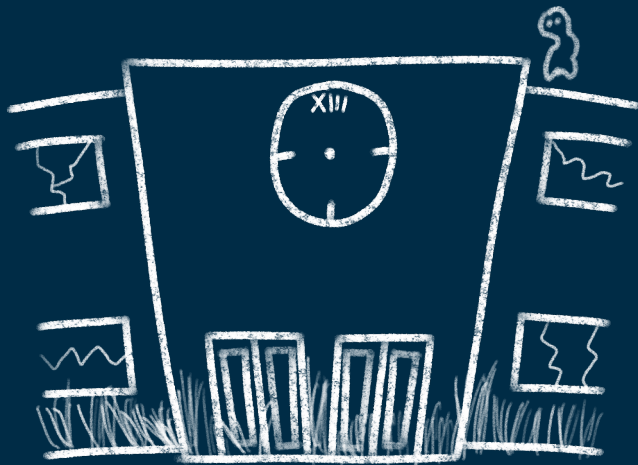


# 2D4&EXPLORE

## Hauntings at St. Comba's Academy



By W.H. Arthur

Two decades ago, a mysterious accident lead to dozens of deaths at St. Comba's Academy, and it was shut down soon afterwards. They say the derelict building is haunted by the ghosts of the students who died. Amateur ghost hunters are drawn to the school like moths towards a flame, and some were never heard from again.

Hauntings at St. Comba's Academy is a haunted school investigation for 1+ amateur ghost hunters and a master of ceremonies. The tone is both spooky and somewhat comedic.

*Content warning: Ghosts of children, potential bodily harm to characters*

## Ghost Hunter Recruitment

### 1. Pick an Identity

#### TRUE CRIME AFICIONADO

Proficiency: Urban History  
Item: Collection of Old Newspaper Clippings

#### SCIENCE STUDENT

Proficiency: Data Analysis  
Item: EMF Detector

#### OCCULT ENTHUSIAST

Proficiency: Witchcraft  
Item: Ouija Board

#### URBAN EXPLORER

Proficiency: Lock-picking  
Item: Multi-tool

### 2. Roll 2D4 for an Extra Proficiency

	ODD	EVEN
1	Athletics	Empathy
2	Religious Studies	Animal Behaviour
3	Anatomy	Technology Use
4	Numerology	Hiding

### 3. Roll 2D4 for an Additional Item

	ODD	EVEN
1	Night-vision Camcorder	Crucifix
2	Wide-band Radio	Infrared Thermometer
3	Strong Flashlight	Incense
4	Sturdy Work Gloves	Uncooked Rice

## RULES

Roll 2D4 to attempt  
a non-trivial task



if proficient



Good  
Outcome



Setback

Expend charge  
to reroll



(Each item begins with 3 charges)

## Objectives

1. Record Evidence for  
**INTERNET CLOUT**
2. Find a Way to  
**APPEASE THE GHOST**
3. Don't Get **KILLED**

# RUNNING THE GAME

The role of the Master of Ceremonies (MC) is to guide the Ghost Hunters (GHs) through the narrative and mechanics of the game. An MC should:

- Describe the environment and make it spooky
- Call for rolls and narrate the consequences
- Nudge the GHs towards the goal of the phase

At the start of the game, the MC picks one of the example ghosts or create their own. Then assign the ghost a starting location within the school.

## PHASE 1: INVESTIGATION

The GHs explore the school in order to locate the ghost.

A GH can perform an investigative roll with a relevant action within the narrative.

If an investigative roll is performed away from the ghost, clues to their whereabouts can be found.

If an investigative roll is performed at the ghost's location, ghostly **EVIDENCE** is recorded for the GH's objective. Phase 2 begins.

An investigative roll can never outright fail. A setback might mean a GH suffers a physical injury (stabbed by a rusty nail) or mental stress (jump-scared by a raccoon). The GHs cannot die in phase 1.

