

The Lost Bay

Urban Legends Framework

To be used with Wandering (pointcrawls) or dungeoncrawls

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Urban Legend Structure

- **Legend:** what PCs know about it.
- **Truth:** the hidden truth.
- **Why do you care?** (d6 table or list).
- **Omens x 6:** Encounters or Events.
- **Den:** Location where the UL originates (Minidungeon, Sub pointcrawl).
- **Cast**
 - MOFO(s)
 - Minion(s)
 - Survivors
 - Others NPCs
- **Special Mechanics** (if any)
- **Special NPC(s) Roles, and Mood** (if any)

Mechanics

- **DooM clock** starts at 1
- Omens are encountered in **successive order** from 1 to 6
- **The last Omen is always an encounter with the MOFO or UL source**
- **Every Turn**
 - PCs can either **Stay** where they are or **Move**
 - If they Move **DooM Clock +1**
 - **DooM check**, if the result is less or equal to the DooM level, the next Omen is triggered (in the arriving location if they Move, or in the node they currently are if the Stay)
- If the party looks actively to unveil the UL and finds clues, **trigger the next Omen**

Special Mechanics

They can be and are not limited to

- DooM check triggers (find or do something that triggers a DooM check)
- Next Omen triggers (find or do something that triggers the next Omen)
- Encounters
- Have fun and break the framework (that's the most important rule)

Abductions

Example Urban Legend

NPC stats are not detailed

CW: body horror, missing person, abductions

Legend: Aliens are among us; they abduct chosen ones and make them better humans.

Truth: A self-taught and failed Plastic Surgeon abducts people to perfect their bodies.

Why do you care?:

- You almost got abducted.
- A close one disappeared.
- You had an encounter with a UFO as a child. It left a mark on you. Literally.
- You've always been a Believer.

Omens

1. Escaped **Patient** appears out of nowhere. Screaming, naked, wearing only blood-stained bed sheets. They are badly wounded and lose 1 Heart x turn.
2. Abductee relative displays/distributes *Have you seen them?* Flyers. They're a **Believer**.
3. Families support group meeting. Coffee and cookies. Lots of commotion and anger. One **Survivor**.
4. **Silver Van** attempts abduction (of PCs or NPCs). If abduction is successful: Horror save.
5. Alien welcoming committee. **Believers** vs **Survivors**.
6. **Self-Taught Surgeon** appears (If Silver van is destroyed, STS has tracked PCs and gets an extra surprise turn)

Special

When on the road between two points, roll a DooM check. If the roll is less or equal to the DooM level:

- **Even:** Helicopter PSA announcement "Stay home" (once x session)
- **Odd:** PCs are followed by Silver van. If they engage it, Omen 4 is triggered (once x session)

Misc

- Photo shows a blurry, bright smudge: the image of a “spaceship”
- TV/Radio live reports about pro-alien groups and Abductee relatives support groups
- Silly alien-looking clothing spreads

Den: the Clinic

Two-bedroom flat turned clinic.

Corpses and blood.

A place of horror.

2 Nurses.

1d6 Patients.

Cast

- **Nurses** (Roll minor body Mutation). Minions. They serve the STS with the hope of having their body perfected.
- **Patient** (Roll major body Mutation). Unlucky souls.
- **Survivors** (Roll minor body Mutation). They might have insight into what’s happening and be willing to share it. Refer to their Role.
- **Self-Taught Surgeon** (Horror save). A seven-foot-tall abomination with multiple organic implants.
- **Silver Van:** Crew of 3 Nurses use Blinking lights and Loud buzzing sounds to hypnotize victims: Focus save or become catatonic for 3 turns.