

INDIE+

HORROR ANTHOLOGY

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THE FOLLOWER

The Follower is a game played by 2 or more people based on the movie 'It Follows'.

One player will be the Follower (dealer); all other players will be the followed.

WHAT YOU'LL NEED

- 1 deck of cards
- 10 or more Index cards
- Tokens to represent players and a token to represent the Follower
- Familiarity with Blackjack. – Rules at [Wikipedia](https://en.wikipedia.org/wiki/Blackjack) (Ignore the insurance rules and betting. All other rules are in play.)

THE GAME AND SETUP

The entirety of *The Follower* takes place inside a dream state. This dream state feels like the real world but there is always something slightly off – the color of the sunlight, the way the crowd chatters, how it feels like you can't quite make yourself run.

Index cards represent the path the players must take to escape the dream state. A player exits the dream as soon as they move their token off the final index card. Always describe how your characters react to what's happening to them! It's confusing and frightening; reflect it in your characters actions.

To begin the game lay out the index cards in a path. Place the follower on the first card and the followed on the second. Then start your first scene.

PLAYING SCENES

To begin a scene the group decides where the current scene takes place and answers the following questions. Then each followed describes what he or she is doing.

1. What is off about the world?
2. What obstacles exist here?
3. Who does the follower look like?
4. How many exits are there?

The hand of blackjack then begins. Once all players have fully played their hands use the following rules.

If the Follower has blackjack, no player's move and the Follower moves 2 spaces. No matter what the Follower always moves at least 1 space.

If a player wins with a blackjack they move 3 spaces. If a player wins with 17-19 they move 2 spaces if a player wins with 16 or less they move 1 space.

If the player doubles down and wins the hand they move 4 spaces. If the player splits each hand is considered a separate hand resolving normally.

Once the players have all moved if any player is currently on the same card as the follower they are enveloped and removed from the game. If more than one player is on the card with the Follower the player with the lowest hand total is enveloped. If the players are tied they each draw a card, lowest is enveloped. Continue to draw until one player loses.

All players should describe how their characters react to the Follower destroying their friend!

The next scene then begins following the rules above. Continue play until all players are removed from game by the follower or by exiting the dream state.

STEVE WALLACE

AND THIS IS HOW SHE DIED...

NUMBER OF PLAYERS

Two or more

MATERIALS

Candle, Mirror

HOW TO PLAY

Read all the instructions, put them away, and begin the game. There is no right or wrong thing to say in this game, so go with what feels right. *Don't make her angry.*

You are telling the story of how she died. You'll tell about her life, who she was, what she loved, what she hated, what infuriated her, what drove her to her death. When the lights are off only speak of her story. *Tell her story or you'll be sorry.*

Light the candle, turn off the lights, and sit in a circle. The person who starts is the eldest, as was she, before she died. The first player holds the candle and looks into the mirror and starts her story. They tell (aloud) one of the following:

- Something about her life.
- Something about the way she looked.
- Something she hated.
- Something that led to her death.

And they end their story with, "And this is how she died." They then pass the candle and mirror to the next player who adds to the story, ending it with, "And this is how she died." Play continues as such till the last player.

The sound of scratching followed her everywhere. It drilled into her mind and so she picked out her hair, trying to pull the thoughts from her mind.

She hated mice, they lived in her mattress, she awoke to find them nibbling her toes.

"What a sour little girl," her mother would say, right before she made her eat her porridge.

The last player adds to the story, but after saying, "And this is how she died," They tell how she died and blow out the candle.

And this is how she died, dragging herself from the tub, clenching her innards to her belly.

And this is how she died, a whispered scream, hoarse with anger and fury.

And this is how she died, an promise of vengeance, she'd return.

If you are playing with less than five people, pass the candle around two or three times before ending her story. Decide beforehand how many rounds you will play and who will be the last person to blow out the candle.

She blew out the candle...And this is how she died.

ELIZABETH CHAIPRADITKUL

HEROINE SUPPLEMENT

In *Heroine*, the protagonist finds herself in the Other World—full of unfamiliar places and strange magic. This supplement is meant to add a spooky October feel to the game. Use this as a one shot or add these scenes to your own for a longer game.

THEMES

- Darkness: Short days, lunar eclipse, flickering firelight, boarded windows, shadows
- Fear: Looming danger, monsters, howling and scratching, curling smoke, being lost
- Oddity: Strange tastes, flourishes of color, foreign antiques, masks, unfamiliar scents

SCENES

The setting is first, followed by a list of characters we may meet. Some thematic description comes next and the last is the question that could be answered by the heroine's actions.

