle is complete only in death.

And then... you start over, in the first room.

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