

# PROJECT: MAROON SPHINX

## CONCEPT

A small town near a government research facility (Blaylock Labs) has made contact with an extraplanar intelligence which is using mind control to slowly take over the town – and then the world!

## HOOK

Conspiracy and weird news blogs are reporting a number of strange occurrences in and around the town of Westshore. These include missing persons, power failures, strange radio and television transmissions, and crazy people calling the local radio stations complaining about the black helicopters. They're all talking about Project: MAROON SPHINX.

## COUNTDOWN

- **Day:** The project scientists are taken over by the entity, go home to their families.
- **Shadows:** Families of the project scientists and the non-scientist staff at the facility are taken over. Others start disappearing.
- **Dusk:** Concerted effort to take over the local power plant cause power failures. The entity starts transmitting to find other like-entities on earth. More disappearances.
- **Sunset:** The town police and council are completely taken over. Travel in and out is restricted.
- **Nightfall:** Contact is made with an entity in Serbia. Arrangements for joining up begin to be made. Most of the town is now assimilated, and it's full-on pod-people time.
- **Midnight:** The entity escapes to Serbia with a close group of puppets. Those who remain in Westshore spread like dandelion fluff, carrying the mental infection to the rest of the world.

## THREATS

## MONSTER

**Name:** The Entity

**Description:** The entity is a rough sphere of flesh that radiates glowing blue tentacles. The centre has what appears to be an eight-lobed brainlike structure, joined in the middle by a pink star, and surrounded by a ring of reddish/brownish light.

**Type:** Monster/Parasite

**Motivation:** To infest, control, and devour.

**Powers:** *Brainworms* – can transform a bystander into a puppet; *Puppetmaster* – knows and sees everything its puppets know and see.

**Weaknesses:** Project: MAROON SPHINX apparatus.

**Attacks:** Tentacle (4-harm intimate hand close messy)

**Armour:** 4

**Harm Capacity:** 10            OOOOOOOOOO

## MINION

**Name:** Puppet

**Description:** Puppets look like ordinary people, but have been corrupted by the Entity's brainworms. If injured, writhing blue worms appear at the injury site and begin knitting the puppet back together.

**Type:** Minion/Renfield

**Motivation:** To back up the monster.

**Powers:** *Brainworms* – can transform a bystander into a puppet

**Weaknesses:** Fire. If the body of a puppet isn't burned, eventually the worms will stitch it back together. This leaves vibrant blue scars.

**Attacks:** Shotgun (3-harm close messy loud), pistol (2-harm close reload loud), knife (1-harm hand quick), or bat (2-harm hand messy)

**Armour:** 0

**Harm Capacity:** 5            OOOOO

**BYSTANDER**

**Name:** Nicole Reeves  
**Description:** Late 30s soccer mom type, looks frazzled.  
**Type:** Bystander/Witness  
**Motivation:** To reveal information.

**BYSTANDER**

**Name:** Veronika Clavey  
**Description:** Older woman, ex-councilwoman, been living rough in hiding.  
**Type:** Bystander/Victim  
**Motivation:** To put herself in danger

**BYSTANDER**

**Name:** Terry Collard  
**Description:** Young man, usually stoned.  
**Type:** Bystander/Busybody  
**Motivation:** To interfere in other people's plans.

**BYSTANDER**

**Name:** Chelsea  
**Description:** Eight-year-old girl, a little bit shell-shocked.  
**Type:** Bystander/Innocent  
**Motivation:** To do the right thing.

**BYSTANDER**

**Name:** Michal Hoyt  
**Description:** Professional conspiracy theorist/debunker.  
**Type:** Bystander/Detective  
**Motivation:** To rule out explanations.

**LOCATION**

**Name:** The Perimeter

**Description:** Guardposts on all the roads into town, razor wire fences and patrols through the surrounding woods.

**Type:** Location/Fortress

**Motivation:** To deny entry.

**LOCATION**

**Name:** Downtown

**Description:** Few people on the streets, few open shops, occasional patrols by puppet security.

**Type:** Location/Hub

**Motivation:** To reveal information.

**LOCATION**

**Name:** Blaylock Labs

**Description:** High-security checkpoints, maze of halls, sealed labs, full of puppets.

**Type:** Location/Den

**Motivation:** To harbor monsters.

**LOCATION**

**Name:** Westshore Nuclear Power Plant

**Description:** Vast concrete halls/walls, blast doors, high-tech control rooms, radiation areas, full of puppets.

**Type:** Location/Deathtrap

**Motivation:** To harm intruders.

**LOCATION**

**Name:** Project: MAROON SPHINX

**Description:** Large lab in the basement of Blaylock Labs, huge complicated machines, strange energy arcing around, weird portal effect, the Entity.