THE CHESSBOARD

A cemetery where the headstones are pieces: rooks, pawns, knights, etc. Do the pieces move? Who is playing the game? What are the stakes? What happens when it ends?

- Raven, ghost, grave digger, mourner, vampire, genealogist
- Freshly mown grass, red roses on black marble, falling yellow leaves, moonlight
- Which side will win? Will the heroine take a side?

THE CARNIVAL

A circus after dark; tent poles reaching into the night sky. People sit and stand, entranced by the bizarre acts. What does a ticket cost? Are there animals? Where is it set up?

- Fortune machine, Ringmaster, talking animal, lost child, contortionist, fire breather
- Candy wrappers, striped tents, laughter, stars above, iron gates, maze of mirrors, flapping banners, spiced cider, clowns, accordion music, masks
- Who is the imprisoned performer? What will the troupe offer the heroine to join them?

THE CAVERN

A cave full of wonder and secrets, hidden treasure and forgotten things. What awaits the heroine in the dark? What is at the heart? Is it a natural cave or was it carved out? If so, by who?

- Bat, lost adventurer, dragon, dwarf, disembodied voice
- Water dripping, slick stone walls, echoes, tight spaces, gleaming gold, candles dripping wax
- What lost thing will the heroine find? Is it a blessing or a curse?

COMPANION IDEAS

- Scarecrow
- Black cat
- Jack-O-Lantern
- Skeleton
- Jack-in-the-Box
- Ghost
- Owl

ANTAGONIST

The antagonist wants to give the heroine the thing she wants the most, in a twisted, exaggerated way. If the heroine's parent died, the antagonist wants to keep her as a child. If she wants her younger sibling gone forever, the antagonist will do that to make her happy. If the heroine is sick, the antagonist will keep her in the Other World forever so she never has to feel pain again.

JENN MARTIN



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JACK'S TRICK

Once there was a very wicked man called Jack, who tricked the Devil into refusing to take his soul. He wanders the world now, ever searching for a way into Heaven or Hell, ever unable to rest. He carries with him a gourd lit by an ember from Hell itself. A few times in a year, when chains are loosed and doors unlocked, he has a chance to end his curse, to pass along his lantern, and name a new Jack. That might be you, if you aren't quick and clever.

Jack's Trick is a storytelling game meant to be played in a single evening. It consists of at least five scenes, but it can go longer, depending how the cards fall. During the course of the game, the player controlling Jack has the opportunity to pass his curse along to someone else. *Jack's Trick* requires a Euchre deck, and relies heavily on the rules for Euchre. Since I don't have space to explain Euchre here, I direct you to <https://en.wikipedia.org/wiki/Euchre>; I'll be using the concepts and rules described there. You'll also want some index cards and writing utensils.

SETUP

Jack's Trick requires four players. One player takes the role of Jack, while the others are the people he is trying to trick. To begin play, the players (including Jack) answer five questions collaboratively:

1. *What is the setting?* Where and when are we? The setting always includes Halloween or a similar celebration or situation, something involving death or remembrance.
2. *Who are the characters?* The three non-Jack characters know one another. Take an index card and write the nature of your relationship to the character to your left. If the character to your left is Jack, skip him and note the relationship to the next character.
3. *What are their sins?* Every character feels guilty about something. Depending on the setting, this might be as minor as stealing some Halloween candy or as serious as killing a rival and hiding the body.
4. *How are they hiding?* Everyone is hiding from something, probably related to their sins. Characters can "hide" by wearing costumes, by taking on other identities, or in more abstract or metaphorical ways.
5. *Who is Jack?* Finally, determine who Jack is for purposes of this game. Jack always poses as someone trustworthy or some kind of authority figure. He always carries a light source (in modern settings, a flashlight or lantern).

GAME PLAY

Jack's Trick consists of a number of scenes (at least five). During each scene, characters play their characters freely, narrating what their characters do and what happens in the world, until the Conflict arises. The initial scene should flow naturally from the answers to the five questions. All four characters should be present during this scene, and the characters should be involved in something related to their sins or the reason they are hiding. This might be as simple as a group of kids going trick-or-treating, or as gruesome as a group of criminals dismembering their boss' body.

