



FIFTH FLOOR **TO HELL**

A 1987 SCHOOL-HORROR ONE-SHOT

GM Session Notes

4-5 Players | 2-3 Hours

Version 1.2.0 - Print

MODULE INFORMATION

CREDITS

Adventure Concept and Design: Brandon Sligh

Publisher: Apogee Games

System: Cultists & Classrooms

Module Version: 1.2.0 Print Edition

Status: GM-ready play module

Recommended Table: 4-5 players plus Game Manager

Play Time: 2-3 hours, excluding Session Zero



USE NOTE

This document is written for the Game Manager. Full GM maps appear with each floor. Spoiler-safe player maps and printable clue handouts appear at the end and may be revealed as discovered.

Rules references assume the current Cultists & Classrooms core rules. Scenario-specific enemy statistics and ritual mechanics are included for fast table use.

CORE PITCH

Teenagers find a forbidden book. An adult assumes it is harmless. A ritual goes wrong. A blizzard seals the building. Faculty trapped on the fifth floor must descend through a demon-infested school, rescue who they can, and clean up the circle before the third bell.

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SCENARIO AT A GLANCE

LINCOLN HEIGHTS HIGH SCHOOL - WINTER 1987

4-5
Players

2-3
Hours

5+1
Levels

3
Bells

PREMISE

The Occult Club found an old book hidden in the library archives. Their faculty mentor assumed it was harmless and told them they could do whatever they wanted after school as long as they did not leave a mess. The club performed a ritual in a basement storage room. They opened a real gate.

Demons and hellspawn now roam the school. Their presence twists ordinary school objects into nightmare fuel. A sudden blizzard makes exterior travel suicidal. The teachers begin on the fifth floor during an after-school IEP meeting and must descend toward the basement.

YOUR
EMPLOYER



OBJECTIVES

- Reach the basement and close the infernal gateway.
- Rescue and secure students and staff whenever possible.
- Gather tools, clues, and allies while moving downward.
- Defeat the Headmaster Below, dismantle the ritual, or combine both approaches.

CORE TONE

Simple 1980s supernatural horror. The monsters are literal; the comedy comes from exhausted educators applying ordinary professional competence to an impossible crisis.

BUILDING RESTRICTIONS

Two additional wings connect to the main building through skywalks on the second and fourth floors. They are inaccessible. The fire doors are frozen, the corridors loop, and both windows appear to show the same impossible hallway. Treat the skywalks as atmosphere and sequel hooks, not playable routes.

STANDARD ROUTE

5-1 Conference Room A -> 5-8 Principal's Office or 5-10 Records -> 5-7/4-1 Library -> one fourth-floor encounter -> one third-floor rescue -> 2-4 Wood Shop or 2-5 Metal Shop -> first-floor survivor hub -> basement.

1987 TECHNOLOGY BASELINE

Use rotary and push-button desk phones, paper sign-in logs, physical keys, electric strike doors, VCR and overhead-projector carts, cassette recorders, dot-matrix printers, and grainy closed-circuit monitors. The school may have early networked computers, but no mobile phones, internet access, or modern digital access-control system.

SESSION ZERO: BEFORE THE FIRST BELL

30-60 MINUTES BEFORE PLAY

Use Session Zero to establish tone, boundaries, character relationships, and the parts of the campus that matter to the group. Do not begin the IEP meeting scene until the agreement is complete.

REQUIRED DECISIONS

TOPIC	DECISION
Tone	Serious supernatural horror, campy VHS horror, or balanced horror-comedy.
Danger	Can player characters die? How severe should injury and Sanity loss become?
Students	Students may be endangered or transformed, but graphic harm is excluded by default.
Magic	Is Practical Magic available, restricted, or absent?
Focus	Combat, rescue, investigation, improvised tools, staff drama, or a balance.
Boundaries	Lines, veils, pause tools, and any specific excluded content.
Carryover	One-shot characters by default; decide whether survivors may return later.

CHARACTER INTEGRATION

Ask each player to define:

- Why the character is attending the IEP meeting.
- One staff member at the table they trust, respect, envy, fear, or dislike.
- One student or staff member still in the building whom they feel responsible for.
- One school room they know unusually well.
- One ordinary object they brought to the meeting.
- One rumor they have heard about the old basement or library archive.

GM PERSONALIZATION

Move two named survivors into rooms connected to the players. Convert one rumor into a true clue and one into a misleading but useful detail. This makes the school feel immediately specific to the table.

GM TRUTH

WHAT ACTUALLY HAPPENED

DO NOT READ ALOUD

The old book is a containment text disguised as an invitation rite. The school's first principal attempted to bind an infernal entity into the institution. He became its host. A later custodial team sealed the entity beneath the boiler room using four school-coded anchors. The Occult Club unknowingly reversed that containment.

THE FOUR ANCHORS

CONCEPT	PHYSICAL ANCHOR	WHAT IT REPRESENTS	HOW IT CAN BE INVALIDATED
Memory	Original yearbook	The school's name, history, and remembered identity.	Burn or deface the school entry; alter the official record; replace the memory with a new shared declaration.
Voice	Brass handbell	The school's authority to call, dismiss, and command.	Destroy the clapper; melt the bell; silence it under water or industrial foam; reverse its use.
Authority	Original master key	Control over doors, rooms, and institutional access.	Break, melt, surrender, or replace it with collective faculty authority.
Foundation	Original foundation brick	The school's physical body and legal claim to place.	Remove, destroy, relocate, or sever it from the building; doing so risks structural collapse.

THE HEADMASTER BELOW

The entity wants to transform Lincoln Heights into a permanent infernal annex. Everyone inside becomes faculty, staff, or student under its authority. It does not need every person to die; it needs the school to accept its jurisdiction.

THE BLIZZARD

The storm is part weather, part boundary. It prevents easy evacuation and obscures the building from outside help. It weakens only after the gate closes.

WHAT THE CLUB DID WRONG

- They used the four original containment objects as ritual offerings.
- One student panicked and crossed the chalk boundary.
- The staff sponsor carried the book upstairs after the first manifestation, separating it from the circle.
- The rite reached the invitation stage but never completed the control or dismissal language.

RUNNING THE SCENARIO

PRESSURE, CHOICE, AND FAST NAVIGATION

ROOM USE

The school contains sixty keyed spaces, but the players should not clear every room. Present visible doors and immediate sounds; let the group choose. A normal playthrough uses eight to twelve locations.

SEARCH PROCEDURE

SEARCH	RESOLUTION
Quick Search	Roll once on the floor loot table.
Thorough Search	Roll twice and choose either result. After the Second Bell, also roll a complication.
Relevant Expertise	A character searching a room related to their job may reroll once.
Essential Information	Never place required clues, anchors, keys, or survivors behind a random loot roll.

THE THREE BELLS

- FIRST BELL - THE GATE OPENS**

Occurs before the adventure begins. Demons enter, the blizzard seals the campus, and school objects awaken.
- SECOND BELL - THE SCHOOL CHANGES**

Trigger after the lower library encounter or near the midpoint. Windows frost from inside, hallways lengthen, and demons begin acting with coordination.
- THIRD BELL - THE CLAIM**

Trigger at the basement descent or when pacing requires the finale. The Headmaster Below fully manifests. The bell does not end the game; it makes the final encounter more dangerous.

RESCUE BENEFITS

RESCUE	FINAL BENEFIT
Occult Club survivors	Explain the anchor arrangement and identify who crossed the line.
School nurse	Provides healing and Sanity stabilization before the descent.
Head secretary	Controls PA, rosters, and keys; can organize a survivor hub.
Coach and capable students	Hold off one wave of lesser demons.
Shop teacher	Provides heavy tools and access knowledge.
Librarian or history teacher	Clarifies the book, founding records, and original containment.
Special education staff	Create a stable sanctuary through clear routines and defined purpose.

PLAYER MAP REVEAL PROTOCOL

Use the fully labeled maps in the GM floor sections for prep. Give players the spoiler-safe numbered map only when they reach a level, obtain a campus diagram, or find the drafting-room plans. Do not reveal the basement map before the basement landing or a successful blueprint discovery.

SECURING SURVIVORS AND SAFE ROOMS

A room becomes **Secured** when the immediate threat is removed, entrances are locked or barricaded, at least one capable adult remains, and the group establishes communication or a fallback plan.

CONDITION	EFFECT
Secured room	Survivors remain safe without continuous escort. Do not roll routine attacks against them.
Bell rings	Reassess one vulnerable safe room or introduce a warning; do not automatically invalidate player effort.
Major complication	A route, barricade, radio, or responsible adult may be compromised. Give players actionable notice.
Default survivor hub	First-floor main office, health office, and storage complex. Marjorie Bell or another capable adult can coordinate it.
Capable allies	May secure a floor, hold one minor wave, carry one item, or grant the listed scene benefit.

REPLACEMENT CHARACTER PROCEDURE

If a player character dies, becomes nonfunctional, or must remain behind, the player immediately takes control of a rescued staff NPC. Do not pause the session for full character creation.

STEP	FAST REPLACEMENT
1. Select	Choose any rescued adult staff NPC not currently central to another scene.
2. Define	Assign a fitting Persona and Campus Role from the core rules.
3. Attributes	Scenario shortcut: distribute +2, +1, 0, and -1 among Strength, Agility, Intelligence, and Resilience.
4. Condition	Begin with 6 HP, 6 Sanity, one role-appropriate item, and the NPC's listed immediate use.
5. Enter	The replacement joins at the next secured room, rescue scene, or connecting hallway.

SCENARIO-SPECIFIC SHORTCUT

The replacement profile is intentionally simple and is only for keeping a one-shot player active. It does not replace normal character creation for campaign play.

FAIL FORWARD

A failed test should cost time, HP, Sanity, equipment, position, or safety; it should not erase essential progress. Reveal the clue with a complication when needed.

HALLWAY AND ESCALATION TABLE

PRESSURE BETWEEN KEYED ROOMS

Roll when the party backtracks, lingers, debates too long, moves through a previously cleared corridor after a bell, or when the session needs momentum. Before the Second Bell use the base result. After the Second Bell add the escalation. After the Third Bell, the Headmaster's voice or a lesser demon accompanies any result that would otherwise be quiet.

D12	HALLWAY INCIDENT	AFTER THE SECOND BELL
1	The intercom calmly announces the party's current floor and direction of travel.	A second voice corrects the announcement and gives their exact room number.
2	A frightened survivor runs past, pursued by something still out of sight.	The survivor may be a reflection, lure, or partially possessed staff member.
3	An apparently normal employee asks where the group is going and requests a hall pass.	The employee's shadow continues the conversation after the body stops.
4	Lockers or classroom doors begin opening one by one behind the party.	Each opened compartment contains a different stolen item or whispering face.
5	The lights fail for ten seconds. Something changes position in the dark.	One character is briefly separated by a door, moving wall, or altered corridor.
6	A classroom door appears where no door existed on the map.	It opens onto another decade, another floor, or the same hallway from behind.
7	Imps drag a cart of stolen equipment around a corner and scatter when noticed.	They are baiting the party toward a larger threat or blocked route.
8	A telephone rings inside a locked room. The caller knows one character's name.	The voice is a rescued NPC calling from a place they cannot physically occupy.
9	The blizzard breaks a window inward, filling the corridor with ice and whiteout wind.	Something stands outside on the fifth-story ledge and knocks politely.
10	Earl notices the hallway is longer, shorter, or facing the wrong direction.	The map changes in someone's hands while they watch.
11	A student's or colleague's voice calls for help from the wrong floor.	Following it reveals a rescue opportunity and a waiting threat.
12	Nothing happens. The corridor is completely normal for one full minute.	Everyone recovers 1 Sanity; then a school bell rings somewhere very far below.

ESCALATION WITHOUT RANDOM PUNISHMENT

- Signal danger before removing a safe route or safe room.
- Let clever precautions alter or cancel the rolled incident.
- Use incidents to create decisions, not mandatory combat.
- Move essential clues or survivors into the incident when the group has bypassed them.

GM NOTES: EARL MERCER

HEAD CUSTODIAN AND DIEGETIC GM INTERFACE

PERFORMANCE DIRECTION

Channel a Patrick Warburton-style delivery: deep, measured, dry, and almost aggressively unsurprised. Earl treats supernatural catastrophe with the same emotional register as a backed-up floor drain.



TRAIT	DIRECTION
Cadence	Short declarative sentences. Deliberate pauses before obvious conclusions.
Emotion	Mildly irritated rather than frightened. Rarely raises his voice.
Humor	Understatement and practical comparisons; never performs for a laugh.
Authority	Absolute confidence about facilities, logistics, and what the building normally does.
Limits	Earl knows the school. He does not know Hell.

EARL'S PRIORITIES

- Keep the children alive.
- Contain whatever is spreading.
- Protect the parts of the building worth saving.
- Identify who caused the mess.
- Make them clean it up if they survive.

WHAT EARL MAY DO

- Open a route the players have earned access to.
- Explain normal infrastructure, utilities, keys, and maintenance passages.
- Carry equipment and escort rescued people.
- Warn the group that a condition is worsening.
- Participate defensively when attacked.
- Use one custodial correction to resolve stalled pacing or navigation.

WHAT EARL MUST NOT DO

- Solve occult clues or identify the correct ending.
- Lead tactical decisions or make the group's moral choices.
- Defeat major enemies or dismantle the ritual himself.
- Erase consequences or rescue the group from a fair failure.

CUSTODIAL CORRECTION

Once per session, Earl may reveal a maintenance route, produce a necessary mundane tool, redirect the group toward a missed essential clue, or arrive with survivors. This corrects pacing; it never cancels a major consequence.

DIALOGUE BANK

SITUATION	LINE
Recognizing a demon	"Yeah. That's a demon."
Dangerous residue	"Don't touch the black stuff. It notices."
Route choice	"West stairs are faster. East stairs have teeth now."
Limited competence	"I've got keys. I don't have miracles."
Occult Club	"Kid says the book spoke Latin. Kid doesn't take Latin."
Structural damage	"That's load-bearing."
District workmanship	"Fire door should hold a minute. Thirty seconds if the district installed it."
Teacher competence	"You people keep the kids alive. I'll worry about the building. Building's easier."
Basement tools	"Now we're equipped."
Finale	"All right. Let's clean this up."

DROP-IN NPC ROSTER

STAFF AND STUDENTS READY FOR IMMEDIATE PLAY

Use these NPCs as survivors, witnesses, temporary allies, complications, or replacement sources of information. The actor reference is broad performance shorthand for cadence, posture, and screen energy; it is not a requirement to perform a direct impersonation.

