

MONSTER OF THE WEEK
CODEx OF WORLDS
MODERN
HAUNTS



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Monster of the Week: Codex of Worlds Modern Haunts
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This is a game where people make up stories about wonderful,
terrible, impossible, glorious things. All the characters and events
portrayed in this work are fictional. Any resemblance to real
people, real terrors, real monsters, or other horrifying realities of
your home dimension is purely coincidental, but kinda hilarious.

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MODERN HAUNTS

A haunt is a new threat introduced in *the Gothic Century* chapter of *Codex of Worlds*. It's a phenomenon served by a few other threats, and to dispel the phenomenon for good, the hunters must neutralise a few of those other threats. Haunts from *Codex* touch on classic Victorian Gothic tropes, but, I'm sorry to say, we still live in Gothic times. The injustices, inequalities, and cruelties that have sparked the classical Gothic writers' imaginations have found new forms and guises rather than disappeared.

That's why I present a few haunts written up just like those in *Gothic Century*, but prepared for modern-day games. They touch upon themes of activism, ecology, hate speech, war, and other current problems. When running them, safety tools are especially important—you'll find a safety tools section in *Codex*, on pages 11–13.

There are two important changes compared to the Gothic haunts described in *Codex*. First, in *Codex*, all the threats connected to the haunt are a part of it, and neutralising them contributes to filling up the tenacity track. Here, you'll find both haunt threats and other threats—suggestions of victims and untainted locations to make haunts easier to use in any game. Sometimes, you might decide that a haunt corrupts one of the other threats. For every two times the haunt does so, add one box to its tenacity track.

Second, some threats have received a list of their own moves if it was the easiest way to explain the way they tend to operate. These threats are usually “moving parts” that have potential to do many various things in a game.

In addition to five new haunts intended for a modern-day series, this supplement also contains advice on creating your own haunts, a Hauntbusters team playbook for hunters who want to focus on haunts, and an appendix on modern-day villains—another novelty from *Codex of Worlds*.



THE DEN OF CONSPIRACIES

This unassuming flat has long been occupied by an internet troll who took delight in spreading conspiracy theories. They posted them on less-moderated social media and the Dark Web, watching with glee how they make people feel less safe, or even turn against innocents. They have overstepped their boundaries, however, and posted something obvious enough to track them. As their last theory was actually encouraging people to break the law, they were arrested and most of their electronic devices confiscated.

People kept looking for the Conspirator's new theories, however, and their interest was sensed by an otherworldly malignant consciousness. This bodiless being has possessed the flat, as well as the electronics hidden by the Conspirator. The entity has taken the human's role, and performs it with equal zeal as well as with the help of its eldritch powers. Now, the need to see conspiracies everywhere permeates the social media presences of the Conspirator, and reaches directly into their audience's minds.

You'll find a list of sample conspiracy theories you can use in your games at the end of this haunt.

COUNTDOWN

Day	The Den of Conspiracies corrupts many internet readers, turning them into the Conspirator's followers.
Shadows	A riot forms under the Conspirator's tenement, with followers protesting against the government "hiding" conspiracies.
Sunset	The Conspirator escapes from their prison with the help of the Corrupt Policeman.
Dusk	The entire tenement becomes the lair of the Den of Conspiracies, with all its inhabitants turned into the Conspirator's Followers.
Nightfall	The Conspirator's Followers riot around the city, assaulting other police officers.
Midnight	The Den of Conspiracies' theories become a national media sensation for weeks to come, turning thousands of people into the Conspirator's followers.

THE DEN OF CONSPIRACIES

Phenomenon: Panic (motivation: to make people act irrationally)

Scope

The Den of Conspiracies can use its powers on anyone in the Conspirator's Flat or consuming internet content created or corrupted by it.

