Timeshare of Doom story

Invited to the Time Share

Vacation home sharing – Edward Voleur

Introduction text:

Though the history books record that the first time shares – group owned vacation homes – emerged in the 1960’s, one enterprising young man, Edward Voleur, had the idea of vacation home sharing long before it was well-known.

You receive an interesting invitation from Mr. Voleur, a colorful gentleman you once met aboard a train:

My dear friend,

I have, just for you, an exciting offer that you simply cannot pass up. Please come to the address listed below, it’s just about an hour west of Kingsport.

Sincerely,

Edward Voleur

P.S. Bring your chequebook

P.P.S. There will be ice cream

You take the train to Kingsport, then hire a cab which drives you far out into the countryside down bumpy roads and past green fields. The sun is setting as you arrive at the mansion; you see other invitees arriving and entering by the front door. You step inside, not sure what to expect.

Dialog, Later on, when confronting Mr. Voleur:

Well, yes, an entire family of acrobats were murdered here, and it’s built on some kind of … native burial ground… but, basically, nothing else horrible ever happened here!

player: Nothing else?

All right, yes, there was the cult that was accused of making sacrifices to certain evil gods. And the zombie infestation. But besides all that, there’s NO reason to worry about this lovely piece of prime property!

Objectives:

1. Escape
2. Save the people
3. Purge the horrors: 1 murders, 2 burial ground, 3 evil gods, 4 zombies (best ending.)

Murders – talk the ghosts of the acrobats into leaving (influence)

search for and talk to daughter, son, then talk to father - done

Burial Ground (outside) – perform cleansing ritual

Find the book, read instructions, find magic ritual item, perform lore ritual

Evil Gods (sacrifices) – kill the elder god minion

Zombies – destroy zombie creating item

Events:

1. Guests arrive. Players arrive just after.
2. Guests look around lobby, gather clues – 2 turns later, they are called into ballroom for speech/introductions
3. Players get 1 turn to talk to guests (Voleur tells them to go ahead and explore house (now all doors are available.)
4. All hell breaks loose: ghosts start haunting, a guest turns on the Zombie making machine, screams from different parts of the house.

If any guests DIE while the zombie making machine is ON, they become zombies.

When any of the famous historical guests dies, make the players feel terrible and remind them of how this loss will affect the world. (ex: Charles Lindberg has died! How will the world fare without the inspiration of this great aviator? You may never know the depths of this loss.” Or, as you attack the zombie, “I’m sorry Jack Dempsey! I’m so very sorry!”)

1. Players start trying to solve the 4 problems by gathering clues. As soon as they find out ONE of them, they are able to confront Mr Voleur about the property (resulting in the dialog above.)
2. Now they know about all 4 problems and must try to fix them while keeping the guests alive.

Ghosts – don’t attack but appear places and cause horror. Also horrific illusions like the sink full of blood and singing worms (they sing in a tiny voice, “You are a faaaailure.” Plan to record the SFX.)

Burial ground – Evil creatures are coming to the burial ground, drawn by its power. (Spawn a few monsters.)

Evil Gods – Until cleared, every mythos phase a player has an encounter with a manifestation of an evil god that causes horror and/or teleportation to a different location.

Zombie making machine – a guest in the basement turned this thing on. No one knows what it does, it’s labeled “Monster Protection Device.” (Does it protect the Monsters or protect FROM monsters? The players have to find clues as to what it does.) When it’s on, any guests that die turn into zombies. (Make scenario so at least one of them dies in the beginning after All Hell Breaks Loose.)

Feel free to find creative ways to kill guests, esp if players take too long solving the evil sources.

Guests:

Charles Lindberg <https://en.wikipedia.org/wiki/Charles_Lindbergh>

Anna May Wong <https://en.wikipedia.org/wiki/Anna_May_Wong>

Coco Chanel <https://en.wikipedia.org/wiki/Coco_Chanel>

Jack Dempsey <https://en.wikipedia.org/wiki/Jack_Dempsey>

Duke Ellington <https://en.wikipedia.org/wiki/Duke_Ellington>

(These notes I kind of remember what some of them mean. I think there was some joke about New Mexico and “Old Mexico” maybe I’ll remember.)

Notes: remember worm sink

door/w ice cream

window waste turns - horror snowman

puzzle dead body?

New Mexico