FAST ALLY RULE

Do not run supporting NPCs as full player characters. A capable staff NPC may grant +1 to one role-related test per scene or absorb one minor logistical complication. A student may grant +1 to one narrow task tied to their specialty or reveal a clue they reasonably know. Keep the players in the spotlight.

D12 STAFF ROSTER

D12: 1 Marjorie Bell - Head Secretary

PERFORMANCE: ANNIE POTTS

Fast, dry, and exact. She speaks like every second has already been budgeted.

- Immediate use: Knows every student, staff schedule, key, and office procedure. Once per scene, she can organize survivors or provide the right name, route, or form.
- Complication: Refuses to leave students, records, or the main office unsecured.

D12: 4 Leonard Baines - History Teacher

PERFORMANCE: JEFF GOLDBLUM

Quick, cerebral, curious, and slightly too fascinated by terrible discoveries.

- Immediate use: Recognizes old school names, photographs, rituals, and architectural history. Can reveal one historical connection.
- Complication: Keeps explaining when everyone should be moving.

D12: 2 Dr. Elaine Voss - School Nurse

PERFORMANCE: SIGOURNEY WEAVER

Controlled, direct, and quietly protective. Fear makes her more focused, not louder.

- Immediate use: Stabilizes an injured NPC automatically and grants +1 on one medical or crisis-response test per scene.
- Complication: Will not abandon a patient unless another responsible adult takes over.

D12: 5 Gloria Pena - Special Education Teacher

PERFORMANCE: VIOLA DAVIS

Measured authority, penetrating eye contact, and no patience for evasive answers.

- Immediate use: Calms frightened students and can identify when behavior is supernatural rather than panic. Grants +1 to de-escalation.
- Complication: Will prioritize vulnerable students even when it delays the mission.

D12: 3 Hank Doyle - PE Teacher and Coach

PERFORMANCE: KURT RUSSELL

Relaxed swagger, blunt confidence, and a half-smile when things become dangerous.

- Immediate use: Can carry an injured person, hold a doorway, or rally students. Once per scene, grant +1 to a physical group action.
- Complication: Prefers decisive action and may push the group toward a fight.

D12: 6 Frank Delaney - Wood Shop Teacher

PERFORMANCE: SAM ELLIOTT

Slow, low, practical, and sparing with words. He looks at a problem before speaking.

- Immediate use: Repairs, dismantles, or reinforces one mundane object without a roll when proper tools are available.
- Complication: Will not allow reckless use of dangerous shop equipment.

D12: Pamela Pritchard - English Teacher; 7 Occult Club Sponsor

PERFORMANCE: CATHERINE O'HARA

Defensive, anxious, theatrical, and increasingly honest as pressure rises.

- Immediate use: Knows what the club read, where they met, and which students were present.
- Complication: Minimizes her responsibility until confronted with undeniable evidence.

D12: 8 Lester Quill - Science Teacher

PERFORMANCE: DAN AYKROYD

Technical enthusiasm, rapid explanations, and sincere belief in unlikely mechanisms.

- Immediate use: Can improvise a chemical, electrical, or laboratory solution and identify unusual residue.
- Complication: Wants to examine, preserve, or test things that should be destroyed.

D12: 9 Delores Finch - School Counselor

PERFORMANCE: JAMIE LEE CURTIS

Grounded, observant, emotionally intelligent, and capable of sudden command.

- Immediate use: Restores 1 Sanity to one nearby character once per scene through focused support; notices possession tells.
- Complication: Protects student confidences and may withhold information until trust is established.

D12: 10 Victor Halpern - Vice Principal

PERFORMANCE: CHRISTOPHER WALKEN

Unusual pauses, unnerving calm, and procedural certainty that may or may not be reassuring.

- Immediate use: Can cite authority, access restricted areas, and make weak-minded school entities hesitate.
- Complication: His manner makes everyone suspect he is possessed, whether he is or not.

D12: 11 Janice Trent - Librarian

PERFORMANCE: JOAN CUSACK

Earnest, nervous, precise, and unexpectedly brave once someone threatens the collection.

- Immediate use: Locates obscure records, identifies the old book, and remembers where missing pages or archives belong.
- Complication: Freezes briefly when confronted by direct violence, then overcompensates.

D12: 12 Milton Wexler - District Program Coordinator

PERFORMANCE: DANNY DEVITO

Cynical, slippery, fast-talking, and always calculating the safest position.

- Immediate use: Finds policy loopholes, controls a district radio, and can stall an authority-based demon with bureaucracy.
- Complication: Will save himself first unless publicly committed to helping others.

D6 STUDENT ROSTER

D6: 1 Nina Kessler - Occult Club President

PERFORMANCE: WINONA RYDER

Intense, intelligent, morbid, and visibly carrying more guilt than fear.

- Immediate use: Knows the ritual sequence, anchor placement, and which line was crossed.
- Complication: The old book occasionally speaks through her voice.

D6: 2 Toby Marsh - AV Club Technician

PERFORMANCE: SEAN ASTIN

Earnest, loyal, breathless, and determined to be useful.

- Immediate use: Can operate PA, projectors, cassette systems, cameras, and improvised wiring.
- Complication: Will not leave without finding a missing friend.

D6: 3 Caleb “Cal” Dunn - Class Clown

PERFORMANCE: COREY FELDMAN

Fast-talking, restless, and constantly joking to control panic.

- Immediate use: Can distract imps, bait a hostile object, or keep frightened students moving.
- Complication: Blurts out secrets and bad ideas at the worst possible time.

D6: 5 Marcus Reed - Varsity Wrestler

PERFORMANCE: EMILIO ESTEVEZ

Reactive, loyal, physically brave, and eager to prove he can help.

- Immediate use: Carries an injured survivor, holds a door, or assists one Strength test each scene.
- Complication: Charges toward danger when someone is threatened.

D6: 4 Rebecca Shaw - Student Council Officer

PERFORMANCE: MOLLY RINGWALD

Poised, socially sharp, skeptical of adults, and accustomed to being listened to.

- Immediate use: Organizes student survivors and knows clubs, schedules, and informal campus routes.
- Complication: Challenges weak plans openly and resents being patronized.

D6: 6 Daria Mott - Art Student

PERFORMANCE: ALLY SHEEDY

Quiet, watchful, strange without trying, and more comfortable observing than explaining.

- Immediate use: Notices visual inconsistencies, cursed drawings, reflections, and changes in room geometry.
- Complication: Draws fragments of events before they happen, which may alarm the group.

D8 DROP-IN STATE

D8	STATE	IMMEDIATE SITUATION
1	Barricaded	The NPC is protecting 1D4 frightened survivors and will not move without a safe destination.
2	Injured	The NPC needs immediate stabilization but possesses a key clue, tool, or route.
3	Pursued	Imps or a possessed object enter immediately after the NPC is found.
4	Partially Possessed	The NPC is mostly themselves but occasionally speaks or acts for the Headmaster.
5	Holding a Resource	The NPC has a needed key, radio, notebook, tool, or medical supply and wants help first.
6	Searching	The NPC refuses evacuation until a specific student, colleague, or personal item is found.
7	Confidently Wrong	The NPC insists on a dangerous interpretation or route and may influence other survivors.
8	Already Competent	The NPC has secured the room, identified a problem, and needs the players for the next step.

PUBLICATION-SAFE PERFORMANCE KEY

The named actors are private GM shorthand. For a public edition, replace the name with the corresponding playable archetype while retaining the existing voice and mannerisms.

PRIVATE REFERENCE	PUBLICATION-SAFE PERFORMANCE ARCHETYPE
Annie Potts	Fast, dry administrative precision
Sigourney Weaver	Controlled crisis-command professionalism
Kurt Russell	Relaxed action confidence with amused danger
Jeff Goldblum	Rapid intellectual curiosity and distracted fascination
Viola Davis	Measured authority and unbreakable protective focus
Sam Elliott	Slow practical certainty and minimal words
Catherine O'Hara	Theatrical anxiety masking avoidable guilt
Dan Aykroyd	Earnest technical enthusiasm for impossible mechanisms
Jamie Lee Curtis	Grounded observation with sudden command presence
Christopher Walken	Unusual pauses and unnerving procedural calm

PRIVATE REFERENCE	PUBLICATION-SAFE PERFORMANCE ARCHETYPE
Joan Cusack	Nervous precision becoming unexpected courage
Danny DeVito	Cynical fast-talking self-preservation
Winona Ryder	Intense intelligence under visible guilt
Sean Astin	Breathless loyalty and determined usefulness
Corey Feldman	Restless humor used to control panic
Molly Ringwald	Socially sharp poise and skeptical leadership
Emilio Estevez	Reactive loyalty and physical courage
Ally Sheedy	Quiet observation and uncanny visual intuition

Private GM edition: Keep actor references. **Publication edition:** Remove names and use only the archetype column.

SUGGESTED PLACEMENT BY FLOOR

LEVEL	EASY FITS
Fifth Floor	Marjorie Bell, Victor Halpern, Milton Wexler, Pamela Pritchard
Fourth Floor	Janice Trent, Leonard Baines, Nina Kessler
Third Floor	Gloria Pena, Delores Finch, Cal Dunn, Rebecca Shaw
Second Floor	Frank Delaney, Lester Quill, Toby Marsh, Daria Mott
First Floor	Dr. Elaine Voss, Hank Doyle, Marcus Reed, or any rescued NPC
Basement	Occult Club survivors, one compromised staff member, or an NPC tied to a player

NPC OPERATING PRINCIPLES

- Use two or three named NPCs in the active scene at most; keep the rest off-screen or in the survivor hub.
- Give each NPC one useful fact, one practical capability, and one reason they cannot solve the adventure alone.
- An NPC should introduce a decision, cost, relationship, or complication; avoid adding voices that only repeat information.
- Unless Session Zero establishes a harsher standard, defeated student NPCs become injured, missing, or corrupted rather than graphically killed.
- Tie at least one NPC to a player character through professional admiration, frustration, responsibility, or prior conflict.

OPENING SCENE

CONFERENCE ROOM A - FIFTH FLOOR

CHARACTER ESTABLISHMENT

Give each player thirty seconds to establish why they are attending, what part of the meeting has irritated them, who they sit beside, and what ordinary object they brought.

READ ALOUD

The fluorescent lights hum above another meeting that should have ended twenty minutes ago. Snow presses against the windows, thick enough to erase the parking lot. Someone is discussing accommodations. Someone else is looking at the clock. The building bell rings once, though school ended hours ago. The television turns on by itself. On the screen, you see this room from a corner where there is no camera. Then a student’s voice crackles through the intercom: “We did it wrong.” Something screams in the hallway.

ESCALATION SEQUENCE

- The lights flash red.
- The conference-room door bends inward.
- A black fluid appears beneath it.
- Two Rubric Imps enter while the television cart rolls toward the nearest character.
- Earl opens the maintenance door behind the group carrying a mop and a heavy ring of keys.

EARL’S BRIEFING

“Occult Club’s been screwing around in the basement. Found some old book in the library. Their sponsor told them they could do whatever they wanted as long as they cleaned up afterward.”

He looks at the smoke beneath the door.

“Might just have to clean it up to fix this whole shitshow. Usually does the trick. At least it does for puke.”

IMMEDIATE EQUIPMENT

ITEM	USE
Metal folding chair	D6 improvised weapon or barricade.
Heavy stapler	D2 melee or ranged.
Glass coffee pot	D4; shatters after a strong hit.
Extension cord	Restraint, trip line, or improvised connection.
Fire extinguisher	D6; obscures sight and counters flames.
Emergency binder	-1 incoming damage while used defensively; contains floor procedures.

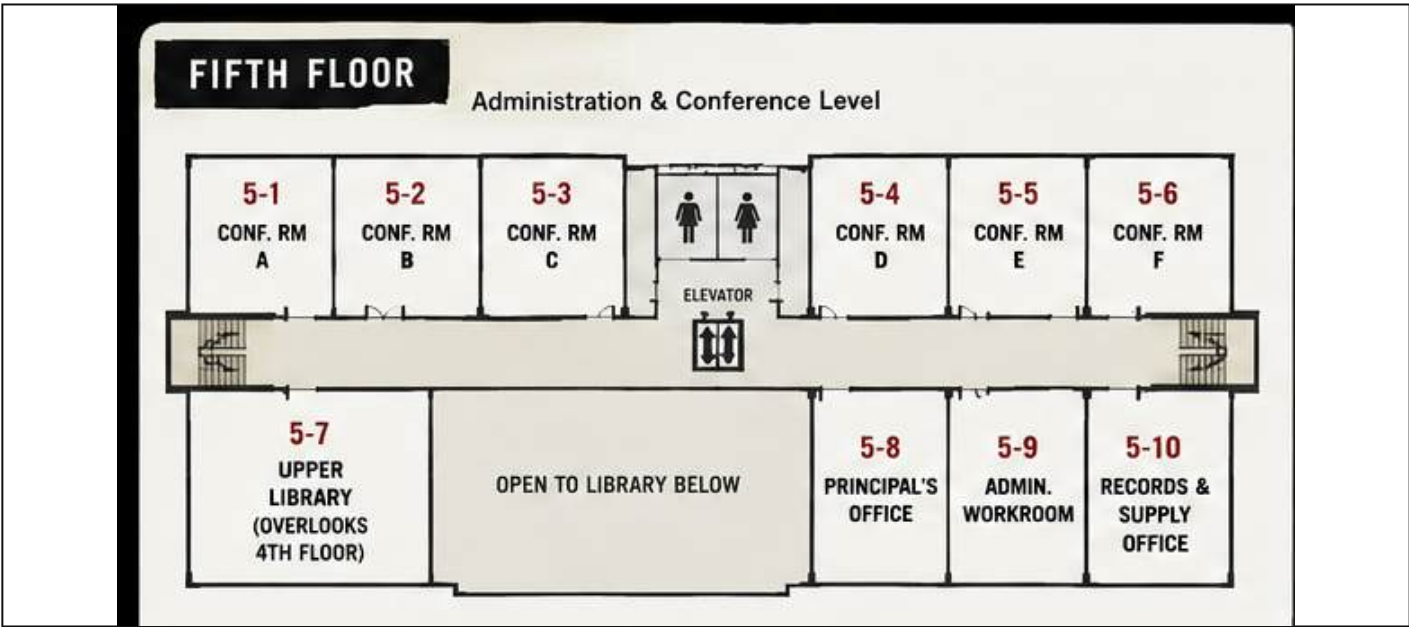
ITEM	USE
Rolling television cart	Cover, ram, or dangerous moving obstacle.

