

Marti Fredericks - a former military doctor with a cane

After getting back from Afghanistan, you were looking for a place to stay, and a classmate from college introduced you a friend in search of a roommate. Bene Cumberland is no ordinary person; with a single glance, they instantly knew everything about you. It turns out they're a "consulting detective", and regularly helps the police solve challenging cases. You've started tagging along on their adventures; it's quite exciting, and you're even picking up some deductive skills of your own. The thing is, Bene doesn't really have much respect for your intelligence; they don't have much respect for *anyone's* intelligence except their own, but it's still annoying how little they think of you.

These days, the two of you have been on the trail of the Constellation Killer, a brutal serial murderer who's proving quite difficult to catch; you've made some headway on tracking them down, but they're still quite a few steps ahead of you, and has begun taunting you with cryptic messages. You're glad Bene's on the case; hopefully they'll be able to catch the killer before anyone else is harmed. The two of you had just managed to track the killer to a theater. You thought you were close on their trail; you know they always watch his victims die, so you were looking for a spot they might use as a vantage point. Then suddenly the building started to fill with smoke and flames. After that, all you remember is a jumble of images: people screaming, running, trampling each other to get out, the fire rising, a parent running under a falling beam to push their kid out of the way... The next thing you knew, you were in a cave of some sort. Could this be the afterlife? Bene was with you before you died, so they must be here too; where, though? Anyway, the killer may also be here! Who knows what they might get up to in the afterlife? You need to catch them as soon as possible and send them to Hell where they belong.

Goals

- Find Bene
- Earn Bene's respect
- Catch the killer and send them to Hell

Start in the Cave (Room A)