



# SONG OF HORROR

By AbyssThatSmilesBack

After Sebastian P. Husher, a famous historical fiction author with a penchant for antiques. He has been out of contact with his publishing firm for several weeks, so Daniel Noyer was sent to check in on him. The author had recently come into possession of a strange music box through an antique dealing friend to look into its history. The Song recorded in the box possesses a strange haunting tune that brings the attention of a powerful entity. This entity has taken over the author's mansion becoming host to strange happenings. Those who enter risk being dragged into the shadows, into the domain of the Presence.

Will your stay here follow Daniel Noyer's path, or will you have your own story to tell?

Your trip here will be limited to your bodymod, and will receive 0CP. For each Episode you complete you will gain a special reward that you will keep even if you fail the gauntlet and lose all other benefits. You will need to survive and not be permanently trapped in the Elsewhere for all the episodes you have chosen to avoid failing. As a benefit, even if you fail here, you may continue your chain.

Whatever happens, you can only visit this place once, good luck.

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# Role

Choose your role, this encompasses how you will interact with the events here. You may choose your age and gender at no cost. you may also choose a profession available on Earth that is reasonable for your age.

For Roles other than the Cursed you get +100 CP for each Episode you complete. You also get another +100 CP if you choose to be in every episode.

## **Cursed - +1000 CP**

Through some circumstances, you heard the Song of the music box and became marked by the Presence. You will need to survive every Episode as that is the only way you can break the curse. You start trapped in the Elsewhere. Within moments of your arriving someone finds and manages to extract you from the small cell you've found yourself in.

## **Ally - +300 CP**

Good news, you haven't necessarily heard the Song yourself; the bad news though? Someone who has heard it is about to ask you for help, and you are going to give it. By default, you only need to help them for one Episode, though they will be grateful for any aid you can give.

## **Bystander - +200 CP**

You won't need to know what's going on in the big picture. After all you are only going to need to survive a single night in one of the Episodes. That is, provided you didn't hear the Song, you can leave the purview of the Presence forever after that night. If you end up stumbling into multiple Episodes you must survive a single night per Episode before you can escape.

## **Puppet - +500 CP**

For those that hear the Song there is an option other than the Cursed, provided they still have the music box in their possession.

Ordinarily your will is no longer entirely your own. The Presence places you in strange trances to spread Its influence while tormenting you when you are lucid. Most who have suffered this eventually take their own lives rather than letting the Presence take them.

The Presence recognizes that you aren't ordinary and so you will treat you a little differently. You choose one Episode, the Presence will task you with playing the music box in the area. Doing so grants him dominion there, and condemns all the bystanders to the Presence. Once done you must draw a Cursed and their Allies to the location. If you can't find any you are free to use the music box to create your own. When they have arrived, have them all consumed by the Presence. If you succeed in each Episode you have taken, the Presence will let you go, pleased with the sacrifice you made to It.

# Threats

The Presence and its domain, the Elsewhere, will be present at each Episode. You must choose at least two other Threats the Presence manifests as to be active in any Episode. Additional Threats you choose grant +100 CP each. For an additional +200 CP per Threat per Episode you may make any Threat far more aggressive and active.

You select which Threats appear on a per Episode basis. This means it is possible that a threat you encounter in one won't show up in the next.

If you picked the Puppet Role, these threats are double edged. While they need to be what ultimately takes your victims, and although they have a deal with you; they won't avoid attacking you if you get in their way.

## The Elsewhere

The Elsewhere is the domain of the Presence; it has drawn close to the real world by some combination of the Song and its master's will. This dimension won't pose much danger on its own, it is what allows the Presence to maneuver the other threats throughout the various locations.

The danger this poses directly is that it can mimic the world as you know it. By nearly perfectly replicating a room, and hiding behind the appropriate door, it can trap you like a mouse in a cage. Though it being used in this way is rare.

Becoming permanently trapped in the Elsewhere counts as failing the Gauntlet.

## The Gate

The Presence likes to hide behind doors and drag those that open them into its domain. The only way to know if the Presence is behind a door is by listening with your ear pressed to it for scratching noises. Occasionally, it will try to force a door open and drag you inside by force. You will have to force the door closed or be lost to the Presence.





## The Darkness

The Presence will occasionally manifest as growing shadows. Once they encompass a room they will take anyone they can find leaving no trace of them behind. To survive you will need to find a place to hide. Whatever you do in your hiding spot, don't look at the darkness, or it will take you as if you had not been hiding at all.

