Documentation

Contents

The Radio Tower

A One-Shot Adventure for 4-6 Players, Level 9

OVERVIEW

60 years after the Catastrophe, WXRP's broadcast tower sends out more than just radio waves. Strange frequencies carry pattern-laden transmissions across the airwaves, while listeners report shared dreams and collective consciousness experiences. The cult has gone on air.

THE STATION

Broadcasting Complex *Art Deco Architecture* - Main studio - Control room - Recording booths - Technical office

The Tower **Transmission Levels** - Pattern amplifiers - Reality resonators - Consciousness collectors - Entity beacon

Ground Systems - Power station - Wave generators - Pattern modulators - Reality transmitters

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KEY NPCS

Victor Kane *Station Manager* - Voice manipulator - Pattern broadcaster - Reality conductor - Cult coordinator *Secret: Actually a broadcast entity*

Sarah Chen *Chief Engineer* - Wave expert - Reality resistant - Pattern decoder - Hidden investigator
Secret: Building signal blocker

The Frequency *Broadcast Entity* - Wave form - Pattern carrier - Reality distorter - Mind connector *CR 11*

ENCOUNTERS

Technical

- Signal entities (CR 8)
- Wave constructs (CR 9)
- Pattern broadcasts (CR 8)
- Reality frequencies (CR 10)

Environmental

- Signal interference
- Wave distortion
- Pattern radiation
- Reality static

KEY SCENES

The Broadcast **Features:** - Pattern transmission - Mind linking - Reality warping - Entity channeling

The Control Room **Features:** - Wave manipulation - Pattern modulation - Reality broadcasting - Consciousness collection

The Tower Top **Features:** - Signal confrontation - Pattern completion - Reality breach - Entity manifestation

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MECHANICS

Signal Navigation

- Frequency tracking
- Pattern recognition
- Reality anchoring
- Mind shielding

Broadcast Analysis

- Wave study
- Pattern decoding
- Reality measurement
- Signal tracking

COMPLICATIONS

Technical

- Power fluctuations
- Signal interference
- Equipment malfunction
- Broadcast timing

Mental

- Thought broadcasting
- Memory sharing
- Consciousness bleed
- Pattern influence

DM GUIDANCE

Atmosphere

- Technical horror
- Wave dread
- Mental invasion
- Reality distortion

Pacing

1. Signal investigation
2. Pattern discovery
3. Broadcast revelation
4. Tower confrontation

RESOURCES

Station Assets

- Broadcasting equipment
- Technical manuals
- Pattern modulators
- Reality meters

Knowledge

- Wave theory
- Pattern broadcasting
- Reality transmission
- Signal data

REVELATIONS

Cult Technology

- Mass broadcasting
- Pattern distribution

- Reality manipulation
- Mind linking

Future Implications

- Signal spread
- Pattern infection
- Reality distortion
- Consciousness connection

CONCLUSION OPTIONS

Success

- Broadcast stopped
- Staff saved
- Equipment secured
- Reality stabilized

Partial Victory

- Limited transmission
- Some staff lost
- Signal leaked
- Reality damaged

Failure

- Full broadcast
- Staff transformed
- Pattern spread
- Reality breached

CONNECTION TO SERIES

This adventure reveals how the cult uses mass media to spread their influence, showing their adaptation to modern technology. The broadcasting methods discovered here explain how cult patterns and reality distortions can affect large populations simultaneously through seemingly innocent entertainment channels.

SPECIAL MECHANICS

Signal Tracking

- Frequency analysis
- Pattern detection
- Reality measurement
- Mind monitoring

Broadcast Effects

- Consciousness alteration
- Reality warping
- Pattern embedding
- Entity channeling

INVESTIGATION PATHS

Technical Route

1. Signal analysis
2. Equipment study
3. Pattern detection
4. Reality measurement

Personnel Route

1. Staff interviews
2. Behavior monitoring
3. Mind analysis
4. Consciousness tracking

REALITY EFFECTS

Broadcast Zones

- Mind linking
- Pattern embedding
- Reality warping
- Entity manifestation

Signal Impact

- Consciousness alteration
- Memory sharing
- Reality distortion
- Pattern spread