



CULTS OF NEW ENGLAND

A FIASCO PLAYSET BY SEAN COX

SC01 CULTS OF NEW ENGLAND

CREDITS

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BOILERPLATE

The playset is an accessory for the Fiasco role-playing game by Bully Pulpit Games and was created for the RPGGeek Fiasco Playset Contest November 2010.

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THE SCORE

A CREEPY NEW ENGLAND TOWN

1933. The Great Depression drags on. A cold and quiet New England town, doing well for itself in the midst of the Great Depression. A history professor just returned from Sumeria with all manner of ancient artifacts. A fraternal lodge more secretive than Hoover's boys, hiding a mystery cult from its own members. The university brims with knowledge of both mundane and arcane varieties. Citizens cast suspicious eye upon outsiders and are anything but helpful. The town has its secrets, like most towns, but these are ones man was not meant to know.

MOVIE NIGHT

The Dunwich Horror, In the Mouth of Madness, The Call of Cthulhu.

RELATIONSHIPS...

■ FAMILY

- Parent-in-law and son/daughter-in-law
- Cousins, aunt/uncle and niece/nephew
- Siblings
- ▣ Parent and (step/adopted) child
- ▣ Grandparent and grandchild
- ▣ Distant, weird, or practically family

■ THE CULT

- Current members
- Recruiter and potential member
- Informant and investigator
- ▣ Mentor and protegee
- ▣ Bitter rivals
- ▣ Old guard and upstart

■ THE PAST

- Keepers of a shared secret
- Friends from childhood, before all of this...
- Share the same name or description
- ▣ Friendly rivals
- ▣ Partners in crime
- ▣ Former friends

ROMANCE

- ▣ Former spouses/lovers
- ▣ Current spouses/lovers
- ▣ The one that got away
- ▣ One-time fling
- ▣ Relationship of convenience
- ▣ Long-time lust and object of desire

CRIME

- ▣ Reformed criminals
- ▣ Crime lord and wannabe up and comer
- ▣ Conman and mark
- ▣ Gambler and bookie
- ▣ Petty criminals
- ▣ Drug dealer and addict

COMMUNITY

- ▣ Elected Officials (councilmen, mayor, judge)
- ▣ Society (lodge members, historical society, DAR)
- ▣ Church (deacons, missionaries, outreach workers)
- ▣ Recreation (coaches, chess clubs, team mates)
- ▣ Government (tax collector, inspector, bureaucrat)
- ▣ Law (cop and sex offender, parole officer)

...IN A CREEPY NEW ENGLAND TOWN

NEEDS...

■ TO GET OUT

- ...before the ritual
- ...before they find you
- ▣ ...from under their oppressive control
- ▣ ...of an unpleasant relationship
- ▣ ...of an unreasonable debt that's come due
- ▣ ...by bringing someone else in

■ TO GET EVEN

- ...with someone who slighted you
- ...with those who stood in your way
- ▣ ...with those who turned them against you
- ▣ ...with this town for what you've become
- ▣ ...with a relative
- ▣ ...with the Old One

■ TO GET RICH

- ...through arcane magics
- ...through the biggest con this town has ever seen
- ▣ ...through a little murder
- ▣ ...by stealing anything you can get your hands on
- ▣ ...through blackmail and extortion
- ▣ ...through a case of mistaken identity

🎲 TO GET RESPECT

- ▣ ...from the cult by doing it by yourself
- ▣ ...from the town by exposing the evil underbelly
- ▣ ...from a family member by turning your life around
- ▣ ...from a loved one by giving help they don't need
- ▣ ...from the cult by taking over
- ▣ ...from yourself by finally carrying out your plans

🎲 TO GET THE TRUTH

- ▣ ...about the town's mysterious secret
- ▣ ...about why she came here
- ▣ ...about why he got promoted instead of you
- ▣ ...about your family's past
- ▣ ...about an unsolved investigation
- ▣ ...about the secret ingredient in Madeline's pies

🎲 TO GET LAID

- ▣ ...while you still can
- ▣ ...in exchange for something you need
- ▣ ...for the good of another
- ▣ ...to get back at him
- ▣ ...to fulfill the prophecy
- ▣ ...to prove a point

...IN A CREEPY NEW ENGLAND TOWN

LOCATIONS...