OPENING GOAL

End the scene with a clear direction: the Occult Club used the basement, the old book came from the library, and the main stair or service route leads downward.

FIFTH FLOOR

ADMINISTRATION AND THE FIRST OUTBREAK



FLOOR IDENTITY The least visibly corrupted level. Professional order, paperwork, and administrative systems begin behaving incorrectly.	FLOOR OBJECTIVE Survive the outbreak, identify the Occult Club connection, find access downward, and establish a first safe room.	ACTIVE PRESSURE The main stair is secured. Reach administrative access or use Earl's maintenance route.
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5-1 Conference Room A START THREAT RESOURCE The characters begin in an after-school IEP meeting. The first bell rings; the television displays the room from an impossible camera angle, and the hallway door bends inward. - Two Rubric Imps and one possessed television cart - Metal chairs, heavy stapler, extension cord, coffee pot, fire extinguisher, emergency flashlight	5-2 Conference Room B: The Empty Meeting CLUE ATMOSPHERE A perfectly arranged meeting room contains an agenda approving Occult Club basement access. Every signature belongs to someone currently missing. Empty chairs whisper motions, seconds, and objections. - Campus map with the basement storage room circled - Facility-use agenda and adult-supervision approval
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5-3 Conference Room C: The Reprimand Room

THREAT RESCUE

A vice principal is trapped while disciplinary referrals circle like razor-winged birds. They accuse intruders of defiance, loitering, prohibited materials, and failure to follow reasonable directives.

- Rescue grants an restricted-area key
- The vice principal identifies the staff sponsor and confirms several students remained after school

5-4 Conference Room D: The Parent Meeting

ATMOSPHERE OPTIONAL THREAT

A rotary telephone rings continuously. A terrified parent asks for help finding their child; then a second voice begins repeating the character's words several seconds before they speak them.

- The parent names a student and likely location
- The telephone cord begins tightening if the call continues

5-5 Conference Room E: The Perfect Classroom

THREAT RESOURCE

An overhead projector shows an ideal classroom of perfectly still students. Anyone watching too long appears at the front of the projected room while the students slowly turn toward them.

- Projector provides intense light, heat, distraction, or ritual illumination

5-6 Conference Room F: Temporary Shelter

RESCUE SANCTUARY

A speech-language pathologist, substitute teacher, and district program coordinator have barricaded the room. The program coordinator refuses to move without a clarified emergency procedure.

- The SLP can calm frightened students
- The substitute knows which after-school rooms were occupied
- The specialist carries a district radio

5-7 Upper Library: The Book Watches Back

CLUE ATMOSPHERE THREAT

The reading loft overlooks the fourth-floor stacks. Books arrange themselves into symbols. Below, a bloodied student hides under a table while a large figure moves where the stairwell should be.

- Empty display stand: "Accession Unknown - Donor Unknown - Do Not Circulate"

5-8 Principal's Office: The Voice of Authority

CLUE THREAT RESOURCE

The principal is missing. The intercom imitates their voice, ordering everyone to remain calm, return to assigned areas, and await district guidance.

- Administrative master key
- Building map
- Basement renovation paperwork
- After-school activity list
- Emergency weather radio

5-9 Administrative Workroom: The Copier

THREAT RESOURCE

The copier has become a swollen mechanical organism of toner, paper, wire, and teeth-like rollers. It prints possible deaths of anyone standing nearby.

- A copy may reveal a future hazard, hidden route, NPC location, or Earl beside the ritual circle
- Paper cutter, toner, scissors, maintenance tools, first-aid kit

5-10 Records and Supply Office: The Missing Names

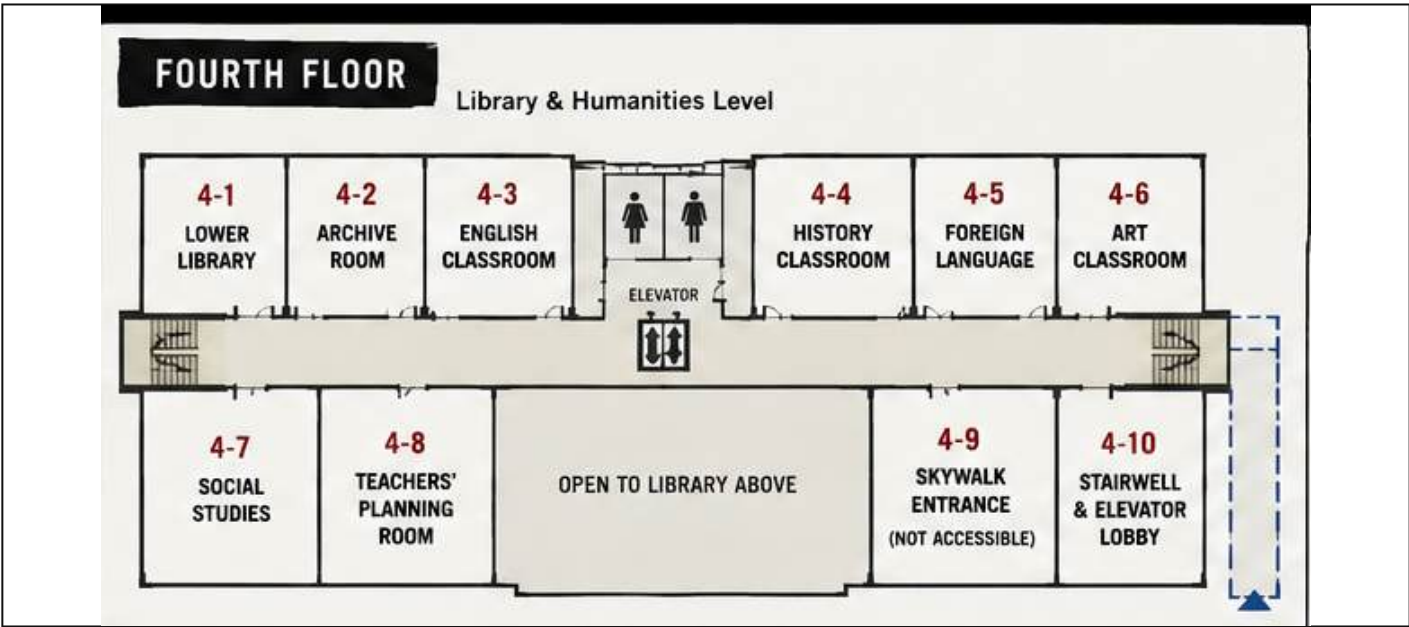
CLUE RESOURCE

Personnel and student files rewrite themselves. The Occult Club sponsor is marked "OFFERED," while multiple student files read "TRANSFER PENDING."

- Staff directory
- Student schedules
- Flashlights and batteries
- Walkie-talkies
- Campus roster
- Service-stair keys

FOURTH FLOOR

LIBRARY AND HUMANITIES



FLOOR IDENTITY

Language, memory, books, and history have become physically unstable.

FLOOR OBJECTIVE

Recover the ritual notebook, rescue the club survivors, and learn what was invited into the school.

ACTIVE PRESSURE

The Hall Monitor controls movement toward the stairs.

4-1 Lower Library: The Shifting Stacks

MAJOR ENCOUNTER

RESCUE

CLUE

Shelves move whenever unobserved, creating a maze around two Occult Club students, their terrified advisor, and a wounded librarian.

- Recover the club notebook and one missing book page
- Notebook identifies four concepts: memory, voice, authority, foundation

4-2 Archive Room: Where the Book Was Found

CLUE

ATMOSPHERE

A false panel stands open behind old yearbooks. The cavity contains candles, custodial warnings, a brass plate with the school's original name, and photographs of faculty around a sealed basement door.

- One photograph shows a much younger Earl, or someone identical to him

"Bad picture."

4-3 English Classroom: The Red-Pen Sentence

THREAT RESOURCE

Essays cover every surface while red corrections move across the pages. Incorrect sentences become temporarily real inside the room.

- Players can edit sentences to alter the room
- Scissors, rulers, red pens, dictionaries, heavy anthologies

4-4 History Classroom: The Wrong Decade

ATMOSPHERE RESCUE CLUE

The room cycles through the school in the 1930s, 1950s, 1970s, 1987, and an abandoned future. A veteran history teacher is trapped between versions.

- Teacher knows the original dedication ceremony
- Identifies the foundation brick and the likeness of the first principal

4-5 Foreign Language Classroom: The Translation

CLUE THREAT

Words crawl across the chalkboard in several languages. The ritual text is an infernal imitation built from Latin, school mottos, bell schedules, and disciplinary language.

- The rite was an invitation, not a simple summoning
- Closing the circle may not banish what already crossed

4-6 Art Classroom: The Portraits Move

THREAT RESOURCE

Student paintings have become windows. A charcoal figure moves from drawing to drawing and can only be destroyed by eliminating every image that contains it.

- Turpentine, utility knives, clay tools, wire, adhesive, canvas, paint thinner

4-7 Social Studies: The Election

THREAT COMEDY

Demons have arranged desks into a council chamber and are electing a new floor administrator.

- Fight them, manipulate the vote, nominate the Hall Monitor, challenge quorum, or weaponize parliamentary procedure

4-8 Teachers' Planning Room

SANCTUARY RESCUE RESOURCE

Two teachers have fortified the room with filing cabinets, cords, a hot plate, a microwave, and several gallons of terrible coffee.

- Brief recovery of HP or Sanity
- Portable cassette player and batteries
- Information about occupied rooms

4-9 Fourth-Floor Skywalk Entrance

BOUNDARY ATMOSPHERE

The fire doors are frozen shut. The skywalk stretches impossibly far, and figures walking within it never draw closer. Reflections occasionally leave without their owners.

“Not going that way.”

4-10 Stairwell and Elevator Lobby: The Hall Monitor

MAJOR THREAT

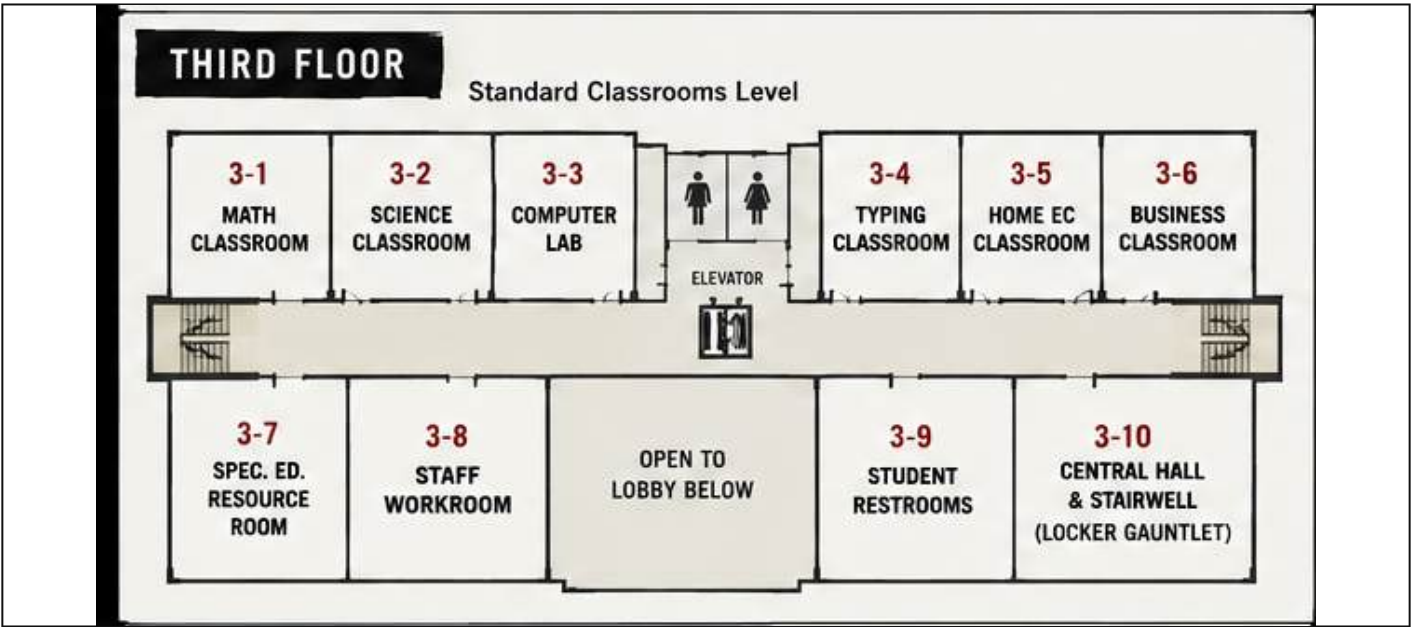
A burned adult figure wearing a black HALL MONITOR sash blocks the descent and demands a legitimate destination.

- Present or forge a pass
- Cite emergency policy
- Offer a legitimate destination
- Create another rule violation
- Fight or trap it in the elevator

“State your destination.”

THIRD FLOOR

ORDINARY CLASSROOMS BECOME PREDATORS



FLOOR IDENTITY

The school is most recognizable here; the horror is direct, physical, and object-driven.

FLOOR OBJECTIVE

Rescue isolated students, secure supplies, and survive the most combat-oriented level.

ACTIVE PRESSURE

Lockers and ordinary classroom systems actively hunt anyone moving downward.

3-1 Mathematics Classroom: The Infinite Problem

THREAT

CLUE

A chalk equation expands over walls, floor, and ceiling. Every incorrect attempt lengthens the hallway outside. The solution is to erase the original question.

3-2 General Science: The Specimens

THREAT

RESOURCE

RESCUE

Preserved animals and anatomical models have fused into a crawling laboratory creature. A science teacher is trapped in the preparation room.

- Safety goggles, gloves, chemicals, Bunsen burner, glassware, fire blanket

3-3 Computer Lab: The Network

THREAT

CLUE

UTILITY

Terminals display “WELCOME, NEW FACULTY” and attempt to assign every living person a permanent infernal role.

- Locate occupied rooms
- Unlock one alarm-controlled service door
- Interrupt the bell system briefly
- Identify active intercom stations

3-4 Typing Classroom: The Dictation

THREAT

ATMOSPHERE

Typewriters record speech and alter it into commands. Text typed in all capitals may become briefly true, but the machines interpret language maliciously.

