

## Curse Lore / Family History:

Brendan and Tamara Mallory have two daughters, Deirdre and Bernadette. The family is affluent thanks to Brendan's job as a lawyer, but Brendan has a violent temper which is often directed at Tamara and their daughters. Tamara has learned that often she can redirect Brendan's anger towards the children in order to spare herself, which in turn causes Deirdre to habitually try and shield Bernadette. The family has a lake house they visit every summer which the girls love because it gives them lots of open space to play and, when need be, hide. One summer at the lake house when the girls are 12, Brendan accidentally kills Tamara in a bout of rage.

At the moment of Tamara's death, the woods seem to freeze, almost becoming another world, and the Mallorys feel a great weight settle on their shoulders before everything goes back to normal. They do not speak of this for many years, but both are sure this is significant.

Brendan covers up the murder as an accident and is never tried, however the kids know the truth. The family stops going to the lake house. Brendan dies three years later and Deirdre and Bernadette, now 15, are sent to live with a relative.

Many years later, Deirdre marries Thomas Doran. They are happy for a time, but eventually Bernadette notices that Tom's behavior is becoming increasingly similar to Brendan's. She warns Deirdre, but her sister is in denial. Tom's behavior worsens until Bernadette becomes convinced that she and her sister are cursed to befall misfortune due to their father's actions. She begins to research curses. After Deirdre gives birth to a pair of twins, Theresa and George, Bernadette decides to venture back to the lake house in an attempt to learn more about the curse and break it if possible, in order to protect her niece and nephew. Bernadette does not survive the beast which now roams the woods and the ritual which she had written down is torn to shreds and scattered.

After Bernadette's disappearance, Deirdre goes to the woods to find her. She finds Bernadette's body and a diagram of the ritual, but is forced to flee before breaking the curse. Resigned to the fate of the curse, she does what she can to keep George and Theresa from harm but never attempts to leave Tom.

Deirdre's children grow into a pair of angry and rebellious teenagers determined to protect each other and their mother. Upon learning of the curse, George ventures to the woods against his mother's wishes to try and complete the ritual. The horrors he encounters there cause him to flee. When he returns home, Tom is very angry with him for leaving. In order to protect George, Theresa shoots Tom dead. Deirdre and George help her disguise this as a burglary gone wrong.

George and Theresa are never the same after this. Theresa becomes terrified that she will end up hurting someone again and therefore represses her hot-headed side to the point of becoming incredibly passive and anxious. George, knowing what his father and grandfather were like, fears that the curse will cause him to grow up to be the same way and, similarly to Theresa, represses any anger until his frustration boils over.

George goes on to marry Stacy Cocroft and have a child: the player. While he does tell Stacy about the curse, he does not tell her about the murder of his father. Stacy doesn't believe in the curse, and as the marriage goes on she becomes increasingly frustrated with the way George represses any negative emotions until he blows up. They eventually get divorced, sharing custody of the player.

Meanwhile, Theresa marries Hugo Winter and has a child named Sydney. Theresa doesn't really talk about the curse, but Hugo and George become friends which is how Hugo learns the details. Being a superstitious man, he believes in the curse and decides to save his wife and child from it by going to the woods and breaking it. He dies in the attempt.

Sydney is frustrated by their mother's passiveness, not knowing the cause of it, and grows into a stubborn teen determined not to be as yielding as their mother. After Hugo's disappearance, Sydney goes to the woods to find him (against Theresa's wishes) but gives up after experiencing the horrors. Once the player decides to go to the woods, Sydney offers their help via phone, being too afraid to ever set foot in that place again.

## Monster Rules & Lore:

- The monster was created at the moment of Tamara's murder; it was a blood moon, which allowed the concentrated misery in the woods that night became a sort of coagulated mass with a blood connection to the family.
- Is dispelled by artifacts belonging to people with blood ties to Tamara & Brendan being placed in a sigil
  - The family has refused to talk about any of their history of trauma; putting together the full story by collecting the artifacts dispels the curse & the monster because the player has broken that cycle
- Only enters the house on the final time the player goes through it
  - It doesn't want to return to the house because it's where the sigil is / where Tamara was murdered
- Is warded off by the presence of the artifacts