

THE ILLUSION HORROR CON 2022

DISCORD SERVER PRESENTS

# PLAYER HANDBOOK

VI

DECEMBER 2 - 4  
2022

# A PERSONAL MESSAGE FROM THE CON ORGANIZERS

Sorry everyone, but we need to get mushy for a minute. This is probably getting redundant but we will continue to repeat this over and over again- thank you so much for your interest and participation in this "little" project the three of us cooked up earlier this year. This is really a dream come true. We cannot believe the response we've received, seriously. You all are truly the best and we really can't wait to share this weekend of horror with you!

A very special thank you to our sponsors and the VIP guests for all their contributions to this Con. We honestly did not expect this much reception, especially for the very first one! So thanks for having a bit of faith in us.

And finally, a very VERY special thank you to all you Players and GMs! This doesn't happen without you all. The excitement and engagement from you has been really amazing.

So enough of the mushy stuff now and back to the horror. We look forward to seeing you all December 2nd!!

Your Illusion Horror Con Team,  
Crystal, David, and Ryan

# WELCOME TO ILLUSION HORROR CON

Thank you for choosing to join us for this inaugural event of the Illusion Horror Con 2022! The Illusion Horror Con is a **free to enter** online convention that also **supports charitable causes**, which will run from Friday, December 2 thru Sunday, December 4. **Player signups open Friday, November 12 and close Thursday, November 27, 22:59 UTC.**

Comparable to other online conventions we want to ensure **equal access to games across time zones**. This will be done by assigning players to games using a **lottery system rather than a first come, first served** basis. Signing up for a game does not guarantee you a seat in that game but rather enters you in a draw for a seat. **The lottery results will be announced Monday, November 28** ready for the start of the convention on Friday, December 2.

The convention is organized and run on **The Illusion Horror Con Discord server** with all the latest information available in the **#convention-schedule** and **#convention-news** channels.

**Joining the Discord is necessary to participate** and players who are not part of the Discord won't be entered into the lottery.

Should you require assistance at any point in the convention please do not hesitate to contact the Convention Staff by visiting the **#tickets** channel in the Discord server and clicking the **"Get a Support Ticket"** button. If you need more urgent assistance, such as for a safety issue, then please contact **@Convention-mods**.

The Convention Staff is here to help and will be happy to answer any questions you may have. We hope you have a great time!

## **IMPORTANT PLEASE NOTE:**

**If you have not joined the discord server by November 27, 22:59 PM UTC your signups will not be considered for the lottery draw.**

# CONTENTS

A PERSONAL MESSAGE FROM THE CON ORGANIZERS	2
WELCOME TO ILLUSION HORROR CON	3
CONTENTS	4
CODE OF CONDUCT	6
The Rules	6
A Note on Free Speech	7
Roleplaying Safety Tools	7
Zero - tolerance	7
What Should I Do if I See or Experience Inappropriate Behavior?	7
ROLEPLAYING SAFETY TOOLS	X
What Are Roleplaying Safety Tools?	8
The Open Table	8
Content Warnings	8
Lines and Veils	8
The X-Card	9
PLAYER SIGNUP PROCEDURE	10
GAME SLOTS	11
Before the Convention Begins	12
After the Convention Starts	12
CHARITY RAFFLE	13
PRIZE LOTS	14
PUBLIC GUEST PANELS	17
VIP GAME OFFERS	1X
SCOTT#1 - The Night bus	19
ROBIN#1 - The Return	20
MATT#1 - Agglutination	21
MATT#D - Rock 'n' Roll Cannibal Zombie Genocide	22
ROBIN#2 - The Return	23
NEW#1 - Be My Valentine	24
RINA#1 - Die Not Ingloriously	25
RINA#2 - Saturday the 14th	26
RMR#1 - Season of the Maverick	27
GAME SUBMISSIONS	2X
SLOT 1 - LIMBO	30
101 - The Midnight Train (KULT Beginner Intro)	31
102 - Something Stinks in Orbital Stilton	32
103 - The Ward	33
104 - Called to Account	34
105 - The Bunker	35
106 - Echo Darklight	36
SLOT 2 - LUST	37
201 - And the Rockets Red Glare	38



202 - The Siren .....	39
203 - CAMPFIRE - Anthology Horror Storytelling .....	40
<b>SLO+ 3 - GLUTTONY</b> .....	<b>41</b>
301 - Branches of Bone .....	42
302 - Paradise Lost .....	43
303 - The Protocol .....	44
<b>SLO+ 4 - GREED</b> .....	<b>45</b>
401 - The Church of Joy and the Church of Suffering .....	46
402 - Ravishing Beauty .....	47
403 - To Live Free .....	48
404 - The Longhorn Job .....	49
405 - Time and Tides: Unamerican .....	50
406 - Price of Admission .....	51
<b>SLO+ 5 - ANGER</b> .....	<b>52</b>
501 - Les Bon Temps .....	53
502 - Massacre at Tortoise Lake .....	54
503 - The Laraine Estate .....	55
504 - The Ward .....	56
505 - Temple of the Sky .....	57
506 - We were missed dearly...once .....	58
507 - Things I will NOT be able to tell you .....	59
508 - Sins of The Fathers .....	60
509 - Simply Read .....	61
<b>SLO+ 6 - HERESY</b> .....	<b>62</b>
601 - The Last Word .....	63
<b>SLO+ 7 - VIOLENCE</b> .....	<b>64</b>
701 - Pop Goes the Weasel .....	65
702 - The Doom that Came to Wessex .....	66
703 - Under the Knife .....	67
<b>SLO+ 8 - FRAUD</b> .....	<b>68</b>
801 - Bluebeard's Bride .....	69
802 - The Wicked Ones .....	70
803 - Sinister Secret of Saltmarsh .....	71
804 - A Walk in the Park .....	72
805 - Sound of the Sea .....	73
806 - The Hounds Unleashed .....	74
807 - On the right track .....	75
808 - For Whom The Bells Toll .....	76
<b>SLO+ 9 - TREACHERY</b> .....	<b>77</b>
901 - Night of the Dead .....	78
902 - Horror on the Buffalo River .....	79
903 - Endeavour to Endure .....	80
904 - Rotblack Sludge aka The Shadow King's Lost Heir .....	81
905 - Rumbings in Personville's Crossroads .....	82
906 - A Matter of Tradition .....	83
<b>SPONSORS</b> .....	<b>84</b>

# CODE OF CONDUCT

## The Rules

### 1. No hate speech or bigotry.

This should be pretty self-explanatory. The Illusion Horror Con is meant to be a fun environment, where we can all gather together to play tabletop roleplaying games free from any form of harassment. This applies to all participants of The Illusion Horror Con 2022 regardless of race, ethnicity, sexual orientation, gender, gender identity, religious affiliation, physical appearance, disability, or other identifying factor. Harassment, whether from The Illusion Horror Con organizers, GMs, or players, will not be tolerated.

#### a) In-character bigotry. In-character bigotry is NOT tolerated either.

We will not tolerate any form of hate speech or bigotry in The Illusion Horror Con, this includes so-called "in-character" bigotry. Use of intolerant attitudes of the game-era as a means to "explain away" your language or behavior will not be accepted. GMs may negotiate some exceptions to this rule if the game requires it and it is handled tastefully and with the consent of all players (eg Harlem Unbound requires some elements of this).

#### b) Pronouns. Pronouns are not 'preferred' - they are mandatory. If someone requests that you use their pronouns, you are to do so. Intentionally misgendering (using they/them can be misgendering) or avoiding pronouns is not acceptable. Accidents do happen, but you must make an effort.

### 2. No harassment or threats. This should be obvious. There is to be no harassment or threats directed to participants, organizers, GMs, or sponsors of The Illusion Horror Con. Please respect other people's privacy and do not DM others without permission. Don't message anything creepy or sexual; no doxing people; don't threaten to do any of these things.

### 3. Be polite and respectful to each other. In addition, please be kind and patient with the Con Organizers and Mods. We are truly doing our best to give you all the best experience possible.

### 4. Mature content. The convention is strictly over 18 and as such may contain mature or explicit content - including sexual content. Scenario listings will contain content warnings so people can make informed decisions about which sessions they wish to participate in. Content warnings, however, are not an excuse to include unnecessarily graphic imagery. If someone uses a Safety Tool during a session, it is to be respected and the uncomfortable behavior must immediately stop.

### 5. It is against convention policy to stream or record games.

6. The Illusion Horror Con is run on a strictly volunteer basis. If anyone requests remuneration of any sort please immediately contact Convention Staff.

This list is not exhaustive, and if something unforeseen comes up during The Illusion Horror Con 2022, the Moderators have full discretion to deal with the issue presented as they see fit.

## A Note on Free Speech

It is important to note that the protection of free speech applies only to the government. They cannot legally censor you for what you say. This convention is not a government department and so freedom of speech does not protect you from being banned from the convention if you break the preceding rules.

## Roleplaying Safety Tools

The convention mandates the use of roleplaying safety tools. At the very least, all games must state content warnings and are to follow a "open table" policy. Any additional Safety Tools are welcomed and encouraged. Please see the next page for a discussion of roleplaying safety tools.

## Zero - tolerance

We have a ZERO-tolerance policy with breaking the Code of Conduct. Failure to follow the Code of Conduct will result in removal from The Illusion Horror Con and the convention server.

## What Should I Do if I See or Experience Inappropriate Behavior?

Any player or GM may contact the Moderators in Discord at any time to report and deal with a situation that may arise. Please report it to the Convention Staff (@Convention-mods) as soon as possible; you can **DM us**, use the "**Get a Support Ticket**" button in **#tickets**, or if you wish to stay anonymous use this [Google Form](#).

# ROLEPLAYING SAFETY TOOLS

## What Are Roleplaying Safety Tools?

Roleplaying Safety Tools are a means to help facilitate communication between all game participants to ensure that everyone involved continues to enjoy the game and that topics that may be traumatic or sensitive for an individual are handled with the appropriate level of care.

### The Open Table

Players may leave the game at any time without question if the content makes them uncomfortable. They do not need to provide an explanation.

### Content Warnings

If you know for certain that extreme or controversial content is going to come up in your game, it is a good idea to provide an upfront warning so people don't sign up and then decide the content isn't for them. For example, if a GM were running Monsterhearts, they should provide the disclaimer "Contains mature sexual themes" so anyone who does not want that in their games would know to stay away.

### Lines and Veils

Lines and Veils are terms used to convey the limits of the game. They might include subject matter that participants find objectionable or traumatic and do not wish to interact with. Lines are themes or elements that a participant wishes to be off-limits entirely. When you establish a line that content does not come up in the game no matter what. Veils are themes or elements that a participant does not wish to interact with directly but can be alluded to. Typically, veiled material is only implied or very briefly mentioned and immediately cut away from by the GM. It is a good idea to establish some ahead of time, but you can also come up with new ones during the game. As a GM it can be useful to come with some of your own to prompt others ideas and then have them send them to you privately. For example, a GM might say "I have a line on sexual assault, that theme will not come up in the game, and I draw a veil over consensual sex so things don't get too gross; do you have any?" and then prompt them to message you privately.



## The X-Card

The X card is a safety tool that is traditionally a piece of cardboard with an X on it where at any point in the game any player or GM may tap the card to indicate they are uncomfortable with what is happening and to skip it. This provides some challenges online but some options include sending just the letter X in chat, or setting up a card on a virtual tabletop if you're using one of them.

Additional safety tools exist. If you would like to learn more, the **TTRPG Safety Toolkit** available at <https://t.co/gA6hV6VKqm> is an excellent resource.



# PLAYER SIGNUP PROCEDURE

Over the course of **3 days** we hope to offer as many sessions in the realm of horror, suspense and scary themes as possible, and we've put out a call for all Horror-loving GMs to provide a weekend filled with games.

We've divided the weekend into **9 gaming slots**, which allows for 4-hour sessions with a **2-hour break in-between** in case of overruns and a little down time as well. These **breaks will also include special panel discussions and workshops with our VIP guests** on various topics of horror and gaming. The **panel discussions** are listed in this handbook and players are encouraged to use our Google Form to submit questions or topics to our guests. The panel discussions will be live streamed on discord as well as on our **Youtube channel**.

Once the session schedule is published for **The Illusion Horror Con 2022**, players can fill out a form to indicate which games they wish to play. If the game has more interest than seats available, the spots will be filled via a lottery and remaining players will be placed on a waitlist. **GMs that have submitted a game for the convention will have priority seating for games they attend as players of up to 1 GM priority seat per game maximum.**

Players must confirm with the GM their availability within 2 days of the lottery results on the **Illusion Horror Con** Discord Server. If not, the seat will be given to the next player on the waitlist and the process will continue until all seats are filled. We look forward to gaming with you on the weekend of **2 - 4 December**.

We expect all Players to follow the **Code of Conduct** for **The Illusion Horror Con**. If there are any problems or concerns during the Con, please direct those issues to the Moderators.

If you have any more question(s) have a look at the FAQs, or join the Discord server to talk to us directly.

The gaming sessions and postings concerning the session lottery will occur on the **The Illusion Horror Con 2022** Discord server, so it is necessary for all Players to join in order to participate.

You can join the Discord server by **clicking this link**.

# GAME SLOTS

The players and Game Masters who participate in The Illusion Horror Con come from all over the world; because of this the convention's time slots are aligned with the Coordinated Universal Time (UTC) timezone. For your convenience, you can click on the game slot time below to be linked to an external timezone converter which will attempt to convert to your local timezone based on your IP address. This converter also contains links to add calendar events on most major platforms. Please be aware that in some timezones games may start on a different date compared to the UTC listings.