3-5 Home Economics: The Hungry Kitchen

THREAT RESCUE RESOURCE

Ovens breathe, cupboards bite, and the refrigerator contains impossible depth. A teacher and two students are trapped on the demonstration counter.

- Knives, cast-iron pans, cleaning chemicals, food, towels, fire extinguisher

3-6 Business Classroom: The Contract

SOCIAL THREAT CLUE

A well-dressed demon offers protection, tenure, freedom from evaluation, and guaranteed student compliance in exchange for service to the Headmaster Below.

- The demon knows the Headmaster's immediate objective and may trade information

3-7 Special Education Resource Room: The Quiet Room

RESCUE SANCTUARY CLUE

Laminated schedules, sensory materials, weighted blankets, and clearly labeled routines resist infernal distortion.

- Several students and a special education teacher
- Defined purpose and clear labels weaken infernal transformation

3-8 Staff Workroom: The Vending Machines

THREAT RESOURCE

Machines dispense teeth, hot coins, bloody soda, insects, and one perfectly normal candy bar.

- Food, coins, cleaning supplies, tool kit, rolling cart

3-9 Student Restroom: The Mirrors

ATMOSPHERE OPTIONAL THREAT CLUE

Reflections keep moving after characters stop. One mirror shows the basement ritual in progress; the wrong mirror releases a duplicate.

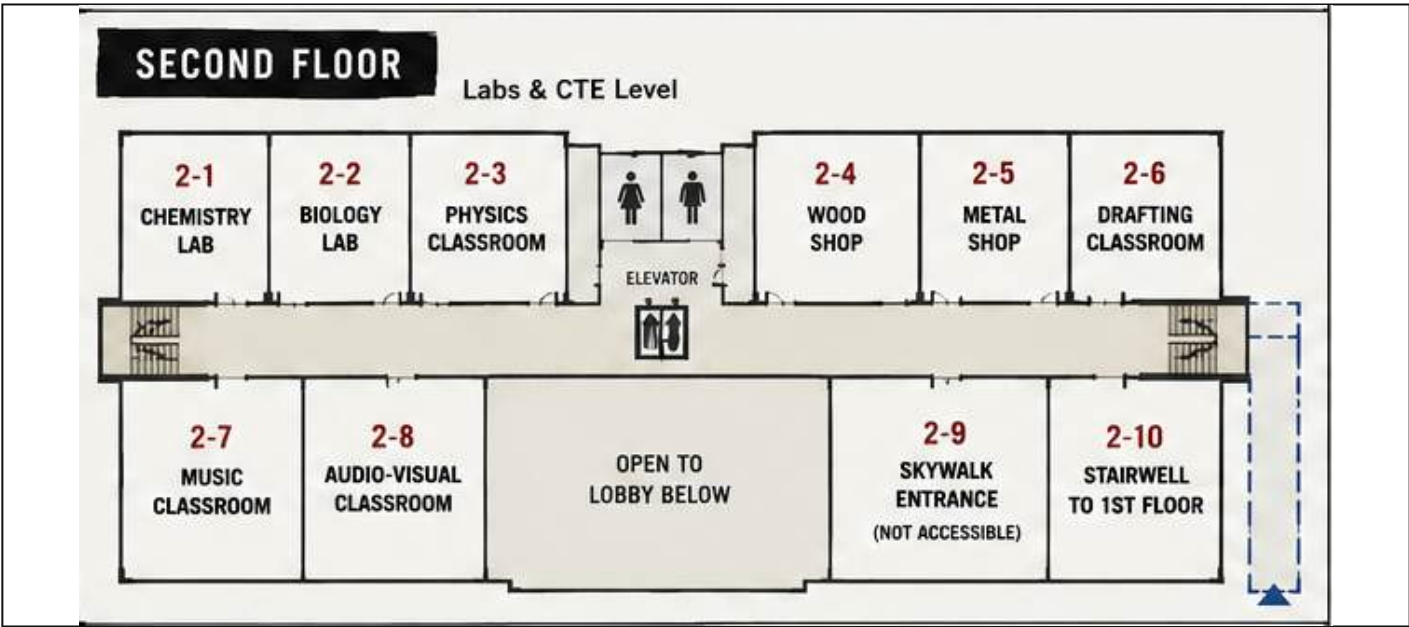
3-10 Central Hall: The Locker Gauntlet

MAJOR HAZARD

Lockers open and close like mouths while imps attack from within. The group must cross without losing rescued people or equipment.

SECOND FLOOR

LABORATORIES AND CTE



FLOOR IDENTITY The best tools are concentrated here, along with the most dangerous transformed environments.	FLOOR OBJECTIVE Acquire equipment capable of damaging anchors and learn how to affect power, bells, and basement access.	ACTIVE PRESSURE The skywalk offers a false escape while imparts the lower stair.
2-1 Chemistry Lab: The Red Reaction THREAT RESOURCE A chemical spill has become sentient and reacts violently to heat, movement, and fear. • Protective equipment, acids and bases, glassware, gas valves, emergency shower, absorbent material	2-3 Physics Classroom: Gravity Detention HAZARD RESOURCE Gravity changes direction whenever the bell rings, throwing desks and people toward walls or ceiling. • Cables, pulleys, magnets, weights, protective helmets	2-4 Wood Shop: The Tool Choir THREAT RESOURCE RESCUE Power tools activate in sequence, producing the ritual rhythm. The shop teacher is trapped behind a welding curtain. • Sledgehammer, bolt cutters, crowbars, axes, heavy gloves • Teacher knows hidden basement access panels
2-2 Biology Lab: The Classroom Skeleton THREAT CLUE The articulated skeleton has grown flesh in the wrong places and speaks in the voices of Occult Club members. Its bones carry the ritual symbols.		

2-5 Metal Shop: The Furnace Face

THREAT RESOURCE CHOICE

A face in the forge demands a meaningful offering. It can melt or reshape metal in return.

- Destroy the master key
- Melt a handbell
- Forge a weapon
- Create a false ritual anchor

2-6 Drafting Classroom: The Building Redraws Itself

CLUE NAVIGATION

Blueprints update in real time, revealing the shortest basement route, a sealed maintenance stair, and rooms that no longer align physically.

2-7 Music Classroom: The Wrong Bell

THREAT CLUE UTILITY

Instruments play by themselves around a brass handbell that is only an echo of the true anchor.

- Ringing it freezes lesser demons for one round
- Destroying it delays the next bell but does not break the ritual

2-8 Audio-Visual Room: The Cassette Warning

CLUE RESOURCE

A cassette from a previous custodian warns: "If the bell rings three times, the school belongs to him."

- Blank tapes, recorder, microphones, cables, speakers, projector

2-9 Second-Floor Skywalk: The Blizzard Door

BOUNDARY ATMOSPHERE

Frost covers the inside of the glass. A false student pounds on the far door while the corridor loops back to its own entrance.

2-10 Lower Stairwell: The Descent Tax

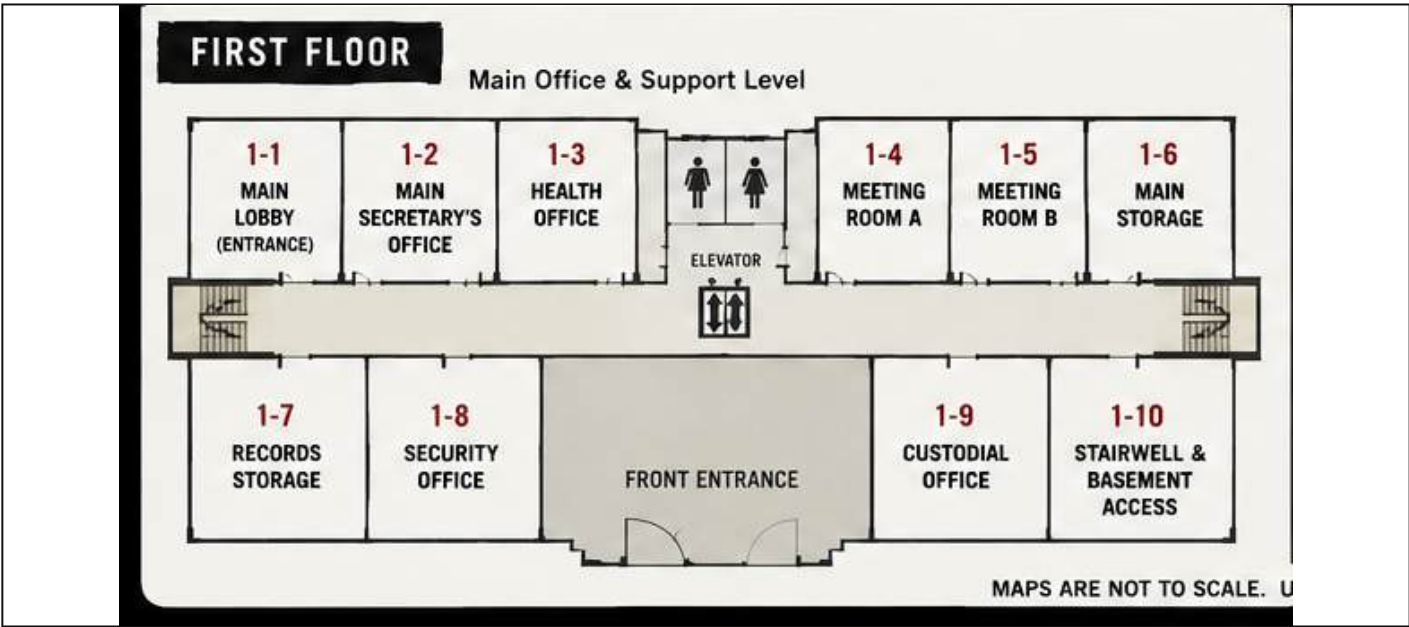
THREAT CHOICE

Imps have barricaded the stairs and demand a name, a student, the master key, the notebook, or a promise of future service.

- Fight, deceive, bargain, or use the service hatch

FIRST FLOOR

SURVIVORS, TRIAGE, AND LAST SAFE GROUND



FLOOR IDENTITY

The crisis hub: the largest survivor concentration, strongest defensive position, and final preparation point.

FLOOR OBJECTIVE

Establish a survivor hub, heal, gather final clues and tools, and decide who descends.

ACTIVE PRESSURE

The main entrance is buried; the basement route becomes the only meaningful option.

1-1 Main Lobby: The Frozen Entrance

ATMOSPHEREHAZARD

The front doors are buried behind snow. Emergency lights flash beyond visibility while the wind whispers the characters' names.

1-3 Health Office: Triage

RESCUEHEALING

The nurse treats injured students and staff and will not leave until another responsible adult assumes care.

- HP recovery, Sanity stabilization, bandages, medication, splints, blankets, medical scissors

1-2 Main Secretary's Office: Nerve Center

RESCUERESOURCECLUE

The head secretary defends several students with a letter opener and absolute authority.

- Attendance roster, PA controls, keys, emergency contacts, radios, alarm panel

1-4 Meeting Room A: The Frightened Students

RESCUECLUE

Six students have barricaded themselves inside. One Occult Club member fled before the ritual completed.

- Knows who crossed the circle and which object stood at each point

1-5 Meeting Room B: The Possessed Staff Member

SOCIAL THREAT

A calm teacher never blinks, calls the demon “our new site leader,” and attempts to gather everyone in the auditorium.

1-6 Main Storage: Emergency Supplies

RESOURCE

Blankets, water, snow shovels, road flares, mops, buckets, cleaning chemicals, rope, and folding tables fill the room.

“Now we’re equipped.”

1-7 Records Storage: The School’s Name

CRITICAL CLUE

Founding records reveal the original school name and principal. Altering the official record can weaken the memory anchor.

1-8 Security Office: The Cameras

CLUE

THREAT

UTILITY

Monitors show the ritual chamber, survivors, demons, and a figure standing behind the viewers.

- Unlock one basement alarm-controlled service door

1-9 Custodial Office: Earl’s Domain

SANCTUARY

RESOURCE

GM MOMENT

The room remains completely normal. It contains keys, tools, coveralls, maps, radios, old photographs, and the basement access ledger.

- Earl reveals what he knows about the prior containment incident

“Wasn’t a demon last time. Probably.”

1-10 Basement Stair and Service Elevator

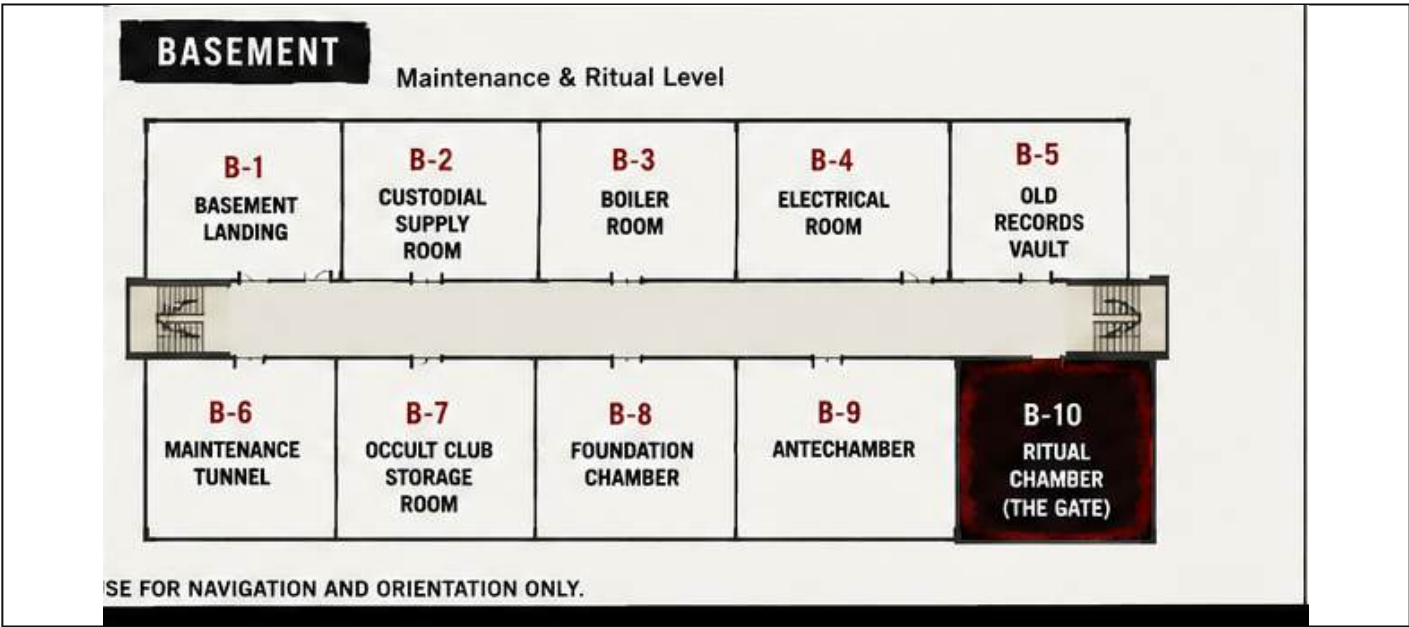
TRANSITION

POINT OF NO RETURN

The elevator opens onto impossible locations. Before descending, the group decides who stays with survivors, what they carry, and whether the bell system is disabled.

