

*From the deepest groves
Those farthest from the nigh-forgotten sun*

The Unknown Armies Halloween Jam

THE UNKNOWN ARMIES 2023 HALLOWEEN JAM IS OVER!

Thank you to everyone who submitted and everyone who wrote feedback on the entries.

What is this?

A one-week Unknown Armies writing jam.

How do I participate?

Write a piece of original content for Unknown Armies 3rd Edition.

- You may submit a GMC, cabal, artifact, location, ritual, unnatural phenomenon, short scenario, or anything else.
- Entries should be no longer than 1,333 words, including stat blocks.
- Entries should feature at least one of the prompts listed below.

Prompts

Entries should feature one or more of

1. Authentic Thaumaturgy
2. Halloween
3. Mundane GMCs/Cabals with no magick powers
4. Non-American occult underground
5. Starts with an "U", ends with a "T"
6. Subway System

Submissions and Deadlines

You have one week from the posting of this document to write and submit something.

- Submissions should be sent to unknownarmiesjam@gmail.com before [11:59 PM PST on October 31st](#).
- Submissions should be in the form of a google docs link, PDF, rich text or other text document. Please tell me which prompt(s) you used when you submit, your wordcount, and how you would like to be credited.
- Submissions are open to everyone. You don't need to be a member of a specific community.
- You can submit as many entries as you want.

Feedback

Once submissions are closed, a panel of volunteer reviewers will write and post feedback on the submissions: Frahnk, Stuart and zomner.

SUBMISSIONS

1.  Unknown Armies Cabal: Four of Chimneys (example by mellonbread) non magickal cabal, 571 words
2.  Unknown Armies Scenario: The Greggs and the Graveyard (example by mellonbread) non-American occult underworld, 1331 words
3.  Unknown Armies NPC: Darla Jean (example by mellonbread) subway system, 994 words

4.  Alexander Head and the Undercroft.pdf by Traskomancer, starts with u ends with t, 805 words
5.  STYX_SUBWAY_Ritual-1-1.pdf by Indigo, subway, 299 words
6. [Unknown Armies UnPheno: Otherspace Sickness](#) by Valiant, starts with u ends with t, subway station, 830 words
7.  The Secret Saints of the Cecilites (UA Halloween Jam) by tormsen, halloween, 879 words
8.  Felix Kaufman, Not a Medium by Ben, non magickal GMC, 429 words
9.  UA - University Street submission by Justin Miland, starts with u ends with t, subway, 1327 words
10.  Unknown Armies Scenario: The Cleaners by Kate C and mellonbread, subway, non-American occult underworld, 1319 words
11. [Unknown Armies Cabal: Galatea](#) by Valiant, authentic thaumaturgy, nonmagickal cabal, 931 words
12.  Bartlett and Sprouse, College Thaumaturges.docx by Traskomancer, authentic thaumaturgy, 1060 words
13.  UA Jam Ultraflat by Cliomancer, starts with u ends with t, 1058 words
14.  CÁBALA DEL REY DEL INVIERNO by Mechristopheles, halloween, 1329 words
15.  Gert (subway station, mundane GMC, 625 words) by Dennis Kearney
16.  UA3 Halloween Jam, Urizen Shaft by Cliomancer, starts with u ends with t, subway, authentic thaumaturgy, non-American occult underground, halloween, 1247 words
17.  Avatar: The Mascot by Gatto Grigio, halloween, 804 words

Bonus mellon submissions

1.  Unknown Armies NPC: Samuel Pin Bone mundane npc, 959 words
2.  Unknown Armies Ritual: Uncut Gems starts with u ends with t, authentic thaumaurgy, 752 words
3.  Unknown Armies Scenario: The Midnight Screening halloween, 1301 words

REVIEWER FEEDBACK

Thank you to everyone who submitted entries, and to all the reviewers.

- [Frahnk](#)
- [Stuart](#)
- [zomner](#)
- Bonus reviews by [mellonbread](#)
- Bonus reviews by [33.3 FM](#)

IMPORTANT QUESTIONS

Why are you doing this?

In the years between 2e and 3e, Unknown Armies was largely sustained by fan posting on sites like Unnatural Phenomena. Delta Green was kept alive by the mailing list and the Shotgun Scenario contest. Without those, I doubt either game would have gotten a new edition.

I also like fan content for UA3 and want people to create more of it.

Why one week? Why 1,333 words?

Most people overscope their projects and never finish them. They get excited at the beginning, write checks they can't cash, get discouraged and abandon the whole enterprise.

A shorter timeline and smaller wordcount enforce brevity and give you an excuse to elide any part of a submission you're not interested in writing. You can get right to the good stuff and nobody can demand you lard the thing down with tedious detail.

This is also an opportunity to complete things you've been putting off. Find a good stopping place to chop it off, and say it's finished because it's ended here.

Why the prompts?

My experience is that it's easier to write to a prompt chosen from a short list than to "write anything".

Why the reviewers and the feedback?

Because I think it's important that every submission be read and replied to. Nobody wants to write something that will get ignored.

Intellectual property

You retain all rights to everything you create. We will not feature your work in any commercial product. We just link to submissions and post reviewer feedback.