CONFLICT

The Conflict in a scene becomes clear when one of three things happens:

- Two players disagree about a narrative change.
- The natural events of the story result in a Conflict.
- Jack declares the Conflict.

Jack can always declare the Conflict, even if he is not involved. Once the Conflict has been declared, the players engage in a hand of Euchre. Jack deals during the first Conflict, and during this Conflict, no trump is assigned (card values are A through 9, highest card in a trick takes it, players must follow suit if they can).

From there, the deal passes to the left in subsequent scenes. After the first scene, the hand always has a trump suit. Each suit determines what method of resolving the Conflict is most appropriate, as described above. Sometimes the obvious suit doesn't wind up being trump, though; a Conflict might start off as a fight (spades) but wind up being resolved through understanding (hearts). Determine trump for the hand as usual for a game of Euchre.

Conflicts after the first one have an additional wrinkle: Jack *always* gets the left bower. Whoever has the left bower gives it to Jack, and then takes the bottom card from the kitty. Jack discards a card of his choice. If the left bower is in the kitty, Jack may take it and look at the other cards in the kitty.

During the Conflict, players across from each other may choose to play as partners (as in standard Euchre) or play lone hands. If they play lone hands, they collect tricks for themselves only. If they play as partners, they share any tricks they take. Jack can partner with the player across from

him if that player is willing, but that means that both Jack and the player add to their score.

SCORING

Unlike standard Euchre, scoring works on number of tricks taken; each trick is one point. Whoever wins the round determines how the Conflict ends (using the method indicated by the trump suit), and from there the game continues.

ENDING THE GAME

Play continues until one of each type of Conflict has been represented. At the end of the last Conflict, the winner of that hand steers the game toward a conclusion, and scores are tallied. Every player gains one point for each trick they took during the game.

If Jack wins, he passes on the lantern to the player with the *lowest* score. Jack is free, and the players should narrate what happens to Jack, how he passes on the lantern and how he finally finds rest.

If a player wins, that player defeats Jack and sends him on his way. Jack is cursed to continue moving on, forever restless...or at least, until he can trick someone else.

If Jack wins, but there is a tie for lowest score, the group should play one final Conflict, with the two tied players on opposite teams. The loser of that Conflict is cursed to become the next Jack.

MATTHEW MCFARLAND

LACUNA / INSPECTRES

DEEP BLUE CLEARANCE!

This is a Subject and Static table for a mission for three or more Mystery Agents. It assumes that Mystery Agents receive subject files prior to insertion into Blue City.



SUBJECT: Edgar Bernard Allen

APPEARANCE: male, caucasian, 37 yrs. old, thinning brown hair, mustache and goatee, average build, tat on right deltoid

CRIME: meth addict and dealer, mugger, suspected homicide

LOCATION: homeless while awake, Agents have reported sightings at Blue City Hotel, near the Cafe

HP "LOOK": when Edgar is revealed as a Hostile Personality, his lower lip juts out and swells until it falls off, showing his lower fangs. His eyes bulge out and yellow, while his body grows more muscular and brutish, arms growing into the size of a gorilla's. He will climb the Hotel to escape the Agents.

STATIC	EVENT
0	Insertion into Blue City (always the first stage)
3	Contact with Personality (Auxilliary Interdata Jones)
5	Control insists that Team Lead track another agent's movements closely, "for reports"
10	Run into another Mystery Agent, Barker, who hops onto the streetcar, doesn't know subject doesn't want to "waste Company time chatting"
13	If Agents haven't found Edgar, he appears in HP "look" and attacks an Agent
16	Control tells "false alarm on Edgar," orders them to eject (this is not Control?)
20	Agents lose contact with Control, must find another Agent to eject.

THE COMPLETELY UNOFFICIAL INSPECTRES CLUE TRACKER

How to use the *Completely Unofficial Inspectres Clue Tracker*:

Using a splash of color and a token, the clue tracker can set in the middle of your table to provide a visible way to help everyone keep an eye on how far along a job has moved, when to introduce new ideas or curves, or try to move towards a huge epic ending.

First, print out the next page and place it on the table so the entire group can see it. When the GM has set the number of Franchise Dice needed to solve a mystery, color in the corresponding numbered circle above.

Example: the players make a brand new Inspectres team and the GM decides to have a quick job and sets the target of Franchise Dice earned at 10. The GM colors in the 10 circle with a yellow highlighter.

