

MYSTERY: CLOSING CIRCUITRY OF FRIGHT

HOOK

After the Cloudbuster incident, Culver has been quiet for a few weeks. It's now mid-October, and the seasons are changing. In preparation for Halloween, a few local spots have started operating haunted houses. But this year, there's talk of a new haunted house called "Brietastrakh". Supposedly, they offer a cash prize for people who are able to make it to the end, but no one ever has. But something sinister lies beneath the surface: people who come back from Brietastrakh seem changed, somehow.

MAIN THREAT

INFERNAL RINGLEADER

DESC: A freakishly tall humanoid creature in a classic ringleader costume. Its face is always coated in shadow, with only red eyes seen very briefly at times. It wields a large cane and operates Brietastrakh.

TYPE: TORTURER (Derives power & glee from scaring others)

POWERS: Can cause powerful hallucinations - Roll AUP | Gets more powerful the more negative emotions there are around it | Can inflict The Troupe's Curse

ATTACKS: CANE (1 harm close messy) | HALLUCINATION (1-3 harm magic) | Weaponized Catharsis (2 harm magic)

HEALTH: 12 HP, Mask individually has 6HP

ARMOR: 1Armor (Facial Attacks only)

WEAKNESS: DESTROYING ITS MASK

ALT WEAKNESS: MAKING IT CHANNEL POSITIVE EMOTIONS & NOT FEAR

MOTIVE: Little is known about the Infernal Ringleader. It appears to have just spawned out of darkness recently. It exists only to cause terror and grow more powerful and frightening. If left unchecked, it seems to want to take over the Timber Expanse as a way to harness the Sonder inherent to the area.

THE TROUPE'S CURSE

If a player is inflicted with the Troupe's Curse, every night, they must roll +Weird.

1-6: The Player is plagued with Nightmares. They will suffer from Violent Hallucinations the next day.

7-9: The Player has nightmares, but they may see a cryptic outcome of a future choice.

10+: The player has a prophetic dream and recovers from the curse.

MINIONS

"SERIAL KILLER"

TYPE: RENFIELD ("Employed" by the Infernal Ringleader, wants to get people to it)

ATTACKS: FISTS (1-harm intimate small) | FAKE CHAINSAW (2 harm close messy)

HP: 4

SHADOW BEAST

TYPE: SCOUT (Watches from the darkness of the haunted house, reporting to the IR)

ABILITIES: Immortal. "Killing" it just makes it retreat. | Teleports through shadow | Staring at it too long causes one to develop Troupe's Curse
HP: 2

"EVIL CLOWN"

TYPE: RENFIELD (Get players to the threat)

ABILITIES: If players try to attack it and get less than a full success, the clown will drag away that party member.

ATTACK: Punch (2 harm close)

BYSTANDERS:

KAITLYN SAWYER

DESC: A 15 year old Paul Bunyan student. She often hides her face behind her hair. She loves horror, and Halloween is her favorite holiday. She's trying to convince a group of students to go to Brietastrakh with her.

TYPE : Victim. She will absolutely actively walk away from the party while in Brietastrakh.

KEVIN ORSINEGO

DESC: A 17 year old Paul Bunyan student. He went to Brietastrakh last weekend and has been really shaken up about it. He can't quite describe what he saw, but it wasn't good. For some reason, however, he still finds himself drawn back.

TYPE: BUSYBODY (He's weird, to put it lightly. He lets the players know what's going on but will likely interfere with explorations of Brietastrakh)

PART 1: DEATH MINUTE IN DECIMAL

LOCATION:

PAUL BUNYAN HIGH SCHOOL

DESC: The high school all of the player characters attend in Culver.

TYPE: CROSSROADS. As the place where the players frequent the most often, inciting incidents and clues will take place here.

Custom Move: A player can make a teacher suspicious, get in trouble, or even get detention.

LOCATION:

BRIETASTRakh (EXPEDITIONS PRE- INFERNAL RINGLEADER REVEAL)

DESC: Seems like a normal haunted house, but it's endless. Halls reconfigure and operate outside of reality & spatial logic. Until the party gets to the Ringleader's Circle, things seem normal. No matter what, the players can't solve it on the first exploration, only collecting clues and avoiding threats.

TYPE: MAZE (Incredibly difficult to navigate. Things are constantly changing and moving around)

CUSTOM MOVE: If a player is not within 10 feet of another person, they must roll +Cool.

1-6: They get lost and appear in a different section of the Haunted House.

7-9: The area around the players changes.

10+: The area stays the same and a cryptic clue is revealed. Ask a question from the investigate a mystery list.

BREAK

PART 2: SEE HOW THE BRAIN PLAYS AROUND

LOCATION:

OPEN FLOOR. PLAYERS CAN GO TO SCHOOL & TRY TO GET MORE INFO OR SKIP TO NIGHT AND GO STRAIGHT BACK TO BRIETASTRAKH.

LOCATION:

BRIETASTRAKH (POST- RINGLEADER REVEAL)

DESC: THE HOUSE HAS BECOME EVEN MORE SURREAL AND TERRIFYING. THE INFERNAL RINGLEADER WILL NOT LET THE PARTY ESCAPE.

TYPE: PRISON: The Infernal Ringleader actively manipulates Brietastrakh to confuse, trap, and eventually kill the party. The Ringleader will change rooms to better frighten the party.

CUSTOM MOVE: CORRUPTED HALLS: The house will change, distort, and actively prevent players from going anywhere beyond the Infernal Ringleader's grasp.

COUNTDOWN

DAY: Halloween comes to Culver, Brietastrakh opens its doors.

SHADOWS: Students start going and telling stories of how scary it is. Kaitlyn wants to go after hearing about what happened to Kevin.

DUSK: Students start going missing. Kaitlyn goes to Ebrietastrakh alone.

SUNSET: Kaitlyn gets found by the Infernal Ringleader. He scares her so bad she dies of a heart attack. The Ringleader is nearing full power. NIGHTFALL: Kevin goes Brietastrakh, will do so. The Infernal Ringleader possesses his mind, now a puppet of the Ringleader. He leaves the prison of Brietastrakh and begins channeling the Sonder of the Timber Expanse to become all powerful.

MIDNIGHT: The Infernal Ringleader clouds the Timber Expanse in pure darkness and fear, with the rest of the world being next.