

## LIVING MEMORIES IN THE FORGETTING PLACE

### SETTING

You are dreamers who, ravaged by nightmares, were drawn to an oasis of warmth and peace in the form of a cozy, roadside tavern called the Oubliette. The peace of the tavern quieted your nightmares, but the peace you found came with a cost. What you did not know when you entered was that the tavern was a trap set to lure in weary dreamers, so their memories could be harvested. The longer a dreamer remains, the more of themselves they lose. When the last of their memories are gone, those trapped in this place of forgetting will cease to be, forgotten by existence itself.

### PLAYER CHARACTERS

You don't know how long you've been trapped here, but it has been long enough that you can no longer remember who you were. What you do know is that the only way to escape this Forgetting Place is to reclaim the memories of who you are and from where you came. To that end, you and your fellow travelers have gathered around this table in the corner of the Oubliette to tell one another your stories, and to help them do the same. Dreams are timeless and universal, so there are no limits on who the real you may turn out to be. (Players may wish to agree on some basic cultural or temporal guidelines, though it is not necessary to do so.)

### GAMEPLAY

Each player offers up three superficial details of their character (e.g. what they're wearing, what they're carrying, their apparent age, their apparent gender, etc.). You may wish to use a prop or don a costume to further roleplay these details.

The player whose character appears to be eldest begins by asking someone else a question about who they were or what they were doing before they found the Oubliette. These should be simple yes/no questions (e.g. Were you a warrior? Were you running from something? Were you happy? etc.).

It is the nature of this place that when someone prompts you by asking a question, you find that you know the answer. Your response should be a simple "yes" or "no," after which you may provide a sentence or two to clarify this new memory of yourself. You may wish to use your body to help evoke the memories! It is then your turn to ask someone else a question, and play proceeds accordingly.

From time to time, you should summarize what you've learned about yourselves and your companions, the better to keep these re-acquired memories fresh and to further guide the questioning.

### CONCLUSION

The game ends when everyone is able to tell their own story of who they are and how they came to be in the Forgetting Place. Once everyone has reclaimed their living memory, they can all return to their lives, and whatever fate awaits them there.