When the game begins, the GM places a token (a poker chip, a twenty-sided die, a bottle cap, whatever) near the Clue Tracker. This is the token used to measure the progression to solution of the mystery.

As play proceeds, the players will make Skill Rolls. If a player rolls a 5 or 6, they will earn Franchise dice. The player who made the roll should move the token a corresponding number of circles towards the target.

Example: The Job target is 10, and there are no Franchise Dice earned, it's the start of the game.

Jo is playing Trogdor the Scientist. Jo makes a Technology roll for Trog and the highest number rolled is 6! Jo gets two Franchise Dice, and moves the token onto the board past the first circle and leaves it on the second circle. Play proceeds as normal, until Jeff rolls a 5 on an Academics roll, and moves the token from the second to the third circle, and so on.

([Download from Google Drive.](#))

RICH RODGERS

INSPECTRES

Clue Tracker

1	2	3	4	5
6	7	8	9	10
11	12	13	14	15
16	17	18	19	20

ALLHALLOW NIGHT IN THE CITY

What does Halloween look like in the City, the setting of Indie+’s ongoing Chain World series?

“The city’s full of shit like this. We put on a ritual, we carry on a tradition, and we haven’t a fucking clue why we’re doing it. But hey! Who cares, right? So long as our cups are full and we don’t lose our lives.

“So go for it! Put on the mask, carry your cup from house to house. Drink whatever they fill it with. Sing your songs and dance with death, or at least some fair-looking guy dressed up like her. Have a good time, laugh in the face of the dark, and think fondly on it next day.

“Don’t think too hard about the why. It’s fine. Better if you don’t know. You’d never be able to enjoy it again.”

-Sage Friscus Aldercry,
the First and Last Great Sage of the City.

Allhallow Night in the City is a time of drinking, mask-wearing, and revelry, a night when the boundaries between worlds are thinner than ever, and mere songs, masks, or blood are all that’s needed to break through them.

When you first draw someone’s blood on Allhallow Night, roll:

- +1 if you consecrate the blood to a worthwhile god or cause
- +1 if you drew it without a weapon
- 1 if your blood was drawn, by you or by them
- 1 if you drew excessive amounts from them

On a hit, the blood affirms Allhallow Night. If you paint it upon your brow, it will point you to any intruding creatures or strange occurrence of the Night. On a 10+, take +1 forward to any other Allhallow Night move. On a miss, the blood you spilled opens a path for a watching creature. Come sun-up it will be gone, but for now...mayhem ensues.

When you sing an ode to Death on Allhallow Night, roll + Cha. On a hit, Death will come to you, and you can ask for a modest boon. On a 7-9, she will ask a boon of you as well. On a miss, the song you sang angered Death; she will appear and demand recompense for your wrongdoing.

When you gaze at the stars with knowing eyes on Allhallow Night, roll + Wis. On a hit, the stars reveal the future. Say something that could happen within a week. Take +1 ongoing to make it happen. On a 7-9, the GM can add a caveat to your prophecy. On a miss, the stars reveal a terrible future, and the world will break asunder if it doesn’t come true.

When you pray to your god on Allhallow Night, you reach their most hidden mind. roll + Wis. On a hit, You may ask any one question of your god’s masked mind, but they will ask you a question in exchange, and you must answer honestly. On a 10+, you may ask a follow-up question. On a miss, their unmasked mind reveals a dark, frightening truth to you.

When you put on a mask on Allhallow Night, name the spirit whose mask you wear and roll + Wis. On a 10+, you remain in control, and the spirit in your mask will reveal a useful secret to you. On a 7-9, the spirit will only reveal the secret if you allow it to complete a task through your body. On a miss, you wake up later on Allhallow Night, the spirit having worn your body like a costume, unsure of what you’ve done.

BRENDAN CONWAY

CIARAN ENESCU

Ciaran (Kee-ran) Enescu is an NPC with an agenda. Although he appears as a charming noble with some minor eccentricities and an allergy to sunlight, Ciaran is actually a vampire duke scouting this plane in preparation for a future invasion by his people.

The vampire plane he hails from is cold and dim, ruled by a cruel monarchy that has held its people in an iron fist for millennium. They have visited our plane before, and are the source of some vampire legends. The vampires there are slowly starving, as the creatures that were once their food supply have been hunted to extinction. They have tasted human blood, and found it delicious. Time moves more slowly in their plane, however, and the layers of bureaucracy needed to approve an invasion are still being negotiated.

