

The History

About The Location:

A parcel of land in Carsbury, Indiana is the focal point for ley lines that stretch across seventeen states. Because it is a hub for metaphysical energies, it has triggered several violent, paranormal events, the cause of which is the Unknotting.

The Unknotted:

The Carsbury Ley Lines pull people into their center, tangling space and time. When space and time untangle themselves, anyone caught there becomes Unknotted - a soul turned crazy and dark from enduring the untangling. The Unknotted are like powerful poltergeists, ghosts who can and do kill and wreak havoc around them.

The Deaths:

There are three major incidents at the location of Unknotted killing people:

1. In 1892, the Inalden family (Charles, his wife Sarah and their two children) 'vanished' one night from their home. They were never seen again.
2. An elderly man named Roger Stilburn was found by his son, William, torn to shreds, in 1933. Because William was running for office, he paid the newspapers to not cover the story.
3. The Bryants - Bill (Dad), Joanna (Mom), Carolyn and Cindy (Twins) were the last to live in the house in 2000. Carolyn killed Cindy. Her parents covered it up. Bill later went crazy and planned to kill Carolyn. Joanna hid Carolyn in a trunk. Bill killed Joanna and fled. Carolyn suffocated inside the trunk.
4. In October of 2014 (the future) the Sinclair family - Amy, Daniel and their daughter Polly - are also massacred in their home.

The Time Overlap:

The tangling of space and time creates an overlap during game. Three timelines are laid atop each other: the present (game day, July 25th), the near future (September when Sinclairs are living in the house and being haunted by the characters) and the day after the characters become Unknotted and kill the Sinclairs (October 13th). The last timeline is only really used for the newspaper delivery and the crime scene incident.

The Plot

The Arrivals

Six people, from all over the country, are driving separately on roads and highways, when they all hit a Carsbury Ley Line at the exact same moment. When they do, it pulls them to Carsbury. An arrival MP3 narrates them driving into a storm suddenly, and their cars losing power. All six are forced to abandon their cars and look for a house to use the phone.

Cell phones have no signal. Calls placed will hear Amy's voicemail Friday night, scary recording Saturday.

Thunder and lightning constantly playing through M-Audio speakers in living room attached to iPod dock. Volume gradually increased as weekend goes on.

From now, 'til whenever - At any time they can try to leave, if they do they are physically pulled back to the house.

At any time, if they search the house, they can find various things:

1. Amy's research about the ley lines
 2. Code letters (for riddle/ritual) drawn by Polly around the house. No further info available.
 3. Amy's clippings about the missing players.
- Other info must be revealed at specific times.

Pause once everyone has arrived for OOC Briefing and bringing stuff in.

The OOC Briefing:

1. All house in-play; change in bathroom.
2. Leaving the house - check note on door.
3. Cell phone calls, call ST's
4. Do not touch windows
5. OOC - Fingers crossed.

Friday Night

June answers the door of the house. She has been there an hour and, like them, had car trouble and was looking for a phone. She found the door ajar and entered. After searching the house and realizing no one was home, she decided to wait out the storm. Introductions made, and people may realize they all were driving in different states. The letters left out will confirm that they are now all in Indiana, somehow.

June says there's a casserole in the oven that looks nearly done. She suggests having some supper, and offers to leave cash to reimburse the family. For Friday night, eat the casserole and salad. For Sat, instead of planned meals, just stock the fridge well with food and let people decide what to cook and how - more realistic.

During dinner, the lightbulbs shatter throughout the house. Candles must be employed.

Find radio - plays news bit about Eli going missing. Nothing else.

Before everyone goes to bed, they see Amy's computer moving. Amy writes article about the Bryant family - last residents of the house before Sinclairs, died under gruesome circumstances. [Desktop and controlled via Teamviewer. Will need to be pre-loaded with whatever docs and media will be played.](#)

Middle Of The Night

Wake Up Video

Eye Video

Moaning Spirits MP3.

Saturday

Timeline Events - (these need to be done in order)

INTERSPERSE RANDOM EVENTS BETWEEN THESE!

1. Hear someone knocking on the door during breakfast. Newspaper detailing Sinclairs' deaths.

2. Polly's Warning

2. Ghost delivers message about Unknotted (video of Emery as Scary Asian Man):

You should not be hearing/seeing me. If you can, it means you have been plucked from your place in the cosmos and put down again where you should not be. You are able to see the layers of time and of space.

As you hear/see these words, right now someone is watching you. They are interposed onto the same place, but a different fate...a different time. They see you. They see you, as you see me.

Time and place ignore each other to keep harmony. Sometimes cosmic powers make them crash together. Then, they must unknot themselves. When they do, anyone they have brought with them unknots as well. It is a terrible thing. The unknotted are angry, torn. They cause great suffering.

There is not much time before time and space rips free of the tangle. Not much time before you all become the Unknotted, and cause suffering to those around you. Such suffering...