**FRIDAY**  
**2 DECEMBER**

**SLOT 1 - LIMBO**

18:00 UTC | 13:00 EST

-----

**SLOT 2 - LUST**

00:00 UTC | 19:00 EST



**SATURDAY**  
**3 DECEMBER**

**SLOT 3 - GLUTTONY**

06:00 UTC | 01:00 EST

-----

**SLOT 4 - GREED**

12:00 UTC | 07:00 EST

-----

**SLOT 5 - ANGER**

20:00 UTC | 15:00 EST

-----

**SLOT 6 - HERESY**

02:00 UTC | 21:00 EST



**SUNDAY**  
**4 DECEMBER**

**SLOT 7 - VIOLENCE**

08:00 UTC | 03:00 EST

-----

**SLOT 8 - FRAUD**

16:00 UTC | 11:00 EST

-----

**SLOT 9 - TREACHERY**

22:00 UTC | 17:00 EST

## Before the Convention Begins

Player signups run between November 12 - November 27 and the lottery will be drawn November 28.

Players who have been allocated seats must check Discord regularly to keep in touch with GMs and convention organisers; some GMs will want to sort out characters in advance and may have other aspects of the game to discuss with you. **GMs have been asked to make contact with their players by the end of December 1.** If a GM has not been able to make contact with a player by December 1 then that player's seat will be forfeit and will be reallocated. Players who have been put on a waitlist must check Discord regularly; in the event that a seat becomes available, the convention organisers will use Discord to make contact with players on the waitlists. Even games in high demand in popular slots become available, so it's worth keeping a close eye on Discord or you could miss out! If you are unable to make a game, then please let the convention organisers know by using the "Get a Support Ticket" button in the #tickets channel.

## After the Convention Starts

Players are asked to be ready on Discord at least five minutes before the game and seats will be reallocated to other players shortly afterwards in the event of a no-show. Although this might seem a little harsh, it takes a reasonable amount of time for the convention organisers to find another player and for that player to get set up. If players know that they might be unable to make the start of the game then they are urged to make contact with the GM on the day of the game to confirm their place at the table. Players are reminded that Discord messages can be left with GMs even if GMs are not online. Players looking for more games are advised to keep an eye on #convention-waitlist for seats that become available at short notice when players drop out. **The convention organisers ask that players taking these seats are at home and ready to play before accepting a seat.** It is also possible for GMs to offer pickup games on Discord during the game.



# CHARITY RAFFLE

As part of The Illusion Horror Con 2022, we have some of the wonderful **VIP - Guests offering special game Raffles** for Charity Events. These can be found further below.

We also have wonderful **Physical & Digital Prize Packs** on that same page. You get, **1 ticket for \$5.00 or 3 tickets for \$10.00**, for each separate donation you give. Instructions on how to submit donations/raffle entries can be found in faqs.

We are raising funds for **The Canadian Mental Health Association (CMHA) and The Trevor Project (TTP)**. When donating, we ask if you are making multiple donations that you might support both causes. Links are below:

CMHA:

<https://www.justgiving.com/fundraising/the-illusion-horror-con-mental-health>

TTP:

<https://www.justgiving.com/fundraising/the-illusion-horror-con>



# PRIZE LOTS

A Special GM Submission Prize  
(1 Ticket Per Submitted Event)

## 10" Cthulhu Statue Donated by Impossible Realities (Diamond Toys)

- A Diamond Select Toys release! Cthulhu awakens! The first-ever Gallery Diorama of H.P. Lovecraft's Cthulhu depicts the old god rising from his place of dreaming in R'lyeh. Measuring approximately 10 inches tall, and hand-sculpted in extraordinary detail by Eli Livingston, this sculpture is cast in high-quality PVC with detailed paint applications and comes packaged in a full-color window box.



## HELM#1 - The Awakened

The Aware Pack (Physical Prize Lot)

- KULT Corebook
- The Black Madonna - Epic Tale
- Taroticum & Other Tales - Scenario Collection

## HELM#2 - The Enlightened

The Enlightened Pack (Physical Prize Lot)

- Beyond Darkness & Madness - GM Guide
- Screams & Whispers - Scenario Collection
- The Forbidden - Never in Retail



## HELM#3 - Core Rulebook PDF



Core Rulebook PDF

- 3 separate giveaways

-KULT: Divinity Lost is a reboot of the highly acclaimed and infamous contemporary horror role-playing game "Kult", originally released in 1991. This, the 4th edition of Kult, features a completely new rule-set, and the setting is updated to present day. Escape your nightmares, strike bargains with demons, and try to stay alive in a world full of pain, torture, and death.

## CHAOS#1 - Physical Starter Set

Physical Starter Set (Physical Prize Lot)

- 3 separate giveaways
- Call of Cthulhu Starter Set
- GM Keeper Tips



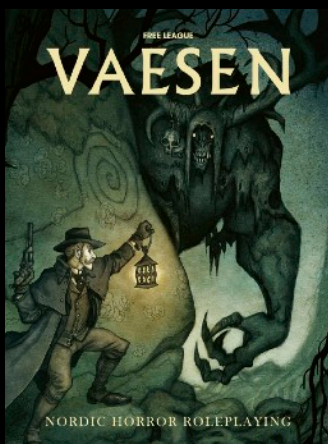
## CHAOS#2 - Digital Starter Set

Digital Starter Set (Digital Prize Lot)

- 3 separate giveaways
- Call of Cthulhu Starter Set (PDF)
- GM Keeper Tips (PDF)



## FREE#V - Vaesen Core Rulebook PDF



Vaesen Core Rulebook PDF

- Vaesen - Nordic Horror Roleplaying is written by Nils Hintze and based on the work of Swedish illustrator and author Johan Egerkrans. Vaesen presents a dark Gothic setting steeped in Nordic folklore and the old myths of Scandinavia. The game mechanics utilize an adapted version of the award winning Year Zero Engine.



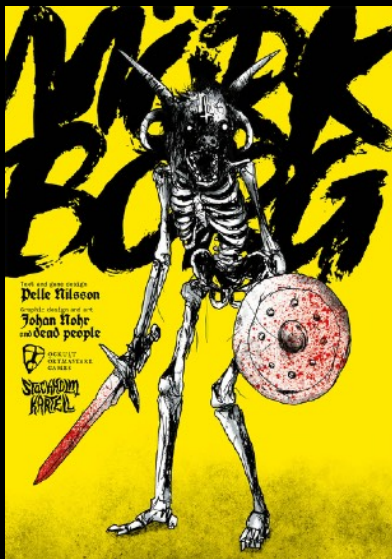
## FREE#A - Alien Core Rulebook PDF

Alien Core Rulebook PDF

- This is the official ALIEN tabletop roleplaying game—a universe of body horror and corporate brinkmanship, where synthetic people play god while space truckers and marines serve host to newborn ghoulish creatures. It's a harsh and unforgiving universe and you are nothing if not expendable...Stay alive if you can.



## FREE#M - Mork Borg Core Rulebook PDF



Mork Borg Core Rulebook PDF

-MÖRK BORG is a pitch-black apocalyptic fantasy RPG about lost souls and fools seeking redemption, forgiveness or the last remaining riches in a bleak and dying world. Who are you? The tomb-robber with silver glittering between cracked fingernails? The mystic who would bend the world's heart away from it's inevitable end? Confront power-draining necromancers, skulking skeletal warriors and backstabbing wickheads. Wander the Valley of the Unfortunate Undead, the catacombs beneath the Bergen Chrypt or the bedevilled Sarkash forest. But leave hope behind - the world's cruel fate is sealed, and all your vain heroic efforts are destined to end in death and dismay. Or are they?

## ONE#1 - The Digital One Shot RPG Collection

The Digital One Shot RPG Collection

- 31 Titles in this EPIC prize bundle  
- About: The One-Shot RPG (OSRPG) system and adventures offer easy-to-learn rules and compelling stories across many different genres. All OSRPG titles are Pay-What-You-Want because I believe everyone should enjoy great TTRPGs regardless of their income.





# PUBLIC GUEST PANELS

Click on the events for a timezone conversion and more infos as panels will be held in the 2 hour break in-between game-slots.

Slot 1.5 - Limbo: Friday 2nd December - 22:10 UTC | 17:10 EST

Game-mastering horror RPGs: Strategies and unique considerations

Scott Dorward, Newman, Matthew Dawkins, Jason Fryer

Risk mitigation in horror RPGs for GMs and players

Seth Skorkowsky, Jacqueline Bryk

Slot 3.5 - Gluttony: Saturday 3rd December - 10:10 UTC | 05:10 EST

Seminar: How to Write Horror Scenarios for RPGs

with Gunilla Jonsson and Michael Petersen

Slot 4.5 - Greed: Saturday 3rd December - 18:10 UTC | 13:10 EST

Horror inspiration from film and media

Scott Dorward, Seth Skorkowsky, Jacqueline Bryk, Newman, Matthew Dawkins, Jason Fryer

Slot 5.5 - Anger: Sunday 4th December - 00:10 UTC | 19:10 EST

Interactive show: Monster Art Jam!

with John Sumrow

Seminar: The Commandments of Kult

with Petter Nallo

Slot 7.5 - Violence: Sunday 4th December - 14:10 UTC | 09:10 EST

Creation and Evolution of Kult

Gunilla Jonsson, Michael Petersen, Jason Fryer, Petter Nallo

Slot 8.5 - Fraud: Sunday 4th December - 20:10 UTC | 15:10 EST

Discussion of the Kult Universe

Jacqueline Bryk, Seth Skorkowsky, Matthew Sanderson, Jason Fryer, Petter Nallo

# VIP GAME OFFERS



Slot 1 - Limbo:  
Friday 2nd December - 18:00 UTC | 13:00 EST

# SCOTT#1 - THE NIGHT BUS

- offered by Scott Dorward (Scott Dorward#6426)

Call of Cthulhu 7e

Up to 4 Players

Special Charity Raffle Event

X-Cards, Lines & Veils

Pre-generated characters will be provided

Content Warnings: road accidents, violence, body horror and possible PVP

No VTT - Discord only

When you've missed the last train home to the London suburbs, the night bus is your only option. Normally, the worst you have to worry about is drunken arguments, a bit of vomit, and maybe a small punch-up in the back seats. Tonight, however, the night bus is taking you straight into your darkest nightmares, via Penge.





Slot 1 - Limbo:  
Friday 2nd December - 18:00 UTC | 13:00 EST

# ROBIN#1 - THE RETURN

- offered by Robin Liljenberg (robinliljenberg#1418)

Kult : Divinity Lost

Up to 5 Players

Special Charity Raffle Event

X-Cards, Lines & Veils

Character creation at the start of the

Content Warnings: Murder, Violence, Potential Topics of Child Abuse, Potential Player vs. Player, and this is not an extensive list, Safety Tools shall be used for potential other Trigger Subjects.

No VTT - Discord only

30 years ago something terrible happened at the estate Vindenäs deep in the forests in Dalarna, Sweden. You were taken by the social services and placed in a foster home and have not heard from your siblings or parents since then. Two weeks ago a letter arrived from a lawyer telling you that your dead mother had bequeathed the estate to you and your siblings. You were told to meet the lawyer at the estate at 3 PM on the 7th of October 2019.

In this KULT: Divinity Lost scenario the player characters are drafted by from a set of different answers on nine questions by the start of the game. Each choice will shape a unique character with strengths, weaknesses, secrets and relationships. The drafting creates a unique set of siblings and relationships at each playthrough.



Slot 4 - Greed:  
Saturday 3rd December - 12:00 UTC | 07:00 EST

# ΜΑΤΤ#1 - ΔΓΓΛΥΨΙΝΔΨΙΟΝ

- offered by Matthew Sanderson (matt\_sanderson#8963)

Kult : Divinity Lost

Up to 5 Player

Special Charity Raffle Event

X-Cards, Lines & Veils

Pre-generated characters will be provided

Content Warnings: Strong, bloody violence and occasional freaky gore

No VTT - Discord only

Something is different. You don't know how long it took you to finally realize, but the torment had stopped. Everything had stopped. Even time. The world around you is frozen and motionless, like a scene inside in a snow globe. But something else is different. A door out of the corner of your eye. You're sure it wasn't there before. Now, it's opening...





Slot 5 - Anger:  
Saturday 3rd December - 20:00 UTC | 15:00 EST

# ΜΑΤΤ#0 - ROCK 'N' ROLL CANNIBAL ZOMBIE GENOCIDE

- offered by Matthew Dawkins (Matthew Dawkins#7043)

They Came From Camp Murder Lake!

Up to 5 Players

Special Charity Raffle Event

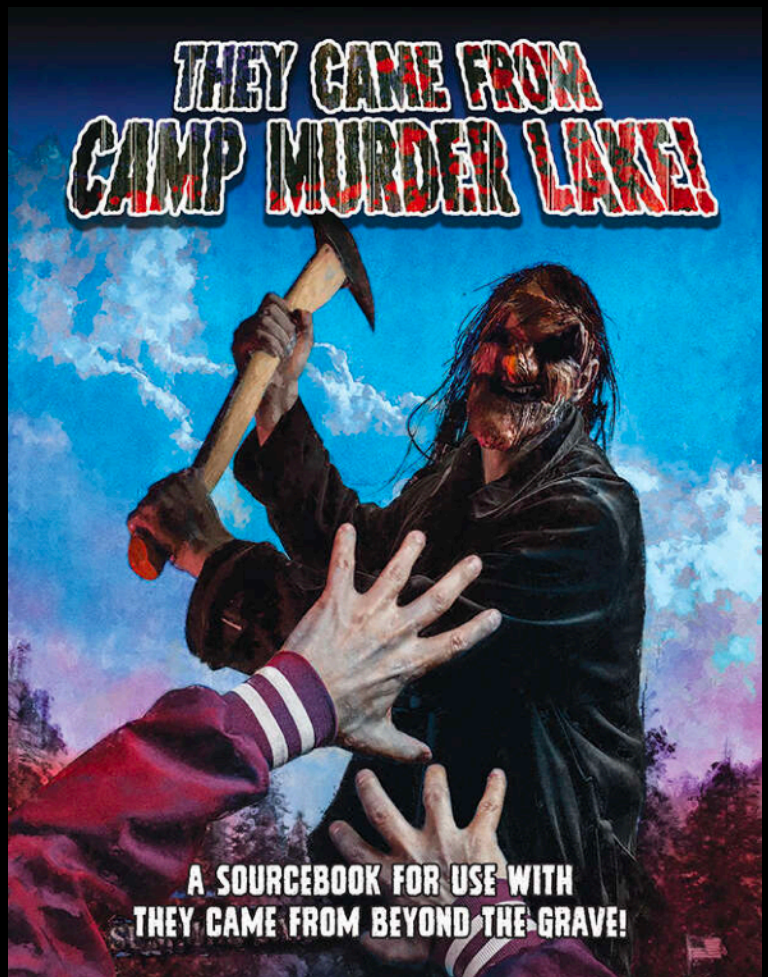
X-Cards, Lines & Veils

Pre-generated characters will be provided

Content Warnings: Strong, bloody violence and occasional sexual humour

No VTT - Discord only

It seemed like a great idea to rock and roll in the local cemetery this Halloween, but between the seances, the oddly timed lightning strikes, and the general teenage chicanery going down, something has woken the living dead! Zombies and worse are now emerging from their tombs and advancing on the town of Myrrdahlville! Can any of your characters survive?