Ciaran is taller than average, with a slight build, pale skin, and white blond hair. His nose is thin and high, and his eyes deepset. They are a cold, pale blue in color. He has a scattering of pale freckles across his cheekbones and nose that give him an innocent air. Ciaran is always dressed impeccably, and is well-versed in a variety of courtly rituals. He will present himself as an ally to any PCs, offering information, money, and resources in return for unspecified 'future services'. Ciaran normally feeds from his lovers, charming the men afterwards so that they only remember the night of passion, and blame that for their unusual weakness the next morning. Ciaran will always expose his true nature in the presence of blood.

TYPE OF ATTACK: Supernatural Force d8 + 5, 1 armor piercing

HP: 12

ARMOR: 3

IMPULSE: To manipulate

- Charm someone
- Feed on their blood
- Retreat to plan again
- To get information by any means

WEAKNESS:

- Xeroderma pigmentosum - exposure to direct sunlight will cause Ciaran's skin to blister and his eyes to grow cloudy. Long enough exposure will kill him. He will normally try to hide this through a potion that works as magical sunscreen.
- Knots - compelled to untie them
- Garlic - causes a vampire's blood to burn
- Fire - burning their corpse is the only way to make sure they don't come back

SPECIAL:

- Can communicate with the dead if he drank their blood prior to death
- Cannot turn another into a vampire. His people are born, not made.

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SPINNER

Spinner is a game about death. Your death. Your horrible, graphic death. Sounds like fun, don't it?

In Spinner, everyone participates; there's no GM. The Spinner runs the game. The Spinner IS the game.

The setup is the same, every game. If it wasn't the same it wouldn't be Spinner.

Everyone in the room is strapped into a chair, in a circle, inside a machine.

In the centre of the circle is a giant spinner; The Spinner.

You can't leave the chair. Those restraints are A+ gamer-proof. Sorry.

From your chair you have a foot pedal which, if you hit it at just the right moment, will keep the Spinner spinning.

The Spinner spins, and if it stops on you, you die.

The foot pedal is represented by single six-sided die, which in Spinner is called the DIE.

Starting at random, one player rolls their DIE. Let's say it's you. Whatever number you get, call it out, and count around the room clockwise (nothing wiser than a clock when you've seconds to live) while pointing at every player until you're done. If you reach your last number, and the person you're pointing at hasn't worked out you were ending on them and rolled their own DIE, they die. If they have rolled their DIE, they pick up where you left off, counting off and pointing. If the number they roll brings the Spinner round to them again, they need to roll while still counting and be ready to keep going; no faltering allowed! There's the quick, they say, and the dead.

Eventually someone won't tap that pedal in time. Ho ho! Now the true fun begins!

The Spinner stops. It points at someone. Let's say it's you.

You get to describe the manner of your death, however you like. Lucky you!

There's a few restrictions:

- You must die in the chair.
- The manner of your death cannot kill anyone else as collateral
- The Spinner cannot be destroyed. It does this for a living, after all.

BUT you can go out in style, AND you can impose a single limit on the game. Players are blinded by the gore and can no longer see the pointer. The pedals stick and have to be pressed one step earlier. The count goes down rather than up. The Spinner changes direction. The spinner skips the number 3.

Each death changes the game. Take your time, **own** your death, make it count. The longer you regale the others with your last gasp, the more momentum they lose for keeping pace with the Spinner when it starts again. Some people spend the rest of their lives doing it! When you're done, you get one last roll of your DIE to set things going again before night takes you.

Eventually, rather quickly in fact, there will be two players left. Then there will be one.

Silence falls. The Spinner stops spinning. The chairs lower from sight, and the walls are washed with cleansing spray.

The machine pauses, clicks, resets.

The chairs rise again. Everyone is here! Hooray! The clock has been turned back! You're all alive!

You survived? You were the lucky one?

Congratulations!

You get to roll first.

GARETH HODGES

HOMELESS ANGELS

“God’s dead,” Carlos says. “Bloody Mary killed him.”

I look at Carlos, so frightened, I’m forgetting to breathe. “This is a true story.” That’s what he tells us. Sitting in the homeless shelter, all of us, wearing the same shirts and pants and shoes we’ve been wearing for months. Carlos looks at each of us, his eyes wide and awake. It’s late. Very late. Pitch black outside except for the neon.

