

Creep

An Unknown Armies Horror module by Mike Dewar
For 4-6 Players

Creep

Sometimes, it's good to get away. To get away from...

...your loveless marriage...

...your criminal past...

...the crowds that choke you and drag you down...

...the horror in the night..

But you can't get away from everything. Some things hunt you down, no matter how far you run. Some things never stop dogging your footsteps, no matter where you hide. When you rest, when you sleep, they're moving ever closer.

*Some things **creep**.*

You can never really leave your home behind. The place where you come from defines you, helps shapes the person you become - whether you remain content in the same nest of your life or you define yourself by rebelling against your origins, or something in-between.

Still, you can't leave it behind.

If you try, it'll hunt you down.

Synopsis

This module starts like a classic lost-in-the-woods style horror set-up. The PCs are all visitors to the Sunshine Falls Wilderness Retreat in Maine, a nicely affordable set of chalets for happy campers looking to get away from it all.

Feel free to play with those Friday the 13th/Wrong Turn-style horror cliches in the set-up. The players should ideally be expecting to be stuck out in the wilderness facing some kind of cannibal in-bred horror or something similar.

The twist is - the wilderness is safe. It's the nearby town which is the danger, and *it's getting nearer*.

You see, gradually little features of the urban landscape start to crop up. A stop sign, standing in the middle of a field of grass. The late-night growling of some creature in the undergrowth - cut abruptly short by hooting, and what sounds like a nasty car accident.

The second twist is - the party don't know it, but they're all from the same home town. A little nowhere logging town called Winslow, Montana. Winslow was a dull place to grow up where no one ever really amounted to very much, and for varying reasons they all managed to get out and start new lives. They don't recognise each other, because some are from different generations or just knew each other as kids. References to Winslow are throwaway comments in their character sheet - ideally you're looking for that cool, dramatically-appropriate "Ah-ha!" moment when they start to realise the pattern.

See, Winslow was a dull place for a reason. Hundreds of years ago, a sorcerer founded the town of Winslow as a kind of psychic vampire. Winslow feeds off the lives of its residents - that's why no one ever amounts to very much or does anything with their lives, because the town is leeching their potential away to keep its master alive. He's the mayor and has been for the last two centuries. Some lucky few residents escape (like the PCs) but never very many, and Winslow doesn't care as long as there are enough to feed it.

Unfortunately, ten years ago, the state built a highway bypass around Winslow and the town has started to die. Something about the drop-off in tourism, the fall in investment and lack of local support has intermingled with the magick around the town, causing it to become increasingly desperate and strange in its attempts to suck the last life from its few remaining residents to feed its master. Now it's forced to look for other sustenance. For the ones who got away.

The third twist is - one of the players is the sorcerer. That's right, your main villain of the module is a PC. Well, arguably, the main villian is Winslow, but the PC is its major ally. The sorcerer has managed to arrange, through various means, to get a few former Winslow residents in the same place and his plan is to get them back from the wilderness into the town and then keep them there long enough to allow it to feed off them. Be careful with your casting - you want to try and make sure that the player who gets this role is strong enough and has a sense of party balance, and won't just try and knife anyone he's left alone with. You also ideally want to try and discourage them from having lots of secret "asides" or passing notes, unless everyone is doing it.

PHASES

Phase 1: Arrival at the Sunshine Falls Wilderness Retreat (10-15 minutes):

A change for everyone to get under the skins of their characters and indulge in a little roleplaying. You probably don't want to let Phase 1 go on too long, as one of your players (pick a patient one) only enters the module in Phase 2.

Phase 2: Night, and an Accident (30 minutes):

So everyone's likely to have exhausted the dramatic potential of roleplaying the start of a camping holiday. Time for some drama. After the PCs have turned in for the night, it starts to rain, and late in the night they are woken by the sound of screeching tires and a crashing impact.

A small car has skidded off the winding road on the way up to the retreat, crashing through the barrier, and rolled part of the way down the hillside.