**Type:** Location/Hellgate

**Motivation:** To create evil.

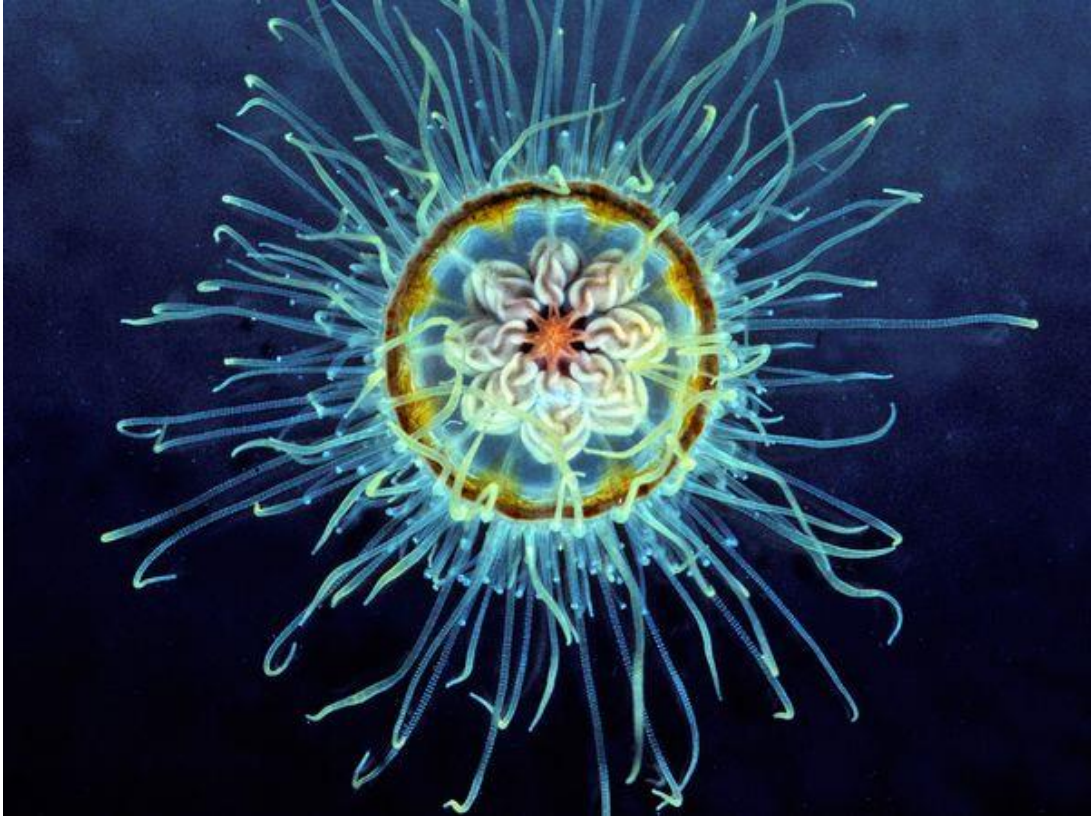
**CUSTOM MOVES**

If you **are exposed to the worms**, decide how you are going to resist the mental domination and roll + that rating. On a 7-9, choose one item from the list below. On a 10+, choose all three. On a failed roll, everything goes black and the Keeper takes your playbook for a little while.

- You do not attack a teammate.
- You do not take 3-harm AP.
- You take +1 ongoing to make this roll in the future.

If you **look through the dimensional portal**, roll +Weird. On a 7-9, choose one item from the list below. On a 10+, choose all three. On a failed roll, you are sucked through the portal into the Entity's realm.

- You are not rendered unconscious by the mind-shattering visions of another world.
- You take +1 forward to your next roll acting against the Entity.
- You are not exposed to worms.



The Entity



Brain Worm





Puppets patrolling the streets of the town



Blaylock Labs