

the Haunting

A spooky Halloween quest for the **Follow** role-playing game

They said this old house was haunted, but we didn't listen. Now we have to escape. Our flashlights are flickering, there's no coverage, the floorboards are creaking, and the wind is howling through the trees...

CUSTOMIZE OUR QUEST TOGETHER

- Are ghosts real? Or could this all turn out to be fake, Scooby Doo-style?
- Who are we? Curious teenagers, investigators examining the house, or just unlucky bystanders in the wrong place at the wrong time?
- Modern day, 70s-80s, or some other time period?

WHAT MAKES OUR QUEST DIFFICULT? (PICK TWO)

- 1 | Windows are barred and doors seem to lock by themselves.
- 2 | Building is condemned. Floors creak and ceilings sag dangerously.
- 3 | Rooms and corridors seem to change when we're not looking. (If it turns out there are no real ghosts, it's mechanical.)
- 4 | It's a dark and stormy night.
- 5 | The house's legend is terrifying. It's hard not to be scared.
- 6 | Spirits can influence our minds. Possession!

MAKE CHARACTERS

CHARACTER CONCEPT

- | | | |
|------------------------|-----------------------|------------------------------|
| 1 teenage delinquent | 5 honor student | 9 hitchhiker |
| 2 bookworm | 6 sheriff | 10 caretaker |
| 3 popular kid | 7 reporter | 11 psychic |
| 4 jock | 8 real estate agent | 12 paranormal investigator |

WHAT I WANT FROM THE QUEST

- 1 | **Prove** that ghosts are real.
- 2 | **Prove** that ghosts aren't real.
- 3 | **Cred.** Don't leave until we've spent the whole night.
- 4 | **Closure.** Find what really happened to my brother/sister/friend in this house.
- 5 | **Money.** Rob the place, write a best-seller, or cut a deal for big money.
- 6 | **Teamwork.** Keep everyone safe, don't let us fall apart or turn on each other.

WHAT I WANT FROM YOU, BUT YOU WON'T GIVE ME

- 1 | **Love.** A haunted house is the perfect place to make out (or leave me alone).
- 2 | **Friendship.** Be my friend (or leave me alone).
- 3 | **Respect.** Stop making fun of me for believing/not believing in ghosts
- 4 | **Respect.** I'm brave! I'm cool!
- 5 | **Apology.** Admit you were wrong (about what?).
- 6 | **Revenge.** Get even for an insult or prank gone too far.

ALTERNATE SETTINGS

Haunted cruise ship. Haunted summer camp. Haunted train. Haunted museum. Haunted skyscraper. Halloween haunted house that's actually haunted.

START

the Haunting

OUR GOAL

Escape the haunted house

CHALLENGES

- Get into the house
- Get out of the house
- Everybody keep calm
- Convince ourselves it's not really supernatural
- Explore the house
- Someone has gone missing. Find them! (Who? It could even be someone in the fellowship)
- Decipher the puzzle in the hall of portraits
- Find the secret library
- Find the key to the cellar
- Explore the attic
- Get a fire started in the fireplace for light and warmth
- Hold a seance
- Exorcism!
- Hide from the menace
- Unmask the menace or catch the ghost