BASEMENT

MAINTENANCE, CONTAINMENT, AND THE GATE



FLOOR IDENTITY

Real maintenance infrastructure has fused with the infernal ritual.

FLOOR OBJECTIVE

Locate the chamber, invalidate three anchors, survive the Headmaster, and close the gate.

ACTIVE PRESSURE

The Third Bell is imminent or already ringing; the building begins accepting infernal jurisdiction.

B-1 Basement Landing: The Heat Below

ATMOSPHERE

Snowmelt turns black before reaching the floor. Faculty names are scratched into the walls, including the player characters' names.

B-2 Custodial Supply: The Cleaning Solution

RESOURCE

COMEDY

Industrial floor stripper erases sections of infernal residue and provides a practical way to damage the ritual boundary.

"Told you."

B-3 Boiler Room: The Beating Furnace

MAJOR THREAT

UTILITY

The boiler pulses like a heart while hellspawn crawl through pipes.

• Shut down heat

• Overload the boiler

• Redirect steam

• Flood the basement

• Risk an explosion

B-4 Electrical Room: The Bell Circuit

CLUE

UTILITY

The electrical system has fused with the ritual. Cutting power weakens possessed objects and intercom control, but cannot stop supernatural bells.

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B-5 Old Records Vault: The First Containmentment

CRITICAL CLUE

Documents reveal that the first principal tried to control the entity and became its original host. Custodians later sealed it with four institutional anchors.

B-6 Maintenance Tunnel: The Long Hall

HAZARD ATMOSPHERE

A fifty-foot tunnel extends for hundreds of feet and is lined with classroom doors to pasts, futures, shortcuts, and traps. Old custodial chalk marks the correct route.

B-7 Occult Club Storage: The Scene of the Mistake

CLUE RESCUE

Candles, chalk, snack bags, cassette player, abandoned coats, and one injured student remain. The true ritual chamber opened through the rear wall.

B-8 Foundation Chamber: The Brick

RITUAL ANCHOR THREAT

The removed foundation brick rests on fused desks. Destroying or removing it weakens the physical anchor but destabilizes the building.

B-9 Antechamber: The Headmaster's Faculty

FINAL PREPARATION COMBAT

Possessed staff and larger demons guard the ritual chamber. The group may fight, break possession, invoke authority, trigger building systems, or create a diversion.

B-10 Ritual Chamber: The Headmaster Below

FINALE

The circle surrounds the old book, brass handbell, master key, yearbook, and foundation brick. A vertical gate of heat, smoke, and bell noise opens behind the Headmaster Below.

- Defeat the demon
- Invalidate three anchors
- Complete a revised containment
- Combine combat and ritual disruption

| "All right. Let's clean this up."

THREAT ROSTER

SCENARIO-SPECIFIC STAT LINES

Use the core test system. To hit an enemy, roll the relevant attribute against its Defense DR. To avoid its attack, roll Agility against its Attack DR. Armor reduces incoming damage normally. Morale is a suggested threshold or check; mindless objects do not test morale.

RUBRIC IMP

4
HP

10
DEFENSE DR

10
ATTACK DR

D4
DAMAGE

6
MORALE

Judges actions aloud. On a failed test near an imp, it inflicts 1 additional Sanity loss or steals a small item.

POSSESSED SCHOOL OBJECT

6
HP

10
DEFENSE DR

10
ATTACK DR

D4 OR D6
DAMAGE

-
MORALE

Immune to fear and morale. Describe one environmental weakness based on the object's normal function.

PAPERWORK SWARM

8
HP

8
DEFENSE DR

12
ATTACK DR

D4
DAMAGE

-
MORALE

Physical hits deal only 1 damage unless using fire, liquid, shredding, or a relevant improvised solution.

LOCKER MONSTER

10
HP

12
DEFENSE DR

12
ATTACK DR

D6
DAMAGE

8
MORALE

Can pull one adjacent target into a locker on a failed Agility test; allies may force it open.

HALL MONITOR

14
HP

12
DEFENSE DR

12
ATTACK DR

D6
DAMAGE

10
MORALE

Before attacking, demands a destination. A credible pass, policy, or procedural argument may bypass the encounter.

POSSESSED STAFF MEMBER

8

HP

10

DEFENSE DR

10

ATTACK DR

D4

DAMAGE

7

MORALE

Can be restrained or exorcised instead of killed. A personal connection grants +2 to reach the victim.

MASCOT HORROR

18

HP

12

DEFENSE DR

14

ATTACK DR

D8

DAMAGE

10

MORALE

Strong near school-spirit symbols. Destroying banners, trophies, or music reduces Defense to DR 10.

THE HEADMASTER BELOW

24

HP

14

DEFENSE DR

12

ATTACK DR

D8

DAMAGE

12

MORALE

See Final Encounter. Each invalidated anchor removes one power and reduces current HP by 4, to a minimum of 4.

ENCOUNTER SCALING

SITUATION	ADJUSTMENT
4 players or fragile group	Remove one lesser enemy or reduce a major enemy by 3 HP.
5 players or combat-focused group	Add one imp, object hazard, or environmental complication.
Time running short	Convert the encounter into a single obstacle test or negotiation.
Players have many rescued allies	Allow allies to hold one wave, secure a room, or grant +1 to one group test.
Players avoid combat creatively	Reward the solution; do not force a fight solely because statistics exist.

SCAVENGING AND LOOT

ORDINARY SCHOOL EQUIPMENT UNDER EXTRAORDINARY PRESSURE

CARRYING LIMIT

Each character may carry three significant items. A bulky item counts as two. Tiny personal objects do not count. A rolling cart holds four items but is noisy and difficult on stairs. Capable rescued NPCs may carry one item each.

FIFTH FLOOR - CONFERENCE AND ADMINISTRATION

D12	FIND	USE
1	Heavy stapler	D2 melee or ranged; fastens fabric, paper, or thin material.
2	Fire extinguisher	D6; extinguishes fire, obscures vision, or drives back small creatures. Three uses.
3	Administrative keyring	Opens one nearby office, cabinet, or records area.
4	Extension cord and power strip	Restraint, trip line, connection, or improvised repair.
5	First-aid pouch	Restore D4 HP once or stabilize an unconscious person.
6	Pair of walkie-talkies	Short-range communication; infernal interference applies.
7	Steel coffee thermos	Recover 1 Sanity once; D4 club.
8	Emergency flashlight	Reliable bright light for the scenario.
9	Paper-cutter blade	D6 melee; sharp but awkward.
10	Staff directory and roster	+2 to identify staff, offices, or who remains on campus.
11	Portable PA microphone	Create feedback, broadcast, distract, or lure.
12	Locked emergency cabinet	Roll twice more and keep both; requires access or force.

FOURTH FLOOR - LIBRARY AND HUMANITIES

D12	FIND	USE
1	Heavy literature anthology	D4 melee or thrown; shields against debris.
2	Large classroom scissors	D4; cuts fabric, bindings, wire, or ritual material.
3	Red pens, white-out, correction tape	Alter cursed writing, obscure a name, or disrupt language magic.
4	Steel library cart	Bulky mobile barricade, ram, stretcher, or cover.
5	Archive-room keys	Opens one library cabinet, archive, or display.
6	Portable cassette recorder	Record supernatural sound or create a distraction.
7	Foreign-language dictionaries	+2 to interpret ritual language or historical text.
8	Art solvent	Removes paint and adhesive; dangerous accelerant.
9	Wire, twine, picture cord	Restrain, repair, suspend, trip, or secure.
10	Slide projector	Powerful light; projects symbols or disorients light-sensitive creatures.
11	Old yearbook	Provides one useful historical detail or photograph.
12	Librarian emergency satchel	Flashlight, scissors, archive key, chalk, snacks, and one extra item.

THIRD FLOOR - GENERAL CLASSROOMS

D12	FIND	USE
1	Wooden yardstick	D4 melee or thrown.
2	Desktop stapler	D2 and easily carried.
3	Cast-iron skillet	D6 melee and limited protection.
4	Fire blanket	Smother flames, cover an object, or restrain a small creature.
5	Safety goggles and heavy gloves	+2 once against chemicals, glass, heat, or contamination.
6	Fifty-foot extension cord	Restraint, climbing aid, trip line, or tow line.
7	Dot-matrix printout	Reveals an occupied room or useful logistical detail.
8	Athletic tape and duct tape	Repair one item, reinforce a barricade, or immobilize briefly.
9	Emergency snack cache	D4 servings; each restores 1 HP or 1 Sanity once per character.
10	Rolling AV cart	Bulky cover, ram, barricade, stretcher, or carrier.
11	Teacher emergency bag	Chalk, tissues, aspirin, flashlight, spare key, and personal item.
12	Locked supply cabinet	Roll twice more; one result is under decades of construction paper.

SECOND FLOOR - LABORATORIES AND CTE

D12	FIND	USE
1	Crowbar	D6; +2 to pry, open, or dismantle.
2	Sledgehammer	D8; especially effective against masonry and anchors.
3	Bolt cutters	D6; cuts chains, locks, cables, and thin metal.
4	Welding mask and gloves	Protection from sparks, heat, glare, and supernatural radiance.
5	Corrosive solution	One use; D8 against objects, constructs, or anchors.
6	Fire axe	D8; effective against doors and wood.
7	Rope and pulley kit	Lift, lower, restrain, or create mechanical advantage.
8	Portable shop radio	Monitor broadcasts or create loud distraction.
9	Road flare	Bright light; D6 fire if weaponized.
10	Heavy tool chest	Bulky; +2 to repair, dismantle, or barricade.
11	Brass music-room handbell	Once, lesser demons freeze until the end of the round.
12	Secured shop locker	Roll twice and gain one appropriate D6-D10 CTE tool.

FIRST FLOOR - OFFICES AND SUPPORT

D12	FIND	USE
1	Medical kit	Restore D4 HP twice or stabilize two people.
2	Wool blankets	Prevent exposure, carry injured, smother flames, or restore 1 Sanity after a pause.
3	Department keyring	Opens one office, storage room, restroom, or alarm-controlled service door.
4	Flashlights and batteries	Reliable light for three characters.
5	Road flare	Intense light; may ignite or deal D6 fire.
6	Steel letter opener	D4 and concealable.

D12	FIND	USE
7	Office walkie-talkie	Communicate or monitor distorted traffic.
8	Snow shovel	D6; clears debris or reinforces a door.
9	Industrial cleaning spray	Once, blinds or disables a small demon or object for one round.
10	Emergency attendance roster	+2 to locate missing students or survivors.
11	Aluminum crutches	D6, splint, lever, or support.
12	Disaster cabinet	Roll twice and keep both; includes water and thermal blankets.

BASEMENT - CUSTODIAL AND MAINTENANCE

D12	FIND	USE
1	Commercial mop and steel bucket	D6; scrub or dilute ritual markings.
2	Industrial floor stripper	Two uses; removes ordinary ritual material or grants +2 against reinforced marks.
3	Large pipe wrench	D6; +2 with pipes and valves.
4	Bolt cutters	D6; cuts chains, locks, fencing, and cables.
5	Industrial flashlight	May stagger darkness-adapted creatures.
6	Insulated electrical gloves	Ignore one minor electrical injury or gain +2 once.
7	Maintenance blueprint	Reveals a shortcut, panel, valve, or weakness.
8	Boiler valve key	Operates major steam and water systems.
9	Old custodial chalk	Visible in supernatural darkness; avoids one tunnel hazard.
10	Absorbent compound	Bulky barrier against liquid corruption; reveals invisible tracks.
11	Propane maintenance torch	Three uses; D8 fire against stationary target or anchor.
12	Earl's good cabinet	Roll on the Rare Maintenance table.

RARE MAINTENANCE TABLE

D8	RARE FIND	USE
1	Industrial wet vacuum	Removes liquid corruption, smoke, insects, loose paper, or part of an unstable circle.
2	Emergency fire axe	D8; ignores ordinary wooden barriers.
3	Acetylene cutting torch	Two uses; D10 against metal, machinery, or a stationary anchor.
4	Master maintenance key	Opens one service door, roof hatch, mechanical room, or utility cabinet.
5	1971 custodial incident tape	Contains one direct clue from the previous containment.
6	Rubber apron, face shield, gloves	+2 against chemical, heat, residue, or splash hazards for one scene.
7	Myrtle, Earl's preferred mop	D6; +2 when smearing or breaking a ritual boundary.
8	Sealed black toolbox	One player-chosen tool and one GM-chosen infernal object.

SCAVENGING COMPLICATIONS

D8	COMPLICATION	EFFECT
1	Something heard that	An imp, possessed object, or wandering creature approaches.
2	The room locks	The exit seals until the current problem is solved.

D8	COMPLICATION	EFFECT
3	Infernal contamination	The item works but whispers, bleeds, heats, or attracts attention.
4	Structural movement	Shelves fall, pipes rupture, furniture shifts, or ceiling material drops.
5	A survivor is nearby	A call for help creates an immediate rescue decision.
6	False security	The item will fail at the worst reasonable moment unless inspected.
7	The school notices	The intercom announces the searcher's location.
8	Unexpectedly normal	Nothing supernatural happens; everyone recovers 1 Sanity.

RITUAL AND FINAL ENCOUNTER

THE HEADMASTER BELOW

CHAMBER STATE

The old book lies within a chalk circle connected to the yearbook, handbell, master key, and foundation brick. The gate appears as a vertical wound of smoke, heat, and school-bell noise. Lesser demons enter through it while the Headmaster forms in charred academic robes.

ANCHOR PROCEDURE

An anchor may be invalidated through the specific fictional method established by the group or a relevant DR 12 test under pressure. A strong, prepared solution may succeed automatically. Failure causes a complication but leaves progress visible.

