

# WELCOME TO THE HEREAFTER HOTEL

*A mystery for use with Monster of the Week by Michael Sands*



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# BACKGROUND

In the 1980s Mrs. Kathy Duvall snapped. She stabbed her annoying teenage son Damian seventeen times in the throat with her knitting needles.

Wracked with guilt and haunted by her son's ghost, Mrs Duvall turned her home into a hotel for wayward spirits. Whenever a living guest stumbled across the hotel she would herd them through the maze-like hallways for her son's amusement. With every year that passes, Damian's control over the hotel grows stronger. Perhaps one of tonight's visitors will be possessed by Damian so he can finally leave the hotel and run amuck among the living.

# HOOK

The desk clerk at the Hereafter Hotel beseeches the hunters to help them evict some of the guests who have overstayed their welcome. They need to be out by the final stroke of midnight or something very, very bad will happen.

# COUNTDOWN

<b>Day</b>	A group of five teens enter the abandoned building to party.
<b>Shadows</b>	They encounter their first ghost.
<b>Sunset</b>	Like any good haunted house movie, the group is separated.
<b>Dusk</b>	And picked off one by one by the ghosts of the hotel.
<b>Nightfall</b>	One teen remains and is led to the attic by Mrs. Duvall.
<b>Midnight</b>	Damian possesses a teen and leaves the hotel.

**Note:** *This mystery was originally created and run as a Halloween one-shot for the actual play podcast, Redgate and Wolf.*

# HEREAFTER HOTEL

*Maze (motivation: to confuse and separate)*

To the outside world the hotel appears to be a large, old home that was abandoned so long ago that no one can remember who used to live there. In reality, it is a temporary resting place for the spirits of the dearly departed.

The interior is dimly lit, a little musty, yet quite clean. The hotel contains many rooms that are linked by a seemingly never-ending maze of hallways.

## **Custom Move:**

When the hunters try to navigate the hallways, have them **Roll +Sharp:**

- 10+, you are able to find the room or person you are looking for without incident.
- 7 - 9, whoops! Either you end up in the wrong place together or you're separated and only one of you finds what you are looking for. If the latter, who is the lucky hunter?
- On a miss, something bad happens.

# REGULAR ROOM

*Prison (motivation: to constrain and prevent exit)*

Basic, clean rooms with a twin bed, dressing table, wardrobe and some very bland artwork. If the room that the hunters visit contains an occupant then they may notice that salt has been poured around the edges to keep them contained.

## **The ghosts:**

Each ghost has a weakness that is specific to how they originally died and unfinished business. It is up to the hunters to determine the best way to encourage each guest to pass on. Either by helping them finish their business or, by using their weakness against them.

Salt, holy items, cold iron or magical attacks will cause them pain but will not kill them.

## BACK OFFICE

*Wilds (motivation: to contain hidden things)*

The back office is hidden behind a secret door. If your hotel's interior is modern, this room contains monitors that receive real-time updates from the cameras hidden in the hotel.

Alternatively, there are an astounding number of peepholes, which allow the peeper to spy through the bland artwork that's located in every room and hallway.

## THE ATTIC ROOM

*Den (motivation: to harbor monsters)*

The attic is a penthouse suite. There's an impressive entertainment system complete with a huge flat screen TV, *PS5*, *Xbox One*, a full surround sound setup currently playing Bon Jovi's *Livin' on a Prayer*. There's a comfy-looking couch, a couple of bean bags, a pool table, and a bed so big you wonder how they got it through the doors.

Damian has full control of everything in this room.

### **Some suggestions for 80s music on the stereo:**

- Human League's *Don't You Want Me?*
- Foreigner's *I Want To Know What Love Is*
- Rick Astley's *Never Gonna Give You Up*
- Queen's *Another One Bites the Dust*
- Def Leppard's *Pour Some Sugar On Me*
- Wham's *Wake Me Up Before You Go-Go*

# MRS. KATHY DUVALL, HOTEL DESK CLERK

*Renfield (motivation: to push victims towards the monster)*

A little old lady with large spectacles sits behind the front desk. She always has her knitting in hand or within reach. She still harbours a lot of guilt over killing her son and is now doing everything in her power to keep him happy.

**Attacks:** Knitting needles (1-harm intimate stabby).

**Armor:** None.

**Weakness:** She's a little old lady.

**Harm Capacity:** 6.

# KUJO, SCARY DOGGY

*Brute (motivation: to intimidate and attack)*

This large beast-like ghost stalks the hunters through the hotel's hallways. They might feel his cold breath against any bare skin or hear the loud click of his claws on the hardwood floors. He's confined by salt to the hallways.

**Attacks:** Claws or Teeth (2-harm intimate messy).

**Weakness:** Guns.

**Unfinished Business:** To find someone to play with them.

Can be distracted with toys or a bone.

**Armor:** None.

**Harm Capacity:** 5.

***Note:** if you want to run a more comedic mystery, consider making Kujo a tiny little chihuahua.*

# MIKE NICHOLSON, THE FAKE GHOST

*Witness (motivation: to reveal information)*

Mike occupies a hotel room as a guest. He is a human wearing a pink, stained bed sheet that has eye holes cut into it. He's currently pining after one of the other guests, while pretending to be a ghost, in an effort to get to know her and eventually ask her out.

