

The Regency

An Introductory scenario for The Nearside Project™

Summary

This game takes place on Earth¹ and is designed to be a starting scenario or demonstration game for The Nearside Project RPG.

It takes place entirely within the bounds of an old New England hotel, perched high atop a cliff. It begins on Earth¹, but moves to Earth⁷ during the scenario, before returning the characters to their starting point.

The characters are hired by The Regency Group to investigate the hotel, by observing what occurs over a single night.

They are all Nearsiders, and have been invited by the Group so that they may observe the characters, and decide if they are suitable for recruitment.

The Hotel is a well known Broken Room, and the night they are staying is known to be one when the entire Hotel shifts to another Variation.

During the night, the characters will encounter some entities from Earth⁷, and will be in some danger. Finally, they will encounter a Clastic which sends them home, no worse for wear.

The characters will then be invited to join the Regency Group the following morning, who will try to help the characters make sense of what they've encountered.

Important Extras

Eddie McCann, Regency Group recruiter.

Eddie is the primary recruiter for the Regency Group. He is in his late 40's, overweight yet charming. His Glaswegian accent may be unusual for most Americans, but certainly easy to listen to.

He is here, along with Suzanne Matthews (who is a Group plant) to evaluate these potential new recruits. He is a Nearside of no small talent, and also possesses some empathic abilities that are still being investigated by the Group.

He is pleasant, open and honest (to a point) and takes the entire situation fairly lightly.

Suzanne Matthews

There is one extra that should be used by the referee, or given to a trusted and experienced player. Suzanne knows much about the Nearside, and is in fact an Avatar from Earth12. She works for the Regency Group as a consultant and is part of this operation. She is here to observe the characters, to assist if necessary and to report back to the Group once the operation is over.

She will not reveal this to the other players, nor will she exhibit blatant Elevated Powers- her skills lie in subtlety. She is incredibly strong and tough, however, and may take the brunt of any attacks that the group experience.

Scenario Synopsis

Act One

The Drawing

- The characters arrive at the hotel, having received mysterious invitations.
- They are introduced to each other and to Mr. McCann
- Eddie sets out the task, and the reward.
- Questions.

Act Two

Night Fall

- The characters get to know the hotel and environment.
- They prepare for bed.
- They fall asleep.

Act Three

La Villa Strangiato

- All Hell Breaks Loose.
- They are chased by Glek
- They encounter Oryquin.
- They see strange shapes in the forest
- They are rescued by a Clastic

Act Four

Sunrise

- They awaken.
- They meet with McCann, and are invited to join the Regency Group

Act One

The Drawing

- *The characters arrive at the hotel, having received mysterious invitations.*

The game begins with the characters arriving one by one at the hotel. They have all received the same invitation (see handout 1).

The characters arrive within about half an hour of each other. Have them roll dice, the lowest score each time indicates the next character to arrive.

- *They are introduced to each other and to Mr. McCann*

Eddie McCann sits, as promised, in the hotel restaurant, sipping wine and munching on breadsticks. He will welcome each character as they arrive, and ask them to introduce themselves to the newcomer.

Once all the characters have arrived (Suzanne Matthews arrives last, even though she is actually watching the table from the other side of the restaurant), Eddie tells them more about why they're there.

- *Eddie sets out the task, and the reward.*

"No doubt you're curious as to why you're here. I'm sure that if the money didn't bring you, the promise of more did. Maybe you're curious, and that's why you came. If so, you'll not be disappointed.

You're here to take part in an experiment. What we want you to do is to stay in the hotel for one night. You'll have good rooms, free room service and anything else you want. Simply observe and record anything unusual or out of the ordinary that you see, hear or experience during the night.

In the morning, report back to me at breakfast with your observations, and I will give each of you ten thousand dollars in cash."

He will open his briefcase at this point, and the bundles of cash are clear to see. Also in the case, for the quick-eyed to see, are several envelopes with names written on them (the names are unreadable) and what appears to be digital sound recorders, about the size of pens. He hands these out to the group, along with the room keys and small note books.

"Use these to record your observations. I am more interested in your interpretation of events rather than actual physical records.

Any questions ?"

- *Questions.*

The group will have several questions- many of which cannot be anticipated here. However, likely questions are....

- Why are you doing this ?

This is part of an ongoing experiment that we are carrying out.

- Are you mad ?

Hardly. We are, however, extremely interested in madness and other psychological states.

- Is this legal ?

Yes, it is. The Hotel Owner has given us permission to be here and to observe any unusual events. Firearms require permits of course, but that's between you and the local police. We will not tolerate illegal activity during the experiment.

- Where did you get that money ?

We have access to many resources.

- What sort of shit is going to happen here tonight ?