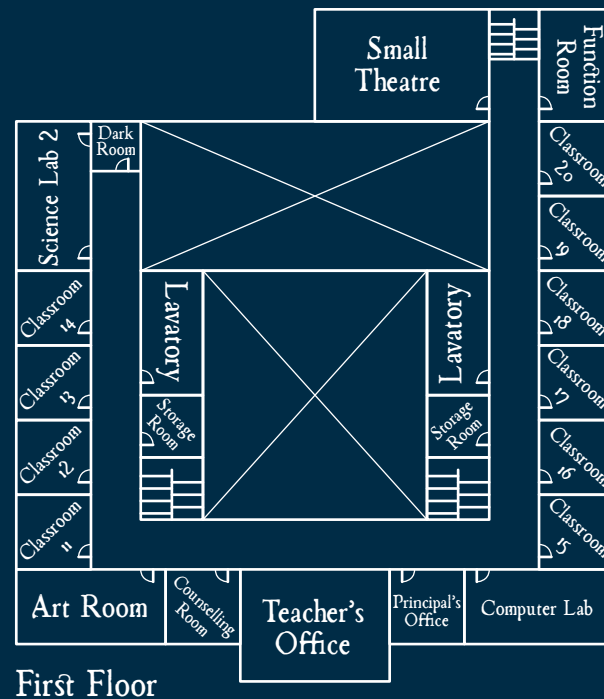
## PHASE 2: THE HAUNTING

When the haunting begins, the MC describes the ghost's appearance as they manifests, hinting at the method of appeasement.

After giving the GHs a head start, the ghost begins to pursue them around the school. Any GH trying to escape from the building would find the exits shut tight.

In phase 2, a failed roll means drawing the attention of the ghost. And if a failed roll occurs near the ghost, they can kill the GH. (By incorporating their item within the narrative, a GH can expend one of its charges to reroll.)

After the GHs bring the required object to a specific location the ghost is appeased and no longer haunts them. Those who survive get to experience the fruit of their labour—likes and upvotes on the internet.



## Example Ghosts

Each ghost is cursed with bloodlust towards mortal trespassers. The GHs have to find a way to pacify the ghost in order to escape from the school.

### THE TROPHY WINNER

A student with a knack for fencing. Her trophy used to be displayed in the school's Lobby. Currently, there is an empty spot in the display case where a trophy should be.

She manifests in fencing gear and holding an épée.

The trophy can be found in the Art Room, next to a half-finished painting of the trophy itself. To appease the ghost, the trophy needs to be returned to the display case in the Lobby.

### THE PIANIST

A musician at the St. Comba's Academy. His wish is to play his favourite song on the piano one more time, but he forgot where he left the sheet music.

He manifests with a quarter note badge on his lapel and a cyan backpack.

To appease the ghost, the PCs have to find the sheet music (within his backpack in Classroom 13), and place it at the grand piano in the Auditorium. A hauntingly beautiful melody will be played on the piano.

### THE THESPIAN

A theatre kid at St. Comba's Academy. She would love to play as Hamlet again, but her prop skull is missing. There are skulls within the PC's head, right?

She manifests as a teenager in a Danish prince costume.

A teaching skeleton with a detachable skull can be found in Science Lab 1. To appease the ghost, the skull needs to be placed on the stage of the Small Theatre.

## Play Example

The Ghost Hunter is a *Science Student* with the extra proficiency *Hiding* and the extra item *Sturdy Work Gloves*.

The MC picks the *Trophy Winner* as the ghost and that she is currently at the *Cafeteria*.

MC: You have arrived at St. Comba's Academy. The area surrounding the derelict school is overgrown with weeds. The crows caw as if they are giving you a warning. In front of you is the front entrance to the school.

GH: I am going to try the front entrance.

MC: There are two sets of double doors and they are locked. However, there are glass panels on the doors, and one of them is already cracked. There is a hole big enough for you to fit your hand through.

GH: I am going to reach my hand through and try to unlock it from the other side.

MC: Roll 2D4 and add 1 if you are proficient.

GH: I rolled 5 and none of my proficiency fits.

MC: You unlock the door, but your arm is caught by the broken glass, leaving a nasty cut. If you have an appropriate item, you may expend one charge on it to reroll the dice.

GH: I will use my Sturdy Work Gloves to reroll, so it's down to 2 charges. And... I got a 7!

MC: You managed to unlock it without cutting yourself. You enter the lobby. It is dark and eerily quiet in here. With the flashlight on your phone, you can see that there is a display case for the awards and trophies won by the students of St. Comba's Academy. But... there is an empty space in the centre of the display case. Ahead of you are doors to the auditorium, and corridors stretching to the left and right.

GH: Interesting. I think I will take out my EMF Reader and try to scan for any anomaly.

MC: Roll 2D4 and add 1 if you are proficient.

GH: I roll 6, plus 1 due to my Data Analysis proficiency, so 7!

MC: You can detect a signal coming from the right corridor.

GH: Cool, I will follow it.

*After the GH getting to the Cafeteria where the ghost is:*

MC: You have a feeling that the ghost is close.

GH: I will take a reading from my EMF Reader once again, rolling a 5, and my proficiency bumps it up to 6, a full success.

