Loose ends

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Mayor Snoric is haunted by constant nightmares in which some stranger demands to repay his debts and set a pack of rats on him. Father Tobian believes this is the spirit of Rinar - the former mayor. Our brave heroes should help the spirit to calm down and rest in peace.

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Residents of Obmil:

<u>Lydia</u> is a very superstitious and vulnerable girl. Works in the library. <u>Tobian</u> is a young priest with very modern views. Lives and works at the local church.

<u>Snorik</u> – the mayor of Obmil. A determined middle-aged man, skeptical of anything supernatural.

<u>Gregor</u> - withdrawn and unsociable man. The sexton at the cemetery. <u>Ivan</u> - Marta's husband. A big old man. Famous drinker and brawler. Detained at the police station.

Cemetery

Next to the cracked tombstone of Rinar is a small empty box, like a miniature coffin. Outside the cemetery is a nameless grave without a cross, overgrown with wild rose bushes - this is the grave of Olaf.

In the lodge, you can find a bloody hanky with the capital

To interact with any associated location of Obmil you should focus: **mark** one square on the time tracker (amount of time required).

You can see and hear everything on the other side but stay invisible to others. You have 2 attempts:

- **Charisma** check a short phrase sounds loudly inside the head of the resident.
- Strength interact with some small object.
- Intelligence you can draw words on some surface.
- **Wisdom** alone with some resident you can experience any moment of his past.



City Hall

The main hall and a small Museum. In the Museum you can find a stuffed body of Dixie Rinar's pet.

Police station

Every day Marta comes to pay bail for the prisoner. At night it is closed and guarded by a pack of wererats (d8).

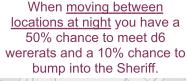


"M" embroidered on it.

Olaf the Gardener is desperately trying to get rid of the prickly weeds that are killing his plants.

Rinar - bring Dixie to him in Limbo (be careful as she is now alive again! and can run away) or bury her near Rinar's grave in Obmil.

Olaf is the most cheerful citizen. He is actually the vampire eager to rise back in Obmil. But a bush of wild roses on his grave is a problem!



OBMIL

Sanchez - must get Lydia's answer to his love letter (a note with her answer lies in the book, he never came for).

Marta – knows that Gregor murdered her. Will rest in peace if someone proof her husband is not guilty.

Library

Lydia will give a reader any book except the one that is always lying on her desk.

Circus

Creatures are performing on the stage during the day. Sanchez is waiting for his girlfriend near the entrance. At night a random victim is tortured here. Creatures are feeding on her fear and pain (d8+5 wererats).

Church

Father Tobian is concerned about the strange light from the basement last noon. It is a one-way portal to the other world. The priest can sprinkle Holy water to help the heroes return back alive (optional rule: if the hero dies in Limbo, he can wake in Obmil next day).



Police station

Everyone is very busy with unprecedented murder. The suspect was arrested and placed in custody.

Crypt

Every day Rinar is building this crypt. At midnight the portal from Obmil opens in the basement. The portal opening time is shifting. If this time coincides with the sunset in Limbo – the whole Obmil will be transferred to the other side. Tobian will throw a letter into the next portal, explaining that it became more stable and shifted in time.

After resolving the unfinished business of any resident get a soul stone of your choice: red (x2 damage against were creatures); blue (puts d4 creatures to sleep 1 time per scene); white (teleports to any location in Limbo, 3 charges); green (restores the health of all heroes, 1 charge); yellow (+1 attempt to interact with Obmil after each focus)

Resident is out of Limbo now! But if you release Olaf, he will rise in Obmil as vampire, and start killing random people every night. In case you released all the townsfolk, Limbo will start melting and disappear.

Marta's House

She is delirious in her dream: "he didn't do that – let him go."

Residents of Limbo:

<u>Rinar</u> - a gravedigger, always tired. Often he is talking aloud with his dead wife *Dixie*, whose spirit, he believes, is always with him.

<u>The Sheriff</u> - a werewolf, the chief of all creatures. Planning a feast as soon as both towns merge together. Bonded immortal soul of Rinar to himself. Every time the Sheriff has to die, he is reborn in the basement of the Police Station, and Rinar gets scarred or injured. If Rinar has already left Limbo, then the Sheriff can be killed, and the remaining creatures will start fighting for power.

<u>Townsfolk</u> – people with some unfinished business are trapped here. Their despair and fear serve as food to the creatures and power the portal every night. <u>Creatures</u> are always hungry, endlessly breeding wererats. They feed on fear and despair of the townsfolk, choosing a random victim every night (except Olaf). A victim wakes up tired and doesn't remember anything.