You may or may not observe strange noises, sounds and see unexplainable lights and images.

- Will it be dangerous ?

That is unlikely.

- Is it too late to back out of this madness ?

Not at all. If you do not wish to take part in the experiment you may either return home now, or stay the night in the hotel regardless. You will not be asked to report in the morning- however, you will not receive the ten thousand dollar bonus. If you wish to stay elsewhere, the hotel will call you a cab which you may take into town, and arrange for accommodation there.

- Who do you work for ?

My employers wish to remain anonymous for the time being.

With the questions finished, Eddie bid them good day, and leaves. They are now on their own until tomorrow morning.

Act Two

Night Fall

- *The characters get to know the hotel and environment.*

The group now have the chance to explore the hotel and its grounds. This should take no more than a few hours. By the time they are finished, it is dinner time. Here are the salient features of the hotel and its location.

- The hotel sits on top of a cliff. The sea is two hundred feet below.
- The grounds are spacious, with thick forest and a golf course (currently closed for reseeded).
- The hotel itself is clean, modern and recently renovated.
- The electrical systems are top notch.
- The plumbing systems are modern and maintained.
- There are only 4 other guests in the hotel tonight.
- The hotel has a bad reputation, and has not had many guests since rumors of being haunted.
- The haunting began in 1989.
- The hotel manager does not live in the hotel itself.
- No staff live in the hotel, they stay in small buildings on the grounds.

Once the group has explored the hotel, they head down for dinner. The food is fantastic, a full four course meal worth over 200 dollars each, and any wine or champagne from the extensive list.

Well fed, the characters may sit and chat until the staff begin to leave at 11pm. They are encouraged by Suzanne to retire to their rooms and “get this charade over with so we can pick up our cash in the morning”.

She makes sure to use her Elevated Abilities to plant a sleep suggestion into the mind of each character, making them feel sleepy. This is to ensure that they actually fall asleep. Part of the Regency Group’s test is to see if they DreamWalk instead of using the Broken Room to travel (remember, the entire hotel is a Broken Room).

And so, they retire.

- *They prepare for bed.*

Note that some players may wish to stay else where in the hotel for the night, or may take precautions against falling asleep.

This does not matter. Each character will fall asleep regardless of their attempts to stay awake. You may make each player roll against their Stamina every ten minutes until they fail.

The characters may take notes about what they see or hear, or may prepare weapons, either real or makeshift. This is a good time for them to get ready for what they expect to happen.

- *They fall asleep.*

Finally, each character falls asleep. Suzanne Matthews remains wide awake, and checks in with Eddie to confirm that the characters are asleep. Then she patrols the hotel, waiting for the Broken Room to open.

Act Three

La Villa Strangiato

- *All Hell Breaks Loose.*

The characters are suddenly awakened by horrendous screams and cries. They are all instantly wide awake. The time is just after 1:10am. Strange orange light pours through cracks in doorways and shuttered windows, then goes out. The group, hopefully together but possibly apart, must now make contact with each other and begin to explore the hotel.

The entire place feels different. Here are some things that are not the same as the hotel they've just left, and how difficult it is to notice them

The wallpaper in the rooms is different

Almost Impossible

Light fittings and bulbs are different

Difficult

The carpet is thinner, more moldy

Almost Impossible

Telephones are older- all now have dials, not buttons

Routine

The date is the same (well, the 16th of July 2000 now) and all the characters belongings are still there.

The hotel is now empty except for the characters – and some uninvited guests.

- *They are chased by Glek*

The group will certainly try to explore the hotel. Once they start looking in the empty rooms they will eventually open a door to find a small group of tiny gray aliens dissecting a sleeping human in a hotel bed. These are Glek, and their saucer can be seen floating outside the window. They will not notice the characters unless they say something, attempt to attack the Glek or make a semi-loud noise of some description. This is likely.

Once the Glek are aware of the group, they give chase. They move like little children running, except they make a high pitched whine that is often loud enough to cause discomfort. They are waving small cubes with antenna sticking out. These emit arcs of energy at the characters.

GLEK weapons – 2d6 Stun damage

A character hit by a Glek stunner feels no pain at all, just an increasing sensation of numbness. If they are rendered unconscious by a blast, Suzanne will grab them, lift them with one hand and carry them off. This might elicit comments from the other characters, which she will brush off.

Fighting the Glek is an option. They are flimsy creatures, and a couple of strikes with a club, chair or handgun will make them either collapse or flee. If they do run, the saucer will fire some blasts at the hotel then streak away into the sky.

The group will want to rest after this horror. They will not have time.