Slot 5 - Anger:  
Saturday 3rd December - 20:00 UTC | 15:00 EST

# ROBIN#2 - THE RETURN

- offered by Robin Liljenberg (robinliljenberg#1418)

Kult : Divinity Lost

Up to 5 Players

Special Charity Raffle Event

X-Cards, Lines & Veils

Character creation at the start of the session.

Content Warnings: Murder, Violence, Potential Topics of Child Abuse, Potential Player vs. Player, and this is not an extensive list, Safety Tools shall be used for potential other Trigger Subjects.

No VTT - Discord only

30 years ago something terrible happened at the estate Vindenäs deep in the forests in Dalarna, Sweden. You were taken by the social services and placed in a foster home and have not heard from your siblings or parents since then. Two weeks ago a letter arrived from a lawyer telling you that your dead mother had bequeathed the estate to you and your siblings. You were told to meet the lawyer at the estate at 3 PM on the 7th of October 2019.

In this KULT: Divinity Lost scenario the player characters are drafted by from a set of different answers on nine questions by the start of the game. Each choice will shape a unique character with strengths, weaknesses, secrets and relationships. The drafting creates a unique set of siblings and relationships at each playthrough.



Slot 5 - Anger:  
Saturday 3rd December - 20:00 UTC | 15:00 EST

# NEW#1 - BE MY VALENTINE

- offered by Newman (Newman (He/Him)#6980)

Call of Cthulhu 7e

Up to 4 Players

Special Charity Raffle Event

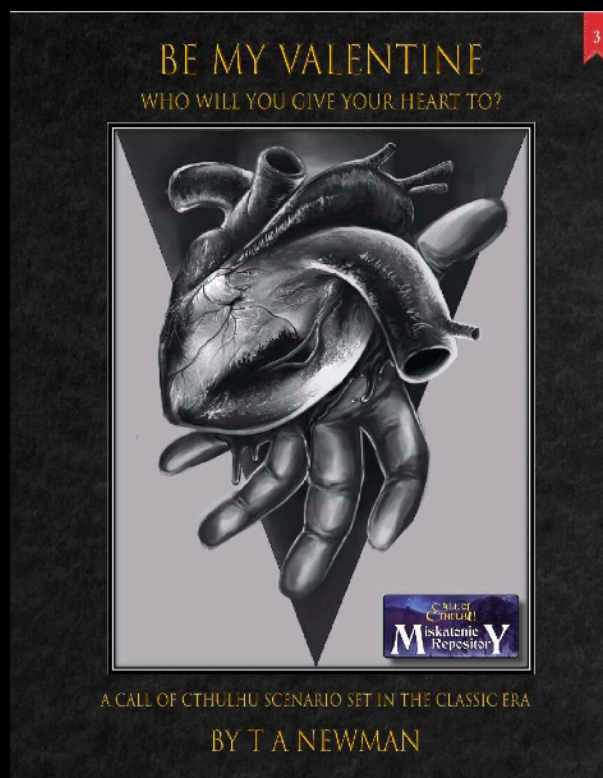
X-Cards, Lines & Veils

Pre-generated characters will be provided

Content Warnings: this scenario contains themes of horror related with Valentine's Day, body horror, race against time, self physical mutilation, and speed dating.

No VTT - Discord only

Join us at Gannet's restaurant for a romantic evening of 'speed dating!' You can eat, drink, and dance your way to an evening full of your heart's desire. Hungry for more? Don't you worry. With a guest list to brag about we will be playing your heart strings and making your blood pump with the excitement of true love. In a race against time the investigators desperately try find the source of the love spell gone horribly wrong. Having free reign to run around Holmouth town, a key location introduced in The Prisoner's Dilemma and Secret Santa, the investigators get to explore some of the darker elements of town whilst they try unravel the mystery. Will your investigators listen to their head or their heart?





Slot 7 - Violence:  
Sunday 4th December - 08:00 UTC | 03:00 EST

# RINA#1 - DIE NOT INGLORIOUSLY

- offered by Rina (she/they) (Rina (she/they)#8029)

Cthulhu Dark

Up to 4 Players

Special Charity Raffle Event

X-Cards, Lines & Veils

Pre-generated characters will be provided

Content Warnings: Blood, gore, body horror, murder, fire, animal death (war/battle/sacrifice), possible PvP, PTSD

No VTT - Discord only

You are all in the service of the great king Agamemnon. You have been camped outside the city of Troy for 10 years now, and for some of you, this has covered a significant portion of your life. But recently, things have taken a dour, terrible turn. Agamemnon has taken the priestess Chryseis as his war prize and is refusing to give her back to her father and the god Apollo. Plague stalks the camp, everyone is besieged by horrible nightmares, and people have begun to mysteriously disappear. You don't want to disappear or die of plague, not after all this time. If you're going to go, it should be with valor, with your name on the lips of those you serve....





Slot 8 - Fraud:  
Sunday 4th December - 16:00 UTC | 11:00 EST

# RINA#2 - SATURDAY THE 14TH

- offered by Rina (she/they) (Rina (she/they)#8029)

Call of Cthulhu 7e

Up to 4 Players

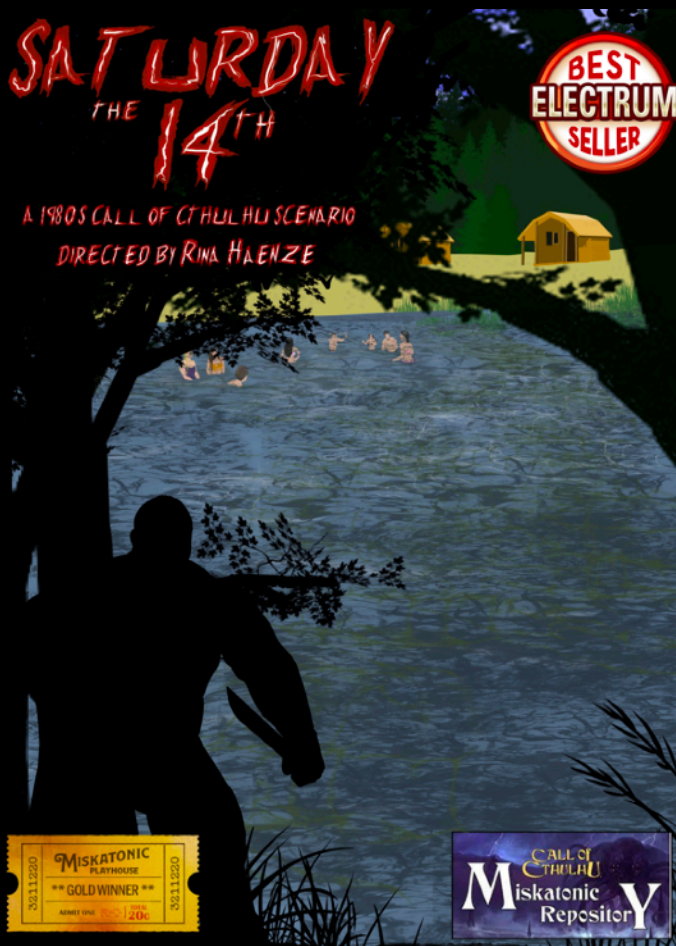
Special Charity Raffle Event

X-Cards, Lines & Veils

Pre-generated characters will be provided

Content Warnings: Blood, gore, body horror, murder, possibly drowning, harm to teens (slasher trope), possible PvP

No VTT - Discord only



It's Saturday, June 14, 1980. Your crime scene team has been dispatched to Camp Shady Pines to investigate the bizarre deaths of the camp's counselors who had been preparing for the arrival of the campers next week. According to Shelly Peters, the sole survivor, the counselors were attacked and brutally hacked to death by a mysterious masked stranger. It's up to you and your team to find the truth, and fast, so the camp can open on time.

Slot 9 - Treachery:  
Sunday 4th December - 22:00 UTC | 17:00 EST

# RMR#1 - SEASON OF THE MAVERICK

- offered by Hjalmar Norden (HjAa#4334)

Kult : Divinity Lost

---

Up to 4 Players

Special Charity Raffle Event

X-Cards, Lines & Veils

Characters will be created in the game,  
experienced players preferred

Content Warnings: Violence, drug abuse, sexual themes.

---

No VTT - Discord only

Improvisation will be key in this character trait-driven scenario for KULT: Divinity Lost. Come and join Hjalmar from Red Moon Roleplaying and be ready to be immersed. Have an idea for a KULT character with a Disadvantage you've been wanting to play? Sign up and reach out and Hjalmar will form the story around them!



# GAME SUBMISSIONS

id	GM	TITLE	SYSTEM	MAX PLAYERS
106	Kurg#6995	Echo Darklight	Alien: The Roleplaying Game	6
801	Diesel#9263	Bluebeard's Bride	Bluebeard's Bride	5
301	Michalis Mandilaras#5428	Branches of Bone	Call of Cthulhu	4
402	10sidedfear#6522	Ravishing Beauty	Call of Cthulhu	4
405	Hilmar#3501	Time and Tides: Unamerican	Call of Cthulhu	4
601	ChaosMarmoset#7309	The Last Word	Call of Cthulhu	4
701	10sidedfear#6522	Pop Goes the Weasel	Call of Cthulhu	5
702	Bum#2127	The Doom that Came to Wessex (CoC Dark Ages)	Call of Cthulhu	6
805	10sidedfear#6522	Sound of the Sea	Call of Cthulhu	5
902	Rox_dude#3623	Horror on the Buffalo River	Call of Cthulhu	6
203	mr_kultist#3806	CAMPFIRE - Anthology Horror Storytelling	Campfire - Anthology Horror Storytelling	4
202	Electric Rancid#0846	The Siren	Coriolis: The Third Horizon	4
508	Bitburg_Chef#0311	Sins of The Fathers	Cthulhu Dark	4
404	Tore Nielsen#2974	The Longhorn Job	Happiness Is A Warm Gun	5
101	Electric Rancid#0846	The Midnight Train (KULT Beginner Intro)	Kult : Divinity Lost	3
103	epsilonhalbe#8802	The Ward	Kult : Divinity Lost	4
104	Sue#3919	Called to Account	Kult : Divinity Lost	4
201	Diesel#9263	And the Rockets Red Glare	Kult : Divinity Lost	4
302	Leyart#8842	Paradise Lost	Kult : Divinity Lost	3
303	thelilscientist#3521	The Protocol	Kult : Divinity Lost	4
401	Diesel#9263	The Church of Joy and the Church of Suffering	Kult : Divinity Lost	4

406	thelilscientist#3521	Price of Admission	Kult : Divinity Lost	4
501	Kurg#6995	Les Bon Temps	Kult : Divinity Lost	6
503	Shatargat#6669	The Laraine Estate	Kult : Divinity Lost	4
504	epsilonhalbe#8802	The Ward	Kult : Divinity Lost	4
506	Abellard_Lindsay#9717	We were missed dearly...once	Kult : Divinity Lost	3
507	mr_kultist#3806	Things I will NOT be able to tell you	Kult : Divinity Lost	3
703	thelilscientist#3521	Under the Knife	Kult : Divinity Lost	4
802	Kurg#6995	The Wicked Ones	Kult : Divinity Lost	6
804	Sue#3919	A Walk in the Park	Kult : Divinity Lost	4
807	LictorBot#3133	On the right track	Kult : Divinity Lost	4
808	Bitburg_Chef#0311	For Whom The Bells Toll	Kult : Divinity Lost	3
904	Kersus#6105	Rotblack Sludge aka The Shadow King's Lost Heir.	Mörk Bork	5
102	seanfsmith#4705	Something Stinks in Orbital Stilton	Mothership 1E	5
901	Phzoul#5624	Night of the Dead	One-Shot RPG (Rules provided)	4
502	Phzoul#5624	Massacre at Tortoise Lake	One-Shot RPG System (OSRPG)	4
905	Cacodemonslayer14#1760	Rumblings in Personville's Crossroads	Silent Legions	6
806	mr_kultist#3806	The Hounds Unleashed	Solemn Vale	4
105	Eric med C#7627	The Bunker	Ten Candles	4
903	GM Greg #6917	Endeavour to Endure	Traveller	5
505	technoskald#3877	Temple of the Sky	Trophy Dark	3
403	AxidentalDM#0398	To Live Free	Vaesen	4
803	seanfsmith#4705	Sinister Secret of Saltmarsh	Vaesen	6
906	Bitburg_Chef#0311	A Matter of Tradition	Vaesen	5



# SLOT 1 - LIMBO

FRIDAY - 2 DECEMBER



18:00 UTC | 13:00 EST

id	GM	TITLE	SYSTEM	MAX PLAYERS
101	Electric Rancid#0846	The Midnight Train (KULT Beginner Intro)	Kult : Divinity Lost	3
102	seanfsmith#4705	Something Stinks in Orbital Stilton	Mothership 1E	5
103	epsilonhalbe#8802	The Ward	Kult : Divinity Lost	4
104	Sue#3919	Called to Account	Kult : Divinity Lost	4
105	Eric med C#7627	The Bunker	Ten Candles	4
106	Kurg#6995	Echo Darklight	Alien: The Roleplaying Game	6

Slot 1 - Limbo:  
Friday 2nd December - 18:00 UTC | 13:00 EST

# 101 - THE MIDNIGHT TRAIN (KULT BEGINNER INTRO)

- offered by Electric Rancid (Electric Rancid#0846)

Kult : Divinity Lost

---

Up to 3 Players

Beginner friendly

Pre-game discussion

Will make during session.

