

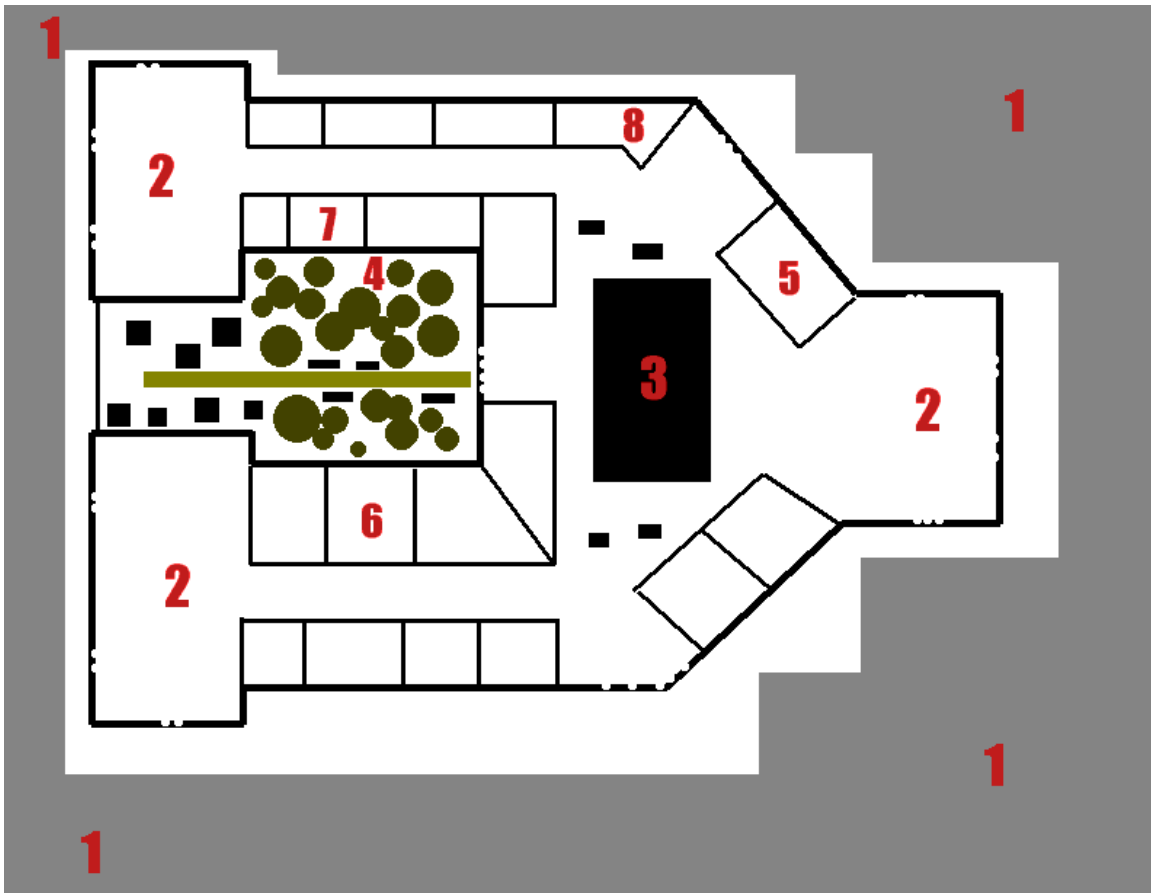
## A Day at the Mall

**Background:** This campaign is something that could be run in Beyond the Supernatural or Nightbane (though it would probably be suited to take place on or before Dark Day). The characters should already know each other by now, if not, it could certainly be an interesting introduction. The players are on their day off, be it from their mundane day job, or their faction gave them a little R&R. Occupations and OCCs can be just about anything from this little side adventure (or campaign if it's Nightbane).

The players have all decided to head off to the mall for a little R&R, either they need a few things or they just want to hang out. It's early in the winter, so snowstorms aren't a huge concern, despite the weather report of a snowstorm moving into the area. In addition, there seems to be some sort of serial killer on the loose.

While the characters are at the mall (or wherever they decided to go), the snowstorm turns into a blizzard. The characters have been snowed in. What's worse, is that, unknown to them, the killer has been snowed in with them. Slowly, people start to disappear, only to turn up a few hours later, dead. They have obviously been tortured, but it's impossible to figure out why no one heard the screams. The players must solve this mystery and stop the killer before they're next.

**Notes:** With this campaign, it would probably be best to use some sort of shapeshifting monster, such as a doppelganger or Ashmedai. Another fun possibility would be to have a possessing entity that moves from body to body, keeping the characters confused as to which person might be committing the grisly crimes. Additionally, it's probably going to be beneficial to have at least one government agent or investigative character. It will be a lot less fun if one of the players is psychic because they would be better able to find the cause of the problem, either thru See Aura or Sense Evil. Just a few thoughts.



## Syracuse Mall (Legend)

1. Parking Lot
2. Large Department Stores
3. Food Court
4. Outside Courtyard
5. New Age Store
6. Sporting Goods Store
7. Electronics Store
8. Restrooms

## Events

1. *First Murder* – The first murder takes place in the restrooms (#8). Upon arrival, the sight is this:

*“A young man stands over the mall security guard holding a folding knife and covered in blood. He appears dumbfounded and disoriented. He simply shifts his gaze from the bloody knife to the security guard. The security guard only stares upward, struggling to breathe, a look of sheer horror on his face.”*

Upon closer inspection of the guard, anyone with medical skills will be able to determine that the man has a punctured lung that is probably filling with blood. Unless he receives professional medical treatment within the next 1d4 hours, the man will die (1d4 hours is the best guess the person is able to make).

2. *Second Murder* —The second murder takes place near the Electronics Store. A loud crack breaks the silence of the mall, bringing most people running.

*“A young woman, no more than twenty-five years of age stands over a child of about eight. In her hands she holds a 9mm pistol. Her face is splattered with blood, and the young boy’s face is almost unrecognizable, probably from the close range of the gunshot to the boys head. Unfortunately, one woman, older, probably in her early 30’s, does.*

*“The woman rushes forward, screaming. She holds her boy for several moments, then slowly turns toward the younger woman who had been holding the gun. ‘Why?’ she asks. ‘Why? WHY?!?’ The woman begins to scream as she leaps at the younger woman.”*

At this point, it’s probably becoming obvious that something isn’t right. However, should it not be quite obvious enough, keep killing people off, one by one until the culprit is discovered.

### **GM Information**

Unknown to anyone in the mall, a possessing entity has been taking control of the apparent murderer’s body’s, slaying someone, then leaving the body. It is unlikely that it will be noticed until the possessed person comes after one of the player characters.

### **Possessing Entity**