▪ *They encounter Oryquin.*

When the characters find a spot to catch their breath and discuss what's going on, they will be ambushed by Oryquin. These little bastards are about 4 feet tall, and look like goblins or evil sprites. They sit nearby, just out of sight, and begin cursing the group.

Here are some sample curses...

- A character's mouth seals over, rendering them unable to talk
- A character's eyelids glue shut, so they are unable to see.
- A character's pockets fill with Spiders or other biting insects
- Someone's thumbs disappear. They will find it hard to hold items.

These curses, when discovered or activated make the Oryquin giggle and laugh cruelly. This alerts the group to their presence.

The Oryquin are more than willing to have a fight. There is one Oryquin for each member of the group.

The fight shouldn't last too long, and each time one of the little bastards are killed, a curse effect vanishes.

Nasty referee's may allow one or two of them to escape, and make the group chase the Oryquin through the hotel for a while.

Once the last Oryquin has been killed, the group enter into the last phase of their night of terror.

▪ *They see strange shapes in the forest*

As soon as the last Oryquin has been killed, huge trumpeting roars are heard from outside in the forest. Something massive is out there, as *Jurassic Park* type thumps and impacts are heard. It's moving towards the hotel.

If they look outside, they will see a huge dark insect like shape moving through the trees towards the hotel.

They will be frightened out of their minds. Make each character gain a couple of points of Distance, or some other effect. Bravery rolls will certainly be required. Anyone failing them will be too frightened to think properly until they succeed at a Bravery roll again.

The Malvolent, for that is what approaches the hotel, whips its long filament limbs at the building, and debris crashes around the characters.

Oryquin

Hit Points : 15 AV: 2, all Locations

Str: 3 Agl: 8 Stm: 5 React: 9 Brave: 5

Attack Skills : Prank Effect 8

Attack Damage : Little Knife 1d6+2

Suzanne pulls out a massive pistol, and fires cannon-like rounds into the beast. It screeches, and she is struck with a blow that slams her through a couple of concrete walls. She must surely be dead.

The group may hide or fight the beast, and some of them will be badly hurt in the process.

- *They are rescued by a Clastic*

One character is sure to die- the beast brings a foot down upon them, but suddenly Suzanne is there- apparently unhurt- and *holds* the monsters foot long enough for the player character to get away.

Then, the beast screams in agony.

A bright ball of blue light, soft and somehow alive, spirals around the Malvolent. It passes through the creature, leaving a seething hole in its wake. The beast shudders, and runs into the forest, chased by the light.

Then it returns. It floats around the characters, and passes through the most injured. All that characters wounds are healed, and they feel strangely at ease, peaceful and fulfilled. The Clastic does the same with the other characters until it arrives at Suzanne. It seems to dance around her, and she is lifted into the air with it. Her face is filled with joy and wonder. Then they both vanish.

Everything goes white.

Act Four

Sunrise

- *They awaken.*

The next thing the group knows, they are waking up. The sun has come up, and it's nearly 7am. They are exactly where they were when they fell asleep, and nothing appears to have happened. The hotel is as it was the evening before, and room service has left breakfast at their doors, along with a newspaper.

Everyone remembers the events of the night, and Suzanne is nowhere to be found.

- *They meet with McCann, and are invited to join the Regency Group*

Eddie McCann is eating breakfast downstairs, and is delighted to see the group, who are undoubtedly angry and resentful.

McCann will first remind them that they are alive and well, and apparently no worse for wear. Remind the players that their characters do feel particularly well, and in fact any long standing illnesses or injuries have completely gone. No one is diabetic, asthmatic, crippled or unwell.

He is worried about the absence of Suzanne- he will tell them that she works for his employers as well, and was there to help and protect the group. Her disappearance, especially in the manner described by the group will require investigation.

He offers the characters the job. Would they like to join the Regency Group ?

They are dedicated to the investigation of the Nearside, the alternative reality part of which the group experienced last night. They will be paid at least twice as much as they have been previously, and will be taken care of by the Group should they wish to join.

He hands out a bundle of cash to each player as promised, but says.

"There is more than money to be earned working for the Regency Group. There are answers to questions you've always had, a chance to touch forever- like you did last night. And, perhaps, a chance to save not just one world, but 13."

"Are you in ?"

Dear

You are invited to attend a very special meeting at the Regency Hotel, in Bangor Maine, on the 15th July 2000.

Please find enclosed a return first class ticket from your location to Bangor, Maine, and a money order for \$1000.

You may keep the money even if you decide not to attend the meeting. However, attendance will result in an even greater reward.

You will be required for the entire day and night of the 15th through 16th of July. After this, however, you will be free to leave.

This is not a hoax. This is not an attempt to sell you something. You will find answers to many questions at the Regency Hotel.

Yours truly,

Dr. Edward McCann PhD.