Content Warnings: Potential Player vs. Player, Horror/Light Gore Scenes, Warped Perceptions, Potential Vulgar Language

---

No VTT - Discord only

You are all on a commuter train heading towards the city center. It is close to midnight. Rain is lashing against the windows outside. You don't know each other. You will now pick one of the people traveling in the same car to play.

- This is for people who have NEVER played KULT before. We will do a 2-3 hour session, build PCs, and play out a small KULT scene on a MIDNIGHT TRAIN.



Slot 1 - Limbo:

Friday 2nd December - 18:00 UTC | 13:00 EST

# 102 - SOMETHING STINKS IN ORBITAL STILTON

- offered by Sean F. Smith (seanfsmith#4705)

Mothership 1E

Up to 5 Players

Beginner friendly, New-players welcome

Pre-game discussion, X-Card, Lines and  
Veils

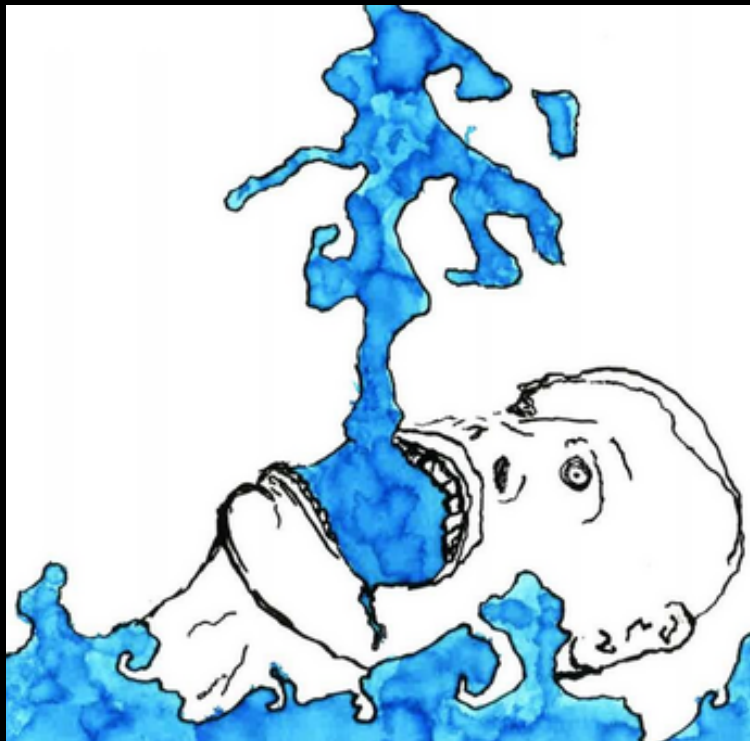
Characters generated in first 5m of  
session

Content Warnings: bodyhorror, rural isolationism, lactose, religious suppressions,  
animal maltreatment

No VTT - Discord only

In the 23th century, the orbital Stilton Arcology produced amazing cheese. Then the Edenic Church came and suddenly the cheese trade died out. Now it's 37XX and the star-village of Stilton has started producing great cheese again.

You intend to find out why.



Slot 1 - Limbo:  
Friday 2nd December - 18:00 UTC | 13:00 EST

# 103 - THE WARD

- offered by Martin Heuschober (epsilonhalbe#8802)

Kult : Divinity Lost

Up to 4 Players

Beginner friendly, New-players welcome

Pre-game discussion, X-Card, Lines and Veils

You can bring a home made character, but there will be character skeletons that we will fill out at the beginning of the session.

Content Warnings: Coma, Non-consensual medical procedures/tortures, Death

No VTT - Discord only

You are in a coma. For how long? You can't remember - has it been days, weeks, months or maybe even years? And since you were brought in here there is someone in your life that comes in regularly to visit, to talk, to not give up the hope that someday you will wake up.

This is your journey of waking up.

Please think of a special someone who is visiting you - your mother, father, sibling and their kids, your fiancée, a mentor/mentee, we'll need that for the opening scene.





Slot 1 - Limbo:  
Friday 2nd December - 18:00 UTC | 13:00 EST

# 104 - CALLED TO ACCOUNT

- offered by Sue Savage (Sue#3919)

Kult : Divinity Lost

Up to 4 Players

Beginner friendly

Pre-game discussion, X-Card, Lines and Veils

Pre-generated characters will be provided

Content Warnings: Drugs, mental illness, torture, bereavement, PVP

VTT-link: [click-here](#)

Four people form an unlikely friendship on the Unsolved Unlimited forum, over a shared interest in one particular crime: the murder of celebrity accountant Michael Madison and his wife Rachel in their Bel Air mansion, two months ago.

A new member posts, suggesting paying a visit to the scene of the crime, and is immediately banned for promoting illegal activity. But you all saw the post before it was deleted, and have contacted each other off the forum to arrange to meet in person.



Slot 1 - Limbo:  
Friday 2nd December - 18:00 UTC | 13:00 EST

# 105 - THE BUNKER

- offered by Eric Gustafsson (Eric med C#7627)

## Ten Candles

---

Up to 4 Players

Beginner friendly, New-players welcome

X-Card, Lines and Veils

Character creation at the start of the session.

Content Warnings: Darkness, Inevitable Death

---

No VTT - Discord only

Ten days ago the sun went dark. Five days ago "They" first appeared, spreading terror and confusion in the city. Your characters have met up in a boardroom at the top floor of city hall. It was here that all of you; the ones best suited to take lead, were supposed to meet if a disaster of this scale would occur. So few of you have made it here ...

You know of "The Bunker"; probably the safest place to be right now. It's not that far from the city, but the way is dark and treacherous. And you're not going alone. A group of about fifty civilians have gathered in the lobby, hoping that you will bring them to safety. Will the bus be enough to save them all? Are the resources going to last? What if "They" attack? Time is short and you have to move.

Ten Candles is a roleplaying game of tragic horror, in which we collaboratively tell a story about a group of people trying to escape the darkness. The system is easy to learn and characters are created at the start of the session.



Slot 1 - Limbo:  
Friday 2nd December - 18:00 UTC | 13:00 EST

# 106 - ECHO DARKLIGHT

- offered by Rob Wood (Kurg#6995)

## Alien: The Roleplaying Game

---

Up to 6 Players

Beginner friendly

Pre-game discussion

Pre-generated characters will be provided

Content Warnings: Violence, Gore, body horror

---

No VTT - Discord only

In "Echo Darklight," a series of fatal industrial accidents at a remote mining facility might have gone unnoticed if something hadn't also happened to the investigating Colonial Marshal. Rumors of a potential worker uprising and a doctored accident reports draw a team of Colonial Marshals and Marines to investigate. The investigators find themselves caught between a corrupt facility administrator and his mercenaries, increasingly frightened and angry miners, and a corporate black project that has breached its containment.

# SLOT 2 - LUST

FRIDAY - 2 DECEMBER



00:00 UTC | 14:00 EST

id	GM	TITLE	SYSTEM	MAX PLAYERS
201	Diesel#9263	And the Rockets Red Glare	Kult : Divinity Lost	4
202	Electric Rancid#0846	The Siren	Coriolis: The Third Horizon	4
203	mr_kultist#3806	CAMPFIRE - Anthology Horror Storytelling	Campfire - Anthology Horror Storytelling	4



Slot 2 - Lust:

Friday 2nd December - 00:00 UTC | 19:00 EST

# 201 - AND THE ROCKETS RED GLARE

- offered by Diesel (Diesel#9263)

Kult : Divinity Lost

Up to 4 Players

Beginner friendly

Pre-game discussion, X-Card, Lines and Veils

Pre-generated characters will be provided

Content Warnings: Politics, discussion of structural bigotry such as racism, sexism, homophobia, potential PvP, body horror, violence

No VTT - Discord only

It is early November 2016 and the Trump campaign is getting ready to make its final push towards the White House. For months, he has been playing to the basest urges of the American populace: the need for more. More safety, more money, more guns, more of everything. His followers have been whipped into a frenzy, waiting to strike at the polls. The whole country is wound as tight as a fiddle-string, and that's exactly the way Trump wants it.

You're all interns working for the Trump campaign. You're tired and excited and working overtime. You sneak naps in corners and drink more coffee. You are surrounded by opulence and loveliness, and living on camp beds and cafeteria food in a condominium they could never afford. Your emotions are constantly being pulled and twisted and shifted, and you sometimes find yourselves laughing hysterically or crying in corners without really knowing why. Your bonds to each other will be extremely important in these final hours.



Slot 2 - Lust:  
Friday 2nd December - 00:00 UTC | 19:00 EST

# 202 - THE SIREN

- offered by Electric Rancid (Electric Rancid#0846)

Coriolis: The Third Horizon

---

Up to 4 Players

Beginner friendly

Pre-game discussion

Pre-generated characters will be provided

Content Warnings: Isolation and Captivity

---

VTT-link: [click-here](#)

Set on a Miran prison colony, the characters represent inmates from all walks of life. Tasked by the elderly leader of their community with returning an artefact to a rarely accessible ancient temple high in glacier country, the team will face a variety of threats and challenges!

Good Luck!



Slot 2 - Lust:  
Friday 2nd December - 00:00 UTC | 19:00 EST

# 203 - CAMPFIRE - ANTHOLOGY HORROR STORYTELLING

- offered by Joel (aka mr\_kultist) (mr\_kultist#3806)

## Campfire - Anthology Horror Storytelling

Up to 4 Players

Beginner friendly, New-players welcome

Pre-game discussion, X-Card,  
Lines and Veils

No character creation needed, we just choose all the main PCs and everyone can play or tell their part of their story. This not a traditional Role Playing game, it is a storytelling game.

Content Warnings: Depends on the chosen story spark and all the players. Content warning for the story spark chosen will be discussed pre-game

VTT-link: [click-here](#)

Looking for 3-4 communicative players to play "Campfire - Anthology Horror Storytelling", an improv, shared storytelling experience, on Fri. Dec. 02 2022.

Each player gets a turn and draw cards to get a prompt to inspire you to tell a part of our collective spooky story. Coins are spent or gained by other players for input into your narrative. Will review all the rules before game. I will also be one of the players at the table to be able to answer questions, give examples, etc.



This was recently released from KickStarter, check these links for general info on the game: [Kickstarter](#) | [Worldchamp](#)

This is NOT a traditional role-playing game, is a storytelling game. Some pre-game preparations are needed (like choosing our story spark, the characters, setting up our lines and veils, etc.) Aiming for a 4 hours one-shot.

# SLOT 3 - GLUTTONY

SATURDAY - 3 DECEMBER



06:00 UTC | 01:00 EST

id	GM	TITLE	SYSTEM	MAX PLAYERS
301	Michalis Mandilaras#5428	Branches of Bone	Call of Cthulhu	4
302	Leyart#8842	Paradise Lost	Kult : Divinity Lost	3
303	thelilscientist#3521	The Protocol	Kult : Divinity Lost	4



Slot 3 - Gluttony:  
Saturday 3rd December - 06:00 UTC | 01:00 EST

# 301 - BRANCHES OF BONE

- offered by Michalis Mandilaras (Michalis Mandilaras#5428)

## Call of Cthulhu

Up to 4 Players

Beginner friendly

Pre-game discussion

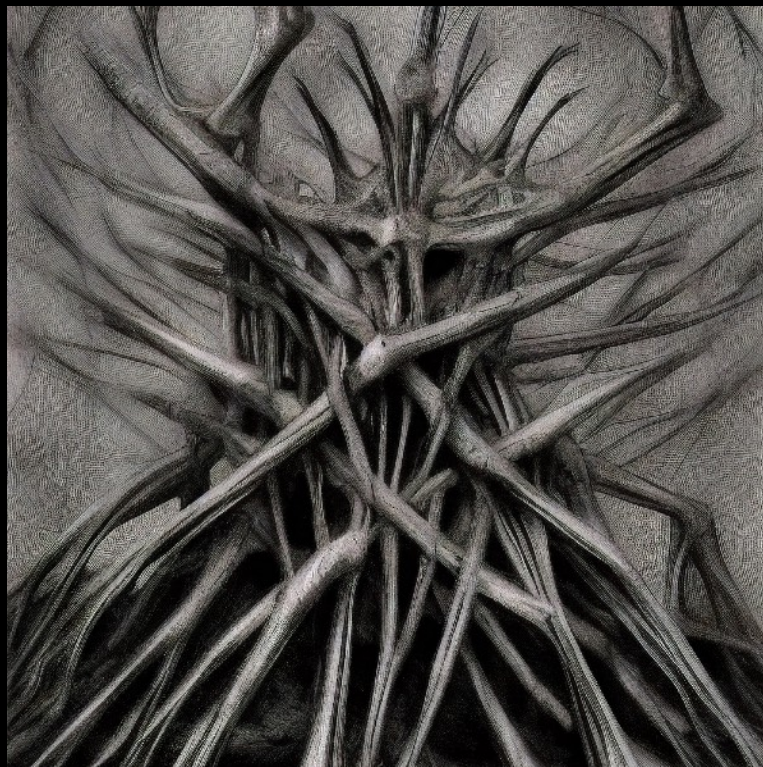
Pre-generated characters will be provided

Content Warnings: Body horror

VTT-link: [click-here](#)

Beleaguered chieftain Askr Yelloweye leads you and your impoverished clansmen to the rocky isle of Skógrbein, off the coast of Northumbria. Askr chases a vision from Freya, claiming she showed him a relic of Yggrdasil held in the heathens' stone temple sitting upon Skógrbein. How far you believe your chieftain, who can say? But you know the people of these lands hold treasures in their temples.