Inside is your lucky last party member. You see, he arrived early and Winslow has already tried to make a play for him. He managed to escape the ghost town, but Winslow's coincidental gravity well is strong, resulting in his nasty accident. Oh, and he can't remember his name or anything that happened to him.

A nice clue to play with is that the last cabin at the Retreat (which everyone has assumed is unoccupied) was actually the one our amnesiac was staying in. So if they want to move the injured man there while his wounds are tended to, then they find that the supposed-abandoned chalet has lots of luggage. And even stranger, if they poke through it, they may even find some personal effects that match our lucky guy.

Phase 3: The Hike to "Safety" (10-15 minutes – This scene can be cut for time):

No one's going anywhere during the night - the storm is really dreadful and it's clearly not safe to travel. But they've got an injured man here and they can't just leave him there, so there's only one sensible move, right? Unfortunately, none of their cars start. Winslow has learnt its lesson - cars make it too easy to get away.

So it's a tiring hike down the mountainside. If anyone wants to stay at the nice comfy camp and not help carry an injured man down dirt trails, no problem! Now's a good time to split the party, and the guys at the camp are going to get the worst of it. After all, Winslow doesn't like stragglers.

Start it gentle, but get as nasty and intimidating as you have to get them moving. There's nothing wrong with someone out of breath and hoarse from screaming catching up to the rest of the PCs, gasping, "There's *something* back there..." They can also start to pick up a few more unnatural weirdness. Now's a great time for that stop sign surrounded by grass, growing out of the earth like some angular tree.

Phase 4: Winslow (30 minutes):

As the party start to come into sight of the town, let them have that little moment of hope. Particularly if you've been playing hardball and they really think something is after them. And then the uncertainty starts to sneak in. This doesn't look like the same place they saw earlier. The buildings are smaller, and squatter. And everything looks old and faded, with chipped paint and rust.

If you've got some half-awake players, they might be looking for a town sign which could prompt some revelation. But don't let them sit down and figure things out on the town border. Your injured PC is a great motivator - maybe he starts coughing up blood (or more subtle, just really needs to change his bandages). Or maybe if you've been heavy-handed, the creeping presences in the woods behind them are getting closer. Get them into the town and (ideally) into a building, before you let them take stock.

Winslow is deserted. You don't need to try too hard with the supernatural elements. The mystery of an empty town should be eerie and alluring enough.

The PCs should start hallucinating alternate versions of the lives they could have lived if they had stayed in the town. The alternates may be eerily silent, or speak relatively normally, in a creepily-welcoming fashion or be somewhere in-between, blurting out seemingly-friendly small-town phrases in a bestial and animal fashion. There's nothing quite like a grotesque version of yourself screaming, "Why not try our new pecan pie special?" while it attempts to carve you open with a cleaver.

Phase 5: Night (Again) and Monsters (30 Minutes – to end):

Now we start to move into the final (and more action-y) phase of the module. The hallucinated alternative versions of the PCs are starting to come alive and to hunt them down.

If they get their hands on them, they want to symbolically feed them to the town. You can decide what this actually means - personally, I favour either (if you're going for a direct horror) literally slitting their throats and bleeding them out over the base of the town sign or (for something more metaphorical), transforming the PCs into alternates themselves. Winslow itself will start to turn against them, with strange poltergeist activity, phantom breezes and doors that slam again and again, like hungry jaws.

This is also the ideal time for your big reveal about the traitor in their midst. The Mayor may choose to betray the party and an appropriate time (after all, they're in Winslow, and his power is greatest here) and reveal himself that way - or one of the PCs can come across an old photo of the Mayor in one of the abandoned houses.

If the PCs arrived at the creepy town in Phase 4 and just decided to hightail it, that's no problem. They have to sleep somewhere, and they wake to feel tarmac under their faces and they're back in the town again. Winslow doesn't let go that easy. If they keep watch, they may even see the town's oily presence spreading after them, one block at a time.

Depending on when the Mayor's identity comes out - the grand finale is likely to be a desperate struggle between the party and the Mayor and the duplicates.

