

Jamoween Feedback

I Was A Teenage Werefrog

by traskomancer

Centres around giving the players a pulpy, open-ended supernatural mystery to chew on, rife with false leads, actual leads, and side characters for two or three sessions of gameplay, which might be why it handles the "Delta Green" vibe the best out of any UA scenarios I've seen, especially with the inverse-objective (notion?) system which is pretty clever.

Still, it feels like it's bending over backwards in places to "solve" the problem of giving players free rein on character generation in the first place.

I'd recommend that Kevin's "friends" have enough incipient tension to be fun as pregens, and leave future playtesters to compare the difference.

RITES OF DEATH

by mellonbread

the first of the *Provender* (?) entries.

I like these a lot. Mellon has a real knack for confabulating implied history and immanent horror together to make something very...*homoeousian*, seems the right word.

- The dead body angel spell feels a little too "World of Darkness", a little too gory and disruptive except for something I could believe came into being when a psychotic scrawled it in his dream journal, and was then refined and tweaked into the little body part cherub baubles over the years. As-is, feels like one good idea split into two parts.
- the bacchanal charging ritual is okay. Mostly feels like an excuse for the oddball GMCs to have some cool tricks, which I'm on board with. Also the inspiration for the opening fiction (Should I have made the "fun size" word count 1k+ words? No. Do I regret it? Dittto.) which reminds me a lot of the Oneiromancer raver cabal from 2e. Overall it's a neat dramatic device for that type of set piece.
- The Forbidden Science might be my favourite. It feels the most UA to me, because I can believe that people would invent it and that someone would be willing to try it today. Also my favourite use of the "WHO WOULD DO THIS" section because it mixes all its elements together to create a neat little micro fiction about cannibal maoist wizards.

Faceless Nonentities

by mockraven

The mechanics for this one are cool. I love weird fucked up monsters that mess with people. and these ones bring a very body snatchers twist to it, as they drain the victim of their

attributes to eventually look like them, absent of passions. UA doesn't have enough pod person horror, which is a big missed opportunity.

Otherwise feels like a combination of every other monster in the books, from Revengefuls to Nonentities to Jane Does to vote thieves to those invisible implacable claw monsters to the snakes that eat your relationships.

If that's intentional, it's genius.

****False Retreat****

by mellonbread

****Provender** the 2nd!**

My description of the bacchanal rite being an excuse for a climactic rave-ritual is proven right as we get a beautifully succinct description of Ed Christ's inexplicably profitable *Sema* retreat of death. A remote mountain lodge. the monstrous "belphegor" in the basement. The entire thing has the vibe of *Midsommar* and that part in the Resident Evil canon where it was all insane conspiracies run by maniacs, with the corporate death cult elements and brainwashed giallo extras.

Kind of sad there's no humanising element to the situation, like why Ed Christ is doing all of this, or the implication that Belphegor was once an actual human being.

I wrote a game once called *Graveyard Shift*, which was basically Viscera Cleanup Detail: the RPG. I think that if anyone runs this scenario, the end result would be a great setup for that.

****Red, Delicious****

by madjaymilton

this is what I had in my head when I wrote the jam rules with the "fun size" entries. Easy pickings for a bunch of little rituals and magic items to pad out the "full size" adventures.

Anyway, this ritual is awful. I love it. It's going to stick in my head forever, because it's simple, it's easy, and it works. It's also ugly as sin. If you do it right, you bite into a razor blade. That's how rituals should be, because they're the most impersonal kind of mystic horror in the game - most rituals are bogus, and most of the ones that work should fuck you up.

****From These Dreams You Don't Wake Up****

by mellonbread

****Provender** the 3rd!** this one is the "digital horror" entry, and is the shortest. Just three fun sized artefacts.

- Bad Penny is decent. I get why someone would use it. it does that fabulatory thing again - either it's a fake, or there's a whole story behind it. Same could be said of any artefact, really. The implications are more interesting than the fact it's magic.
- same again for LOL SUPERMAN. Although this one seems more digitally enmeshed, so that's a plus. I like the idea of a decentralised, *literal* digital artefact that just pops up on the internet sometimes. the hints of a cover up and the video's origin feel like glimpsing the actors behind the curtain.
- the jar of molasses is probably the weakest of the three despite being the only one that's actually useful to the most people. I might not be fair to it, because i dislike dipsomancers as written, and using content without changing anything about it. Someone turned the molasses flood molasses into rum and it's worth a major charge to dipsomancers. Makes sense.