Branches of Bone is a survival-horror scenario set in 795 A.D. during the Viking Age of Invasion, casting the players as Vikings raiding a monastery off the coast of Northumbria.



## Slot 3 - Gluttony:

Saturday 3rd December - 06:00 UTC | 01:00 EST

# 302 - PARADISE LOST

- offered by Leyart (Leyart#8842)

Kult : Divinity Lost

Up to 3 Players

Beginner friendly

Pre-game discussion

Pre-generated characters will be provided

Content Warnings: Drug Abuse, Suicide, Body Horror

No VTT - Discord only

New York, 2023.

Drug Addicts, Alcoholics and Homeless are suddenly disappearing from the streets of the city. Some claim a new social purge directed by the New Inquisition is the root cause of the problem while rumor mills are whispering that shadow figures are swallowing whoever is so careless to stay in the open during the night. You are part of an undercover group that wants to unveil the secrets of a cheap and devastating new drug, the Neo-Flakka, said to make people violent and uncontrollable, distributed for unknown reasons by an extremist religious cult.





Slot 3 - Gluttony:  
Saturday 3rd December - 06:00 UTC | 01:00 EST

# 303 - THE PROTOCOL

- offered by Crystal (thelilscientist#3521)

Kult : Divinity Lost

Up to 4 Players

Beginner friendly, New-players welcome

Pre-game discussion, X-Card, Lines and Veils

Pre-generated characters will be provided

Content Warnings: Descriptions of physical and psychological torture, body horror and gore

VTT-link: [click-here](#)

In 1973 in the crime addled Tenderloin district of San Francisco people have been mysteriously disappearing. But you would never know it by watching the news or reading the paper. These disappearances have been largely ignored by city officials, police, and the media. Everyone on the street has heard the rumors, the whispers, but everyone on the street also knows they have been targeted because society has decided that they will not be missed. Players are locals of the Tenderloin district and the latest victims that have mysteriously disappeared.



# SLOT 4 - GREEK

SATURDAY - 3 DECEMBER



12:00 UTC | 07:00 EST

id	GM	TITLE	SYSTEM	MAX PLAYERS
401	Diesel#9263	The Church of Joy and the Church of Suffering	Kult : Divinity Lost	4
402	10sidedfear#6522	Ravishing Beauty	Call of Cthulhu	4
403	AxidentalDM#0398	To Live Free	Vaesen	4
404	Tore Nielsen#2974	The Longhorn Job	Happiness Is A Warm Gun	5
405	Hilmar#3501	Time and Tides: Unamerican	Call of Cthulhu	4
406	thelilscientist#3521	Price of Admission	Kult : Divinity Lost	4



Slot 4 - Greed:

Saturday 3rd December - 12:00 UTC | 07:00 EST

# 401 - THE CHURCH OF JOY AND THE CHURCH OF SUFFERING

- offered by Diesel (Diesel#9263)

Kult : Divinity Lost

---

Up to 4 Players

Beginner friendly

Pre-game discussion, X-Card, Lines and  
Veils

Pre-generated characters will be provided

Content Warnings: Cults, brainwashing, grief, (past) harm to children, suicide,  
violence.

---

No VTT - Discord only

Modern day Los Angeles. You've been invited to a dinner party by some old friends you haven't seen in awhile. Ex-spouses, paramours, friends you have lost contact with, acquaintances you barely recognize, it should be a sufficiently awkward evening. But things get stranger as the night goes on and the reasons you've fallen apart start bubbling under the surface. There have been changes in this house that you once knew intimately. You start getting the feeling that this isn't a mere social call.



Slot 4 - Greed:  
Saturday 3rd December - 12:00 UTC | 07:00 EST

# 402 - RAVISHING BEAUTY

- offered by Philip (10sidedfear#6522)

## Call of Cthulhu

Up to 4 Players

Beginner friendly, New-players welcome

Pre-game discussion, X-Card

Pre-generated characters will be provided

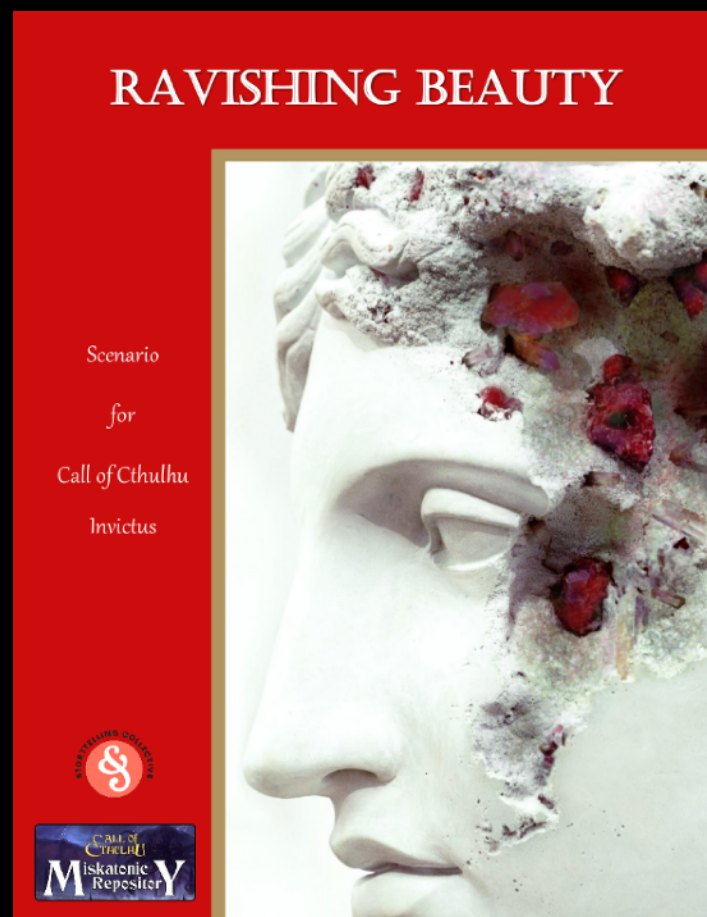
Content Warnings: Abuse, Death, Harm, Mutilation, Potential Child Harm, Slavery, Survival, Violence

VTT-link: [click-here](#)

Campania, 64 A.D.

Welcome to the Villa Gaudium! Frugi, a rich patrician, and his wife Frugilla invited you to admire their recent acquisitions: the pretentious blue hall and the ravishingly beautiful slave Megaira.

During this night's festivities you feel watched. Something dark lurks behind the beautiful decor. Will this luxurious country residence become your golden grave?



Slot 4 - Greed:  
Saturday 3rd December - 12:00 UTC | 07:00 EST

# 403 - †0 LIVE FREE

- offered by Thomas Bailey (AxidentalDM) (AxidentalDM#0398)

Vaesen

Up to 4 Players

Some experience required

X-Card

Players should have a character ready to play

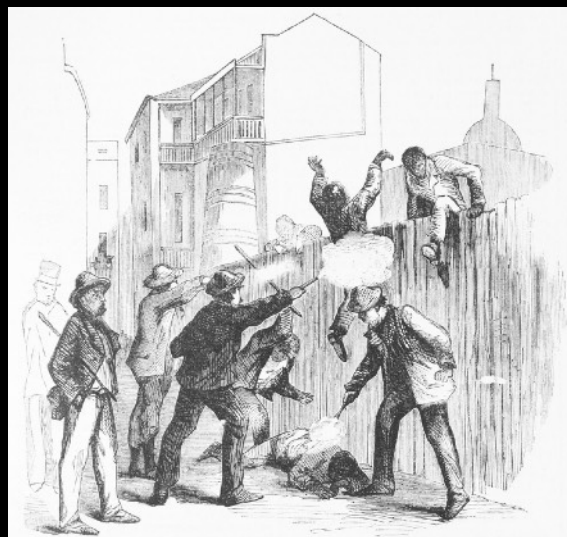
Content Warnings: Body Horror, References to Bigotry and Lynching

No VTT - Discord only

29-30 July 1866, during the New Orleans Massacre of 1866

Riots have broken out in New Orleans. Dr. Jean, a well-known voodoo practitioner, comes to the Cloître de Charlevoix (Society House in New Orleans) seeking some assistance. The spirits are restless and there is too much going on for him to handle alone. He asks the Society of Philosophes to check out the goings on at St. Augustine's Church, there are reports of strange nocturnal gatherings the last few nights in the church cemetery. He fears there is some evil magic on the loose.

Please be aware this scenario takes place during a deadly race riot, in which hundreds of African Americans lost their lives, in Post-Civil War New Orleans where the old South regained its dominance in whatever means necessary. Though the PCs would not be aware of the totality of what happened during the time period of the session, Players are encouraged to educate themselves about this horrific moment in U.S. history.



Slot 4 - Greed:  
Saturday 3rd December - 12:00 UTC | 07:00 EST

# 404 - THE LONGHORN JOB

- offered by Tore Nielsen (Tore Nielsen#2974)

## Happiness Is A Warm Gun

Up to 5 Players

Beginner friendly

Pre-game discussion, X-Card, Lines and Veils

Pre-generated characters will be provided

Content Warnings: Violence, body horror, futility, industrial horror, heist tropes

No VTT - Discord only

Book collectors are a nasty bunch, and Francis "Nihil" Welliver might be the worst. Still, he pays well, and it is not like you have to marry him. All you have to do is get a book out of a mansion in Iowa. Another book pervert, billionaire Dexter Longhorn, owns the only extant copy of *THEY EAT THEIR OWN*, a lost Great American Novel from the 60s. You have the hardware, you have the expertise. Easy peasy. The game tries to combine an action movie heist with Thomas Ligotti-inspired horror.





Slot 4 - Greed:

Saturday 3rd December - 12:00 UTC | 07:00 EST

# 405 - TIME AND TIDES: UNAMERICAN

- offered by Hilmar (Hilmar#3501)

Call of Cthulhu

Up to 4 Players

Some experience required

X-Card

Pre-generated characters will be provided

Content Warnings: Violence, racism, machismo, politics, PvP

No VTT - Discord only

Please see the [teaser for "Unamerican" here.](#)



Slot 4 - Greed:  
Saturday 3rd December - 12:00 UTC | 07:00 EST

# 406 - PRICE OF ADMISSION

- offered by Crystal (thelilscientist#3521)

Kult : Divinity Lost

Up to 4 Players

Beginner friendly, New-players welcome

Pre-game discussion, X-Card, Lines and Veils

Pre-generated characters will be provided

Content Warnings: Teenagers in peril and harm, descriptions of physical and psychological torture, body horror and gore, religious horror, some sexual situations (consensual)

VTT-link: [click-here](#)

Players are local teenagers in the Trinity Evangelical Church youth group in 2004. They are gearing up for their annual Hell House and church fundraiser taking place in the church recreation center on Halloween. The haunted house is a fun activity in the small town to raise some money for the church and keep the kids out of trouble on Satan's day. This year is different though. What was once something fun and playful is quickly turning horrific when the exhibit starts to have a mind of its own.



# SLOT 5 - ANGER

SATURDAY - 3 DECEMBER



20:00 UTC | 15:00 EST

id	GM	TITLE	SYSTEM	MAX PLAYERS
501	Kurg#6995	Les Bon Temps	Kult : Divinity Lost	6
502	Phzoul#5624	Massacre at Tortoise Lake	One-Shot RPG System (OSRPG)	4
503	Shatargat#6669	The Laraine Estate	Kult : Divinity Lost	4
504	epsilonhalbe#8802	The Ward	Kult : Divinity Lost	4
505	technoskald#3877	Temple of the Sky	Trophy Dark	3
506	Abellard_Lindsay#9717	We were missed dearly...once	Kult : Divinity Lost	3
507	mr_kultist#3806	Things I will NOT be able to tell you	Kult : Divinity Lost	3
508	Bitburg_Chef#0311	Sins of The Fathers	Cthulhu Dark	4
509	TonyAkron#7671	Simply Read	Call of Cthulhu	6

Slot 5 - Anger:  
Saturday 3rd December - 20:00 UTC | 15:00 EST

# 501 - LES BON TEMPS

- offered by RWood (Kurg#6995)

Kult : Divinity Lost

---

Up to 6 Players

Beginner friendly

Pre-game discussion, X-Card

Pre-generated characters will be provided

Content Warnings: Violence, Gore, Psychological Horror

---

No VTT - Discord only

It's a week after Mardi Gras and a squad of corrupt New Orleans detectives are working a potential serial killer case that has strong occult undertones. As their past sins and transgressions come to light and the illusion weakens, it's clear someone or something, is coming for them. Can they trust themselves or even each other when the pressure is on?



Slot 5 - Anger:

Saturday 3rd December - 20:00 UTC | 15:00 EST

# 502 - MASSACRE AT TORTOISE LAKE

- offered by Phzoul (David) (Phzoul#5624)

One-Shot RPG System (OSRPG)

Up to 4 Players

Beginner friendly

Pre-game discussion

Players should have a character ready to play

Content Warnings: Slasher horror, scary scenes, being hunted in forest setting

No VTT - Discord only

Summer has arrived in New England. With it is the prospect of earning some money, meeting new people, and finding a bit of adventure. Your job at the Tortoise Lake campground should deliver on all three.

