

# The haunting of the abandoned amusement park

A one page Risus adventure by Dan Suptic ©2011

## Overview

The PCs are a group of crime solving teens who hear about a recently abandoned amusement park that has become haunted. Locals hear weird howling from the park and see odd lights at night. They go to check it out and are subjected to alien, unearthly horrors, their sanity is tested to the limits and for some, their lives are violently ended. Characters are built on 10 dice, hooks and tales allowed, pumping allowed but no other advanced options are used. Two extra rules are in place and are as follows:

**Fright Checks** – When PCs face frightening things, or a Hook related phobia, they roll a fright check. They roll their highest Fearless type cliché against a TN (starting TNs listed for the event adding 5 per level of cliché inappropriateness). Failure causes a loss of a die in that cliché – if it falls to zero, that PC is reduced to a panicky incoherent mess, rolling at half dice until the end of the adventure. After failing or passing a roll, that PC need not roll again for the same event.

**Zero Combat Dice** – Anyone losing the last die in a cliché due to combat or violent happenings is dead. Usually messily dead.

## Rumors

If the PCs investigate the town near the abandoned park, they'll learn that the old park crew still hangs out in town. The crew members need some prodding to talk, but they will eventually let the PCs know that one of the members of the crew found a room in the Fun House that didn't exist before. Inside there was an obsidian obelisk covered in violet glowing runes. He thought it was a new attraction for the Fun House, touched it, and felt a sudden outburst of energy. That's when the constant howling and weirdness started, and shortly after the park was abandoned.

## The guy

Further inquiries reveal that the man who touched the obelisk is Saul Chambers, who was an electrician for the park and currently resides in voluntary solitary confinement at the nearby asylum. If visited, he will talk to them with back turned, giving vague, useless answers to the PCs questions. If pressed too hard, he'll turn around and yell in an unrecognizable language, letting the PCs see his eyes have been clawed out by his own fingers. Have all PCs roll a fright check at TN 8. After that, Saul will hand a random PC a small chain with half of a silver ankh on it, muttering "Take the key, get away from me, take the key, get away from me..." again and again.

## The park

The park is empty, and occasionally an eerie howling can be heard from the Fun House. If investigated, the other rides and attractions seem fine at first, but once interacted with, act in odd ways (the carousel starts on its own and goes too fast, the Test your Strength game splashes blood when hit with the hammer, etc). Nothing will be dangerous here, but if anything triggers a PC's phobia, they may need to roll a fright check (start at TN10).

## Fun House

The Fun House emanates a hateful aura, and the weird howling definitely comes from it. There's a sinister clown face on the front, with eyes moving back and forth as the mouth opens and closes to a recorded mechanical "Hah-Hah-Hah!" There is only 1 noticeable entrance – observant characters can see an outline for a secret exit, but it's flush with the wall and cannot be pried open from outside. NOTE – all rooms in the actual Fun House are square, and room F is not technically inside the Fun House – the map has rectangular rooms for GM's ease.

**A: Fun House entrance** – When the PCs approach the entrance, the large clown face falls to the ground. 7 long multi-segmented legs then uncurl from it and it attacks, biting at the PCs with its face. Fright Check TN10 as well, TN 15 for arachnophobes.

*Evil Clown Face Thing – Spidery Monstrosity (4)*

**B: Torture Chamber** – This room is full of realistic torture devices. Occasionally, symbols and runes can be seen at certain angles on the surfaces of the devices. This is a trap – anyone closely investigating must make a Sanity type cliché roll (TN 14) or they will insert themselves into the torture device, losing a die in a random cliché each turn until pulled out. It takes 2 PCs with Strength cliché checks (TN 11) to pull them out.

**C: Mirror Maze** – This is a Maze of Mirrors, with standard distorting mirrors found in mundane fun houses. Once a ways into the maze (which seems WAY too big for the building it's in), distorted reflections of the party come out of the mirrors and attack. Watching a distorted duplicate of yourself come out of a mirror to kill you is a fright check TN 12. They each have 1 combat cliché equal to the corresponding PC's best combat cliché. If a PC is killed, their reflection double dies instantly.

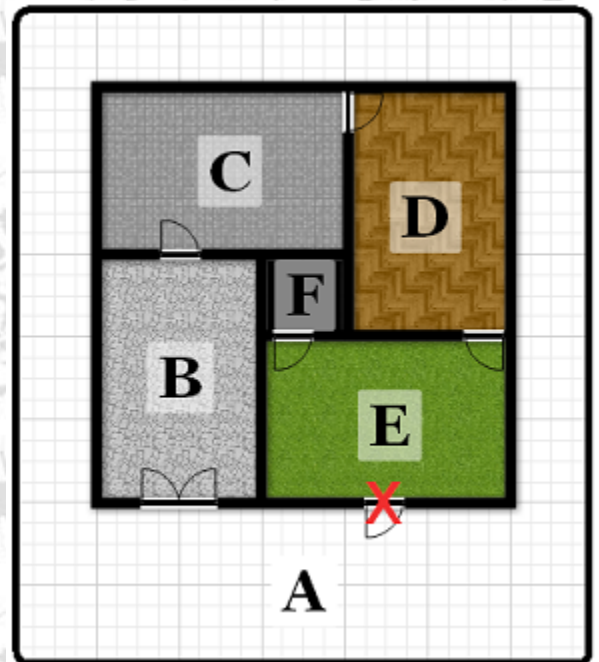
**D: Disorientation** – This room features desks and chairs attached to the walls and ceiling, made to warp the visitor's perceptions of up and down. Gravity in this room is equally warped – PCs need Dexterity type cliché rolls (TN8) to navigate. Failing a roll means no progress and a die of cliché damage. It takes 3 rolls to get to the next door.

**E: Freaky Animals** – Fake animals are kept in glass cages here, such as two headed wolves, cats with scorpion tails, a 6 armed bear and others as odd and implausible. The normal exit door is locked and sealed shut. Aside from the animals, there's a black door (to the F room) that seems to be made from solid obsidian. There's no handle, but there is an indentation shaped like a small ankh. The PC's half ankh fits in perfectly, and on further investigation, the 6 armed bear has the other half hanging around its neck. If the PCs approach the glass, the bear roars mechanically, then comes to life. Breaking the glass and fighting the bear is an option to get the ankh, but clever PCs may find other ways to extract the ankh from the bear. After defeating the bear and inserting the whole ankh, the obsidian door slowly opens to the final chamber.

*6 Armed Bear – Angry Ursine Abomination (5)*

**F: The Room Beyond Time and Space** – This room technically doesn't exist inside the building; it's location is in some local space-time anomaly. The walls are solid glossy black, and are lit by the obsidian obelisk with glowing runes in the center. Once the PCs enter, they are attacked by the guardian here, a giant centipede-like beast with a triangular head full of sharp teeth on each end (Fright Check TN 15). Both heads howl with an unnatural melody as it attempts to bite and shred the PCs with its mouths.

*Obelisk Guardian – Vile Centipede Monster (6)*



## Ending

If the PCs defeat the guardian, the Obelisk itself howls and shatters and the PCs are forcefully ejected from the Fun House (TN 12 Dexterity roll to avoid a die of damage to ALL clichés). The haunting stops and the amusement park can reopen. If the PCs all get killed by the guardian, well, that's also a way to end the adventure. The park remains haunted and the town nearby is abandoned as well, waiting for a new group of adventurers to come investigate.

**The end (?)**