

The Company



A *Dread* adventure module by: Joey Longo, Aaron Vuong,
Alex Rovner, Willie Wang, and Nathan Lam

Introduction

The Company is a scenario of Purge-like events, isolated to a single company building and its inhabitants. This adventure allows up to six employees to be employed by The Company at a time. As a group, survive the Promotion Review period and be rewarded with a significant increase in salary, or attempt to bring The Company down and figure out the secrets within.

Setting

The Company is headquartered in Santa Cruz, in a 100-story building that is responsible for a mysterious portfolio of clients. Every year at the Holiday Party, the few non-executive employees competing for a promotion prepare to participate in the Promotion Review Assessment of the Year or PRAY. As the company party rages on in the night, these six coworkers quietly wait for their final opportunity to show how far they're willing to go to climb the corporate ladder.

Table of Contents

[Introduction](#) - pg 2

[Setting](#) - pg 2

[Table of Contents](#) - pg 2

[Act 1: A Normal Working Day](#) - pg 3

[Event: Break Time](#) - pg 3

[Event: Hissing Noise](#) - pg 4

[Event: Power Outage](#) - pg 4

[Event: Executive Conversation](#) - pg 4

[Act 2: The Party](#) - pg 5

[Event: The Raffle](#) - pg 5

[Event: The Announcement](#) - pg 6

[Act 3: Promotion Review](#) - pg 6

[Event: Bloodthirsty Executive](#) - pg 6

[Event: ???](#) - pg 6

[Event: The Prize](#) - pg 7

[Resolution](#) - pg 7

[The New Hire](#) - pg 8

[The IT Worker](#) - pg 9

[The Career Worker](#) - pg 10

[The Whistleblower](#) - pg 11

[Janitor](#) - pg 12

[Undercover Boss](#) - pg 13

Act 1: A Normal Working Day

It's 9 AM on a Wednesday. Ask each player what they do to start their day, whether it be getting a cup of coffee, some complimentary cereal, or heading straight to work. Two major events have happened that caused some concern as of late.

- The office is preparing for its annual Promotion Review Assessment of the Year, or PRAY, an exciting event where employees may find tremendous rewards and advancement opportunities, or a permanent departure from the company(if they even survive).
- One of the largest meeting rooms (the BLARF) has been booked for the past week and seems to always be bustling with activity. Yet, no one is coming in and out of it.

The day ends at 5 PM where the executives will come in and thank everyone for their continued hard work and dedication to the company. They will restate that the party is happening tomorrow (they would have told the workers about the party already/the players will know about it already), and that everyone should prepare for the PRAY and the lucky few who get that chance to climb the ranks.

Possible Player Actions

Players will be able to move around and converse freely with each other and other people in the building. However if they stray too much from their work, they might get scolded. It's genuinely pretty boring as the normal day of work is mind numbingly dull, but if the players are perceptive and curious enough they will find strange things happening around the office. These strange occurrences are a part of the purge event and if the players find out some of these clues, they will have an advantage when the event actually happens.

Players can choose to pull and stash things, however they must describe the location in which they are hidden. If they do not describe a place sufficiently hidden, the item may be found and moved when The Company does a final cleanup, it is up to the GM's discretion on whether or not that happens.

Event: Break Time

Players will have a break time at some point where they can do whatever they want without getting in trouble. The player characters can converse with each other and tell each other about what they think is going to happen, or maybe it'll just be an average day at work roleplay. They can wander around the floor of the building where they can find some of the events early before they happen. These events won't be triggered yet but they can find clues to show that these events will happen (for example, there's a wrench laying on the floor in the electrical room).

Executive Room:

If the players sneak into the executives room, they will find a map of the traps they plan to lay out. Some traps they can find include: A boxing glove in the wall that knocks out whoever triggers it, a layer of thumb tacks scattered across the floor, a giant post-it note on the floor that acts as a sticky trap so the players can't move. The GM can come up with any other ideas they want and/or not use the ones listed.

Possible pulls: Sneaking into the executive room, avoiding traps, investigating suspicious areas.

Event: Hissing Noise

A hissing noise permeates all of the floors and it appears that the HVAC system is malfunctioning. This is actually a sleeping gas test for the floors, which will trigger sometime in the next two days.

Possible pulls: Investigate the hissing noise, figuring out what is being expelled from the HVAC system, double pull for disarming the hidden nozzles.

Event: Power Outage

A sudden power outage occurs out of the blue. If someone goes to investigate the electrical room, they will see Bob tampering with the electricity. This person is a higher up and they don't seem to want to explain their motives but if anyone finds them, they will make up an excuse and tell them not to worry about it.

Bob: Senior Lead Executive Manager of Operations and Management of Office Relations

- Appearance: Young, early 30s, neatly dressed. Unarmed.
- Motivation: Needs to ensure that they don't die in the upcoming Promotion Review; figuring out if they can cause a power outage to escape the building during the Promotion Review.
- Skills: Basic electrical knowledge, agile.

Possible pulls: See if the executive has any weapons, read into the situation further (figure out why they are doing this)

Event: Executive Conversation

If the players snoop around enough, they will find a locked door leading to the BLARF. If they successfully make themselves hidden, they can eavesdrop on the conversation. These executives will ask each other about getting the preparations ready, what weapons they want to use, and other miscellaneous vague hints to what will be happening in the purge event.

Possible pulls: Hiding to eavesdrop, opening the locked door, identifying what is going to happen.