This adventure is inspired by the classic slasher films of the 80s and 90s. It offers a fun creepy storyline, sandbox-style play, scares, and twists. You'll have to use your wits to survive. Just rolling initiative when the stalker finds you is certain to result in your character's death.

We'll be using the One-Shot RPG (OSRPG) Modern Horror rules which I'll provide. No pregenerated characters. You'll be making your own camp counselor using the quick and easy OSRPG character creation rules.



Slot 5 - Anger:

Saturday 3rd December - 20:00 UTC | 15:00 EST

# 503 - THE LARAINÉ ESTATE

- offered by Shatargat (Shatargat#6669)

Kult : Divinity Lost

Up to 4 Players

Beginner friendly

Pre-game discussion

Pre-generated characters will be provided

Content Warnings: Childhood trauma, sexual content

No VTT - Discord only

Popper Polly is a YouTuber and a seeker who goes after urban legends. She wanted to go to The Laraine Estate, and disappeared. Suddenly, in her YouTube channel, a weird video appeared. In that video, there were lots of screaming and moaning, and Polly's sound was understandable. She was talking about a "beautiful fire" and that's all.

You will take a visit to the Laraine Estate to see what's going on there, if Popper Polly is still alive and other secrets that mansion holds.



## THE LARAINÉ ESTATE

Slot 5 - Anger:  
Saturday 3rd December - 20:00 UTC | 15:00 EST

# 504 - THE WARD

- offered by Martin Heuschober (epsilonhalbe#8802)

Kult : Divinity Lost

Up to 4 Players

Beginner friendly, New-players welcome

Pre-game discussion, X-Card, Lines and Veils

You can bring a home made character, but there will be character skeletons that we will fill out at the beginning of the session.

Content Warnings: Coma, Non-consensual medical procedures/tortures, Death

No VTT - Discord only

You are in a coma. For how long? You can't remember - has it been days, weeks, months or maybe even years? And since you were brought in here there is someone in your life that comes in regularly to visit, to talk, to not give up the hope that someday you will wake up.

This is your journey of waking up.

Please think of a special someone who is visiting you - your mother, father, sibling and their kids, your fiancée, a mentor/mentee, we'll need that for the opening scene.



Slot 5 - Anger:  
Saturday 3rd December - 20:00 UTC | 15:00 EST

# 505 - TEMPLE OF THE SKY

- offered by Kyle (technoskald#3877)

## Trophy Dark

Up to 3 Players

Beginner friendly

Pre-game discussion, X-Card

Character creation will happen in the session and is very brief.

Content Warnings: Body Horror, Burning, Heights, Human Sacrifice, Religion

No VTT - Discord only

A vast stone spire stretches from a valley in the forest floor to the clouds. No one knows where it came from. Is it a rock formation from a time before the forest grew, a colony built by tiny creatures long perished, or the limb of a dead god? It is undoubtedly ancient—a towering refuge to flora and fauna from predators roaming below. But it's also known as the site of a small, ancient monastery, with steps carved into the stone by diligent monks of a forgotten order. They climbed the span of the spire to touch the heavens and escape the distractions of the mundane world. Some say they learned the secrets of long life from angelic visions and periods of extended fasting. Others say they kept priceless artifacts safe there—manuscripts of collected knowledge which only survived in the sky's vault.

Trophy Dark is a collaborative story-telling game about doomed treasure-hunters entering a haunted space that doesn't want them there.

You will play treasure-hunters motivated by a near-impossible goal to seek out riches in the forgotten places of the world. You are not heroes, but entitled or desperate pillagers there to secure your wants and needs. The treasure-hunters are doomed, and they probably won't achieve their goal. Instead, they are very likely to die by the end of the game, and watching how they go out is part of the fun.





Slot 5 - Anger:  
Saturday 3rd December - 20:00 UTC | 15:00 EST

# 506 - WE WERE MISSED DEARLY...ONCE

- offered by Ari\_S (Abellard\_Lindsay#9717)

Kult : Divinity Lost

Up to 3 Players

Experienced players required

Pre-game discussion

Characters will get created during play.

Content Warnings: cleared individual in pre-game discussion

No VTT - Discord only

The night sky is lit by the twitching of lightning and the sound of heavy rain muffles the cracking of branches under your feet as you struggle through the dense forest. Your lungs burn and your limbs ache, the torches can still be seen in the distance, but only a few more steps and you will soon lose them. Where are you fleeing from? A prison? A closed mental institution? Or from the clutches of a cult? And how did you escape? And above all, who are you? Let's play to find out.

This is a besides the given scene above a fully improvised session of Kult: Divinity Lost. We will fill out the Character sheets in the initial scene through the conversation and will let the dice decide where the story leads us. Please only sign up if you are comfortable with a heavy improvised play style.

Login forward to have you at my (digital) table :-)



Slot 5 - Anger:

Saturday 3rd December - 20:00 UTC | 15:00 EST

# 507 - THINGS I WILL NOT BE ABLE TO TELL YOU

- offered by Joel (aka mr\_kultist) (mr\_kultist#3806)

Kult : Divinity Lost

Up to 3 Players

Beginner friendly, New-players welcome

Pre-game discussion, X-Card, Lines and  
Veils

Pre-generated characters will be provided

Content Warnings: This scenario in particular may contain, but it is not limited to: chronic mental illness, violent murders, death, demonic entities, cults, fire, burns, gore, etc.

VTT-link: [click-here](#)

Three characters, each with their own secrets, failures, disappointments, and missed opportunities, coincide one night at La Sagrada Familia hospital, a psychiatric medical center, isolated near the desert of White Sands, New Mexico (modern era pre-COVID, set in 2018). - Looking for 3 Players. Each will select from three pre-generated characters of the SLEEPER archetype and adjusted to the story, who are on the border of becoming AWARE. - Pre-generated characters to choose from: 1) Carol - Deputy Town Sheriff, 2) Rosa - Daughter of a famous entrepreneur, she works in "Advertising", and 3) Craig - New Warden at La Sagrada Familia Hospital. 5 hours long, would appreciate if we can join for a short (1 hour) session 0 before the game day.



Slot 5 - Anger:  
Saturday 3rd December - 20:00 UTC | 15:00 EST

# 50X - SINS OF THE FATHERS

- offered by David (he/him) (Bitburg\_Chef#0311)

Cthulhu Dark

Up to 4 Players

Some experience required

Pre-game discussion, X-Card, Lines and  
Veils

Pre-generated characters will be provided

Content Warnings: Religious Believes, Radical/Racial ideas and topics, Gore, Body  
Horror, Torture, Children in peril

VTT-link: [click-here](#)

1881 - a rural town in the Kingdom of Croatia and Slavonia. The players are on their return trip to Salzburg from Belgrade after visiting an Auction there. Half way through Croatia their carriage breaks down in a rural town in the northern wine-region. But something is lurking in the forest around them and several of the locals have disappeared. A gruesome past comes to life and haunts the local population...





Slot 5 - Anger:  
Saturday 3rd December - 20:00 UTC | 15:00 EST

# 504 - SIMPLY READ

- offered by Tony Fragge (TonyAkron#7671)

Call of Cthulhu

Up to 6 Players

Beginner friendly

Pre-game discussion

Pre-generated characters will be provided

Content Warnings: Homicide, gore, pornography and incest.

No VTT - Discord only

Set in mid 1970s, our group of fun loving friends are returning home from Detroit seeing their favorite rock band. The traffic bad so they decide to try a detour. It is a turn for the worst....





# SLOT 6 - HERESY

SATURDAY - 3 DECEMBER



02:00 UTC | 21:00 EST

id	GM	TITLE	SYSTEM	MAX PLAYERS
601	ChaosMarmoset#7309	Call of Cthulhu: The Last Word	Call of Cthulhu	4

Slot 6 - Heresy:  
Sunday 4th December - 02:00 UTC | 21:00 EST

# 601 - THE LAST WORD

- offered by Chaos Marmoset (ChaosMarmoset#7309)

Call of Cthulhu

Up to 4 Players

Beginner friendly

Pre-game discussion

Pre-generated characters will be provided

Content Warnings: Graphic scenes

No VTT - Discord only

Arthur Bancroft has died in hospital. The city has ordered the house sealed as there are no known heirs or family members. The Victorian manor house remains shut until the city gets around to dealing with the estate and land. A real estate agent wanting to sell the house contacts a lawyer friend to get access. Open the door to damnation.



# SLOT 7 - VIOLENCE

SUNDAY - 4 DECEMBER



08:00 UTC | 03:00 EST

id	GM	TITLE	SYSTEM	MAX PLAYERS
701	10sidedfear#6522	Pop Goes the Weasel	Call of Cthulhu	5
702	Bum#2127	The Doom that Came to Wessex (CoC Dark Ages)	Call of Cthulhu	6
703	thelilscientist#3521	Under the Knife	Kult : Divinity Lost	4

Slot 7 - Violence:  
Sunday 4th December - 08:00 UTC | 03:00 EST

# 701 - POP GOES THE WEASEL

- offered by Philip (10sidedfear#6522)

Call of Cthulhu

Up to 5 Players

Beginner friendly, New-players welcome

Pre-game discussion, X-Card

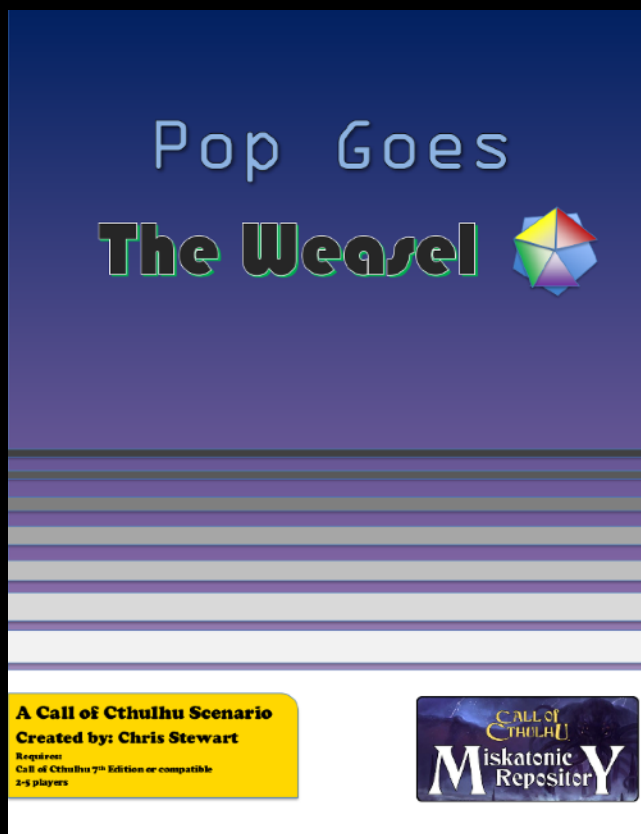
Pre-generated characters will be provided

Content Warnings: Death, Firearms, Harm, Violence

VTT-link: [click-here](#)

In 1978, the Miskatonic University announces a breakthrough in computer science: the CS-448 P3, called The Weasel. You are invited to attend a presentation of this ultramodern machine and conduct a test run to ascertain its extraordinary functionality.

Symbols whizz across the screen. Wait! Is this a message? By whom? The printer goes haywire and spits out a string of strange words. Does The Weasel develop a life of its own?





Slot 7 - Violence:  
Sunday 4th December - 08:00 UTC | 03:00 EST

# 702 - THE DOOM THAT CAME TO WESSEX

- offered by Bum Lee (Brian) (Bum#2127)

Call of Cthulhu (CoC Dark Ages)

Up to 6 Players

Beginner friendly, New-players welcome

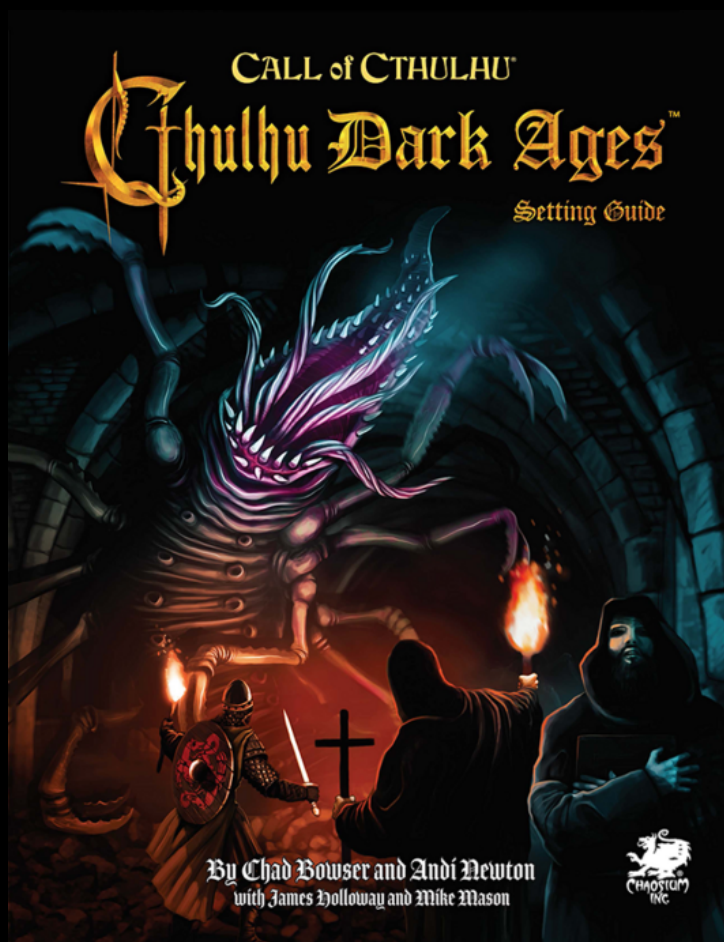
Pre-game discussion, X-Card, Lines and Veils

Players can create their own character or choose a pregen

Content Warnings: Blood, violence

No VTT - Discord only

All is not well at the Monastery of S. Swithun, with an attack leaving some of the monks dead or injured. Something foul is afoot threatening the very sanctity of the monastery.



