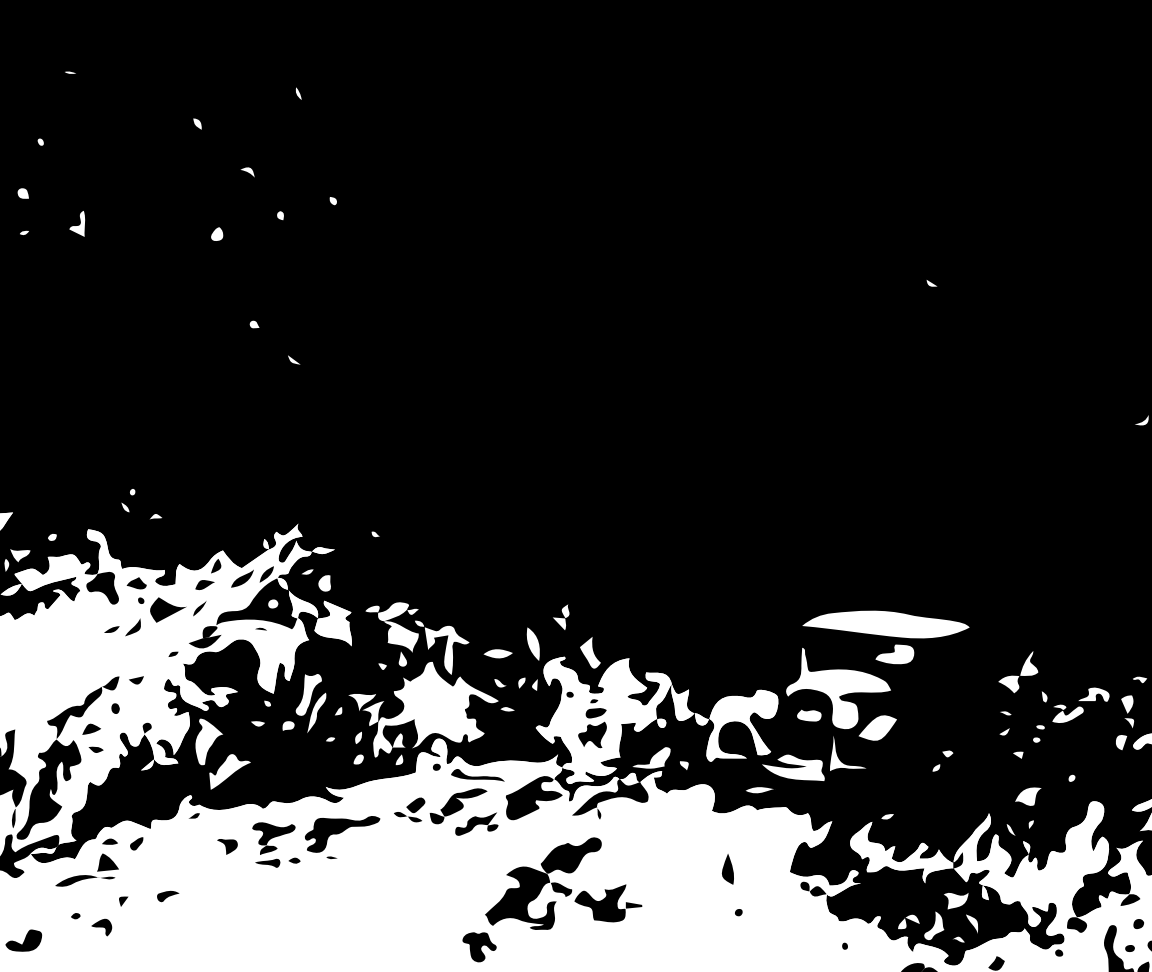


reality blurs presents

the primrose path

by sean preston

a framework for tremulus



The Primrose Path

a framework for tremulus

writing, layout, and graphics

by

Sean Preston

editing

by

Lyn Harm and Brad Bell

tremulus: a storytelling game of lovecraftian horror, tremulus, the Primrose Path, and all associated images, and content are copyright 2012, Reality Blurs, LLC.

The Framework

THE TRAGIC END: The evil in the house consumes all the souls within...

THE UNKNOWN

How are the characters connected to Sir Nigel?

What and where is Sir Nigel's relic?

Is Sir Nigel completely insane?