He says, “The angels ... they move through the neon. There’s stuff in the neon that lets them exist on Earth. When they leave it, they can’t stay out for very long.”

I can’t move. My hands are shaking.

“Bloody Mary killed God and if she finds the Devil ... she’s gonna kill him, too.” Jaimie starts to cry. I remember when I got sad, my older sister would hold me. I hold her. Carlos keeps telling us the story.

“You’ve got to be careful on the street,” he says. “Because the devil’s angels are out there. They know God is dead and the good angels are trapped in the neon. So, they’re trying to take over the world.” He tells us, “You can tell the good angels from the bad ones. It’s the stink. They stink like Hell.”

Then, he tells us about the Blue Lady. Yemana is her name. “She looks after us. Protects us. But she’s only one person. The Devil and Bloody Mary are trying to kill her.”

Another little girl says the name “La Llorona.” I remember Gramma telling me about her. A crying lady who drowned children.

“We have to stay together,” Carlos tells us. “God is dead. The world doesn’t care about us anymore. The Devil and Bloody Mary are in charge now.”

I nod, feeling tears in my eyes. And I say, “Yes.”

God is dead. Bloody Mary killed him.

* * *

Homeless Angels is a Little Game based on the article “Myths Over Miami” by Lynda Edwards. ([You can Google it.](#)) It assumes the folklore in the article is true: supernatural entities wander the streets hunting the forgotten homeless of America’s streets.

Your characters are a small band of homeless children. No parents. No guardians. It’s just you.

To make a character, you only need a few steps.

First, name your child.

Second, give your child three characteristics. These could be physical, emotional or intellectual.

Finally, you have two Traits: Hope and Fear. (Those who have read *Schauermaichen* will recognize these.) Each of these Traits begins with 2 points.

Whenever you protect another child, roll a number of dice equal to your character’s Hope. If you roll one even number on your dice, you can say what happens ... but the end result must be that you saved the other child but you suffer some sort of consequence. The GM describes the consequences.

Whenever you protect yourself, roll a number of dice equal to your character’s Fear. If you roll one even number on your dice, you can say what happens ... but the end result must be that you saved yourself and no one else.

Whenever you choose to roll Hope, increase it by one point. Whenever you choose to roll Fear, increase it by one point. The more you use Fear, the higher it gets. The more you use Hope, the higher it gets.

If a child ever rolls Hope and gets no evens, the demons or Bloody Mary have caught up with him and he’s gone forever.

JOHN WICK

KEEP HALLOWEEN GOING ALL YEAR LONG

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THE WILKINS HOUSE

The Wilkins House is a Threat for use with *Urban Shadows*, either as a standalone Threat or as the seed of a larger Storm. The setting for the house is Oakland, CA, but you can place the house anywhere in the United States.

THREAT TYPE: territory (surge)

IMPULSE: to burn or consume

CAST: The Wilkins House, a site of terrible tragedy; Carl Wilkins, a former Black Panther vampire; Ahmed Moor, a social worker who opened a group home at the house; Wendell O'Toole, an immortal who saw the house burn.

DESCRIPTION: Eleanor Wilkins and three of her children were burned alive in the basement of the Wilkins House in 1968. Her husband, Carl Wilkins, was an important Black Panther in Oakland in the mid-60s. When he killed a cop in a shootout with Oakland City Police, a white mob gathered outside the Wilkins residence demanding that Eleanor come out and "Answer for his crimes." When she locked herself and the children away in the basement instead, the mob set fire to the house.

Recently, as the area has gentrified, the Wilkins House has been rebuilt as a group home for troubled youth. Unfortunately, Eleanor's rage is burned into the house itself. Eleanor isn't a ghost; there is too little of her left to call her a spectre. Instead the house has absorbed only her fury and anger, and it has plans to consume those who wronged it.

COUNTDOWN CLOCK:

3:00 - All the ghosts in the area flee, refusing to talk about what they have seen if confronted.

6:00 - Several small fires are started through the Oakland neighborhood around the Wilkins House, each one started by a kid from the group home.

9:00 - The Wilkins House cuts itself off from the world; no one can leave or enter without confronting the house's supernatural defenses.

10:00 - Carl Wilkins is drawn back to the house to confront what he thinks is Eleanor; the children of the house burn him alive.

11:00 - The house absorbs the lives of all the children living in the group home; each one of them is burned alive in the basement.

12:00 - The neighborhood around the house catches fire, an inferno that rages out of control throughout Oakland for days.