Slot 7 - Violence:  
Sunday 4th December - 08:00 UTC | 03:00 EST

# 703 - UNDER THE KNIFE

- offered by Crystal (thelilscientist#3521)

Kult : Divinity Lost

Up to 4 Players

Beginner friendly, New-players welcome

Pre-game discussion, X-Card, Lines and Veils

Pre-generated characters will be provided

Content Warnings: descriptions of body horror and gore, medical horror

VTT-link: [click-here](#)

Where do the young and beautiful of LA county go to stay young and beautiful? The Re-Imagine Center for Plastic Surgery and Dermatology in Beverly Hills. This upscale clinic that caters to the LA elite has a secret. The players are employees working at the clinic who must unravel the secret.



# SLOT X - FRAUD

SUNDAY - 4 DECEMBER



16:00 UTC | 11:00 EST

id	GM	TITLE	SYSTEM	MAX PLAYERS
801	Diesel#9263	Bluebeard's Bride	Bluebeard's Bride	5
802	Kurg#6995	The Wicked Ones	Kult : Divinity Lost	6
803	seanfsmith#4705	Sinister Secret of Saltmarsh	Vaesen	6
804	Sue#3919	A Walk in the Park	Kult : Divinity Lost	4
805	10sidedfear#6522	Sound of the Sea	Call of Cthulhu	5
806	mr_kultist#3806	The Hounds Unleashed	Solemn Vale	4
807	LictorBot#3133	On the right track	Kult : Divinity Lost	4
808	Bitburg_Chef#0311	For Whom The Bells Toll	Kult : Divinity Lost	3

Slot 8 - Fraud:  
Sunday 4th December - 16:00 UTC | 11:00 EST

# XO1 - BLUEBEARD'S BRIDE

- offered by Diesel (Diesel#9263)

## Bluebeard's Bride

Up to 5 Players

Beginner friendly

Pre-game discussion, X-Card, Lines and Veils

Pre-generated characters will be provided

Content Warnings: Body horror, sex, potential PvP, mental illness, gaslighting, abuse, domestic violence, lack of agency, Bluebeard's Bride is designed to push the limits of your intellectual dark side and exercise everyone's twisted imaginations, please think carefully before you sign up, but other safety tools will be used

No VTT - Discord only

Bluebeard's Bride is a tabletop roleplaying game of supernatural horror set in a familiar fairy tale. The tale starts simply enough: one room in Bluebeard's house is forbidden to the Bride. She eventually falls prey to her curiosity and opens it, discovering gruesome evidence that reveals her husband to be a killer of women.

Each player takes on the role of an aspect of the Bride's psyche—a Sister—who guides the Bride through Bluebeard's house, armed with little more than a set of keys. Each of you takes turns speaking as these aspects of her psyche would speak, deciding what actions the Bride takes, pushing the Bride deeper into the mysteries of each room, and provoking new horrors along the way.

Bluebeard's Bride is a dark collaborative storytelling game of tragic horror where players control an aspect of The Bride as she explores the wonder and terror of her new home. Bluebeard invited his new wife to explore her new home to her heart's content, just not the small room in the back. That is the only room that is forbidden. Will you obey your husband and refrain from opening the final door, or will your curiosity or doubt drive you to insert the final key...





Slot 8 - Fraud:  
Sunday 4th December - 16:00 UTC | 11:00 EST

# X02 - THE WICKED ONES

- offered by Rob Wood (Kurg#6995)

Kult : Divinity Lost

---

Up to 6 Players

Beginner friendly

Pre-game discussion, X-Card

Pre-generated characters will be provided

Content Warnings: Violence, Gore, Adult Subjects, Psychological Horror

---

No VTT - Discord only

The scenario "The Wicked Ones" is a mix of Ray Donovan, Lovecraft, and Clive Barker.

Mark Prince and his team earn a lucrative living making problems go away for the rich and powerful by working both sides of the law. Whether it's turning the tables on a blackmailer or interfering with a police investigation, Prince's team can usually fix the problem. Now someone is trying to frame one of Prince's most valuable clients for murder and the team is pitted against black magic, old enemies who won't stay dead, and their nightmares made real.

Slot 8 - Fraud:  
Sunday 4th December - 16:00 UTC | 11:00 EST

# X03 - SINISTER SECRET OF SALT+MARSH

- offered by Sean F. Smith (seanfsmith#4705)

## Vaesen

Up to 6 Players

Beginner friendly, New-players welcome

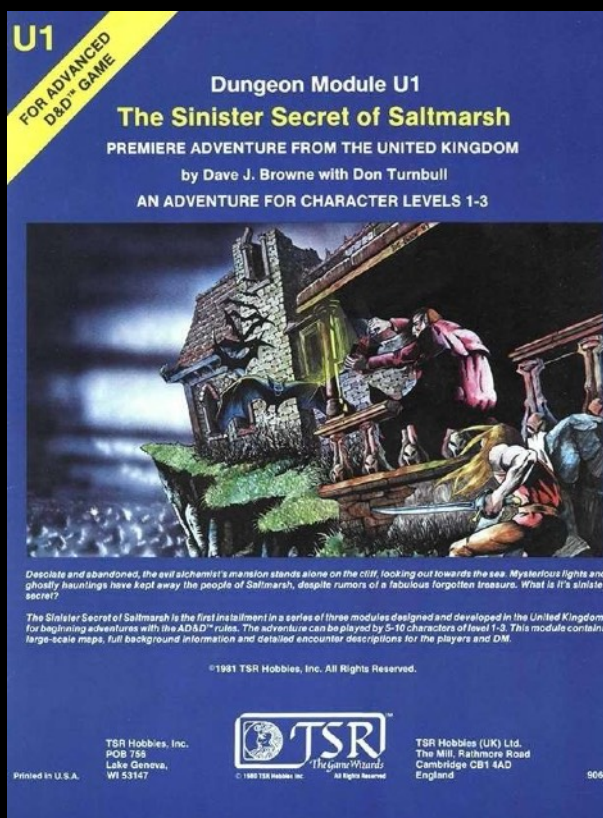
Pre-game discussion, X-Card, Lines and  
Veils

Pre-generated characters will be provided

Content Warnings: ghosts, lies, skellingtons

No VTT - Discord only

Desolate and abandoned, the reclusive chemist's mansion stands alone on the cliff, looking out towards the sea. Mysterious lights and ghostly hauntings have kept away the people of Saltkär, despite rumours of a fabulous forgotten treasure. What is its sinister secret?



Slot 8 - Fraud:  
Sunday 4th December - 16:00 UTC | 11:00 EST

# X04 - A WALK IN THE PARK

- offered by Sue Savage (Sue#3919)

Kult : Divinity Lost

Up to 4 Players

Beginner friendly

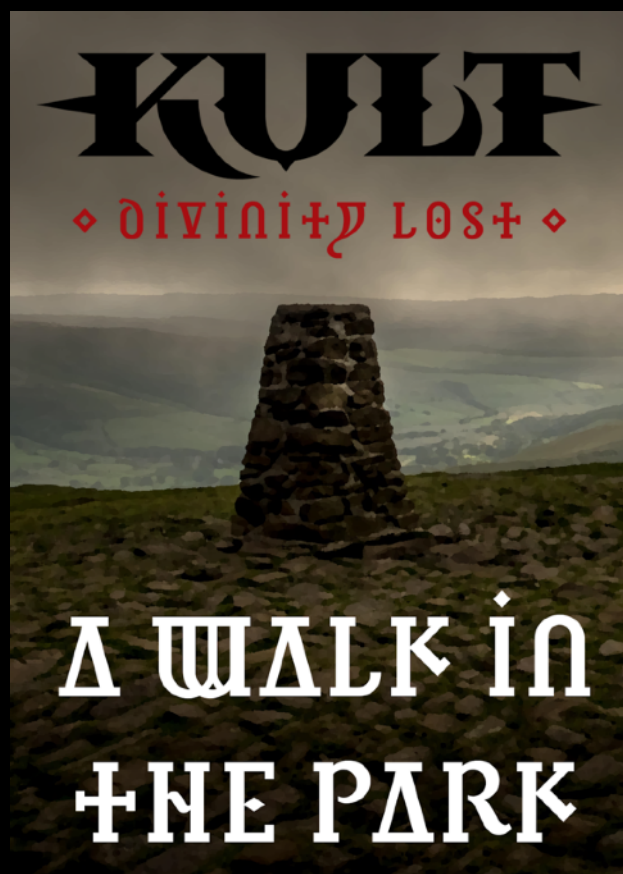
Pre-game discussion, X-Card, Lines and Veils

Pre-generated characters will be provided

Content Warnings: drugs, mental illness, amnesia, kidnapping, body horror, gore

VTT-link: [click-here](#)

You and your hiking group have been training hard, and you're ready for your first challenge walk: The Moorland Mastery, organised by popular outdoor adventurer and motivational speaker Lucien Burke. Fifty miles across the Peak District, and twenty-four hours to complete it. No problem. Compared to the military training exercises some of you have taken part in, this is going to be a walk in the park.



Slot 8 - Fraud:  
Sunday 4th December - 16:00 UTC | 11:00 EST

# X05 - SOUND OF THE SEA

- offered by Philip (10sidedfear#6522)

## Call of Cthulhu

Up to 5 Players

Beginner friendly, New-players welcome

Pre-game discussion, X-Card

Pre-generated characters will be provided

Content Warnings: Body Horror, Confined Spaces, Death, Drugs, Firearms, Harm,  
Potential Child Harm, Sexual Violence, Violence

VTT-link: [click-here](#)

The converted fishing cutter is on its way to Heligoland and has reached the open sea. The Melpomene rocks in the stormy weather. The wind sings its eerie song.

The passengers around you are restless. The sudden fog is more than unusual. Something is moving out there. Or are your nerves playing tricks on you?





Slot 8 - Fraud:  
Sunday 4th December - 16:00 UTC | 11:00 EST

# X06 - THE HOUNDS UNLEASHED

- offered by Joel (aka mr\_kultist) (mr\_kultist#3806)

## Solemn Vale

Up to 4 Players

Beginner friendly, New-players welcome

Pre-game discussion, X-Card, Lines and Veils

Players should have a character ready to play

Content Warnings: Content warnings include, but not limited to: Body horror, death, starvation, creepy wilderness, extreme cold, grotesque animals, harm to animals, fish and chips, tea and biscuits, etc.

VTT-link: [click-here](#)

A group of childhood friends, who have drifted apart due to the demands of work, family and study, find in Graham, in good ways and not-so good, the lynchpin of the group. In hopes to rekindle fading friendships, and snap a photograph of the legendary Black Dog of the Bleaklands, this broken circle huddled in a caravan on the misty moorlands on the outskirts of Graham's town of Solemn Vale.

After two days of fruitless trudging through the frozen mud, shivering from the cold, eating cold beans and drinking cheap cider, you were ready to write off the entire trip as a failure. Desperate to salvage the last night, Graham unhooked the car and drove out on a supply run. Hours later, he had not returned, and you all decide to go on foot to search for him, exploring the nighttime roads, in a cold shivering night.

Looking for 3-4 players to playtest Solemn Vale TTRPG. Solemn Vale is a narrative driven storytelling game which explores an abhorrent world of Folk Horror and the supernatural. Seeking a collaborative shared storytelling experience, with an unique system of dice + cards. Aiming for 4-5 hours long one-shot session.



Slot 8 - Fraud:  
Sunday 4th December - 16:00 UTC | 11:00 EST

# X07 - ON THE RIGHT TRACK

- offered by LictorBot (LictorBot#3133)

Kult : Divinity Lost

---

Up to 4 Players

Beginner friendly, New-players welcome

Pre-game discussion, X-Card, Lines and Veils

Pre-generated characters will be provided

Content Warnings: Violence, Sexual violence, substance abuse, violence against children, cannibalism, castration

---

No VTT - Discord only

"Four people suffering from PTSD following their involvement in a UN peacekeeping mission in an African Civil war meet through a veteran support group. They soon realize they might be haunted by the same entity"  
Available characters are:

UN Military Doctor: Cory Patchen

A UN Military Doctor with stellar academic research contributions who lost her license due to acute PTSD.

UN Handicapped Veteran's Fiancé: Jena Stanton, the fiancé of US quadriplegic veteran, Antony Merson.

War correspondent: Carl Dawner acclaimed war correspondent with PTSD.  
Child

Soldier: Titus a rescued child soldier with PTSD and a drug addiction.

Slot 8 - Fraud:

Sunday 4th December - 16:00 UTC | 11:00 EST

# XOX - FOR WHOM THE BELLS TOLL

- offered by David (he/him) (Bitburg\_Chef#0311)

Kult : Divinity Lost

Up to 3 Players

Some experience required

Pre-game discussion, X-Card, Lines and Veils

Pre-generated characters will be provided

Content Warnings: Religious or Kult beliefs, Gore, Torture, Suicide, Sexual Content

VTT-link: [click-here](#)

You are part of "Spooks & Saints" - a paranormal investigation team out of Zagreb, Croatia. When a good friend goes missing you take it up onto yourself to find her across Europe. Soon the clues lead you to a small rural mountain town in the north of Italy. A place where nothing out of your past investigations could have prepared you for this - the horror is real and worse than you imagined...