THE PARTY IN BULLET POINTS (If insufficient players, cut Anthony first, then run Brian as an NPC and make his injuries worse)

Dugan Ross, Supposed-Manager of Sunshine Falls (the Mayor of Winslow):

- Magician who created the town.
- Poses as the manager of Sunshine Falls, a relatively-harmless older gentleman, until his true identity is revealed and time comes to feed.
- Real name is Simon Winslow.
- Has an Obsession skills called "Make Things Happen" - can cause small coincidences and events to flow in his favour.
- Obsession: Living forever (though Winslow)
- Rage Stimulus: The Ones Who Got Away (ie. the PCs)
- Fear Stimulus: Being out of the town for too long
- Noble Stimulus: Winslow.

Shirley Fontaine, B-Grade Ex-Soap Star with an Overinflated Sense of Her Own Importance (Real Name Shirley Lawson):

- Mother was perpetually-pregnant waitress at the Cherry Pie Dinner. Father, an alcoholic lumber mill worker
- Ran away to become a movie star in LA
- Ended up in crappy waitress job just like Mom, until she landed a role in a local legal soap called "Out of Order". Married her (much older) agent, Dylan.
- Out of Order was cancelled. Now semi washed-up 30-something, coasting on her former fame and resentful of her husband.
- Has an Obsession skill "It's All About Me" - a Charm skill which allows her to get her way with people, as long as whatever she is trying to do is something for her own personal comfort
- Her alternate is a grotesquely-pregnant (or maybe just very fat) version of herself as a waitress at the Winslow dinner. Her alternate's belly may writhe and even burst, releasing a small pack of spindle-limbed deformed babies. The babies may try and attack the real Shirley and "get back inside her" (down her throat if you're feeling polite).
- Obsession: Being the centre of attention in whatever is going on
- Rage Stimulus: People who treat her like the jumped-up little tramp she is
- Fear Stimulus: That Out of Order was her only shot
- Noble Stimulus: Nice to those who are nice to her.
- Shirley could also be seduced by Winslow – her fear of losing her youth ties in with the whole town's reason for existing.

Dylan Fontaine, Semi-Successful Hollywood Agent and Professional Lapdog:

- Native LA resident, so Winslow doesn't care about him. Likely to be less affected by weirdness
- Secretly despises Shirley, but subservient to her forceful personality
- Obsession skill is "Fifty-Hour Work Week" - go without sleep or even ignore pain temporarily
- No alternate.
- Obsession: Being needed.
- Rage Stimulus: Shirley's thoughtlessness.
- Fear Stimulus: Being alone.
- Noble Stimulus: Helping people.

Clyde Williams, Ex-Convict Looking for a Fresh Start:

- Mom died in childbirth. Dad worked at mill until he lost his right hand in an accident.
- Fell in with a bad crowd. Sheriff's deputy injured when Clyde and a buddy took a car for a joy-ride. Fled town.
- Ended up in Chicago doing petty crime until a clerk got shot during a liquor store robbery, stayed to help the clerk and did fifteen years in prison as a result.
- Clyde is about ten years older than Shirley so they don't recognise each other.
- His Obsession skill is "Correspondance Course in Crime" – various useful illegal tricks. Also has a semi-mystical skill called "Karmic Butt-Monkey" which represents his bad luck/
- Obsession: Staying out of trouble with the law.
- Rage Stimulus: Predators.
- Fear Stimulus: Confined spaces.
- Noble Stimulus: Pacifism, oddly enough.
- Alternate is a blood-stained version of himself, missing his right hand and dressed as a sheriff

Anthony Edwards, Nature Writer and Recluse

- Father was school headmaster and mother was school nurse
- Weird loner, who used to cut class to camp in the woods
- Left town after graduating and volunteered with the Red Cross in the Sudan. Ended up writing down thoughts about his experiences which he was able to sell and become a travel writer
- Deeply uncomfortable in cities and with large crowds – tends to get set off to war zones and exotic locales with a laptop and not much else.
- Anthony's alternate is the town drunk. Unable to leave Winslow, but able to intergrate normally with town life, wears tattered and stained clothes and has a shaggy unkempt beard. The stench of booze is strong on his breath, and sometimes he actually vomits up strong liquor.
- Anthony's Obsession is "Survivalist" – expert at various survival/wilderness skills.
- Obsession: Survival
- Rage Stimulus: People who treat his isolationist lifestyle as weird or freakish
- Fear Stimulus: Crowds and cities
- Noble Stimulus: Help those who are isolated and in need.