The "digital horror" aspect of the entry is more of a framing device. the same with a couple of the Provender entries, really. What's there is short and snacky and could be tossed into a game with ease.

****BUTTER KNIFE****

by traskomancer,

and ****A Deed Without A Name****

by Arbor Day

Since these are both short stories with no "gameable" content, I think they stand better together than apart.

One is about a kid using magic to hurt people, and the other is about an epidemic of poisoned candy that destroys the narrator's town. ADWAN has a furious, bitter prose like a halloween themed *Christmas Story*, and takes on the wider cosmology and dabbles with its implications. Butter Knife feels like Steven King's *The Strangers*, and keeps it locked down on that level.

As fiction, Arbor Day's is better. As a concept, traskomancer's is better. I can only encourage people to read both, because they're short, and hope they both write something for NaNoWriMo.

****A parka worn backwards****

by mellonbread

****Provender**** IV! This one is gnarly. It only has the "Adolescence" tag, but i feel it should get an honorary "halloween classics" nod for the frankenstein motif of the whole thing.

basically, it's a ritual to create something like an unspeakable servant out of bones and leather, except instead of your eye it takes having sex with it for days on end to work. the magical equivalent of a seek and destroy missile.

Not enough spells deal with creating life, and the ones that do are always cool, rife with horrible consequences and terrible costs. Both classically faustian, transgressively modern, and just weird. it has a human centipede/the fly vibe that i know would be totally nightmarish to describe in person.

The fluff text for this one is one part a guy doing the ritual and one part some kind of misfit-band of magical perverts...which, if it's a reference, I don't get.

****Bury me at make out creek****

by cliomancer

The books have a surprising number of references to things like "erotic befuddlement sorcery", and this is one of those spells. it's fun. It's snacky. It has some weird quirks that turn out in ways a character wouldn't expect.

Mostly it feels like the writer was having fun with it, which really comes across in the rumour section; a barge of dream-boat love demons and twitchy sex magi combing over bumble fuck Tennessee for the San Jose of spellcraft turns it from "neat extra in some friday the 13th scenario" to "central premise for a con game"

****Dharmapala****

by mellonbread

****Provender**** V: The Final ||as of this writing||!

this one is my favourite of whole

jam. It's got all the lovecraftian hallmarkers; antarctic exposition, freaky buddhism, mind destroying alien thought forms, UFOs, racism...

it's also right up to that gonzo edge of what you can do with the setting that I don't see very often. It takes some brain to make "frozen ufo near thule island is real but also a nazi psyop and also a hoax" into anything clever, let alone playable. I don't mean to hype up what's basically one character and some fluff text, but it's really good fluff text. It sets up everything about where the character is and what it would be like to go there.

Between this and "a parka worn backwards" I want to write out some kind of arctic expedition scenario, maybe about a group of flat earthers on an expedition to the Ice Wall, or rip off some elements from "NAMELESS".

****FrankenThread****

by cliomancer

a dark horse entry right at the last minute, and going for every single theme. A teenage boy finds a cryptid in the woods that was generated from an internet meme, and has gone all Hiccup Haddock over it.

This is basically a study on one and a half characters, but it's a good study. Liam feels like a real kid and the kind of kid who would get into the occult underground. Everything about him is incredibly fleshed out, and finally getting some channels for an avatar of The Child after so many years is great.

The dynamic between him and the creature feels like the premise for an unproduced Studio Laika film.

...Having said that, the creature feels like it could be replaced by basically anything. I don't know if it's meant to be an inhuman person or a person-shaped animal, which would be helped by either giving it some passions or some kind of super weird instinctual behaviours.

If i run *Teenage Werefrog*, I'll totally put Liam in the woods somewhere for the players to run into.

not appearing in this list

by katts

Canned Laughter, Meddling Kids, Ritual Sacrifice Syndication