## The Silence

The Silence manifests as a withered corpse wearing a blindfold. Randomly appearing in empty rooms hunting anything that makes even the slightest sound. While it is nearby you must be completely silent as even the sound of your breath is enough to draw its attention.





## The Abyss

The Abyss is a mass of limbs trying to crawl out of a shadowy portal on the ground. When it catches you it will try to use you to climb out of its torment, but instead will drag you into its mass. To escape you must crawl your way out of it, shaking them off of you if they manage to grab onto a limb.



## The Pursuer

This is the Abyss' angry cousin, it will chase you through corridors and will immediately consume you if it catches you. The only way to survive is getting out of its path and hiding from it.

## The Requiem

A strange curse to be sure, these shadows are only visible in a mirror. You must shine a light on them in the mirror to banish them. If any of them get close enough to grab you, you have already lost.





## The Revenants

These take the form of those recently taken by the presence. Usually they try to lure people close before attacking with unnatural strength. An additional danger, those who had been taken with firearms in their possession will use the firearm to kill you at a distance

# Drawbacks

You may take any amount of Drawbacks

## **Butterfingers - +100/+300**

You seem to keep dropping important items. For an additional +200 CP you will frequently drop items down grates. The items will still be accessible, but you'll probably need to backtrack or do something special to get it back.

## **Earworm - +100/+600**

You are going to have a song stuck in your head for the duration of the Gauntlet and will find yourself humming.

For an additional +500 CP the song stuck in your head is the Song from the music box itself. Beware, as this will put you into a similar case as the Cursed if you chose another Role. In whatever case, as the Song draws the Presence closer, be prepared to deal with much more active threats. Each time you hum the tune you bring the Elsewhere closer to you, and curse those around you.

## **Ancient Cult - +100/+400**

In antiquity, the Presence was worshiped as a god. It seems that the practice hasn't completely died off even to the modern day.

A cult that worships the Presence has appeared to interfere with you in your time here. They may try to hide information or sabotage your efforts. As a Cursed their goal is to ensure your eventual sacrifice. Whereas as a Puppet, they will view you as a heretic making a mockery of their beliefs. The fact that they are few in number, and believe in minimal intervention makes them much easier to deal with however.

For an additional +300 CP, they function much more as a Threat, having eschewed their oaths of minimal intervention. Be ready for them to directly try to stop your efforts if they believe you are too close.

## **Anglerfish Lure - +200**

There will be important looking items in tempting locations. Grabbing them will reveal the trap as you are attacked by the Presence. Unlike the normal characters in this world you will be able to resist as if the Abyss were the one trying to pull you in.

## **Questionably Helpful Notes - +200**

Most people would just write down the information they need to in a note, not the people here apparently. Expect people to write important information in unnecessarily obtuse ways. To the point that sometimes a second piece of paper to calculate what they are saying is necessary.

Which key dost thou need? Answer these Riddles Three!

### **Labyrinthine - +200**

In each episode you visit there isn't much that supplies external pressure other than the Threats themselves. You aren't hard pressed for time, nor are the location's architectures particularly bizarre.

By choosing this drawback, that is no longer the case. For each episode, you must add an additional complication that will affect your time there. For example, the Mansion you visit could be far more complex, requiring much more exploration to be able to accomplish your goals. Perhaps your arrival has triggered an alarm, giving you minimal time before police arrive. The only Episode this does not affect is Denouement.

### **Practical Jokers - +400**

Your Allies have gone a little crazy it seems. For the duration of this gauntlet they will perform practical jokes at your expense. In complete disregard of the seriousness of the situation. You won't know for sure if they are all just hiding from you or if they all have been taken.

### **A Second Music Box - +400**

You know how there's just one artifact that you need to seal? Now there is a second, be ready for its presence to be revealed at the worst possible time.

### **Double the Fun - +600**

The Presence usually only sends one threat at a time against you. With this drawback you will occasionally have two threats at once. As a special consideration, you are guaranteed to not have two that would combine to create an impossible scenario. If any set of two of the available Threats in any Episode could only create impossible scenarios, you aren't able to pick this drawback.

### **The Presence's Ire - +600**

The Presence will not be playing with you, it will only be interested in killing you the entire time you are here. Welcome to hard mode.

# General

All Roles have access to the following, regardless of the Episodes chosen

## Perks

### **Professional Knowledge - Free to all**

Whatever your chosen profession is, you are able to competently do your job. How applicable that knowledge is a separate matter though.