MC: The ghost manifests on the opposite end of the cafeteria. She dresses in fencing gear and holding an épée. You manage to capture it on your phone as evidence, but she has now noticed you. It is time to run.

GH: Oh crap! I dash out of the cafeteria. I have proficiency in Hiding, so I will try hiding in the lavatory I came across earlier.

MC: Roll your dice.

GH: An 8!

MC: You hid in the lavatory. You heard the ghost walk past and she mutters "Where is my trophy?" repeatedly.

GH: Hmm... Where would her trophy be? Can I look around for clues?

MC: You surely can. Roll 2D4.

GH: Oops, a 2.

MC: You find an interesting set of red footprints leading upstairs and towards the art room. You thought they were blood at first, but upon closer inspection, they are just red paint. However, the ghost with the épée has caught up with you.

*After the GH has brought the trophy back to the Lobby*

MC: You are now back in the lobby.

GH: I put the trophy on the empty spot of the display case.

MC: The ghost appears behind you, her épée pointing at you and readying for a thrust. As soon as you put the trophy down, she drops her weapon. "Thank you." she says as she fades away. The door to the outside can now be opened again, and you are free to go.

GH: Yes!

MC: You have uploaded footage of your ghost hunt onto the internet. It gets thousands of views in a matter of hours, and you are the envy of the online ghost hunting community.

## Meta-narrative

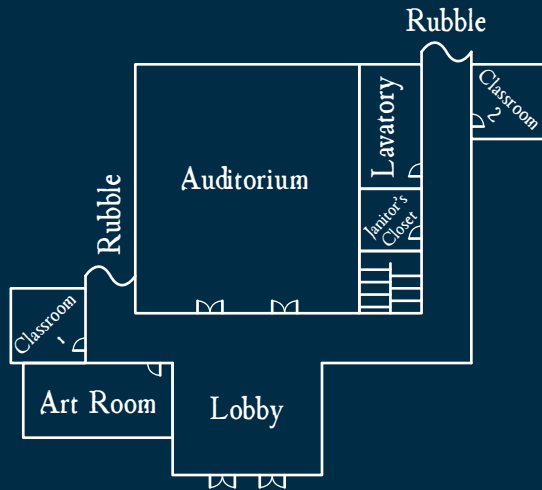
This is part of the meta-narrative to a collaborative project, and is not necessarily "canon" to your game.

St. Comba's Academy is normally tended to by the High Janitor, a wizard specialises in cleaning magic. The school has been afflicted with a curse, which turns the ghosts violent and transform the High Janitor into a black cat.

During the game, the Ghost Hunters would notice a black cat following them around while they are exploring the school. When the Ghost Hunters have successfully appeased a ghost, the black cat appears in front of them, and transforms into the High Janitor.

The High Janitor then explains to the players that they have gotten rid of the negative energy by appeasing the violent ghost, which allows him to break the curse and return to his normal self. Afterwards, the High Janitor invites the players into his inner sanctum via the Janitor's Closet, and rewards them with the treasure they have been seeking.

## 15-MINUTE GAME



This is a cut-down version of the map for a 15-minutes game with a single GH (who should be either the *Science Student* or the *Occult Enthusiast*). To be used with the *Trophy Winner* ghost, which is inside Classroom 2.

The left and right corridors, as well as the staircase are blocked by rubble.

## Locations

## LOBBY

The GH enters here and finds the display case with a missing trophy. This is also where they first meet the black cat. The black cat can be used by the MC to drop hints if the GH is stuck.

Once the Haunting starts and the GH has recovered the trophy, it needs to be put back in here.

# AUDITORIUM

A big empty space; the GH can hear their own echo.

## CLASSROOM 1

An empty classroom.

## CLASSROOM 2

Starting location of the ghost. The GH needs to collect evidence here to trigger the Haunting.

## LAVATORY

The GH can hide here. Otherwise, there is nothing of note.

## JANITOR'S CLOSET

Can be incorporated into the meta-narrative.  
Otherwise, it is just your average janitor's closet.

## ART ROOM

The trophy needed to appease the ghost is kept here as the subject for a painting. After the Haunting has began, red footprints would lead the GH towards the art room.

## Resources Used

- Fonts: Chapbook, Crimson Text, Fontdiner Swanky, Kollektif, Major Mono Display, Risque, Zero Cool
- Bullseye and Burning Skull icons by Skoll from Game-icons.net, under CC BY 3.0 (<https://creativecommons.org/licenses/by/3.0>).
- "Dice Geometry Geometric Design" by jprak, "Thumb Up Positive Okay" by OpenClipart-Vectors and "Recycle Arrows Sign" by Clker-Free-Vector-Images from pixabay.