Brian Thomas, Amnesiac Stockbroker (Not in bullets, as character himself has amnesia so has a very short character sheet):

Brian was the son of the town librarian, so maybe it's no surprise that he ended up one of the smartest, most bookish kids in his class. His mother raised him on her own and he never knew his father. This was because Brian was the result of an illicit affair with the town Mayor.

That's right, Brian is Simon/Dugan's son. Some vestige of sentimentality caused Dugan to let Brian rise a little higher than Winslow would normally allow, protecting him from the town's draining influence, and Brian ended up getting a scholarship to study Economics at Brown. He graduated with honours, and was offered a pricey job with a New York stockbroker. Dugan was incensed, having looked on Brian's scholarship as a slight sentimental weakness, but always having expected Brian to return. When Brian showed enough independence to escape Winslow's pull, whatever fatherly affection Dugan felt died within his breast.

As a result of his blood tie to Dugan, Brian was pulled to Winslow slightly earlier than the rest of the group and Dugan had already lured him into the town. Unfortunately, the rest of the "guests" had started to arrive, so Dugan was forced to leave earlier, trusting in Winslow to keep Brian contained. But Brian managed to steal a car and get away, only to crash...as the game starts, Brian remembers nothing of who he is or recent events.

Brian's alternate is a more formally-dressed version of Dugan, dressed in an old-fashioned -looking suit stained in blood. This is also a little misdirect away from the fact that Dugan himself has no alternate.

Brian's Obsession skill is "Noticing Patterns". He's always had a talent for picking up trends and identifying small details. His relationship to Simon/Dugan also means that he has a strange kinship to Winslow, and may see more weird occurrences than the others or feel some kind of connection to the town. He might even manifest some of Dugan's powers when in Winslow.

Brian also has a skill called **Fragmented Memories**. He can roll that whenever he encountered some new information to see if it triggers a memory. If successful, he can either know if something has nothing to do with him, or it may trigger a brief flashback (For example: After escaping the car, he rolls Fragmented Memories when inspecting the crash site and has a brief flashback of his last few moments of panicked flight). If you particularly want him to remember something, or the clue is especially good, the roll can be unstressed. If he abuses it, feel free to "confiscate" the skill and declare you will roll it on his behalf - it designed to be a device to draw his character into the mystery, not a "Detect Plot" skill.

Obsession: The Devil's in the Details. Brian is fascinated by small details and how they lead to truths about greater wholes.

Rage Stimulus: Abandonment

Fear Stimulus: Whatever he was fleeing from when the car crashed (It's actually Winslow, though he doesn't know that at the start)

Noble Stimulus: Better living through understanding. Brian believes understanding the reasons and motivations behind things always leads to the best solution for everyone.

PHASE 1: ARRIVAL AT THE SUNSHINE FALLS WILDERNESS RETREAT (15-20 minutes)

Let the PC's roll a die to see who arrives at the retreat first. Dugan does not roll (he's already at the manager's office) and neither does Brian (he is still trapped in Winslow at the start) and Shirley rolls for herself and Dylan (as they are travelling together). The lucky highest roller arrives first as the retreat in the early afternoon. The retreat is halfway up the mountain, surrounded in a clearing surrounded by pine trees. Dugan can have a little scene with each PC as they arrive and he checks them into a cabin. The earliest PC gets cabin 1, the next 2, etc. Cabin 4 is actually Brian's cabin, so Dugan will obviously not want anyone to take that one.

