

Donner's Folly

written by Sawyer Rankin

Bacchus wine and madness.

population 8,998 / Virginia / a college town

Background

Donner's Folly is a place where two worlds overlap. It's a place where youth is split between sheltered high school potential and dangerous college freedom. The local college is affordable and easy to get into, an alluring four-year break before real life slams down upon you in Donner's Folly. But everyone in town knows that if you want a real chance of getting out of the place, you go anywhere but the local college.

If they were smart, students would study hard in high school so they could excel and leave Donner's Folly before they get trapped here for good. But high school students have never been famous for their foresight, and all the easily-crashed college parties being thrown aren't making the smart choice more appealing. The urge to see something new or just enjoy one night out is almost an infectious, grade-eating epidemic.

Getting out to just dance and celebrate helps hold back the feeling of finality in Donner's Folly, helping make these events more addictive than normal.

Like a Stepford boneyard, the town grows as suburban prisons are built for those who leave college. Worse fates befall many such as moving back in with controlling parents or signing a lease with college friends who soon change. Nostalgia permeates the town as trapped faces yearn for wasted years of youth behind their windows.

Scene Locations

- + Donner University, the college that takes lives.
- + Donner High, where mania reigns supreme.
- + Contents Panda, the only delivery restaurant nearby.
- + Keller's Books, for your college accessories and occult needs.
- + The Gates of Abaddon, a club no one openly goes to that somehow stays open.

Skins to Include

The Cerberus, who stands between the gates of life and death, success and failure. It's your thankless job to keep the chosen fools from falling victim to distractions and addictions above their age bracket. This town lures plenty of kids destined for better things off their path, and there's no shortage of doomed idiots eager to drag their "friends" down with them.

The Ferret, who just wants to have the best time they can. This is the only life they'll ever have after, and every lost experience is lost forever. They've always had a knack for slipping through barriers, why not the ones between high school and college?

The Heir, who's been in Donner's Folly forever. Their family tree's been rotten for a long time. You have a plethora of family to rely on, friends in low places who often owe you everything, but there's only enough money for one tuition payment at a time. Will you wait your turn to follow your eldest sibling? Or will you take their place in the University for yourself?

The Ghost, who died last year of an overdose at the sorority party. You don't know where they hid your body and you haven't shown yourself to the sorority yet. But you've been spying on those you suspect of covering up your death. Getting to go to all the parties has just been icing on the cake.

The Chosen, who knows that something is causing these problems. Some intelligent force is drawing in these people and feeding on their potential futures. No other college has so many eager freshmen and so few people graduating. You'll get to the bottom of this to save everyone's future—including yours.

The Immortal, who's been trapped in this town for far too long. You remember graduating from Donner University, the diploma passed to your hand, and then you blink and wake up in high school freshman orientation. Again. No one's the same and everyone seems to know you, but you just want out of this Mobius hell.