### **Easter Egg Branding - 100**

In future jumps, you will occasionally come across items that share a name with someone or something you recognize from a previous jump. These items function slightly better than other similar products at their intended purpose.

### **Hold your Breath - 200**

You are able to hold your breath for extended periods of time. As some added benefits you are able to better control your heart rate and gain a small boost to your stealth while holding your breath.

### **This Smells Important - 400**

Ever wonder how someone can grab three keys from a pile of forty and immediately know they aren't the ones they need? Or how after using a key twice immediately knowing they will never use it again?

Well now you know, items you need have a peculiar scent to them. It's hard to distinguish the exact source when it is in a group but easy to detect when all the pieces are separated out. This scent disappears when the item is no longer necessary for you.

## Items

### **Professional Accouterments - Free to all**

A basic set of clothes and tools so that you can look the part of your chosen profession. Nothing given here is out of the ordinary, but any tools will be adequate. For example, an electrician will have their tools, a police officer will have their standard issue handgun, etc.

### **Lightsource - Free/100**

You have some source of light; a cell phone, a lighter, a torch, a lantern, or whatever else. For an additional 100 CP whatever it uses, electricity/fuel/etc, will not run out while it is being used for a single situation. This means if you use it as a light source to see in a cave, it won't run out while you are in the cave, but may need refueling once you get out of it.

## **Deadbolt - 200**

A strange reusable sticker that looks like the part of a deadbolt that goes on the inside of a door. When stuck to an otherwise ordinary closed door this functions as a deadbolt. While locked, the door becomes unable to be opened from the other side, limited by the durability of the door itself.

Once one is used you will get another the next day.

## **Forceful Entry Kit - 400**

Here you go, a set of equipment that a single person could use to force open any normal door. This includes a sturdy crowbar, a fire axe, a plasma torch, handheld ram, Jaws of Life, bolt cutters, and a set of lockpicks - if you'd prefer to go that way.

## **Companions**

### **Ally - 100/400**

You may import a companion, and they gain the Ally role with all the other benefits you receive from this gauntlet. However, they succeed under the same circumstances as you do. So if you are a Puppet they must also help you trap your victims. They receive half the CP you gained from drawbacks.

Feel free to use this to instead recruit one of the people from here. Provided that you succeed in the Episode your allies who also participated are considered to have succeeded. Though if they died they won't gain the perks or items from future Episodes they intended to be in or show up in them.

For 400 CP you can bring a Dozen of your companions, as above.

# Episodes

You are free to take the Episodes you choose in any order. Though knowledge, and the extra rewards are gained after the completion of their Episode. You can follow the course of the game by taking the Episodes in the order presented and using the default descriptions.

You will have some time between Episodes to rest, prepare, and travel between locations, but don't expect restful sleep if you have heard the Song. Don't take too long either, else risk the trail running cold. If you picked the Bystander Role, you don't need to worry about finding the next location, it will find you.

You gain access to the Perks and Items only for the Episodes you take. In addition, for your first, third and fifth Episode you take one 100 CP perk free, and a Discount for one perk and one item at each cost. These discounts can be spent in any way that is desired, but cannot be used on an already discounted Perk or Item.



## **The Puppet's Trap**

At some point you will track the strange occurrences to this house. Either wittingly or unwittingly the owner has unleashed the Presence in their home, consuming those that lived in it.

In Daniel's Story this was the Husher Mansion, a small home where Husher's entire family was taken by the Presence.

## **Perks**

### **Calming Rituals - 100**

Things that you find pleasant, whatever they be, have their calming effects boosted. In the face of true horror, these items, people, or actions will still provide you some meaningful level of comfort, even if only slight.

### **Kind Deeds in Turn - 200**

Occasionally, there are creatures that prey on those that try to act with kindness towards them. Like a weeping woman that chases you down to remove your face if you ask them what's wrong, or a lost child that will tear out your jugular when you get too close.

What this perk gives you is the ability to discern if whatever it is that appears to be in need or offering you aid is actually going to try and kill you or not.



## **One Last Way Out - 400**

Sometimes having an exit plan isn't viable as the time to make one has passed, worry not! Now when all of your other exit plans have failed and you have been trapped. Circumstances will align to give you one last chance to get out. That chance could be fleeting or narrow, so be ready to take it the moment it appears.

## **Items**

### **Walkie-Talkie - 100**

Like another survival horror franchise, this Walkie Talkie starts emitting more static when there are monsters nearby. Hopefully they aren't attracted by noise.