The cabins are functionally identical log cabins, with the following amenities:

- A small bedroom/living room with two single beds and a kitchen area (fridge and cupboards are completely empty)
- En-suite bathroom
- TV, but no cable and landline phone (the TVs and phone will go on the fritz when the rain starts)

The manager's cabin is slightly larger, but much the same. Dugan has already moved any obvious personal photos and other effects. There's also a basic first aid kit (likely to become relevant later on).

The manager's office has a plain wooden counter, a map of the local area and a TV in a cage in the top corner. A set of pamphlets inform visitors of local delights:

- Fishing in the nearby Westbury river (fishing rods can be rented from the office)
- Swimming in a local rock pool fed by the Westbury

If anyone does go into cabin 4 - they will find a set of suitcases, partly unpacked, full of men's clothing. In a side pocket in one of the suitcases is Brian's wallet. After a little light roleplaying, encourage the PCs to settle into their cabins as it starts to rain quite heavily, rapidly turning from a light shower into a rather unpleasant downpour.

Weird Things to Happen:

It's a little early for anything too strange, but if you want to spice things up a bit:

- The faint sound of a saw in the distance, revving angrily. If the PC investigates, they find what appears to be a freshly cut tree-stump, but no sign of the tree itself.
- Mysterious movements in the underbrush
- Sight of a figure off in the distance who retreats before they can get too close (one of the PC's alternates). Ideally pick one of the alternates who is obviously deformed from a distance
- A sudden and inexplicable slick of oil across the water in the pool which seems to move with purpose
- Freshly disturbed earth about a hundred metres from the retreat (grave of the real manager)
- A stop sign in a small clearing, surrounded by grass, as if road was hugely overgrown

PHASE 2: NIGHT, AND AN ACCIDENT (30 Minutes)

So our happy campers are driven inside by the nasty weather and endure a nice a supper as they can construct from Ed's canned goods, and finally go to sleep.

The rain gets heavier and heavier outside, until they are suddenly awoken by the sound a loud car engine getting closer at speed. There is the sound of squealing breaks, and a crash.

The more concerned of the PCs are likely to throw on some kind of clothes and hurry outside.

Fifty minutes down the winding partly-flooded road to the retreat, an elderly Volkswagen beetle has skidded, smashed through the road barrier and rolled ten metres or so down the hillside. It is upside down, and blood is visible against the windshield.

Brian is inside, bleeding badly from a nasty gash on his forehead and with his leg nastily bruised (not actually broken, but sore to put weight on). You can get a few dice rolls and some tension out of extracting him (general athletics to pull him free, first aid rolls, etc).

The PCs can roleplay through attempting to get him to safety - first prize is that they bring him into the abandoned last cabin (so that none of the guests get blood on their belongings) only to find the unpacked baggage there.

It's raining far too heavily to attempt driving down to town or hiking down the mountainside. If someone is particularly determined, feel free to reward them with a nasty little accident all their own. The phone lines are also out, and there is no cellphone signal.

The PCs likely get their patient somewhere safe, try and attend to his injuries and uncover his amnesia.

If one or two PCs stay divorced from the action of the injured man, they might see something odd....

Weird Things to Happen:

- Much closer movements in the underbrush
- Briefly spotting an alternate (it can be an alternate of the PC themselves, or of another PC, whichever you think is closer) in the heavy rain. At this point, they are still far away, but may be closer enough to pick out features with a successful notice roll (which will likely cause an Unnatural check).
- Power outages and surges, or TV's spontaneously turning on and off
- The stop sign seems closer
- A tree suddenly falls with no discernable cause, close enough to the camp that it bangs against the low outer wall. Upon closer inspection, it looks like it was cut through rather than breaking naturally.

PHASE 3: THE HIKE TO "SAFETY" (10-15 Minutes)

The storm abates with sunrise. Brian is still not in great condition, and they should really get him to town.