ANCHOR REMOVED	IMMEDIATE EFFECT
First	The Headmaster loses 4 current HP and can no longer command possessed school objects at range.
Second	The Headmaster loses 4 current HP; lesser demons stop arriving automatically.
Third	The Headmaster loses 4 current HP, Defense falls to DR 10, and the gate begins collapsing.
Fourth	Complete severance. The Headmaster is banished or trapped even if physical HP remains.

HEADMASTER POWERS

POWER	RESOLUTION
Bell Blast	All exposed characters test Agility DR 12. Failure: D8 damage and 1 Sanity. Success: half damage.
Administrative Command	One target tests Resilience DR 12 or loses its next Action obeying a simple institutional command.
Reassignment	A nearby object or defeated staff body becomes a lesser threat unless the Memory anchor has been removed.
Faculty Meeting	All lesser demons reposition or act together. Lost when the Voice anchor is removed.
Lockdown	One exit seals until opened by force, authority, or keys. Lost when the Authority anchor is removed.

SIMULTANEOUS ROLES

- One or more characters hold off the Headmaster and lesser enemies.
- One or more dismantle or invalidate anchors.
- A character protects Occult Club survivors or directs rescued allies.
- A technical character manipulates steam, power, PA, or structural systems.
- Earl scrubs or physically breaks the circle only under player direction.

VICTORY CONDITIONS

OUTCOME	RESULT
Physical Victory	Reduce the Headmaster to 0 HP. If fewer than three anchors are invalidated, the gate remains unstable and must still be addressed.

OUTCOME	RESULT
Ritual Victory	Invalidate three anchors; the demon becomes vulnerable and the gate collapses after a final meaningful action.
Complete Containment	Invalidate all four anchors or reconstruct the custodial containment using the recovered records.
Bargain	The Headmaster accepts a permanent institutional sacrifice: a room, memory, position, tradition, or employment record.
Failure	The school becomes an infernal annex. Surviving characters may escape into a follow-up scenario or become trapped staff NPCs.

EARL IN THE FINALE

Earl can hold a tool, operate a valve, escort survivors, or scrub a section the players have made reachable. He does not choose which anchor to destroy and does not deliver the final blow.

PACING AND EPILOGUES

FINISH WITHIN THE AVAILABLE NIGHT

TIME PLANS

FORMAT	ROUTE
2 Hours	Opening -> administrative clue -> lower library -> one classroom or shop -> first-floor survivor hub -> basement. Skip B-9 or resolve it as a single obstacle.
2.5 Hours	Opening -> two fifth-floor rooms -> library -> one fourth-floor room -> one third-floor rescue -> one second-floor tool room -> first floor -> basement.
3 Hours	Allow two optional rooms, a fuller Hall Monitor exchange, and the B-9 antechamber encounter.

COMPRESSION CONTROLS

- Move an essential clue into the next room the players choose.
- Have Earl open a maintenance shortcut after the Second Bell.
- Turn a combat encounter into a hazardous crossing or negotiation.
- Let rescued allies secure a floor behind the party.
- Trigger the Third Bell as the characters reach the basement, regardless of remaining unexplored rooms.

EPILOGUES

ENDING	AFTERMATH
Clean Victory	The storm weakens, the school returns to normal proportions, and survivors emerge into the lobby before dawn.
Costly Victory	The gate closes, but one floor, memory, or staff record is permanently missing.
Demon Defeated, Circle Intact	The building remains contaminated. Earl posts a handwritten CLOSED FOR CLEANING sign over the basement door.
Circle Broken, Demon Loose	The school is safe, but the Headmaster escapes into the blizzard or another wing.
Bargain Accepted	The school opens Monday under subtly altered rules; one sacrifice is missing from everyone's memory except the player characters.
Total Failure	The morning bell rings. Every survivor receives a new schedule.

FINAL LINE OPTIONS

"Good news. Building's still here."

"Bad news. We're going to need a bigger mop."

GM QUICK REFERENCE

ONE-PAGE OPERATING SUMMARY

OPENING

IEP meeting, impossible camera feed, student intercom warning, door bends inward, imps attack, Earl arrives.

CORE ROUTE

Fifth-floor clue -> library -> one classroom rescue -> CTE tools -> first-floor survivor hub -> basement.

BELLS

1: Gate opens. 2: School transforms. 3: Headmaster fully manifests.

ANCHORS

Yearbook: Memory. Bell: Voice. Key: Authority. Brick: Foundation.

GM RULE

Never hide essential progress behind random loot or one failed roll. Cost the group time, safety, Sanity, gear, or position.

EARL RULE

Earl knows the school, not Hell. Access and logistics, never answers and decisions.

NPC RULE

One useful fact, one practical ability, one reason they cannot solve the adventure alone.

SEARCH

Quick: one floor-table roll. Thorough: roll twice, choose one; add complication after Bell Two.

FINALE

Characters fight, dismantle anchors, protect survivors, and manipulate systems simultaneously.

SAFE ROOM

Clear threat, barricade entrances, leave a capable adult, establish communication. Default hub: first-floor office/health/storage complex.

REPLACEMENT PC

A player takes a rescued staff NPC immediately; use +2, +1, 0, -1 attributes, 6 HP, 6 Sanity.

MOVEMENT PRESSURE

Roll the D12 hallway table when the party backtracks, lingers, or needs a decisive new pressure.

FAST DIFFICULTY

DR	USE
6	Easy under pressure
8	Normal

DR	USE
12	Difficult or contested
16	Really hard
20	Absurdly difficult

CORE IMPROVISED DAMAGE

ITEM	DAMAGE
Unarmed / Clipboard / Stapler	D2
Heavy textbook / Scissors / Letter opener	D4
Lab stool / Fire extinguisher / Paper-cutter blade / Crowbar	D6
Baseball bat / Golf club / Fire axe / Sledgehammer / CTE tool	D8
Cutting torch or extreme stationary tool use	D10

GM SESSION TRACKER

PRINT ONE COPY AND MARK DURING PLAY

SESSION CLOCK Start time: Target end: Current real time:	CURRENT POSITION Floor / Room: Route behind: Next likely destination:
BELL CLOCK ☐ First Bell: Gate opened ☐ Second Bell: School transformed ☐ Third Bell: Headmaster manifested	ACTIVE STATE ☐ PA compromised ☐ Power interrupted ☐ Boiler altered ☐ Service route opened

RITUAL ANCHORS

ANCHOR	LOCATED	UNDERSTOOD	INVALIDATED	METHOD / COST
Memory - Yearbook				
Voice - Handbell				
Authority - Master Key				
Foundation - Brick				

SURVIVORS AND SAFE ROOMS

NPC / GROUP	FOUND	SECURED	INJURED	LOCATION / ACCOMPANYING

FINALE STATE

HEADMASTER

HP:

Defense DR:

Active powers:

PRESSURE

Lesser waves:

Blocked exits:

Environmental hazard:

LOOSE NOTES

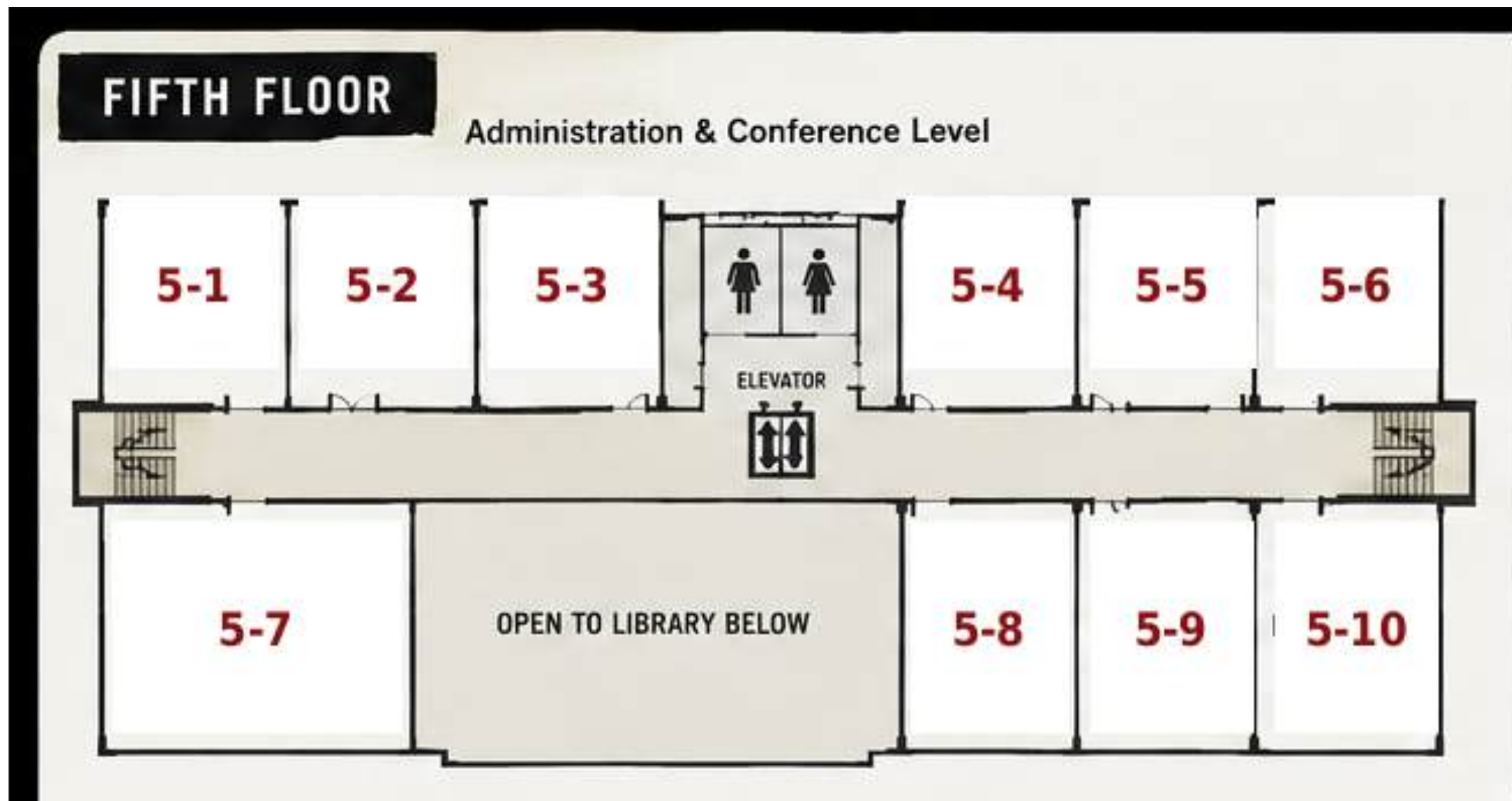
SPOILER-SAFE PLAYER FLOOR MAPS

SHOW OR PRINT AS EACH LEVEL IS REACHED

These maps show room numbers, halls, stairs, elevators, restrooms, entrances, and structural openings without revealing room functions or encounters. Reveal one level at a time. Withhold the basement until the party enters it or earns the maintenance plans.

FIFTH FLOOR

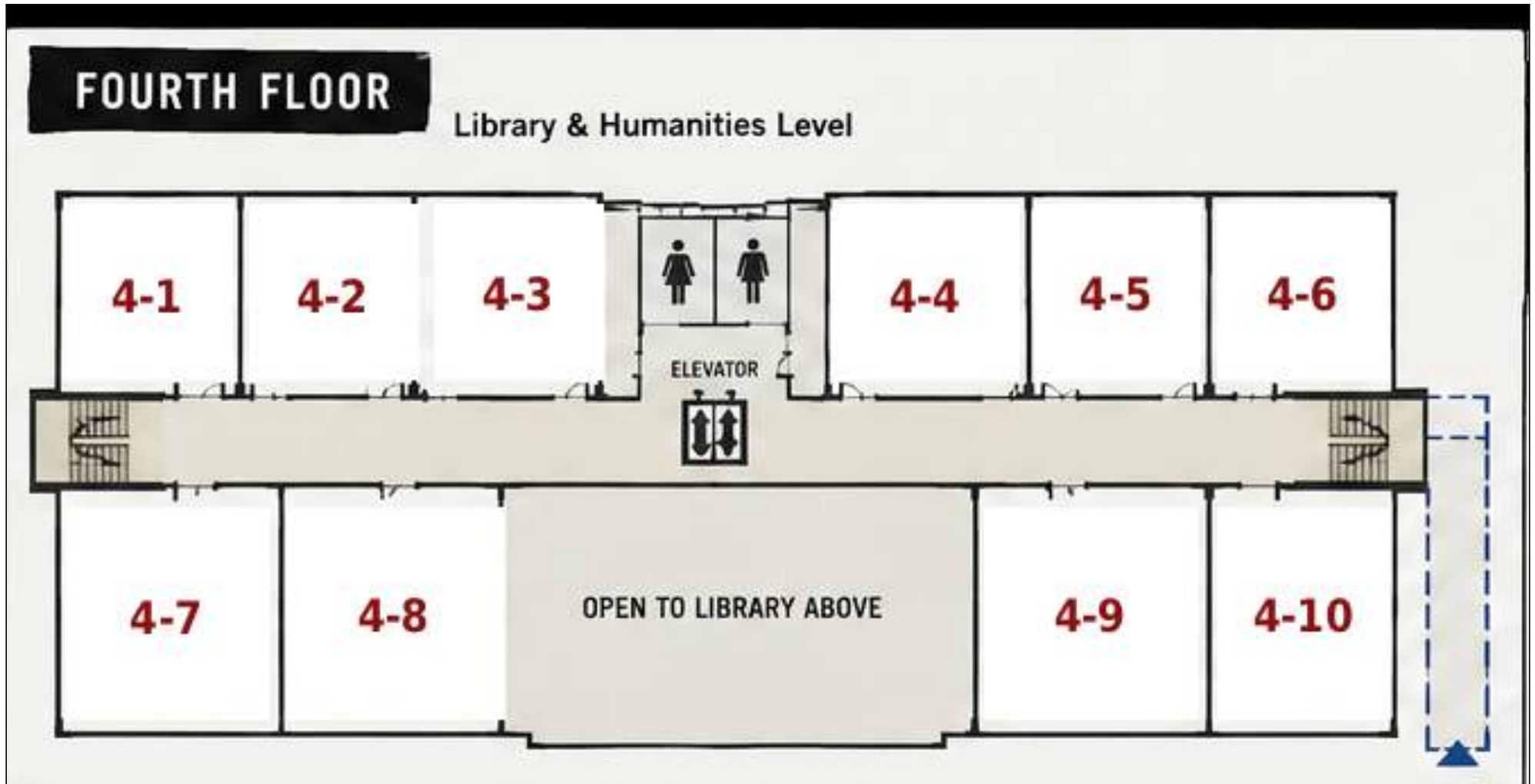
PLAYER NAVIGATION MAP - ROOM NUMBERS ONLY