# SLOT 4 - TREACHERY

SUNDAY - 4 DECEMBER



22:00 UTC | 17:00 EST

id	GM	TITLE	SYSTEM	MAX PLAYERS
901	Phzoul#5624	Night of the Dead	One-Shot RPG (Rules provided)	4
902	Rox_dude#3623	Horror on the Buffalo River	Call of Cthulhu	6
903	GM Greg #6917	Endeavour to Endure - a Classic Traveller RPG game online	Traveller	5
904	Kersus#6105	Rotblack Sludge aka The Shadow King's Lost Heir.	Mörk Bork	5
905	Cacodemonslayer14#1760	Rumblings in Personville's Crossroads	Silent Legions	6
906	Bitburg_Chef#0311	A Matter of Tradition	Vaesen	5



Slot 9 - Treachery:  
Sunday 4th December - 22:00 UTC | 17:00 EST

# 901 - NIGHT OF THE DEAD

- offered by Phzoul (Phzoul#5624)

One-Shot RPG (Rules provided)

Up to 4 Players

Beginner friendly

Pre-game discussion

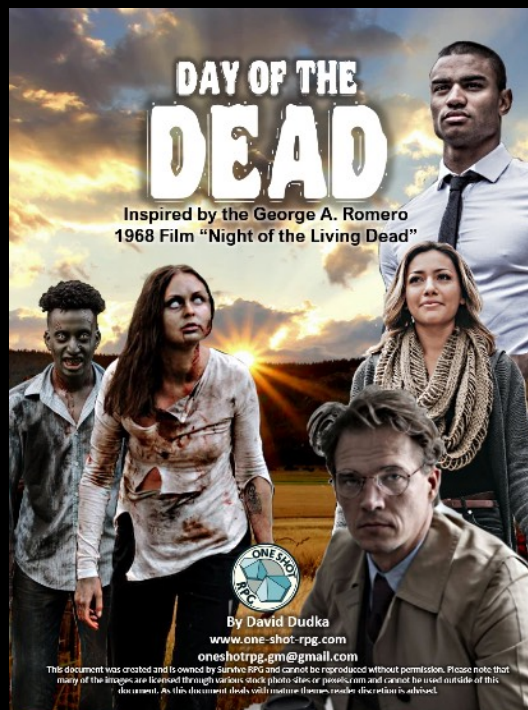
Players should have a character ready to play

Content Warnings: Zombies, violence, tough moral choices, isolation

VTT-link: [click-here](#)

Inspired by the 1968 film Night of the Living Dead, the characters are a group of survivors who have taken refuge in a remote farmhouse. The only thing potentially more dangerous than the roaming dead outside, is the rising tension inside the walls. If you love zombies, survival horror and twists, then this adventure has it all.

I don't use progenerated characters because I want the players to bring their own creativity to the game. We'll be using the One-Shot RGP system which offers quick character creation (takes about 10 minutes). Rules will be provided ahead of time.



Slot 9 - Treachery:  
Sunday 4th December - 22:00 UTC | 17:00 EST

# 402 - HORROR ON THE BUFFALO RIVER

- offered by Nader Rabie (Rox\_dude#3623)

## Call of Cthulhu

Up to 6 Players

Beginner friendly, New-players welcome

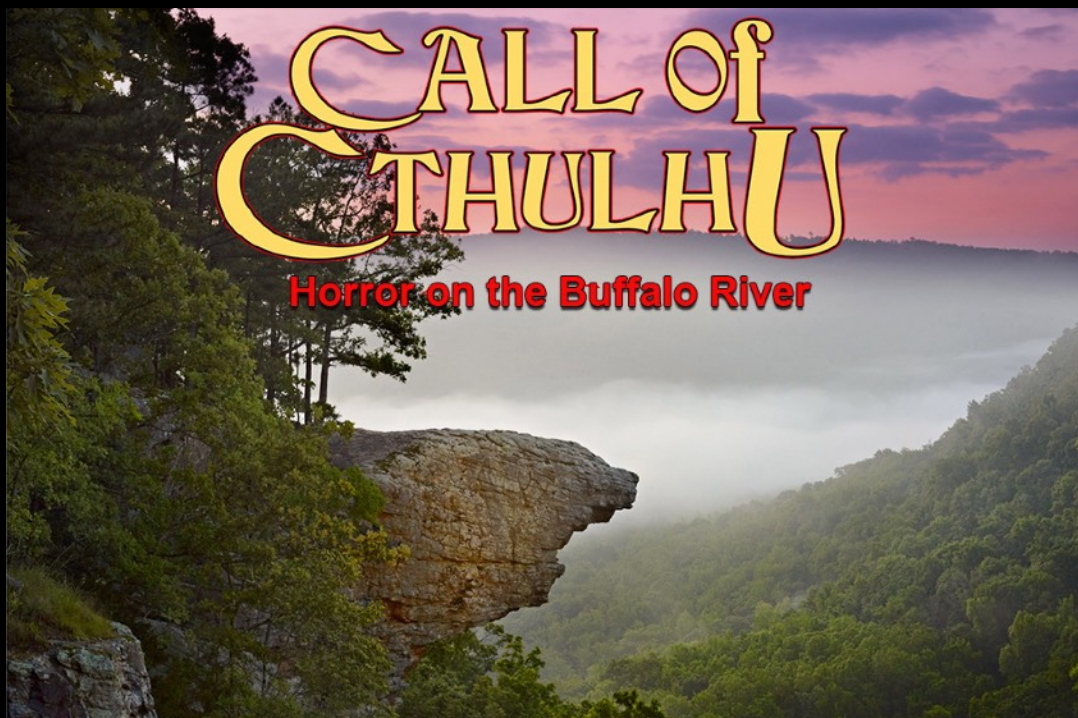
Pre-game discussion

Pre-generated characters will be provided

Content Warnings: gore, child kidnapping, human sacrifice

No VTT - Discord only

Classic (1920s) Call of Cthulhu. You are among a group of researchers exploring the Buffalo River valley and nearby Jasper as a potential site for a new state park. Not all is at it seems, however, and there are secrets best left undiscovered. Do you have what it takes to overcome the evil behind local superstitions and legends?



Slot 9 - Treachery:  
Sunday 4th December - 22:00 UTC | 17:00 EST

# 403 - ENDEAVOUR TO ENDURE

- offered by Endeavour to Endure - a Classic Traveller RPG (GM Greg #6917)

## Traveller

Up to 5 Players

Beginner friendly

X-Card

Pre-generated characters will be provided

Content Warnings: PG-13 sci-fi horror

VTT-link: [click-here](#)

A 3 ton lifeboat.

A handful of survivors.

In a craft so small, where could danger possibly hide?

"Who knows what evil lurks in the hearts of men?"

A Classic Traveller RPG online game for up to 5 players.

Pre-gens to be provided.

Roll20 & Discord to be used.





Slot 9 - Treachery:  
Sunday 4th December - 22:00 UTC | 17:00 EST

# 904 - ROT+BLACK SLUDGE AKA +HE SHAD0W KING'S L0S+ HEIR

- offered by Dwight Fidler (Kersus#6105)

Mörk Bork

Up to 5 Players

Beginner friendly, New-players welcome

Pre-game discussion, Lines and Veils

Pre-generated characters will be provided

Content Warnings: PCs have difficult personalities, possible torture or seeing the results of torture and cannibalism, murder, kidnapping of a child, vulgar language, drugs, anger, personal issues.

VTT-link: [click-here](#)

Imprisoned for seeking treasure in the Shadow King's Realm you've been offered a chance at freedom if you can find his Heir in the Accursed Den.





Slot 9 - Treachery:

Sunday 4th December - 22:00 UTC | 17:00 EST

# 405 - RUMBLINGS IN PERSONVILLE'S CROSSROADS

- offered by Liberty the referee (Cacodemonslayer14#1760)

## Silent Legions

Up to 6 Players

Beginner friendly

Pre-game discussion, X-Card, Lines and Veils

Pre-generated characters will be provided

Content Warnings: Horrific images, Slime, and violence, possible lynching

No VTT - Discord only

The Supernatural has been revealed. There ARE things out there, going bump in the night. Or so you have been told, they are many skeptics. Whatever the case, things are bad in Personville, USA. Entrenched poverty has plagued the city for longer than people can remember and crime grows crazy because of it. Yet now, recently, figures associated with the supernatural have been appearing at an abandoned and condemned metro station and Daniel Gordon, local official, wants to know why they are manifesting there. You may be a friend of Daniel Gordon, a private investigator, a tv news reporter, or someone else, but whoever you are, you are getting to the bottom of the newly-appearing figures and the secrets of the metro station. However, you have to survive the deadly streets of Personville as well. Criminals and civil unrest run rampant and they just might be working for people, or things, other than crime bosses.

This game will be great if you like Clive Barker, *Condemned: Criminal Origins*, *Silent Hill*, The work of Dashiell Hammett, the *Warriors*, *Goodfellas*, *Taxi Driver*, the works of H. P. Lovecraft and Ramsey Campbell, the films of David Lynch, *Modern Noir* fiction with a supernatural spice.

Come with an open mind, flexibility and creativity.



Slot 9 - Treachery:  
Sunday 4th December - 22:00 UTC | 17:00 EST

# 406 - A MATTER OF TRADITION

- offered by David (he/him) (Bitburg\_Chef#0311)

Vaesen

Up to 5 Players

Beginner friendly

Pre-game discussion, X-Card, Lines and Veils

Pre-generated characters will be provided

Content Warnings: Children in Peril, Harm to children, Body Horror, Gore, Torture

VTT-link: [click-here](#)

When a letter arrives at the Society in Upsala pleading for help in a small logging camp up north, the investigators have only limited time to solve the mystery of children gone missing. Quickly they realize that different nations have quite gruesome and horrific Christmas tales. When believe and superstition of various backgrounds start to mix, the worst fears come to life, and the otherwise peaceful Christmas time becomes quite dangerous.



# SPONSORS

## Helmcast

Helmcast AB is a Swedish role-playing game publisher with the slogan "Serious about games". We are behind well-known games such as Kult: Divinity Lost, Eon, Neotech and The Age of Heroes. The publisher was founded in 2014 by veterans from the Swedish role-playing game industry, who in addition to their jobs could not refrain from writing role-playing games. We make the role-plays we ourselves would have preferred to play, with a focus on quality, credibility and drama.



## Kult : Divinity Lost

KULT: Divinity Lost is a reboot of the highly acclaimed and infamous contemporary horror role-playing game "Kult", originally released in 1991. This, the 4th edition of Kult, features a completely new rule-set, and the setting is updated to present day. Escape your nightmares, strike bargains with demons, and try to stay alive in a world full of pain, torture, and death.



## Chaosium Inc.

Chaosium Inc. is a publisher of tabletop role-playing games established by Greg Stafford in 1975. Chaosium's major titles include Call of Cthulhu, based on the horror fiction stories of H. P. Lovecraft, RuneQuest Glorantha, Pendragon, based on Thomas Mallory's Le Morte d'Arthur, and 7th Sea, "swashbuckling and sorcery" set in a fantasy 17th century Europe. Many of Chaosium's product lines are based upon literary sources.



## Call of Cthulhu

Call of Cthulhu is a horror fiction role-playing game based on H. P. Lovecraft's story of the same name and the associated Cthulhu Mythos. The game, often abbreviated as CoC, is published by Chaosium; it was first released in 1981 and is in its seventh edition, with licensed foreign language editions available as well. Its game system is based on Chaosium's Basic Role-Playing (BRP) with additions for the horror genre.



CALL of  
CTHULHU®



## Fria Ligan - Free League

Free League Publishing is a Swedish publisher and game creator dedicated to speculative fiction in various forms. We have created and published a range of award-winning tabletop role-playing games, board games and art books set in strange and wondrous worlds.

Our game portfolio include the official ALIEN The Roleplaying Game (Gold ENNIE for Best Game 2020), The One Ring™ roleplaying game set in Middle Earth, apocalyptic RPG Twilight: 2000, the Nordic horror roleplaying game Vaesen based on the works by the praised Johan Egerkrans, the pitch-black apocalyptic fantasy RPG Mörk Borg, the alternate '90s RPG Things from the Flood and the alternate '80s Tales from the Loop (winner of five ENNIE Awards 2017, including Best Game) based on the worlds of the acclaimed Simon Stålenhag, the sandbox retro fantasy Forbidden Lands (winner of four ENNIE Awards 2019), the postapocalyptic Mutant: Year Zero (Silver ENNIE for Best Rules 2015), and the space adventure Coriolis - The Third Horizon (Judge's Spotlight Award 2017) as well as the praised dark fantasy RPG Symbaroum.

Soon to come is Blade Runner - The Roleplaying Game and the epic fantasy game Dragonbane.



# FREE LEAGUE

## The One Shot RPG System

The One-Shot RPG system and adventures offer fun character creation, easy-to-learn rules, and compelling story-driven experiences. Our Modern Horror titles like *The Covenant of Dagon*, *The Hunter from Beyond*, *There is Something Wrong with the Rats*, and *The Clowns of Funland* are inspired by the greats. Want to tip the odds against your players, then see if their characters can survive the slasher adventure, *Massacre at Tortoise Lake*, or the zombie hordes of *Tribulation of the Dead*?

Or your players can join the fight for the future of England in *The War of the Roses*, battle the Axis powers as an Iron Valkyrie on the eastern front in World War II, or take to the skies in an F-18 in *Crossing the Rubicon*. Why not trade in the F-18 for cybernetic enhancements and loads of automatic weapons by checking our *Heirs of Dystopia*?

Or maybe your players like their characters to have pointy ears, undead eyes, or satyr horns. If so, check out our OSRPG Fantasy titles like *Rise of the Vampire*, *Nevermore*, *The Vengeance of Grendel*, and *Beware the Wyvern Wood*.

All OSRPG adventures are available on DriveThruRPG as Pay-What-You-Want titles because we believe everyone should enjoy great TTRPGs regardless of their income.