CUSTOM MOVES:

Passion Pit: When you **let it out** inside the Wilkins House, roll with Heart instead of Spirit. On a miss, your passions or supernatural powers flare wildly out of control.

The Basement: When you enter the basement of the Wilkins House alone, tell the MC what part of your past haunts you and roll with Blood. On a hit, you know whatever that house shows you to be an illusion; take +1 forward to confront your fears. On a 10+, the house reveals its own weaknesses as well. On a miss, the basement holds your darkest secrets and worst fears; take -1 ongoing to confront them and return to the land of the living.

MARK DIAZ TRUMAN

PARANORMAL PARTY GAME

Unsuspecting party guests must do their best to exorcise the evil spirit & save their souls before it possesses the entire town.

You are in the small town of Lymbo, attending a party put on by the local historian, but when the air turns stale and the hair on the back of everyone's neck stands up guests start to ask a few more questions about why their host has invited them over...

CHARACTERS

THE MAYOR: "Keeper of the Town's Secrets."

You've been around a long time and know what to expect.

You are expected to host the party for the rest of the players.

- When confronted by possession take a +1 to defend.

THE STRANGER: "Just passing through."

You're new to town, but you're no stranger to a witch-hunt.

- When an elected official tries to kill you take a +1 to defend.

THE PRIEST: "Defender of the sacred."

You've sworn to protect this town from the darkness that never sleeps.

- When acting as an elected official take a +1 to banish possession. You cannot kill anyone.

THE DOCTOR: "Healer of the damned."

You're a doctor, dammit, not a psychic!

- When acting as an elected official, choose between banishing possession with potions at a +0 or just kill 'em the old-fashioned way.

THE MEDIUM: "Feel their pain."

You're in touch with the paranormal and it knows you're there...

- Take a -1 to fight off possession or a +1 to inflict it.

CREEPY TWINS: "Two heads are better than one."

Your bond is unnatural and others may find you unsettling.

- You must be killed twice before you are eliminated from the game.

THE HOST: "History repeats itself."

You are responsible for facilitating what goes on here tonight.

Note: Assign characters before the party and have guests arrive to the house as their character role. All of the above abilities are public knowledge.

PARANORMAL PROCEDURES

To start the party, every guest draws a playing card to determine who begins the game as an innocent and who is possessed. These cards are kept secret throughout the game. There are as many cards as there are guests; only one is a Queen. The guest who draws the Queen is possessed as they enter the house... and they know it.

Next, the Host reveals that an evil spirit is haunting this old historic home and that they need the guests to help rid Lymbo of this menace. Now the guests must decide who they believe is believe to be possessed. The guests must charge that person as the accused, and appoint one of the other guests as the elected official to carry out the sentence. Finally, the Host shows the accused and the elected official to a private room to finish the job...

BEHIND CLOSED DOORS

Do not reveal whether or not the accused or elected official are innocent or possessed unless an innocent is possessed.

No repeats; the same accused and elected official cannot be sent behind closed doors twice in a row.

The elected official and the accused compete in **Rock Paper Scissors**, best out of five. (+1/-1 refers to how many wins you start out with.)

OUTCOMES IF THE WINNER IS...

INNOCENT AND:

- **The accused** - gets to live! Tell the other guests ... the elected official was fought off by the accused.
But with two survivors, the townspeople might suspect you both.
- **The elected official** - ends a life and stops future possession! Tell the other guests ... As the elected official you carried out your duty and killed the accused.
 - You came out on top this time, but at what cost? Are you sure they were possessed?
 - Banishment (specific characters): You have expelled the abomination and saved a life! But to the other guests it may sound a little too good to be true.

POSSESSED:

- **The accused or elected official** - possesses the other guest... Tell the other guests... the elected official was fought off by the accused or the banishment worked.
 - Your power is growing and you look just like an innocent. The elected official must have decided that you were "not guilty".
 - If both were possessed: you have a chance to formulate a plan that ensures the next one accused is an innocent.

Regardless of the outcome, the Host ushers everyone back into the main room and has all of the guests close their eyes and bow their heads. The Host then tells the possessed guests to lift their heads and silently see who has joined their ranks.

When there is only one innocent guest left the possessed must reveal themselves to the last survivor. That survivor has a single chance (rock paper scissors) to escape the house, leave town, and live to tell the tale.