3. Players hear Daniel ask Amy for her email password . She tells him and VOILA, they can get into her inbox. Find an old email to Bert asking him to research the 'runes' Polly's been writing all over the house. Immediately after they read the email to Bert about the runes, Teamviewer and compose a mail from Amy to Daniel:

Honey,

I know you're super busy, but when you come home tonight, can you check out my desktop? This weird DOSbox thing keeps popping up, asking for a code. No idea what it is or where it came from, so I just keep exiting out of it. I'd just figure it for malware or something, but Polly comes into the office every time it pops up. She tells me not to put the code in. I asked her if she'd been using my computer and she said she hasn't. When I asked her if she knew what it was, she said no, but 'Bill made it, 'cause Roger wanted to play a game'.

Does she mean Bill Bryant and Roger Stillburn? I guess she must have heard me talking to you about them. I've gotta be more careful about what I say when she's around. But it's a little creepy, just the same.

Thanks, sweetie.

- A

At this point, you guys can choose when you want to bring up the DOS box and start Play or Die.

4. Polly's 'One For Sorrow' MP3 plays, repeated three or four times.

5. A new mail comes in from Bert with info about the code Polly has been scribbling - the code was created during the second World War when the U.S. occupied Japan. A small village, or mura, called Taira created the code to prevent American troops from gaining access to their oral history. Taira was also the name of an ancient Japanese clan famous for its alleged magical and holy practices. The village housed the only descendants of the clan. When the States invaded Japan, the elders of the village feared they would die, so they wanted to write down their ancestor's secrets. However, they didn't want those secrets to fall into enemy hands, so they created the code which, ironically, can be translated into English. They made it that way because they knew the Americans would never expect the language to mirror their own. The elders made the symbols look Japanese to further confuse things. It worked. The papers and books found were glanced over and then forgotten.

Done through Teamviewer and desktop.

So, now they know what the letters they've been finding are, but they don't know to what they have to do with all this.

Finding the riddle verses:

ST will make sure the players get physical copies of the verses that aren't presented as physical copies (like the one appearing on the TV) so they have paper copies to write on during translation.

There are six verses, so the six ways to discover them are as follows (in order):

1. On Amy's Computer - Verse is printed from the computer. [Via Teamviewer.](#)
2. On the TV - a video shows a picture of a coded verse.
3. On someone's body - scratches appear on their skin in the form of a coded verse (temp tattoo)
4. Someone starts choking. There's a piece of string in their mouth - when they pull it out, there's a small roll of paper attached with a verse on it.
5. Blacklight paint on the walls (do well beforehand).
6. In the trunk with Carolyn.

They will be able to decode the verses and start working on gathering the ritual items as they go.

The ritual riddle is -

*If you would smooth the tangles, then these words you must obey -
The proper order serves to bring itself about this way:
One wax and wick whose color represents a line that sings
Inside the children's verse of counting seven different things*

*One wax, one wick for each who have been marked to cut the snare
And stand at midnight 'round a table set with items rare
To ready things, you must find tokens that will represent
Four brothers who, though counterparts, are balanced and content*

*The first of them runs ever on, and yet he never tires
The second brother's never full, though eats all he desires
The third drinks down the very sky and always thirsts for more
The fourth one moans without a mouth and without wings can soar*

*Bring to the table brothers four, and give them each their place
The next guest has no body, but it has a tail and face
Another guest turns everything 'round but never moves or clutches
The final guest, a Cyclops small whose tail traps what it touches.*

*A circle made of colors with their seven burning bright
Held in the hand that, for all things, can turn a wrong to right
The other hand must clasp the end that leads to knotted line
All seven standing roundabout at midnight's darkened shrine*

*When hour tolls, the seven holding ribbon, holding light
Must not release or falter as Hell comes to rail and fight
Hold to the flame! Hold to the thread! Or else you shall be lost
Unknotted shall you all become, the very world the cost.*

The ritual components are:

1. Seven colored candles
2. Seven ribbons
3. Things that represent the four elements - earth, wind, fire, water (these can be anything the players come up with and find around the house.)
4. A needle
5. A mirror
6. A coin

They must hold the candles and the ribbons (which are knotted together at one end) and stand around a table with the other items placed on it.

The ritual begins and a huge scary soundblast plays, with a strobe effect. A clock begins to chime midnight. As it goes, past Unknotted emerge from the house and start shuffling toward the players menacingly. On the last chime, the Unknotted withdraw, the lights come back on, and everything is back to normal. The characters can leave the house, ST runs denouement scenes individually.

[Huge scripted event. Starts with the playing of the soundblast through Raspberry Pi # 1 and stereo speakers. A strobe light can be activated by Raspberry Pi # 1 and X10 or solid state](#)

relay. Techs will be in costume (Grim Reaper outfit with red eyes and both with red aura generators), and can begin by kicking the hallway door loudly and then emerging from it, taking positions at the two entrances of the living room / kitchen, quickly turning on the living room fan for wind. Moving by sound cues, they will take specific menacing actions towards the group until the clock chimes finish, and then retreat, covertly switching the fan off. The lights will come back on from X10 or solid state relays automatically.

THE END