

## **Sigmund Freud - Gossip**

There are rumors and gossip about each of the characters at the party. Some is true, some might not be. Below are all of the rumors about your character, plus one or two tidbits about others.

You're being told the rumors about you so that you won't be surprised when someone mentions them. You can decide whether the gossip is true or not (although others may believe it's true regardless); your decision will affect your reaction (you can indignantly deny it, stammer and change the subject, freely admit it...whatever you like).

During the course of the evening, you should try to mention the gossip you know about others. Try to work it casually into the conversation: Don't walk in the door and blurt out, "She's a diabetic, and he's addicted to morphine, and she's having an affair with a circus midget." Instead, you might notice that someone has refused dessert and ask if that's due to her diabetes, or mention an acquaintance of yours that you know is the other fellow's pusher (you're on your own with the circus midget).

Also, please try not to share your clues with others before the party. The puzzle is more fun if everyone has only a few pieces.

### **What Someone Knows About You:**

It's rumored that you have had affairs with some of your patients.

You have been criticized by your peers for running "blind experiments"--introducing unsuspecting subjects into test situations in order to study their behavior.

### **What You Know About Others:**

Salvador Dali - He's recently become interested in "painting emotion." He observes people experiencing a single strong feeling (joy, pain, fear) and tries to introduce that emotion into his art. He might give a child some ice cream to induce happiness, and might not be above punching someone in the nose to observe pain. Some emotions take more effort than others to capture.

Margaret Honeywine - She's argued that anthropology and psychology have a lot of overlap, and once angrily answered a critic that she could prove it.

Maggie DuBois - She's a society reporter who's aching to become a hard-hitting investigative journalist. She'd do anything to get her break in the business, perhaps even going so far as to stage an event so that she could report on others' reactions.

Madame LaVeau - She's mentioned plans to establish a Dark Palace of voodoo. She needs to find the right spot, though--preferably, one with a lot of psychic turbulence.

The Help - No one ever sees Cook. She's shy and suspicious of strangers. There are rumors that she spent some time in an asylum, but she's much better now. Really.