

A monstrous, lost god from the depths of Gaia.
Seeks Elysium and senses the shackles placed on the humans through the Illusion.
It finds their imprisonment disgusting, and wants to set them free.
More than anything, it seeks out children. They are easier to convince of freedom.
It forms bonds with those who try to seek it out, trying to reach through the illusion.
While strongest in untamed nature, it can drag itself even into civilized areas.
Those who welcome it are dragged into Gaia, stripped of their features to become free humans, at the 'core' of their being as the god understands it (physical bodies as interpreted in Gaia).
Those who become bonded with the god, but try to resist, are 'helped', flayed alive in horrifying ways by either the god or its "free-willed" human worshippers.

As it bonds with humans, it tries to pull the victim and itself closer to each other. The illusion crumbles, giving way to both Gaia and Limbo as the victim begins to fixate on the horror that seeks them out.

Understands technology as not part of Gaia, some terrible artifact inspired by Metropolis or the Underworld, and does its best to destroy it. This causes strange technical glitches in any technology used near the god.

Those who are bonded to Slenderman are also bonded to each other through him. By reaching out through him, it's possible to experience others under his influence through Limbo.

Two teenagers who have lost their friend to this being try to get her back.

Dark Secret

The two teenagers lost their friend, Mary. For weeks, she got worse, talking about the Slenderman, obsessed with this monster. One day, she left the classroom in the middle of class, excusing herself for the washroom. The two of them could see Mary walking into the woods by the school, tearing off her clothes as she disappeared into the forest. The tree branches welcomed her like arms. A search party found only her blouse and one sock. The worst has been assumed already.

But the girls know the truth. They saw Mary get more and more obsessed with the Slenderman. She started acting weird, talking weird, and strange things started happening to her and around her. Now that they've seen the end of it, they know it was inevitable.

Susanna Delaney

Archetype: The Artist

Disadvantages:

- Bad Reputation - Slut
- Depression

Advantages:

- Observant (Intuition)
- Body awareness (Perception)

Fortitude: +1

Reflexes: +2

Willpower: 0

Charisma: 0

Coolness: +1

Intuition: +2

Perception: +3

Reason: -2

Soul: -1

Violence: +1

Susanna wants to be a real artist. She takes it seriously. Which means that she draws a lot of naked bodies. This is probably why people started thinking she was some sex crazed maniac, and now it's just common knowledge at the school.

Madison Nixon

Archetype: The Avenger

Disadvantages:

- Oath of Revenge - The "Slenderman"
- Victim of Passion - Mary

Advantages:

- Enhanced Awareness (Soul)
- Survival Instinct (Violence)

Fortitude: +2

Reflexes: 0

Willpower: +1

Charisma: +3

Coolness: -2

Intuition: -1

Perception: +2

Reason: 0

Soul: +1

Violence: +1

Madison *loved* Mary. She never said it, but she loved Mary more than anyone else. Now she's been taken away, and Madison is desperate to get her back. She'll do anything.

Dani Soros

Archetype: The Cursed

Disadvantages:

- Condemned - Has a bond with the god from Gaia
- Obsession - Slenderman :)

Advantages:

- Occult Studies (Reason)
- To the Last Breath (-)

Fortitude: 0

Reflexes: +1

Willpower: +2

Charisma: -2

Coolness: 0

Intuition: +1

Perception: +1

Reason: +3

Soul: +2

Violence: -1

Dani and Mary discovered Slenderman at the same time, and the two of them encouraged each other in research. Dani feels guilty for what happened, but part of her... also wants to join Mary.

Jessica Trent

Archetype: The Prophet

Disadvantages:

- Fanatic - Deeply catholic
- Rationalist

Advantages:

- Good Samaritan (-)
- Instinct (Perception)

Fortitude: +1

Reflexes: 0

Willpower: +2

Charisma: +1

Coolness: 0

Intuition: +3

Perception: +1

Reason: -1

Soul: +2

Violence: -2

Jessica grew up catholic, and truly believes in the good of God. She sees the world as a place we understand through science and the bible both. She hates the idea of demons, but the bible takes them seriously and so should she. And with what she's now seen...

Safie Eze

Archetype: The Veteran

Disadvantages:

- Nightmares
- Broken

Advantages:

- Survivalist (Perception)
- Hardened (-)

Fortitude: +2

Reflexes: +1

Willpower: 0

Charisma: -2

Coolness: -1

Intuition: +1

Perception: 0

Reason: +1

Soul: +3

Violence: +2

Safie came to town in 2013, from Nigeria. She was rescued from Boko Haram, where she'd served as a child soldier after having proven to be *far* too dangerous to simply rape and discard. She's a damaged person, but despite everything she tries to fit into her new life.

Influences

Slenderman: Electronics behave strangely. People may become irrational and even violent, but more commonly distant. Deeper in Gaia, the changed humans follow his will and can attack or try to capture people. He may appear himself, either in a vision/dream or for real. When he does, there is an intense urge to follow him, but if the urge is held back then seeing him is terrifying. He barely moves, melding in with trees and shadows and disappearing at any moment. He can warp Elysium's weave, drawing it closer to Gaia's infinite expanses.

The Changed Humans: These humans have been 'saved' by Slenderman and now worship him. They find their former shapes (normal humans) disgusting, and will either try to destroy them or kidnap them for Slenderman to save them as well. Sometimes, they make their way out of Gaia and hunt down those they once loved and cared for, something in their mind still reaching for them. Their faces have deep indents where eyes and mouths should be, casting intense shadows similar to massive eyes and a toothless grin.

Gaia: Deep forests, flayed bodies of humans still whimpering in agony. Trees and bushes tangling around each limb.

Events

A still-living boy is hung in a tree, bleeding out of grievous wounds. His eyes have been ripped out and he's screaming for help.

A changed human stalking them. It will wait until they are exhausted or asleep before attacking.

The air fills with the noxious smell of rot.

The ground gives way, a hole swallowing someone whole into a set of underground caverns.

An algonquin shaman is seen in the distance, hiding a scroll with sacred writing. Inspecting it shows nothing to be understood, except for the clear picture of the slenderman.

Another missing child comes stumbling out of the woods, looking for a way out but Slenderman won't let them go.

Ways to get closer to Slenderman

Envision him. When he's in your dreams, go towards him. Listen for the rustle in the trees and go against that wind. Make drawings of him, distribute them too. Never stop thinking about him. Harm yourself in the woods. Get lost. Be naked. Simply go looking for him.

Attempts to capture him on recordings is a great way to make him vengeful.

Endings

Discover a disoriented but still alive Mary and try to rescue her from Slenderman's grip.

Discover Mary, completely destroyed in her mind. Make the choice to rescue her either way, or leave her as she is.

Mary is killed, displayed and flayed in the trees.

Players die, never discovering the fate of Mary.