Unfortunately, none of their cars are working. There's no evidence of tampering - they simply don't start as if the batteries are completely flat.

If someone doesn't want to hike down to the town, that's fine. Let the rest of the hikers set off and then start up the intimidation:

- All the car alarms suddenly (and impossibly) go off, despite their dead batteries
- There are movements further up the mountain side, trees and undergrowth shifting as if things are hurrying through them
- With an angry buzzing, trees start to fall in a line heading towards whatever cabin the PC(s) are in, as if they are being sawn through impossibly fast. The last tree actually crashes down through the roof of the house
- An alternate (or more than one) attacks a cabin, throwing stones and screaming

Ideally, you want to keep the alternates out of immediate line of sight, but if necessary give the PC(s) a nice scary reveal if they actually get close enough to see one properly.

As for the hiking party, any of the above things can happen after they've left the retreat as well. The overall intent is to give the impression that Something Nasty has arrived at the camp and it's just as well that they're heading down the mountainside, and why not move a little faster...

If they want to go back and see who's causing all this noise, then just hit them with something nasty when they get back, like a half-caught glimpse of some alternates jumping up and down on their cars and smashing cabin windows.

Weird Stuff to Happen:

- The sound of a car coming towards the hiking party fast, and trees and bushes being broken like something is actually coming towards them. They likely dive for cover as the sound of squealing brakes fills the air, only to never see anything. Except there are tire tracks across the clearing where they were standing as if an invisible car drove right past.
- A circular saw blade embedded deep in a tree, as if it were thrown like a frisbee through the forest.
- An inexplicable island of tarmac inbetween two trees. The tarmac glistens and seems to almost suck at their feet.
- Sudden headaches and flashes for Brian of fleeing in the car, something chasing him...
- Phantom pains in Clyde's wrist and Shirley's belly
- Anthony suddenly becoming nauseous and vomiting. The vomit and his breath stink of cheap vodka, but he hasn't had anything to drink.

PHASE 4: WINSLOW (30 Minutes)

The PCs finally emerge from the woods into the safety of the town in the late afternoon - only the town seems a lot closer to the woods than they remember. They literally emerge from the trees and there are buildings right there, while there was a short walk across open ground previously.

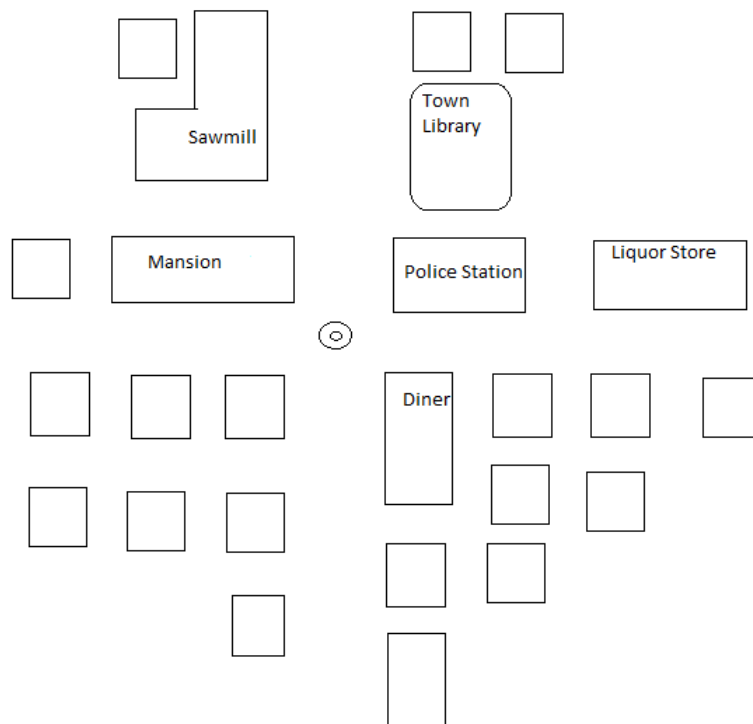
And the buildings are different, much smaller and in worse repair, with peeling paint and rust everywhere.