WIN CONDITIONS

The Possessed – possess all guests at the party. If only possessed guests are left (even if the one you couldn't corrupt escapes), there is no one left to stand in your way of possessing the rest of the town.

Innocent Guests – Destroy the evil spirit that inhabits your fellow guests (either through killing or banishment). When you have done so, the evil mist will clear the house and the Host will thank you.

Happy haunting hunting...

Yours Eternal,

Marissa Michaela Kelly 

CONTRIBUTORS

LIZ C. is a game developer and writer who lives in the Netherlands. She owns Angry Hamster Publishing and works as a staff writer for ConTessa. She has designed her first game, **WITCH**, which was successfully funded on Kickstarter earlier this year. When not in her own imaginary world, Liz keeps busy with crafting and walking her dog. You can find her on G+ and Twitter—[@epicxcloth](#), or check out her company website—[angryhamsterpublishing.com](#).

BRENDAN CONWAY is a co-owner of and game designer for Magpie Games. He has written three *Dungeon World* supplements—*The Last Days of Anglekite*, *The Cold Ruins of Lastlife*, and *The Green Law of Varkith*—and worked on the *Firefly RPG* for Margaret Weis Productions, *Bulldogs! Fate Core Edition* for Galileo Games, and Magpie Games's own *Urban Shadows* and *Fate Codex*. His first full game design, *Masks: A New Generation*, was successfully crowd-funded on Kickstarter in October 2015. Brendan enjoys writing far too much and attempting to use silly words like "borborygmus" in conversation.

GARETH HODGES, founder and lead developer of Cosm Games, wears many hats. When not working on the *Crucible RPG*, he is Lead Editor for [Metal Weave Games](#), sits on the Editorial Board for [Monte Cook Games](#) and runs a crowdfunding consultancy business on the side. He's a passionate mental health advocate, feminist & LGBT ally, amateur astronomer and science education enthusiast, and hopes all his words will help someone, somewhere.

MARISSA KELLY is the co-founder of Magpie Games and the author of *Epyllion*, a dragon epic RPG. She is currently working on *Bluebeard's Bride* with Whitney "Strix" Beltrán and Sarah Richardson, a tale of feminine horror. In addition to her design work, Marissa also handles art direction for Magpie Games, Evil Hat Productions (*Fate*, *The Dresden Files*) and Storium. Marissa works as a paleontology intern throughout the year, spending summers in Montana and Wyoming doing field work.

JENN MARTIN is mostly harmless. A member of the Chicago-based gaming podcast The Jank Cast, she plays games any chance she gets—from play by post to LARP to video and board games to tabletop RPGs. She designed the Angel archetype for *Urban Shadows* for the 2014 Indie+ Anthology. She plays Andromeda the Star Mage in the series of *Dungeon World* actual play videos titled *Chain World* ([youtube.com/user/indieplusgaming/playlists](#)). The things that come out of those portals aren't her fault. Find her on twitter [@jennmartin80](#) and on tumblr at [geekincognito.tumblr.com](#).

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MARK DIAZ TRUMAN is the co-owner of Magpie Games, a community organizer and activist for marginalized people inside and outside of gaming, and the proud owner of the best cat in the world, Ophelia. He wrote *The Play's The Thing* and *Our Last Best Hope* and co-authored *Urban Shadows* with Andrew Medeiros. He is currently working on a game of Mexican narcofiction, *Cartel*.

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STEVE WALLACE is an artist and writer living in Columbus, OH. He is the lead designer at Scottish Rogue publishing and the creator of *No Country For Old Kobolds*.
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JOHN WICK was born on the hidden planet of Nibiru ten thousand years ago under the shadow of the secret sun. He fell to Earth four thousand years later and operated as one of *Les Invisibles*, guiding humanity toward a secret and terrible goal. He was betrayed by a lover and cast out of the cabal, hunted for centuries by occult agents. In 1645, John Dee stole and hid his memory with an elaborate Enochian ritual. Since then, he has wandered aimlessly across the Earth, unaware of his past or his powers. Forty-eight years ago, he regained his memory, and to hide from his enemies, arranged to be born into a low-income family in St. Paul, MN. He began his new life tainted by the red fury of revenge, but after decades of living with mortals, has come to love and trust them. He now covertly subverts *Les Invisibles'* plans by writing subversive roleplaying games—the Grand Alchemical Art—using magic memetics against magic memetics. You can find out more about him at johnwickpresents.com.