### **Liquid Courage - 200**

A silver flask containing a liquid that tastes, smells, and for most purposes is your favored alcohol. This liquid will not inhibit your faculties like normal spirits though. Instead it brings what you know must be done into clear focus and calms your nerves to help accomplish the task.

You can fill this up with any liquid and after a day the liquid will become this concoction. This process takes less time if you fill it with your favored alcohol instead.

### **Dollhouse - 400**

This is a simple dollhouse with 5 dolls in it, although seemingly innocuous, this dollhouse has a special ability. When you desire to seal a small item away, you can place the dolls in the dollhouse in any configuration and a small compartment will open. Each configuration has its own compartment. Items with supernatural abilities placed in these compartments are rendered mundane while inside. They regain any abilities they had when they are removed.

## **Reward**

### **A collection of Haikus**

Just hear me out before you dismiss this. You get a small book, it is a collection of haikus with hand drawn illustrations. When opened randomly it will give you some kind of cryptic forewarning of a few of the dangers and puzzles you will soon encounter. This book will constantly update but will always be a pocket sized hardcover.



## Fool's Curios

Someone had to have acquired the music box, and you've tracked its path down to here looking for answers. This place is either a museum, a store, or some other similar location.

By default this is the Farber and Sons Antique Store. The location where Farber had stored the box before passing it along to Husher.

## Perks

### Strong Grip - 100

Once you grab a hold of a small item, you won't drop it unless you intend to. No more losing keys down a drain, or having something snatched from your hand. Something may be able to wrest items from your grasp, but they won't be able to grab it in a moment when your grip is less than your best.

### In Your Own World - 200

While you are listening to music, things that would attack, or otherwise harm you are less interested in you based on how uninterested you are in them.

This won't stop someone who is actively pursuing you, but will definitely reduce the amount of time they are willing to chase.

### Trigger Discipline - 400

When you have a handgun, and a sudden threat appears, you are extremely quick to react. This won't go off to a perceived threat, like an innocent running around a corner in front of you. An actual threat though like the fastest gun in the west decides to shoot you unprompted? They're in for a nasty surprise.

This might not seem like it does much for you here considering the threats you will face, but sometimes the eldritch needs a physical portal. When you encounter such a portal that a bullet could solve, you'll be happy to have this.

## Items

### **Luminol Spray + Black Light - 100**

You have a spray bottle of luminol that never runs empty.

If you paid 100cp for your Lightsource you can toggle it to give off UV Light, otherwise you get a blacklight.

### **Coltar's Wisdom Tooth - 200**

A Golden tooth. When you are in immediate danger it will mysteriously drop from your possession. If you also have the Strong Grip perk, it will instead vibrate. Either way, if lost it will return to your possession after a day.

### **Running Sneakers - 400**

Speed and stealth don't often go together easily, but with this comfy pair of shoes that is less of a worry. While wearing them, they produce no audible noise themselves.

## Reward

### **Cursed Antique Shop Membership Card**

When you are at an Antique or Pawn Shop and show them this card they will show you their collection of cursed items. Not all shops intentionally have cursed items, so be prepared to freak out some shop owners when they find their collection for you to peruse.



## The Research Trail

A Library, City Hall, university or other place of Record. At some point in your journey you will need to put some research in to track the history of the music box. After all, understanding where a Puppet or Cursed has gone may help you to find the source of the nightmare.

You can choose to have this be the State University of Arts and Humanities where Husher had done some research into its origins.

## Perks

### Prescience - 100

While Maxwell was doing some tidying, he saw a picture of his desiccated body manning his station being displayed by a projector. He only removed the cable thinking that would be sufficient to protect him. Ultimately he wasn't able to escape his fate.

You, however, probably will. When you encounter a sign of an impending threat, you will immediately recognize it as such. This might not tell you the nature of the threat, but the clues will stick out to you.

### Mad Hatter - 200

There's a certain level of eccentricities that people will put up with if you are good enough at your job. This perk helps you with that. The more eccentric you are, the better you are at whatever your job is. This doesn't completely close that gap as it does have diminishing returns. It does make the threshold of skill for what people will tolerate a lot easier to hit though.

### Seeing through Tricks - 400

Sometimes there are traps that, while invisible to the naked eye, have a strange way that makes them able to be seen. Like smoke revealing a laser grid, or walls only visible on cameras. Once you partially reveal something unseen in this way, you become able to see it as if it were visible to regular sight.

## Items

### **Something to Hold a Leaver - 100**

When you need an item held down or a button pushed that is just out of reach. You always seem to be able to find an item nearby that could easily accomplish the task, like a heavy book, or some tape ...Or a severed hand, if you insist on that...