Try and get the PCs to hurry into the town at first - Brian's injuries may be bothering him, or they may still be being pursued by the alternates.

Once they're into the "safety" of the town, they can start to focus more on the oddities. The place is completely deserted. The likely flow of events is that they explore for a bit possibly encountering one or more alternates and that at least one of those encounters turns violent. This is likely to prompt them to either flee the town or try and barricade somewhere, which leads into Phase 5. A map of the town is attached - it's drastically simplified, since Winslow's layout changes as the town wills it, but just to give you an idea of where interesting buildings are in relation to one another.

Feel free to make up more or change them around. The PCs start at the bottom of the map and the fountain is in the centre. The town sign saying "Welcome to Winslow" can be either at the entrance to the town or on the far side, depending on how you want to play the reveal.

Fig 2: The Town



Interesting Locations:

The Cherry-Pie Diner: Shirley can recognize this as the place her mom used to work. The diner is deserted, but seems in better repair than other buildings. There are freshly baked goods on display, and the sounds of movement from the kitchen.

Shirley's alternate is in the kitchen. She will come out and try and get the PCs to sit and eat. The more they freak out or don't want to, the more upset and violent she becomes, likely outright attacking them.

If they play along, then the grotesque mockery keeps feeding them and feeding them until they're starting to become actively uncomfortable and when they want to stop or leave...well, see violent outburst above.

The Police Station: There are Wanted Posters of a much younger Clyde up on a board in the station reception, each accusing him of a more outrageous crime from armed robbery to unnatural congress with neighborhood pets.

The handless Clyde-as-sheriff is in further into the station by the cells, and will want to lock Clyde up and Anthony as well (the good-for-nothing town drunk). He angrily insists that Anthony is drunk and a public nuisance no matter how reasonable he acts, and Clyde is a "bad seed" and "plague on the community". There are shotguns in a locked cabinet near the cells.

Boone's Liquor Store: The reelingly-drunk and filthy alternate Anthony is outside the liquor store with an old plastic mug, panhandling. He demands money from the PCs and insists that they come in and drink with him. He takes any refusal as a personal insult.

The Town Library: Brian's mother is working in the small local library. She is extremely taken with the "clever, clever boy" (Brian, who won't remember her) and insists that he come in and sit down with her and read children's books. She is also disturbing and obviously attracted to Dugan and tries to lure him back with her to her office, her advances growing ever more bold and obscene.

The Fountain: The town fountain has a headless statue of a man in a suit in the centre, with a placard saying, "Simon Winslow, Our Founder". The statue starts to move if Brian or Dugan get too close, and may attempt to grab them and drown them in the fountain.

The Sawmill: There is a half-laden truck outside the mill, full of logs, many of which are blood-smeared. Inside, the buzzsaws raw angrily when people approach (particularly Clyde). There are improvised weapons galore inside in the form of axes and saws, if the PCs are prepared to dare the angry buzzsaws, which may actually animate and slash around like discuses.

The Mayor's House: By far the biggest house in Winslow, and in the best repair, the Mayor's house is a logical place for PCs to barricade themselves if things turn nasty, as well as a good place for Dugan's secret to come out.

There are lots of ornaments and assorted bric-a-brac in the various rooms, mostly of a congratulatory nature to Simon Winslow - for example, a trophy declaring him the town long-distance running champion, and another annoying him "Best Bowler in Winslow".

It's a little creepy, actually, the sheer volume of minor awards - a bit like the whole town has been trying a little too hard to please him, the local equivalent of a supersize mug saying "World's Greatest Dad".

It's also noticable that there are no photos or pictures anywhere - though there are dust marks on the walls where some used to be (Dugan has stashed them in the cellar). If you want to force the revelation of who Dugan is, Brian is a good tool to do this. He could be drawn to the stored pictures, or have visions of the "old Winslow".