■ THE SILVER SERPENT LODGE

- The grounds
- The meeting hall
- ▣ The Inner Sanctum
- ▣ The ritual chamber
- ▣ The tower
- ▣ The holding cell

■ WRONG SIDE OF THE TRACKS

- Miss Scarlett's Hotel, a house of ill repute
- Diamond Pete's, a still and speak easy
- ▣ The abandoned warehouse
- ▣ The slaughterhouse
- ▣ The train depot
- ▣ The docks

■ DOWNTOWN

- Edmund Farnsworth Memorial Library
- The Natural History Museum
- ▣ Madeline's Restaurant and Pastry Shoppe
- ▣ Wallace's General Store
- ▣ The courthouse and police station
- ▣ The old church

■ THE OUTSKIRTS

- Mad Abner's farm
- The forgotten graveyard on Hangman's Hill
- The textile factory
- ▣ The only road out of town
- ▣ The old cabin in the swamp
- ▣ The cave in the woods

■ THE UNIVERSITY

- The sports stadium
- The research lab
- ▣ The Books of Antiquity Collection
- ▣ The storage basement
- ▣ Dean Stockton's private office
- ▣ The registrar's office

■ RESIDENCES

- The King Edward Hotel
- *His* house
- ▣ The shacks by the park
- ▣ Granger's Boarding House
- ▣ The university dorms
- ▣ A brownstone apartment building

...IN A CREEPY NEW ENGLAND TOWN

OBJECTS...

■ UNTOWARD

- A withered corpse that's not quite human
- A strange caged animal from the darkest jungles
- ▣ Compromising photographs of prominent citizens
- ▣ A steamer full of undergarments
- ▣ A doctor's bag full of strange vials and chemicals
- ▣ A dark robe with a bullet hole in it

■ TRANSPORTATION

- A well-maintained 1912 Model T Speedster
- A small boat
- ▣ The last train out of town
- ▣ A two-seater crop duster
- ▣ A strong black mare
- ▣ A dusty motorcycle

■ WEAPONS

- A Colt revolver with a bloodstained grip
- A crooked dagger with strange etchings on it
- ▣ A lacrosse stick
- ▣ A shotgun with three specially labeled shells
- ▣ A small crate of explosives
- ▣ A spear, missing from the Natural History Museum

INFORMATION

- ▣ A half burned birth certificate
- ▣ A list of names and addresses, some scratched off
- ▣ A strange book in an ancient language
- ▣ A map leading to where it was buried
- ▣ A single word on a scrap of paper
- ▣ An overheard conversation

VALUABLE

- ▣ A handwritten diary with a jewel encrusted cover
- ▣ The only portrait of the town's founder
- ▣ A large pile of cash and a small pool of blood
- ▣ A ruby the size of a fist
- ▣ An ancient set of tools in perfect condition
- ▣ The deed to a thousand acres of land north of town

SENTIMENTAL

- ▣ A tombstone rubbing
- ▣ A family heirloom
- ▣ A newborn baby
- ▣ A love letter
- ▣ An engraved piece of jewelry
- ▣ A faded photograph

...IN A CREEPY NEW ENGLAND TOWN

A CULTY NEW ENGLAND INSTA★SETUP

RELATIONSHIPS IN A CREEPY NEW ENGLAND TOWN

For three players...

- ★ Family: Parent and (step/adopted) child
- ★ The Cult: Recruiter and potential member
- ★ Crime: Gambler and bookie

For four players, add...

- ★ The Past: Share the same name or description

For five players, add...

- ★ Romance: The one that got away

NEEDS IN A CREEPY NEW ENGLAND TOWN

For three players...

- ★ To Get Even: With those who turned them against you

For four and five players, add...

- ★ To Get Rich: Through the biggest con this town has ever seen

OBJECTS IN A CREEPY NEW ENGLAND TOWN

For three or four players...

- ★ Information: A list of names and addresses some scratched off

For five players, add...

- ★ Transportation: A two-seater crop duster

LOCATIONS IN A CREEPY NEW ENGLAND TOWN

For three, four, or five players...

- ★ The Outskirts: The old cabin in the swamp