## He knows that:

- JoBeth's fiancé left her at the altar. Apparently he said *"I could never love a girl who looks like a fish."*
- *JoBeth* died after falling off the balcony of their hotel room and landing several stories below, in the fishpond.
- Little Carrie can scare the crap out of him.
- If you want to live, you should avoid the attic.

**Armor:** None.

**Weakness:** He's a dude in a bed sheet.

**Harm Capacity:** 7.

**Note:** *If you want to run a less comedic mystery, consider replacing Mike with a more traditional bed sheet ghost, that looks a little singed.*

**Attack:** *Life drain (1-harm intimate life-drain ignore-armor).*

**Armor:** *None.*

**Weakness:** *Fire.*

**Harm Capacity:** *6.*

# JOBETH, LOVESICK GHOST

*Cultist (motivation: to save their own skin at any cost)*

JoBeth has long stringy brunette hair that hangs down over her face. She wears a long white (wedding) dress that looks to be soaked through and stuck against her deathly pale skin.

## **Powers:**

*Haunting Wail:* If the hunters hear JoBeth cry, have them **Roll +Cool:**

- 10+, you are able to protect your mind and shake off whatever effects were about to befall you.
- 7 - 9, the haunting sadness pierces your psyche and you find yourself empathising with her. Take -1 ongoing while attempting to act against JoBeth.
- On a miss, you are overcome with feelings of loss and loneliness. Go hide in the corner until you can pull yourself together.

**Attacks:** Magical force (1-harm magical close ignore-armor).

**Weakness:** Water.

**Unfinished Business:** Wants to look/feel pretty.

**Armor:** None.

**Harm Capacity:** 6.

# LITTLE CARRIE, CREEPY LITTLE GIRL

*Guardian (motivation: to bar a way or protect something)*

Little Carrie is the perfect picture of an innocent-looking little girl. She wears an old hand sewn dress, which she refers to as her Sunday best. If you anger her she goes into scary mode. You do not want to anger Little Carrie.

## **Powers:**

*Pants-crapping Scared:* If the hunters anger Little Carrie, her cute little visage instantly changes to that of a shrieking, rotting, in-your-face, tattered dress-wearing corpse that smells like death. Have them **Roll +Tough:**

- 10+, you breathe through your mouth to avoid inhaling the stench of death and are able to continue on as if you didn't just get up close and personal with death.
- 7 - 9, you're not sure but you may have just peed a little. Give -1 forward to another hunter because you're so flustered you're distracting them.
- On a miss, you cannot handle this. Your pants certainly can't handle what you may or may not have done to them. You have to leave. Now!

**Attacks:** Chilling touch (1-harm magical close ignore-armor).

**Weakness:** Claws or teeth.

**Unfinished Business:** Is looking for her puppy.

**Armor:** None.

**Harm Capacity:** 6.

# DAMIAN DUVALL, THE WANGSTY TEEN

*Beast (motivation: to run wild, destroying and killing)*

Damian was a wangsty (whiney and angsty) late teen when he died and not much has changed since. If the hunters get close enough they can notice several puncture wounds in his throat. Going by his high-waisted jeans, his tucked in t-shirt and open denim shirt over that and, of course the mullet. The hunters can surmise he died sometime in the 80s.

## **Powers:**

*Who's the Puppet Now, Bitch?:* If Damian occupies the same space as a hunter, have them **Roll +Weird:**

- 10+, you shiver as he walks through you but you jump out of the way, thwarting whatever it was he was about to do.
- 7 - 9, you take -1 ongoing while dealing with Damian as you don't want to get that close to him again!
- On a miss, Damian has the keys to your body and now he's driving, baby!

**Attacks:** Pool cue (2-harm hand messy).

Telekinetic pool ball projectile (2-harm close dazed).

**Weakness:** Knitting needles.

**Unfinished Business:** To find a body, go into town, get drunk, get laid and play pool. The more attractive the body the better.

**Armor:** None.

**Harm Capacity:** 11.

## **FREDDY FREELING**

*Victim (motivation: to put themselves in danger)*

Freddy is George's fraternal twin and the leader of the group. He is the one who runs head first into danger and partying.

## **CAROL ANNE TORRANCE**

*Victim (motivation: to put themselves in danger)*

Carol Anne is Freddy's girlfriend. She's the wildest member of the group and often encourages Freddy to take risks.

## **HEATHER WILLIAMS**

*Helper (motivation: to join the hunt)*

Heather is quiet and level-headed. She is friends with Carole Anne.

## **JASON LUTZ**

*Victim (motivation: to put themselves in danger)*

Jason is the chill guy who can hook you up with what you need. Is most likely under the influence of something.

## **GEORGE FREELING**

*Innocent (motivation: to do the right thing)*

George is Freddy's fraternal twin and is often dragged around by his brother. He has a crush on Heather.