Tenacity ☐☐

Powers

- **Plant Conspiracies:** When someone consumes the content corrupted by the Den of Conspiracies, or is in the Conspirator's Flat, they are infected by it. For bystanders and minions, they become the Conspirator's Followers. For hunters, they roll +Cool. On 10+, they mark experience if they act in accordance with a chosen conspiracy. On 7–9, they take -1 forward when they contradict it directly. On a miss, they must **act under pressure** whenever they could act according to a conspiracy theory, but don't want to.
- **Sow Distrust:** Conspiracies can make it hard for people to trust each other and accept each other's help. For bystanders and minions, it can have any effect, up to and including them attacking the hunters. When a hunter is subject to this power, they take -1 ongoing to **helping out**, others get -1 ongoing to **helping them out**, and they mark experience when they act based on ungrounded distrust.
- **Drive Overload:** It can jam any web-connected device it knows about by overflowing it with conspiracy theory data. Well-protected devices can withstand it, but only for a while. If the device has any form of output, this output emits glitched conspiracy ramblings.

Weakness

- **Obscurity:** The Den of Conspiracies will dissipate if its tenacity track is filled, and it has faded into obscurity. It's not easy to make it obscure, but a coordinated attempt to ban it across many social media platforms, or a hacker attack, could do the trick.
- **Base of Operations:** Once its tenacity track is filled, the Den of Conspiracies can be destroyed if the Conspirator's Flat is completely destroyed. However, the level of destruction needed to achieve this will be dangerous for the entire building. A difficult **big magic** ritual meant to cleanse evil powers, requiring many participants and components, could also work.

HAUNT THREATS

CONSPIRATOR'S FLAT

Location: Hellgate (motivation: to create evil)

The heart of the Den of Conspiracies's physical and supernatural presence. The flat is filled with things used by the Conspirator to fabricate conspiracy theories. It includes:

- Two PCs and two laptops with high-end graphic and video editing software.
- Stacks of tabloid newspapers from the last decade.
- A forensic set for fabricating material evidence.
- Tons of prints of their most successful hoaxes.

CORRUPTED INTERNET

Phenomenon: Conspiracy (motivation: to gather power, keep secrets, and create confusion)

Parts of the internet that were corrupted by the Den of Conspiracies's influence. They include both the Conspirator's social media presence and some parts of the Dark Web.

Powers

- **Center of Attention:** When you browse the internet for anything vaguely adjacent to the topic of the Conspirator's last theories, you always stumble upon the Corrupted Internet.
- **Always Online:** Accounts forming the Corrupted Internet are always online, posting and responding in the Conspirator's name and powered by the Den of Conspiracies.
- **Down the Rabbit Hole:** Once you start consuming the content of the Corrupted Internet, you have to **act under pressure** to stop.

Weakness

- **Deletion and Hacking:** The Corrupted Internet is run by a supernatural force, but works using the same data architecture as normal web pages and accounts. It can be blocked, banned, or hacked, but it's difficult to bring it down all at once.

THE CONSPIRATOR

Minion: Traitor (motivation: to betray people)

The Conspirator is in prison now, awaiting a trial. The Den of Conspiracies, however, wants them back, as it'll be even stronger and more persuasive with their help.

Moves

- Share conspiracy theories.
- Accuse others of being part of conspiracies.
- Observe the Den of Conspiracies's actions with curiosity and delight.
- Try to find out who runs their accounts now.
- Deny any accusations and ask for a lawyer.

THE CONSPIRATOR'S FOLLOWERS

Minions: Right hands (motivation: to back up the phenomenon)

People who follow the Conspirator's ideas, some of them for malignant fun, others out of genuine belief that they're unmasking great wrongs of this world.

Moves

- Spread the newest conspiracy theory online and on the streets.
- Create online and offline copies of the Corrupted Internet.
- Try to set the Conspirator free.
- Gather around the Conspirator's Flat.
- Attack and troll people who debunk the Conspirator's theories.

THE CORRUPT POLICEMAN

Minion: Right hand (motivation: to back up the haunt)

One of the police officers who arrested the Conspirator. However, this one has hidden one of the Conspirator's laptops, as well as a few external drives.

Moves

- Consume and spread the Corrupted Internet.
- Help the Conspirator escape.
- Create false evidence of conspiracy theories.
- Hinder police actions.