### **Secret Glasses - 200**

A simple pair of glasses that when worn reveal any hidden compartments or contraptions on small handheld items. These won't necessarily show you how to interact with them though, just that they are there.

### **Maxwell's Lucky Coin - 400**

When you ask this coin to decide between two options it will always land on the side that would grant you the greater profit.

For purposes of this coin assume death is negative infinity profit.

## Reward

### **A Special Projector**

Why would you leave this behind? When this projector is running and its slides are put in a specific order, the door on the last slide becomes real-ish. It accesses a copy of the room the door was connected to.

You also gain the ability to convert pictures of other doors to slides for use with this projector.



## Song's Origin

At some point you will find the source of the music box, and will need to venture there for further clues.

For Daniel this was St. Cecilia's Abbey, an old monastery that held a concert that played the Song, dooming all those who attended.

## Perks

### Let's Split Up - 100

When you go into a probably haunted and dangerous location with a group, it's usually a bad idea to split up, less so now. When you and your group split up to cover more ground each person gets better luck when trying to find clues.

### I said No Thank You - 200

Once you deny temptation from something attempting to influence you, each time you will have increasing resistance to it.

### Cursed Composer - 400

You have great skill at creating music.

If you possess some supernatural ability or knowledge of a magical system, you are able to convert its components into songs. These songs when performed replicates their effects.

The more complicated the spell the more complicated the composition but you will be able to convert it given time.

## Items

### **Disposable Gloves - 100**

When you need them, you have a pair of disposable gloves that fit comfortably. Once disposed of you will have another set.

### **Hearing Aid - 200**

This is a special hearing aid, beyond its normal functions it greatly amplifies the noise of those who are sneaking around.

### **Tarot Cards - 400**

You gain a set of Tarot cards, though not really useful as it is neither a full or normal set of cards. It has the strange ability to always have a set of five cards that represent the major threats you are facing in your immediate circumstance. When you take one of the cards and place it in opposition to the other four, whatever card is singled out is unable to actualize itself as a threat.

These cards aren't omnipotent though, each card only prevents a single threat. For example, a single card could prevent the Elsewhere from creating mimicked rooms, but not from moving the other Threats. Another could prevent the Presence from hiding behind doors, but not all manifestations of the danger it poses.

## Reward

### **The Requiem Mirror**

By now you are familiar with the game to defeat the Requiem, however it originated as a trick to let you know how close you were to being taken by the Presence. This mirror holds an echo of that ritual. When you play that game with this mirror, threats to you of any kind appear as shadows behind you, the closer they are the more immediate the threat.

This doesn't give you knowledge of what the threats are, but it can give you an idea as to how long you have before it must be dealt with.



## A Solution

Eventually you will find information that may lead to a way to solve the curse permanently. You will uncover the efforts of those who came before you.

In Daniel's story, this is where he and whatever allies remain discover the work that came before that would give them a way to resolve the curse. Accomplishing this by investigating Jeremy Hartwood Mental Hospital.

## Perks

### Group Rituals - 100

When you encounter a group that performs certain rituals to protect themselves. You understand the purpose of the ritual and whether it is effective or not.

This covers rituals of both a mundane and supernatural nature

### Last Will - 200

When you are trying to solve a problem, and die before solving it, you will at least be able to create a path to a solution for those that share your goal.

Even if you won't necessarily be able to solve it yourself. Those who share your goal will uncover your solution given a small amount of tracking through some trail you created. Ultimately, guaranteeing that the solution you have made will not come to naught.

### Demystifying - 400

When you research a supernatural force, its base components and effects will become revealed to you. The more you understand the underlying processes of an effect, the less it affects you.



## Items

### **Stethoscope - 100**

You have a simple Stethoscope, it works very well to hear things like the tumblers in a safe or someone on the other side of a wall.

### **Dreamcatcher - 200**

This is a simple protective charm, whoever is holding it is less likely to be randomly attacked.

### **Pioneer's Journal - 400**

This book contains a blank line on the first page, and the other pages seem to be bound together. When a title is added to the blank line describing what the author of the journal was researching, the remaining pages become unstuck.

The journal is full of the day to day research or exploration of the author on the subject written on the first line. The author is quite competent on the subject in question and at the very least will grant another perspective on the current subject.

## Reward

### **Three Drawings**

When you start a jump you will find three drawings with an unknown origin and their quality will vary wildly. They are labeled and are described as follows:

What has Happened - Which shows an image that represents an event whose ramifications will affect you.