What is the evil lurking in the basement?

How can the characters defeat the darkness?

What dark promise has the evil given Hearst?

LURKING EVIL: Primrose Manor (prison), The Basement (breeding pit),
The Witching Time (delusion), Sir Nigel (dictator), Hearst (megalomaniac)

LINCHPIN: Primrose Manor

THEME: Wretched Excess

Details

The Set Up

The characters have been invited to the Primrose Estate for the celebration of Sir Nigel Edmund's 100th birthday. When they arrive, he says that come sunrise he shall die, and he's gathered everyone together to let the house decide who shall next be its master. The story begins when Sir Nigel receives them precisely at 7 p.m. in the dining room, shortly after they arrive.

The Backstory

Sir Nigel was an archeologist in his youth, and later on, a curator at a museum in New York. He fell into the dark arts and made a pact to live for a hundred years. His time ends at 3 a.m. tomorrow, and only if the characters can solve Sir Nigel's secrets can they save him and themselves.

Hazards

SIR NIGEL (DICTATOR)

Despite a slender frame, Sir Nigel is remarkably robust and of seemingly sound mind for a man of such advanced age. He believes the relic is responsible for his power, but it is the evil lurking in the basement which has given him his fortune and health. He cannot share the secret knowledge of his bargain with darkness, or his soul becomes immediately forfeit and he turns to ash.

HEARST (MEGALOMANIAC)

The evil in the basement has already promised Hearst great power—all he must do is delay, kill, or (preferably) turn the characters against each other.

PRIMROSE MANOR (PRISON)

Once the characters enter Primrose Manor, the house is not ready to let them go. The evil manifests in as subtle a manner as possible until the Witching Time comes and then reveals itself fully.

THE BASEMENT MAZE (BREEDING PIT)

Deep within the heart of the basement lies an ancient, pulsing blackness. It surfaced ages ago and Sir Nigel's ancestors defeated and buried it. But the wards weakened after Sir Nigel inherited the property, and the blackness seduced him with the promise of long life and prosperity. It cannot escape, as the wards keep it trapped. The maze protects itself with shadows to battle any who threaten the inner sanctum.

THE WITCHING TIME (DELUSION)

The evil of the manor grows more powerful and direct as it nears midnight and reaches its zenith at 3 a.m. when it comes to claim Sir Nigel.

Hazards (by type and subtype)

Elder

Sir Nigel (dictator)

Landscape

Primrose Manor (prison)

The Basement Maze (breeding pit)

Weird

Hearst (megalomaniac)

Doom

The Witching Time

Hazard Tracks

SIR NIGEL (TRACK ADVANCES EACH HOUR)

1. Greets them happily and tells them how he wants the house to choose his successor. (7 p.m.)
2. Begins drinking heavily and telling of his youthful exploits. (8 p.m.)
3. Passes out. (9 p.m.)
4. Awakens and encourages them to explore the manor. (10 p.m.)
5. Wishes them good luck and retires to bed. (11 p.m.)
6. Can be heard weeping, moaning, and pleading. (12 -2 a.m.)
7. Screams as he is slain. (3 a.m.)

THE BASEMENT MAZE

1. Lights explode (when first visited).
2. Shadows act strangely (when entered with light source).
3. Shadows strike (if entered after midnight or inner sanctum is penetrated).
4. After midnight, the shadows begin to spread into other parts of the house.

HEARST

1. When the master passes out, he assumes a more masterful demeanor. (9 p.m.)
2. Argues with Sir Nigel after the elderly man encourages the characters to explore. (10 p.m.)
3. Overheard telling the staff to watch the characters closely.
4. Advises the characters the attic and basement are off limits (if they try to approach either).
5. After midnight, he encourages them to explore the basement and offers to go with them.
6. At 3 a.m. Hearst begins isolating the characters one by one and commands the shadows to kill.

THE WITCHING TIME (STARTS ADVANCING AT MIDNIGHT)

1. Wolves can be heard baying outside and there is no further egress onto the grounds.
2. The staff disappears (except for Hearst). (1 a.m.)
3. The house overtly exhibits its supernatural powers. (2 a.m.)
4. The power in the house goes out and Sir Nigel is claimed. (3 a.m.)
5. The characters are hunted and consumed by an unending horde of shadows. (after 3 a.m.)

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