

## Unknown Armies Post 9/11 Jam Feedback

The feedback on entries submitted to Indigo's [Post 9/11 Jam](#) alphabetised by entrant handle then entry.

[Towerfolk](#) by Cliomancer333

Towerfolk breaks down into three distinct elements. The first are the ghosts of opportunities not taken and the subsequent lives unlived. These mirages are harmless but clutter the landscape as litter of regret. They interact with people but any tokens they pass to others turn into dusty bits and pieces, like fairy treasures in daylight. Towerfolk are not dangerous but at worst an upsetting nuisance. They could also spout prophecies and secrets they learnt in a life you never lived. Perhaps they could actively try and rearrange your life so it resembles theirs.

Golden Ticket is an artefact from Charlie and the Chocolate Factory passed around the occult underground. It suggests to the holder which near-future journey is one of those potential missed opportunities but not what it is or what the holder would experience. The Golden Ticket is a useful contrivance to get a random player character into a game.

The obvious resource is the towerfolk can be caught and their vapours condensed into a small amount of fluid that can power a internal-combustion vehicle for a year. They can be alchemically distilled down into a superfuel by a money-making racket. This can be leveraged into a source of conflict.

Towerfolk are an okay entry. They're fleshed out but they aren't an active threat.

[Springfield Travel Agency](#) by Draper Green

Springfield Travel Agency is the story of second-generation sociomancer-videomancer, Frank Gorsky, who plans to open a Simpsons-themed otherspace powered by the death of his son. The entry is a map of players in various occult undergrounds who interact through a forum attached to Gorsky's Simpsons fan site but, unfortunately, nothing else. I presume the writer was too ambitious and digressed into NPC details.

This entry needed an editorial sweep to tighten it up but the flaw of the entry is Chekov's cartoon dimension: The Simpsons-otherspace doesn't appear. It's spoken about but there's nothing there. Instead are a handful of briefly described NPCs GMs can pull for their games but the interesting lead character, Gorsky, didn't cause sociomancy trouble with his videomancy, but runs a Simpsons-fan website.

[9/11 Entries: Filibusters, Warrior, Lizard Man, Furry and Triplets](#) by Indigo

9/11 Entries contains five sections: Filibusters, Warrior, Lizard Man, Furry and Triplets. Each is the loosest sketch on an antagonist entity or character.

The best of the five is filibusters but they all are a quick study of an idea; interesting and perhaps inspirational, but too rough or incoherent to be immediately useful without extra work. Posting "idk stats" kills the mood. Who wants to do someone else's work? The writer should have fleshed out one entry than post five incomplete doodles.

It doesn't matter so much if it's rough at the edges as long as it's coherent and complete. Bad writing can be fixed but only if it's written.

[Martyr's Dirt](#) by Madjaymilton

Martyr's Dirt is excellent. The dirt from the crash site of United Airlines 93 is mystically potent if it contains a piece of the wreckage. It's quick, snappy and immediately useful to almost any game. It's rated 11/11.

[Pseudippurgy](#) by Mechristopheles

Pseudippurgy is the adept school of hobby horsing. The sport started somewhere in the early twenty noughts as a quirky horsy girl activity but attained international recognition. Space considerations stopped the development of spells but as it sits, hobby horsers are tanks if they're charged up.

[Cabal: Ambrosio Crew](#) by Mellonbread

Ambrosio Crew is a pool of New York Italian mobsters which you can drop in any game as antagonists which includes a current, favourite hangout.

Note: Ambrosio Crew are the antagonists for the six individual parts of Mellonbread's distributed scenario I'll Take New York.

[Cabal: Death Wish](#) by Mellonbread

Death Wish is a Sleeper cabal of antagonists written for the I'll Take New York scenario but they can be used in any game. While there is some New York occult underground flavour, it can be rewritten for any slot you want to put them in. One of the Sleeper agents is a culteurge adept with a link to the pay-what-you-want page at DrivethruRPG.

[Scenario: I'll Take New York](#) by Mellonbread

I'll Take New York (ITNY) is an excellent scenario that needs all the parts distributed in the jam to work. It's a punchy game that can be played with quick thinking and deft roleplaying but will trap players in a blender if they choose violence. The copy refers to culteurgy which is an adept school linked in Cabal: Death Wish. ITNY is an excellent resource to check out how to build a working game scenario under 3 000 words.

Note: I'll Take New York needs the five other parts to work: The three cabals Ambrosio Crew, Death Wish and The Pioneers pregens, Local Flavour NPCs and the Somebody's Gotta Remember entities.

[NPCs: Local Flavor](#) by Mellonbread

Local Favor is a brief that lists NPCs of New York's occult underground for the I'll Take New York scenario along with distinguishing features and histories. The brief is important to the opening act of the scenario as they frequent the H'ist Dat Rag bar.

[Pregens: The Pioneers](#) by Mellonbread

Fun player characters written for the I'll Take New York scenario.

[Unnatural Entity: Somebody's Gotta Remember You](#) by Mellonbread

Somebody's Gotta Remember You are a cabal and type of intelligent unnatural entities that appear in the scenario I'll Take New York. Gottas resemble carrion birds who have heads full of eaten memories and abilities of the corpses dumped at Fresh Kills landfill. They animate human-ish bodies out of plastic litter and discarded clothes. They're fun creatures that can be used in any game.

[Phantom Terrorists](#) by Tormsen

Phantom Terrorists are manifestations of projected fears, knee-jerk prejudices and other staple triggers of social anxiety, moral outrage and communal bigotry. The phantom terrorists behave in all the ways which justify and promote the emotional reactions.

The phantom terrorists have no mechanics or actual threat. They exist only as reactive distractions and suffer from an old problem of dressing political statements in entertainment media: they are cartoonish reflections of political issues. Phantom terrorists are unthinking, one-dimensional mirages that pop like soap bubbles when confronted.

[Ghosts Online](#) by Valiant

Ghosts Online has exactly the same problem as all online and internet-based antagonists in TTRPGs: they don't do anything or add to the tension. Spooky presences who post in a Discord server aren't scary. If they could stalk a user through the internet like a predator until they crawl out a monitor like the ghost from The Ring, then that would be fun, but otherwise, they're decorative.

There's a sort of Bloody Mary-esque ritual that sends people traumatic visions of violence with a subsequent d100 table for the roll but only leaves vague hints to go forward. That's where the stat block and entity description should go. It has an excellent layout.