Lincoln Heights High School - Navigation outline only - Not to scale

FOURTH FLOOR

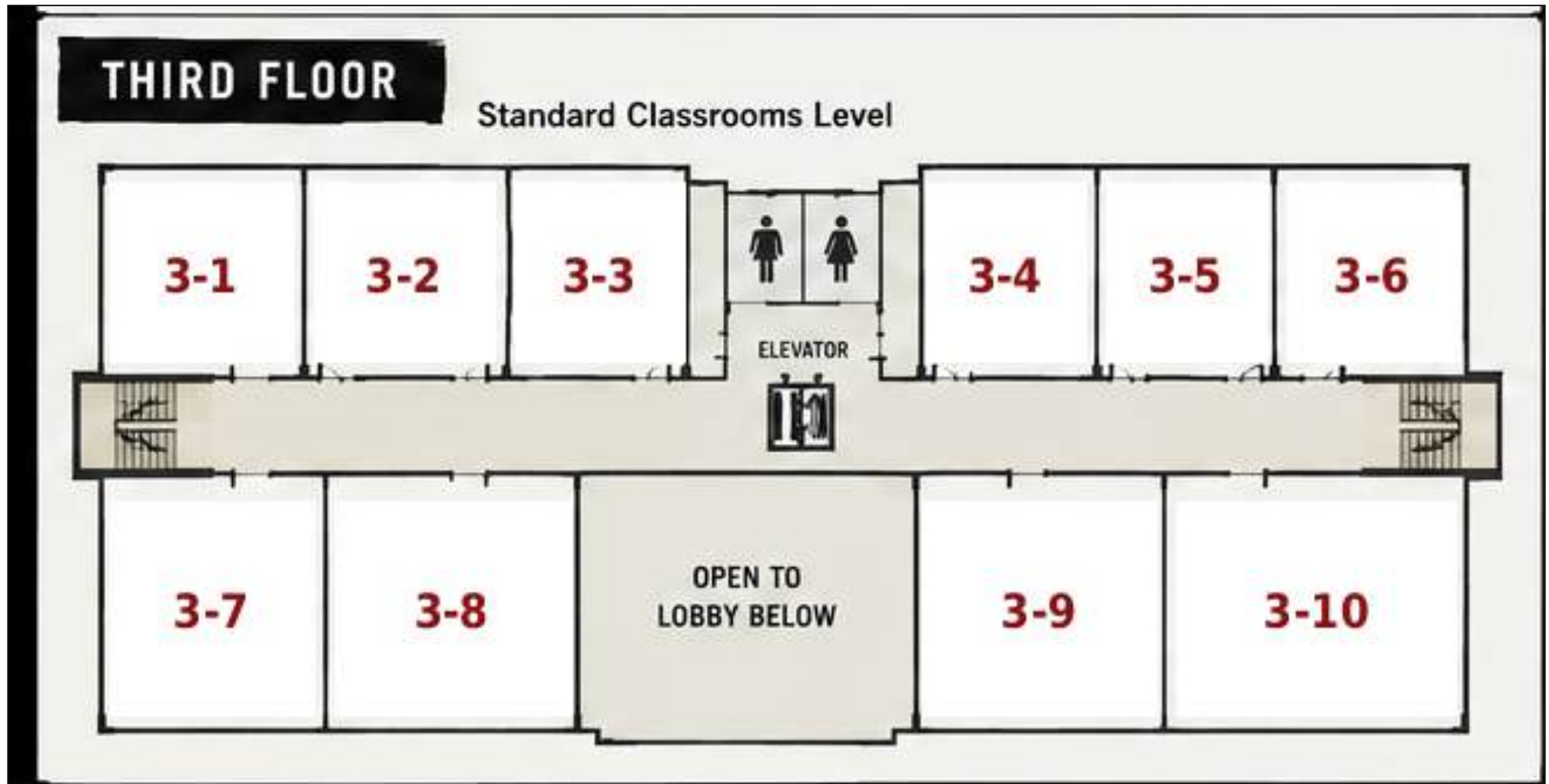
PLAYER NAVIGATION MAP - ROOM NUMBERS ONLY



Lincoln Heights High School - Navigation outline only - Not to scale

THIRD FLOOR

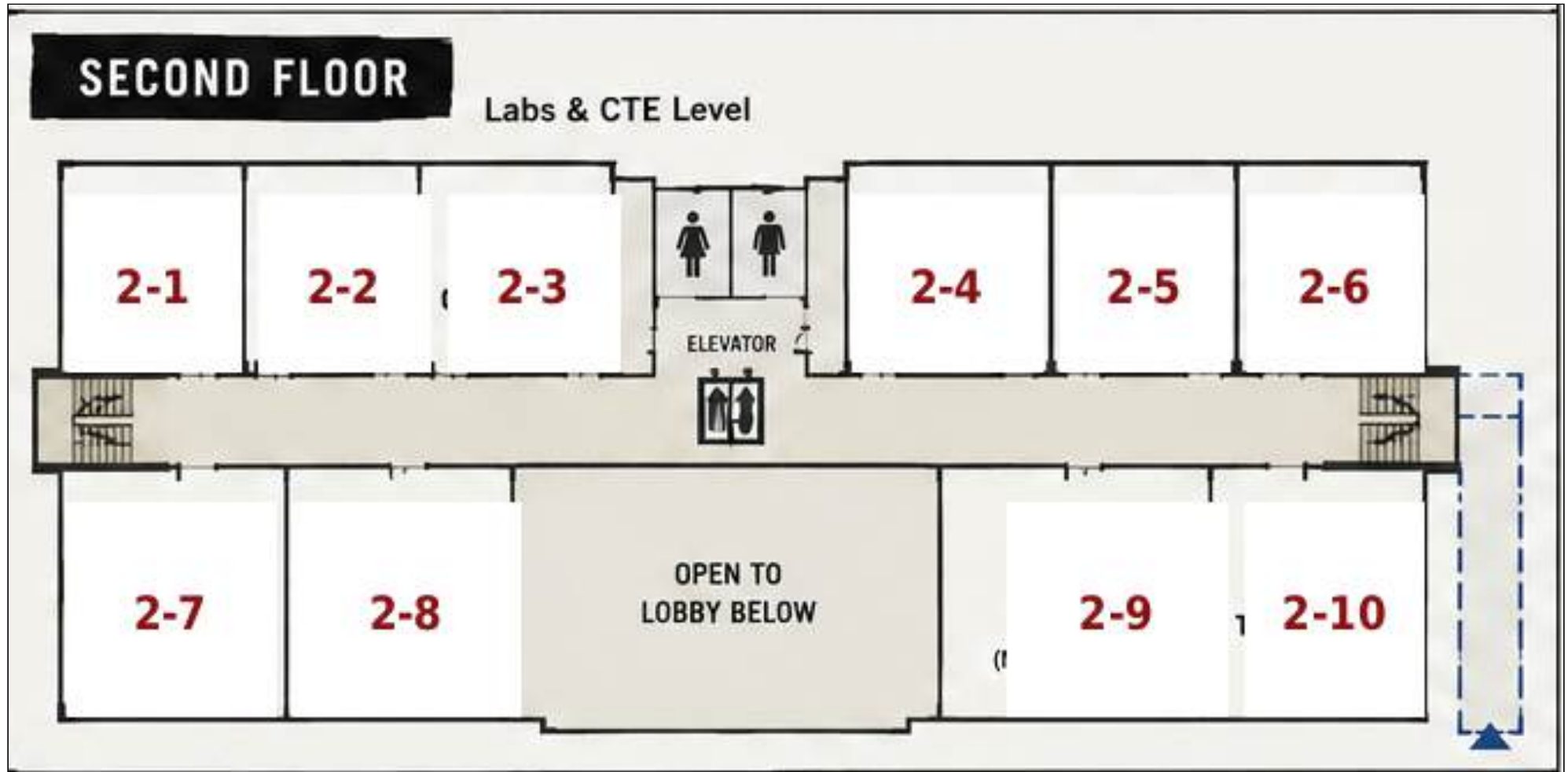
PLAYER NAVIGATION MAP - ROOM NUMBERS ONLY



Lincoln Heights High School - Navigation outline only - Not to scale

SECOND FLOOR

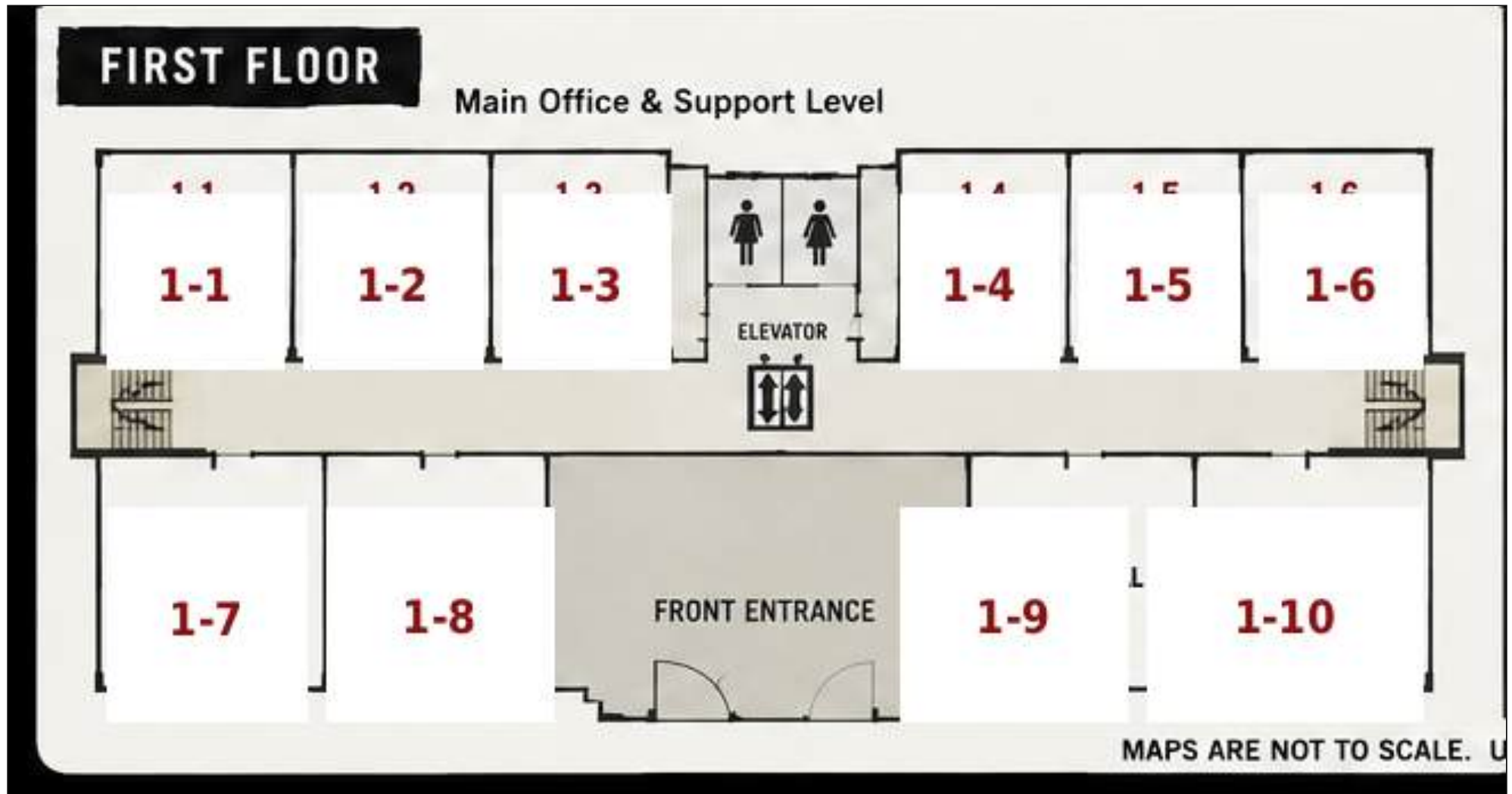
PLAYER NAVIGATION MAP - ROOM NUMBERS ONLY



