

## **Introduction**

Each player is handed out their respective character background sheets.

The scene starts off individually in each player's natural setting: the Drug Lord in his cartel hideout based in Mexico City, the Tech CEO in his start-up company based in California, and the Investment Banker in his penthouse corner office in New York City.

A hand mail arrives at each of the scene; inside it is a (1) letter and (2) a map of the Americas. Upon decoding the message inside the letter, the players identify the location of the harbor city to which they are asked to come for the exclusive Open House.

The players arrive at a port in New Orleans. Unexpecting any other guest, they are surprised to see each other present at the scene. In awkward silence, they carefully observe one another.

The main servant of the Landlord arrives in a yacht and greets the players. They are told that the Landlord could not make it as he was busy with preparations, and that he will escort them to the island with the yacht.

Once on the yacht, the players introduce themselves to one another. They use their social skills and dice rolls to mine more information about one another. BUT they are trying to hide their common goal: to purchase the island. This is a good time for players to become familiarized with their roles and character behaviours.

As the players pass through the breakwater and approaches the island shores, they notice a giant blue hole in the bottom of the ocean.

## **Act 1: The Open House**

When the players arrive at the island, they are greeted by the Landlord at the docking area. They are led into an idling limousine and escorted to the mansion sitting on the hillside of the island.

In the car, the Landlord introduces himself to the players, apologizing that he had unintentionally sent out redundant letters. He tells them how much he cares about the island and would like to use the opportunity to both familiarize the guests and assess who would prove the most suitable candidate to take best care of the island.

Upon entering the mansion, the players see a family portrait of the Landlord and who seems like to be his wife. They ask the Landlord who she is, but he declines to comment. The players assume that his wife passed away. Then the players are shown around the spectacular interiors

of the house and their respective bedrooms. Players are told that they were strictly forbidden to go down to the cellars without the Landlord's permission.

The players try to impress the landlord through multiple activities to prove their dignity and virtuosity.

- 1) Hunting
- 2) Running
- 3) Something Intellectual (Chess?)
- 4) Mountain Climbing
- 5) Boxing match with the Main Servant (who is HUGE)
- 6) Hide and Seek
- 7) Swimming
- 8) Archery
- 9) Golf

The players are informed the date at which the Landlord will make the decision. The players await the Landlord's final decision.

## **Act 2: The Devil**

On the night before the Landlord's final announcement, the Landlord temporarily vacates the mansion to check out the dysfunctional lighthouse. Players take this opportunity to head down to the cellar, and sees a strange door, with dried stains of blood, where the sound of banging is coming from. Upon solving the Puzzle, they descend through a staircase, a cave-like room with an opening towards the cliffend side of the island.

The insane lady, whose old appearance resembles the lady in the family portrait, warns them that they should leave the island as soon as possible, that the island is the Lair of the Devil, that they are in grave danger. With the last word of breath, the lady dies, and lies motionless.

The players are given three options: 1) Head towards the docks, 2) Frantically run into the island's wilderness, or 3) Confront the Landlord directly. If 1) and 2), the Landlord speaks to them over a speakerphone, laughing hysterically. The Landlord is coming for them, with his trained servants and hounds. If 3) is chosen, the players are advised that the Landlord has a formidable army, and that they don't stand a chance against them in open combat.

The players devise their own strategy to counter the Landlord's army. They are told that direct combat is inadvisable, due to the sheer strength and number. They are instead advised to combine their expertise and skills to devise strategies, taking advantage of the wilderness. (This should be informed from the earlier activities)

The players ultimately succeed in killing the servants and the hounds. (MAKE THIS FAIL SAFE)  
They are congratulated, but are informed that they cannot escape the island without the key to the only boat in the dock, which is locked away in the Landlord's vault back in the mansion.  
They have no choice but to make their way to the mansion to confront the Landlord.

At the mansion, the players are told that due to the landlord's old age, the Devil needs a new physical body. The landlord's original plan in bringing them together was to transfer the Devil's spirit to the most competent player, and kill the others.

The players fight the landlord as a unified group. The Landlord shows dominance in the beginning, but as the players attack in unison he stands no chance against them, and is ultimately defeated by one of the players. That player is gravely injured from the attack, and lies down on the ground. (immobile) The remaining players head over to the vault.

### **Act 3: The Death Grip**

The players solve the vault Puzzle and opens the vault, in which they find the boat key. While they are examining, one player (at random) is stabbed from the back. The last player fights the demented player on a 1 on 1 battle.

If the player succeeds in killing the demented, he is told that he is victorious. However, he starts to slowly feel his consciousness being slowly clouded over with the Devil's voice, and his vision fades away. The Devil says, "Thanks for your crime, and your body."

If the player fails in killing the demented, he is killed. The players are told that the lineage of the Devil is continued through the player's body.

The End