



## PLAYERS' MYSTERY MAP

### QUICK FACTS

COMPLEXITY

CONTENT WARNINGS

TIME & PLACE

### CONTACT

NAME & TITLE

PRONOUNS

IMPRESSIONS

### NOTES

### UNCOVERED KEYS

When you write down a Key, also make note of its context.

### THE DOOMSDAY CLOCK

### FACETS

As you develop a theory, draw lines to make connections between the Keys and these Facets.

 **The Harbinger**

 **The Door of Power**

