

Playing The Disciple

Brooding, obsessed, vengeful, tragic. The Disciple believes that their purpose in life is to help summon a powerful being from beyond this realm, potentially ushering in the end of the world. They are hiding in the corner, constantly giving away more and more of their power to a force beyond comprehension.

They might be callous and unsociable (Cold 2 & Dark 1), or weird and unnerving (Dark 2 & Volatile 1). Their Hot stat is always low, because they have systematically shut themselves off from spontaneous human connection. They are attached to being an outsider.

The Disciple has been radicalized onto a morbid path, one with the potential to consume and destroy them. There is allegory here about how violent ideologies get rehearsed over and over again, online and in teenage bedrooms, and if no one intervenes they eventually get enacted. The sheer number of Strings required to summon the Wicked Master tells a story about hundreds of moments when there was an opportunity to turn back, to intervene, or to start questioning again. Is it too late for this harbinger of doom?

The Disciple has a Heart Move (rather than a Sex Move), built around the power of meaningful human connections in helping someone to de-radicalize and move toward healing.

MC, let the Wicked Master's Strings accumulate, only spending them at especially significant moments. Let the tether get stronger and stronger over time. Note that the Wicked Master can gain Strings on anyone (contributing to the End of the World total), but that they should almost always stem from The Disciple's actions, influence, and associates.

Credits

*This is a Skin for Monsterhearts 2, designed by Avery Alder
Check out the game at buriedwithoutceremony.com*



The Disciple

The world will end. You know the name of the awesome and terrible force that will end it. It's the name you whisper under your breath every day.

It's the name you worship.

Identity

Name: Aleister, Eve, Horace, Isaac, JD, Mark, Owen, Raven, Tim, Zora

Look: unshowered and unslept, a sprawling coat, heavy eyeliner, morbid vintage, military surplus

Eyes: pained eyes, panicked eyes, calculating eyes, unblinking eyes, hollow eyes

Origin: prophetic dreams, faithful, uncovered journals, the dark web, a tiny worm wriggled in

Your Backstory

You've sworn a pact of secrecy with someone. Over what? You gain 2 Strings on each other.

One of the adults in your life is worried about you. They gain a String on you.

Strings

Darkest Self

They're fools to ignore you and mistreat you. When the world goes up in flames, you'll make sure they are among the first to burn. Do whatever it takes to summon your otherworldly patron, and drive off anyone who gets in your way. You escape your Darkest Self when the Wicked Master fully materializes in this realm, or when a narrow miss convinces you it would be better to return to keeping a low profile and biding your time.

Harm



Experience



- Add +1 to one of your stats.
- Take another Disciple move.
- Take another Disciple move.
- Take a move from any Skin.
- Take a move from any Skin.
- Join an **Ascension Group**.

Conditions

Hot -1	Cold 2	Volatile -1	Dark 1
Hot -1	Cold -1	Volatile 1	Dark 2

Disciple Moves

You get End of the World and Idols, and choose one more:

● End of the World

You have sworn fealty to a Wicked Master. Once it has accumulated six hundred sixty-six Strings, it can fully materialize in this realm, possessing immeasurable power.

● Idols

You create idols to your Wicked Master, in the form of (circle 1): cloth dolls, carved sigils, statues, videos, ritual performances, ceremonial fires, dark poems.

Each idol counts as a String on you, held by the Wicked Master unless someone else seizes control of it or destroys it.

○ Blood Offerings

Every time you suffer Harm, the Wicked Master gains a String on you and you mark experience.

○ Spoken For

Whenever someone else gains a String on you, your Wicked Master gains a String on them.

○ Secret Mission

Whenever you lie to someone about your true motives, and they foolishly believe you, gain a String on them.

○ Incantations

When you *Gaze Into the Abyss* to entreat the Wicked Master, it gains a String on you. On a 10 up, the Wicked Master reveals the next stage of its plan, and you take an ongoing 1 Forward to all rolls made to enact this bidding.

○ Soul Recruiter

When you bring an innocent soul to the Wicked Master, mark experience.

Heart Move

When you allow yourself to fall in love with someone, truly fall in love, and that person loves you back, erase half of the Strings that your Wicked Master holds on you, rounded up.