Lincoln Heights High School - Navigation outline only - Not to scale

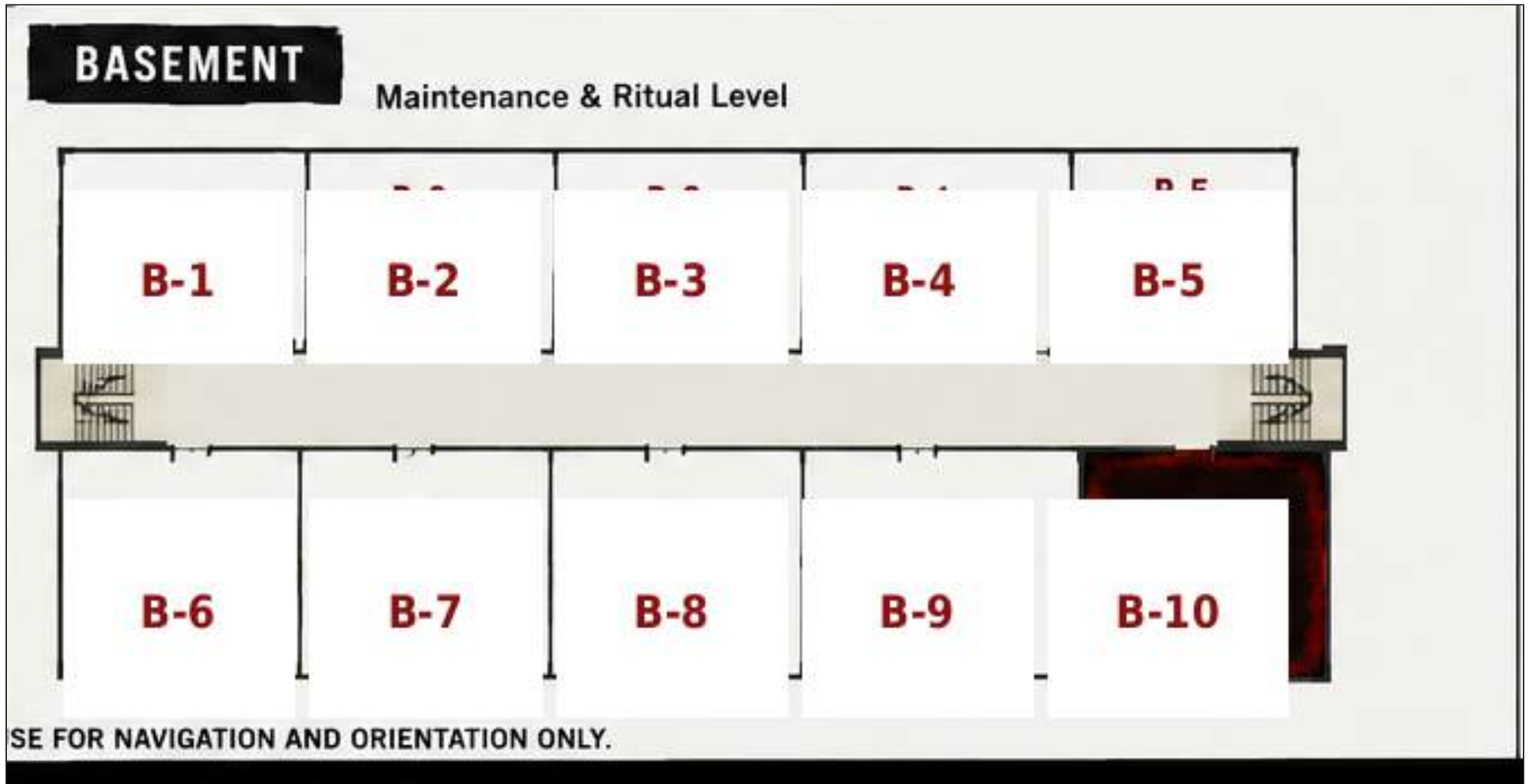
FIRST FLOOR

PLAYER NAVIGATION MAP - ROOM NUMBERS ONLY



BASEMENT

PLAYER NAVIGATION MAP - ROOM NUMBERS ONLY



Lincoln Heights High School - Navigation outline only - Not to scale

PRINTABLE CLUE HANDOUTS

PLAYER-FACING EVIDENCE AND PROPS

Print only the handouts you expect to use. Each page is spoiler-contained and may be given out when discovered. Players may write on, fold, tear, or physically alter copies as part of ritual solutions.

HANDOUT	SUGGESTED LOCATION
Occult Club Facility-Use Request	5-2 Conference Room B or 5-8 Principal's Office
Ritual Notebook Page	4-1 Lower Library or B-7 Occult Club Storage
1971 Custodial Warning	4-2 Archives or B-5 Records Vault
Cassette Transcript	2-8 Audio-Visual Classroom
Founding Photograph	4-2 Archives
Basement Renovation Work Order	5-8 Principal's Office
Altered Personnel Record	5-10 Records and Supply
Ritual Anchor Diagram	Club notebook, B-7, or B-10
Emergency Hall Pass	Any administrative office; useful against the Hall Monitor

LINCOLN HEIGHTS HIGH SCHOOL

STUDENT ORGANIZATION FACILITY-USE REQUEST

Organization	Occult Studies and Folklore Club
Requested Space	Basement Auxiliary Storage Room B-7
Date / Time	Friday, 3:30-6:00 P.M.
Purpose	Historical reenactment, comparative mythology research, and dramatic reading.
Materials	Candles, chalk, yearbook, handbell, archival text, cassette player.
Faculty Sponsor	Pamela Pritchard, English Department

CONDITIONS OF USE

- ☐ No open flame without supervision
- ☐ No removal of archival materials
- ☐ Return all keys and equipment
- ☐ Leave the space clean

Sponsor note: They can do whatever they want after school. Just do not leave a mess behind.

APPROVED

CLUB NOTEBOOK - PAGE 17

TRANSCRIBED FROM THE OLD BOOK

FOUR THINGS NAME A SCHOOL:

1. WHAT IT REMEMBERS
2. WHAT IT CALLS
3. WHAT IT COMMANDS
4. WHAT IT STANDS UPON

Place each at the quarter marks. The speaker remains inside. The invited remains outside until named.

DO NOT BREAK THE LINE.

DO NOT ANSWER THE BELL.

DO NOT GIVE IT THE SCHOOL'S FULL NAME.

Nina says the missing word is probably "headmaster." Cal says that is stupid because we do not have a headmaster.

WE HEARD SOMETHING UNDER THE FLOOR.

LAST LINE ADDED IN DIFFERENT HANDWRITING

MAINTENANCE MEMORANDUM

JULY 14, 1971 - INTERNAL USE ONLY

TO: NIGHT CUSTODIAL CREW

FROM: W. MERCER, BUILDING SERVICES

The sealed room behind the old boiler wall is not to be entered, cleaned, rewired, measured, photographed, or included in future renovation plans.

If a bell is heard below the building after hours:

1. Do not answer the public-address system.
2. Confirm the master key remains in the main office.
3. Confirm the dedication bell remains in storage.
4. Confirm the founding register has not been removed.
5. Mark the maintenance route in chalk and leave by the west stairs.

If the bell rings three times, the school no longer belongs to the district.

Do not send administration.

FILE CLOSED - 1971

CASSETTE 71-B

AUDIO-VISUAL DEPARTMENT TRANSCRIPT

[TAPE HISS]

VOICE 1: Testing. September seventeenth. Boiler-room incident.

VOICE 2: Do not say the name.

VOICE 1: We put the four pieces back. Register. Bell. Key. Stone. The circle is not a door. It is the lock.

[METAL IMPACT]

VOICE 2: First bell means it heard you. Second means it knows the building. Third means the building is his.

VOICE 1: If somebody opens it again, clean the line away. Break the school's claim. Do not just kill the thing wearing the principal.

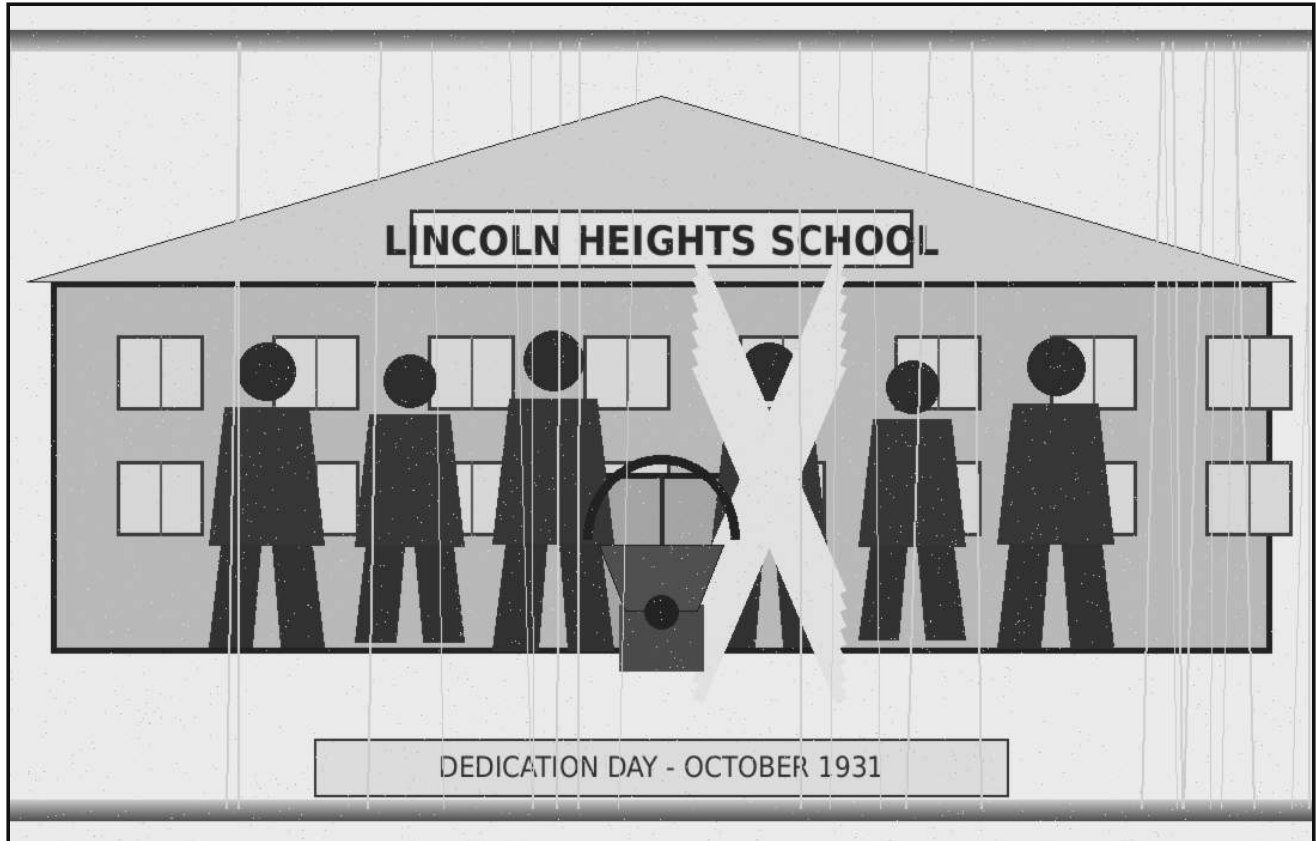
[LONG SCHOOL BELL]

UNKNOWN VOICE: FACULTY REPORT TO YOUR ASSIGNED ROOMS.

[TAPE ENDS]

ARCHIVE PHOTOGRAPH

LINCOLN HEIGHTS SCHOOL DEDICATION - 1931



Archive annotation: "Bell removed after 1971 incident. Principal Vale's office sealed. Do not display during Founders Week."

Names written on reverse: **Silas Vale, Margaret Hume, Walter Mercer, unknown, unknown.**

DISTRICT WORK ORDER

FOUNDATION REMEDIATION - PHASE II

Site	Lincoln Heights High School
Area	Basement boiler annex / sealed masonry partition
Requested Work	Remove undocumented brick partition; inspect cavity; extend electrical conduit.
Contractor Note	Wall does not appear on 1958, 1964, or 1979 plans. Interior temperature 18 degrees above boiler-room ambient.
Site Note	Workers report bell sounds despite removal of all nearby alarm hardware.
Status	HALTED - One worker missing. Area secured pending administrative review.

DO NOT CIRCULATE

Handwritten: "Why was this approved? - E.M."

PERSONNEL STATUS RECORD

LINCOLN HEIGHTS HIGH SCHOOL - CONFIDENTIAL

Employee Pamela Pritchard

Position English Teacher / Faculty Sponsor

Current Status OFFERED

New Assignment Department of Infernal Curriculum Alignment

Effective Date THIRD BELL

Supervisor HEADMASTER BELOW

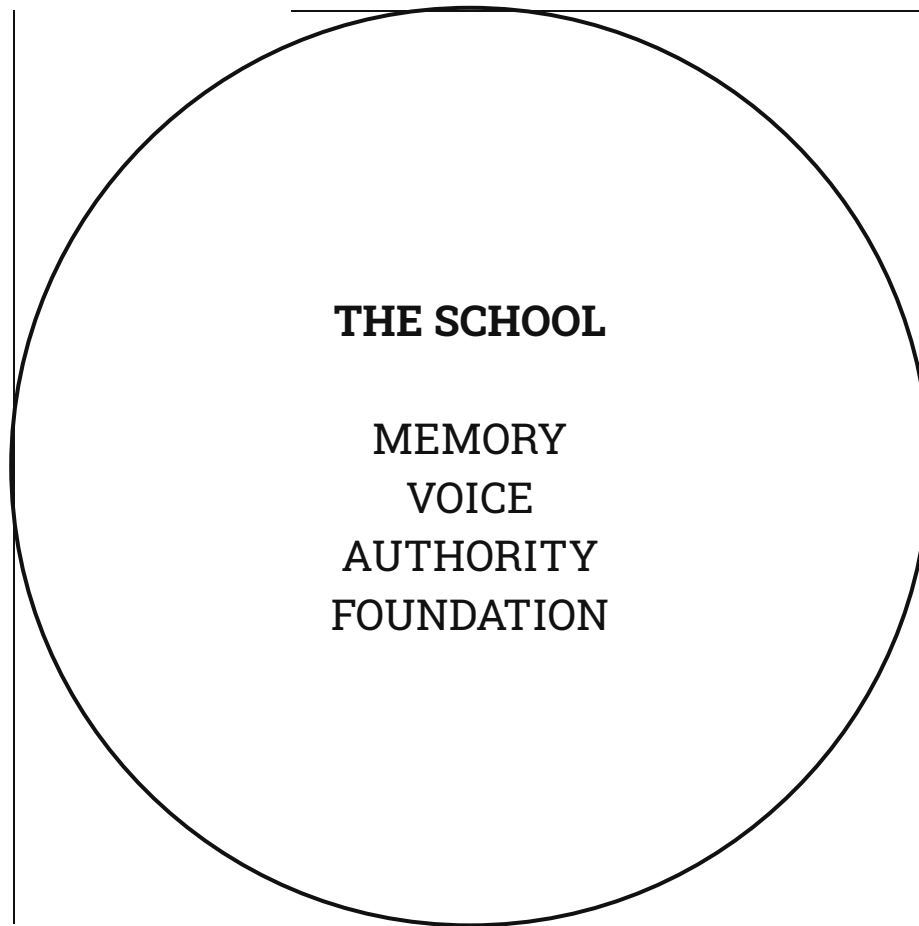
TRANSFER PENDING

Employee signature: _____

Signature line is warm to the touch.

THE FOUR CLAIMS

DIAGRAM COPIED FROM THE RITUAL NOTEBOOK



QUARTER	OBJECT	CLAIM
North	Old yearbook / founding register	The school remembers itself
East	Brass handbell	The school calls and is answered
South	Original master key	The school grants authority
West	Foundation brick	The school possesses a body

Margin note: "If three claims are broken, the invited cannot remain. If all four are broken, the school forgets the invitation."

EMERGENCY HALL PASS

LINCOLN HEIGHTS HIGH SCHOOL

AUTHORIZED PASSAGE

Student / Staff: _____

Origin: _____

Destination: _____

Purpose: _____

Time Out: _____

Authorized By: _____

EMERGENCY MOVEMENT APPROVED

This pass is valid during fire, weather, supernatural, or administrative emergencies.
The bearer is directed to proceed without delay and without accepting reassignment.