PHASE 5: NIGHT (AGAIN), AND MONSTERS (30 Minutes)

So the PCs have spent a little time exploring Winslow, and have likely got into at least one nasty tangle with one of their alternates. They may have figured out where they are and their common connection, and they may even have discovered Dugan's secret. Regardless, after things have turned violent, they only really have one of two options:

- 1) Barricade themselves somewhere safe.
- 2) Flee the town.

If they barricade themselves somewhere, then let them take whatever precautions they feel necessary, while the alternates prowl outside and the town seems to grow ever more hostile as sunset approaches

If they flee, then by all means they can hike back into the woods or up the road towards the highway. But there's no traffic, and eventually they'll need to sleep. And when they wake, they're back in Winslow and night has fallen. If someone keeps watch, then they can actually see the town creep closer, one block at a time, sliding across the earth like an oil slick.

With nightfall, things progress into out-and-out survival horror. The alternates will try and kill/convert the PCs, Dugan should betray them (if he hasn't already) and one way or another the whole story winds to its bloody finale.

Weird Stuff to Happen:

- Cars in the streets outside come to life and roar up and down the main road, growling angrily. PCs still on the streets are chased by the cars which will likely try to either run them down or herd them into a building.
- The alternates mob any house where the PCs have barricaded themselves, chopping at it with axes from the sawmill and roaring welcoming town slogans.
- A buzzing animate sawblade hunts Clyde down, attempting to sever his right hand.
- Shirley's phantom labour pains become much worse
- Dugan's powers reach their peak - he can telekinetically control objects in the town.
- Brian's psychic connection to the town also peaks. The alternates may refer to him as a "Prince" and he starts to see strange interconnecting patterns between every facet of Winslow. This may help him anticipate threats, or see how everything ties back to Dugan.
- Anthony's clothes start to rot and become filthier and filthier as he slowly transmutes into the local tramp.
- Dugan may start to become physically younger as the PCs lives are leached away
- For a big finish, the statue at the fountain, now fully restored and its head re-attached may stalk the PCs. It is nearly indestructible, but will become inanimate if they kill Dugan.
- Flashbacks to their alternate lives become more frequent (see next page)

FLASHBACKS

- Shirley remembering being single and pregnant after her first serious boyfriend went to jail, mocked by her friends and abandoned by her family.
- Clyde remembering spending days in jail for petty offenses, then being released and only being able to get work at the mill, until he suffered the same fate as his father. And then the mayor offering him a job as sherriff, so long as he muscled the right people and ignored the occasional strange disappearance.
- Anthony being beaten and harassed by townsfolk (including Clyde, now the sheriff and Mayor's enforcer) for his strange ways, drinking himself into a stupor in the woods.
- Brian will start to remember more of his old life...arriving at the Retreat, Dugan driving him into town, and things going horribly wrong...Dugan snarling in frustration as Brian dove from the car and sprinted away...

ENDINGS

There are three likely endings:

- 1) The Low Road: Most or all of the party is killed or transmuted into their alternates. Dugan, now comfortably youthful, reigns supreme over his ghost town. However, a few weeks later, he finds the first grey hairs starting to appear again and sighing, starts goes back to the town census records to track down his next victims.
- 2) The High Road: With Dugan dead, the unnatural phenomena retreat. However, Winslow still has one last card to play. A phantom wind stirs the town and yearning cries fill the area, as it implores one of the PCs to become its new mayor. Brian is obviously the favourite, given his blood tie to Dugan, but anyone who has failed multiple stress checks or otherwise seems vulnerable could be targetted as well. Shirley makes a particularly good target - she could have visions of winning local beauty contests and being admired and adored by all the phantom citizens of Winslow.

But if none of the PCs accept, then words and visions gradually die out, leaving them in a lonely, empty town as the sun rises.
- 3) The Middle Road: As with the High Road, except one of the PCs does accept the Mayorship. The power of Winslow funnels into them, and either the PCs try and kill them or simply flee while the new Mayor and Winslow are otherwise occupied. A few days later, though, the Mayor will notice wrinkles on his/her face and gray hairs appearing...