What Must Happen - Which shows a scene where a task required for a goal that is important to you is accomplished.

What Could Be - Which displays something that you could either avoid or attain.

Whatever the drawings are, they serve one more purpose, you can burn all 3 to make a single otherwise difficult goal easier to accomplish.



## Denouement

Unlike the previous Episodes this one is only available if you completed every other Episode, making it so that this one must be chosen last.

Here it is, the end of your journey, whatever solution you were able to find culminates here. If you had chosen the Cursed Role, whatever the plan is will involve going into the Elsewhere, success will require you escaping as well. Good Luck.

Daniel found a plan to leave the music box within the domain of the Presence making it and the Song it contains unreachable forevermore.

## Reward

### **Badge of Perseverance - Limited to Cursed**

While this may appear to be an AA chip, this one is a bit special.

While holding this, as the situation becomes more desperate, the better you become. As the danger escalates, and more of your allies become incapacitated, you become faster, stronger, and more skilled.

### **Stalwart Ally - Limited to Ally**

You had no reason to go on this journey, and those you have helped won't forget this. In future jumps when you routinely aid another they won't forget what you have done, and given an opportunity they will do what they can to repay you. In truly desperate moments expect allies to be crawling out of the woodwork to aid you.

### **S.S.D.D. - Limited to Bystander**

You must have the worst luck in the world to have dealt with five different nightmares you had no context for. Maybe that broke something in you or perhaps made you stronger.

When you encounter something truly mind shattering, it will elicit no more of a reaction from you than if you've found a fairly interesting rock.

You've also perfected a glare that conveys that now is not the time to mess with you. When you are facing a minion and you give them this glare, they will recognize that they are not worth your time and will likely get out of your way. When using this glare on bigger threats, they will perceive that, not only are they wasting your time, you have dealt with bigger fish than them.

### **The Music Box - Limited to Puppet**

The Presence is quite pleased with you, when you arrive in your next jump you will find that it has left you with a copy of the music box complete with the Song.

Playing the song has all the effects as it does here. Though the Presence will act more as a strict ally to you in return for the favor of having granted it access to a new world.

### **Song Of Horror Game**

This copy of the game comes with whatever device you would like to play it on. If you have another device that is capable of higher graphics, the game will be updated to take full advantage of the system.

## **End**

Once you have completed the Episodes you are required to, you may choose one of the following.

### **Stay**

If you want the break, you can remain in this world for the remainder of the ten years. This comes with the guarantee that you won't encounter the Presence again while you are here. Or you can remain here forever if that is your choice.

### **Go Home**

If you are tired of these adventures feel free to return home

### **Move On**

Pick your next jump and continue onward

## Notes

### Earworm + In Your Own World

In Your Own World provides protection if you can focus on the song, and scales with it. If the Earworm is something you can focus on, this is helpful, though if you got the +600CP version the Song is more likely to be a strong detriment here.

### Puppet Role

In the source material, those that listen to the music box and maintain possession of it occasionally have blank spots in their memory. Others will note the box's owner being in a strange state playing the Song and seemingly in a trance during that time.

The Puppet role is meant to allow for one to take a similar role, but maintain more agency. That is, it is a situation that didn't occur in the source material itself. While the Threats and Drawbacks are (at least for the most part) drawing from the game, the Puppet therefore interacts with them a little strangely. In general, how they interact is up to you to decide, but they should still supply some level of difficulty for you. Threats won't actively go after you, but if you are in the room with the Silence, it won't hesitate to kill you. Similarly, Drawbacks may be more themed for the other roles, but things like A Second Music box can be translated to "a second major sacrifice is needed" for a Puppet.

## **Additional Credits**

### **ArchlordVecna**

Cult and Labyrinthine Drawbacks

# Changes

## v1.2

- Added Song of Horror Item to rewards
- Added Cult and Labyrinthine Drawbacks
- Added Table of Contents
- Added page numbers
- Lots of Grammar changes, sentence simplifications
- Added pdf compression
- Added v1.0 note

## v1.1.1

- Fixed Formatting
- Clarified the Presence is always present and you choose manifestations rather than individual threats

## v1.1

- Renamed “One Last Ball of Thread” to “One Last Chance to Escape”, to remove an unnecessary and probably confusing reference
- Reworded “Dollhouse” slightly to make its effects clearer
- Reworded “Trigger Discipline” when you already have a gun from “Professional Accouterments”
- A Bunch of Spelling and Grammar mistakes over 1.0

## v1.0

- Initial Document