Act 2: The Party

Possible Player Actions

The party is generally a free place to wander around, but the players are told specifically to stay within the boundaries provided. This is because beyond the boundaries, some executives are working behind the scenes to set up the traps and make any other preparations needed for the Promotion Event. There are food, drinks, and small games for the players. The food and drinks apply sort of a memory altering substance. This makes it so no one remembers the purge event happening and instead, they just remember it as a normal promotion event.

Possible Pulls: Checking to see if there is something wrong with the food, wandering around and checking rooms or clues.

Event: The Raffle

One pull is one ticket, and the first ticket is free. Winners are announced after all players are done putting in tickets, where the winner is given a key (to the ???).

Possible pulls: Get a ticket, steal someone else's ticket.

Event: The Announcement

All executives line up on stage and announce that this year, the Promotion Review will happen now instead of in the middle of a work day like previous years. This serves as a transition to the next act. Gas will fill the room at the end of the speech and knock out any player who did not prepare a gas mask. If the player does not get knocked out, they can try to escape the area or hide, but they cannot leave the building because it is heavily fortified. This will give them an advantage to choose where they are starting in the next act. It may also be a risk because the executives will be looking for them.

Possible pulls: Holding your breath (needs 4 pulls, if one fails they are knocked out for the next act, not removed from the game), leaving the room (only possible with stashed equipment), hiding with a gas mask. Hiding from executives (if they managed to escape the room)

Act 3: Promotion Review

Possible Player Actions

If the players were knocked out, they would wake up the next day in a random spot within The Company building. No one will be around, and it will look like a maze with no escape. If the players decide to move around the maze, they will run the risk of triggering a trap. They can hear footsteps that signify a player or employee and they can meet up with those people. Executives will be searching for the players to kill them. They will have a variety of weapons ranging from longswords, spears, chainsaws, or any other weapon that the GM wants to include.

Possible Pulls: Finding/disarming traps. Avoiding traps after triggering them. Running from executives, fighting them (Multiple pulls depending on the weapon/person), using a trap to take out an executive.

Event: Bloodthirsty Executive

The bloodthirsty executive has been working at the company for years, having become an executive near the beginning of The Company. They appear in front of one group of players. If that group of players does not defeat the executive, the executive will keep going until all players are eliminated.

Bobert: Executive Staff Producer Director of Accounting Internal Tools

- Appearance: Old, 80s, withered. Armed to the bones with multiple guns and equipment.
- Motivation: Take every last person out.
- Skills: Weapons training, stealth, martial arts.

Possible pulls: Finding suitable cover, scrounging up makeshift weapons, running away, fighting Bobert.

Event: Puppetmaster

If a player won the raffle, they may come across a locked door inside the maze. If they unlock the door and go inside, they will see a control room with no one inside. They will see security cameras showing everyone in the maze, buttons to activate traps, and an escape route that will take them to a random part of the maze. The player may activate traps or just hide in the room and do nothing. If the player activates traps, especially on an executive, those executives will know that the player is in the control room and can go after them as they know where the control room is. The player can also turn the security cameras, which the executives can also get suspicious about. If the player does manage to kill people using the traps, they will gain a better reward in the end.

Possible pulls: successfully killing/affecting someone with a trap, running away from an executive that finds them.

Event: The Prize

Once the end of the work day arrives, the Promotion Review is over. The players win the Promotion Review by surviving. If the players win the Promotion Review, the prize they receive is a higher salary from the company. And possibly other benefits such as more PTO, flexible hours, etc. How much they get is also dependent on how well they do in the event. For example, if the players sit around and hide the entire time, they probably will not get a promotion, but if they outsmart an executive and kill them; they will have a better reward.

Possible Pulls: Plead their case to get a better reward.

Resolution

Ending 1: If everything has gone well and the player(s) survive until the “Event: The Prize” occurs, they get the promotion/wishes granted by the executive staff. If they ate the food at the party, all of the players will forget anything happened, and those memories will be replaced by good memories of getting a promotion. If not all the players eat the food, they will retain all their memories and they can do whatever they want with it (ex. Notifying law enforcement, quitting the job, or staying to reap more benefits).

Ending 2: All the players are killed in the Promotion Review and no one gets a promotion.

The New Hire

What is your dream job?

Why are you excited to work at this company, or why are you not?

What is your motive for working here?

Are you trusting of your fellow co-workers?

Which employee recommended you and why?

What did you do before joining The Company?

What is your name?

The IT Worker

What did you find strange about the administrator privileges?

Which floor(s) contains the on-site company servers?

What skill/hobby are you known for throughout The Company?

How did you get this job and why did you accept this position?

What did you do before joining The Company?

What is your name?

The Career Worker

Why have you not been promoted after 10 years of working at this company?

You have strong feelings about someone else at The Company. What are those feelings, who are they directed to, and why do you have them?

In each annual Promotion Review, you seem to notice that some of your co-workers go missing. What do you believe the reason for this is?

How did you get this job and why did you accept this position?

What did you do before joining The Company?

What is your name?

The Whistleblower

Why do you think people have gone missing at The Company?

Describe your job responsibilities and the extent of your role/work at The Company.

What is one item you are bringing with you to record everything?

How did you get this job and why did you accept this position?

What did you do before joining The Company?

What is your name?

Janitor

What is the worst mess you have cleaned while at The Company?

What ulterior motive do you have for working for the Company?

How did you get this job and why did you accept this position?

What did you do before joining The Company?

What is something that you keep hidden from the rest of The Company?

What is your name?

Undercover Boss

Why did you go undercover and not join the other executives?

Who have you become friends with in your time being undercover?

How did you get this job and why did you accept this position?

What are your thoughts and feelings about the newer hires/other lower workers?

What did you do before joining The Company?

What is your name?