

Project Blind Spot

BY DM SCOTTY

A Dreadful Doomsday
Everyday Nightmares
Scare-nario



PROJECT BLIND SPOT

An Everyday Nightmares Scare-nario

*Interactive
Time Fragments
Edition*

Designed for a party size of 4–6 Victims



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ADVENTURE TONE AND STRUCTURE

This scenario is intended to feel like a modern found-footage horror movie, blended with Cold War paranoia, and mixed with an alien survival flick. Most of the adventure centers on tension, exploration, and discovery, ... and, finally, frantic attempts to escape or contain what they've unleashed.

Introduction

You and your crew are embarking on a thrilling trip to uncover the mysteries of a long-abandoned ghost town hidden deep in the desert, far away from the highway or any well traveled roads. Armed with a tantalizing clue that leads you to this lost place, you're filled with anticipation and excitement. This abandoned town was mysteriously evacuated in the late 1960s and has remained deserted ever since. The clues you've managed to uncover so far suggest it may have been the site of secret government experiments, or clandestine cover-ups. Possibly both. Will you crack the code and uncover the truth behind its conspiracy-conjectured past?



Set Up

I recommend the group be made up of Victims who are influencers and podcasters (or their helpers/assistants/crew) who are interested in supernatural events and/or conspiracy theories. This gives them a reason to seek out the site, and see it through once things start getting spooky. Also, for fun and flavor, have them come up with a catchy name for the group.

- Have everyone create a Victim according to the *Everyday Nightmare* rules.
- Pass out to each player:
 - 3 six-sided dice
 - 3 strike tokens
 - 1 Flip of Fate coin
- Create a common pool of “stress tokens” within easy reach of the players. (Make sure they look different from the strike tokens, so you can tell them apart easily.)
- Give everyone easy-to-read character name tags. I like to give everyone a “Hello, my name is ...” sticker to display on their chest, but standing a half-folded index card in front of them on the table will do just as well.
- Prompt your players to introduce their characters to each other through role-play or description (each player can choose their preference).
- As for equipment, just assume the Victims have what they need for a weekend campout in the ghost town. If a player pitches a good reason for having something extra along that matches their character’s interests, be fair and consider allowing it. They are out there to investigate and record for their supernatural conspiracy podcasts, after all.
- Avoid giving out weapons. This is supposed to be a deserted area, and in the middle of a desert to boot, so no danger ... right?
- This one-shot will be using Doom.

THE OUTSKIRTS OF REDRIDGE

On a sun-baked and lonely stretch of crumbling road, the group encounters a barely readable sign next to a metal gate. The decaying sign reads:

**"WELCOME TO REDRIDGE
An Oasis of Desert Living!"**

- A rusting metal gate blocks the road. The bullet-ridden sign flapping in the wind underneath reads:

**" 'No Thru Traffic, Dangerous Area'
by order of the United States Government.
All trespassers will be prosecuted."**

- A steep embankment flanks the road at this choke point. The Victims can choose to leave their vehicle behind here, or drive into the open desert and go around the embankment. If they drive around, have the driver make a driving roll. If all 1s are rolled, their vehicle gets a slow tire leak (keep this hidden until later, unless they check).
- Your group was able to dig up two tidbits of information about Redridge before making this trip:
 1. The town was used as a front for Project Blind Spot, to fool anyone who ventured off the beaten track for sightseeing or a fill-up. All the people living there were part of the ploy.
 2. The project was abandoned due to the disappearance of all involved, and over time has been lost and forgotten due to government bureaucracy.

THE GHOST TOWN OF REDRIDGE

The town of Redridge is utterly abandoned. It looks like it's been empty for a long time.

- **Search:** At every location listed in town Victims will find a random pair of earplugs. RRs, feel free to drop them where you like as your party explores (wearing them gives a boon to resist the **Ebonyte's Signal Screech** attack, but Victims must yell at each other to be heard).



In the sections describing each area you may see certain details called out as “**Search**” or “**Spot**.” Here’s what that means:

Spot: This describes what the players *will* discover automatically upon entering that area.

Search: Here’s where you see what the players *can* discover if they search the area a bit.

THE GHOST TOWN OF REDRIDGE

1. Main Street

- Sun-bleached storefronts, broken windows, and a decaying gas station.
- The dry wind whistles between buildings and small lizards scurry when hidey holes are disturbed. (Jump scare?)
- Most buildings have succumbed to age and the relentlessly blowing sand. Only the gas station (**Bronto Bill's**), the hotel (**Cactus Bar & Motel**), and the **Community Center** with its **Signal Field Tower** have remained mostly intact (all made with cinder blocks and steel; the other wooden structures have decayed and collapsed).
- **Spot:** A faint thrumming ... always just at the edge of hearing ... seems to come from somewhere below ground ... perhaps seismic activity?



Abandoned Land Rover

- Sits parked on Main Street at **Bronto Bill's** gas station.
- A stylistic window decal advertises "**The Black File Hour**" (a popular podcast that investigates paranormal conspiracy theories, hosted by **Claira Clark, Broad Bradley, and Tim Winslow**).
- **Spot:** It looks like 3 people exited the vehicle, and you can follow the tracks. The vehicle has untouched camping gear in the back.
- **Search:** The Land Rover has $\frac{1}{2}$ tank of gas but no keys (RRs, feel free to have the Victims find the keys anywhere you like ... but with no sign of the Black File crew).

Tracking passengers from the parked Land Rover

- One set of tracks leads into the **Cactus Bar & Motel**, and then leads out through the back kitchen door.
- The next set of tracks leads into the abandoned **Bronto Bill's** gas station, then out the back.
- The last set of tracks leads to the **Signal Field Tower**.
- Then all three converge at the entrance to the **Community Center**.
- **Search (Community Center):** There are no tracks leading back out, from any door.

2. Bronto Bill's Gas Station

- The interior is in disarray, but vintage; pennzoil cans, classic soda bottles, and of course a pinup calendar from 1968 adorn the small space. (The month displayed on the calendar is June.)
- The attached restroom is locked.
- The back door was left standing open, and tracks lead toward the **Community Center**.
- **Spot:** Behind the service counter is a hanging key attached to a paddle with the faded word "Restroom" on it. Inside the restroom is splattered with a black ooze that has become tar-like over the years.

THE GHOST TOWN OF REDRIDGE

3. Cactus Bar & Motel

- In the lobby area, the tables and bar are in total disarray (some dusty bottles of alcohol are still left behind the bar).
- Upstairs the rooms look hastily abandoned—drawers pulled out, a suitcase left open.
- **Spot:** Electricity *still works!*? ... How is that possible?
(The truth is that as part of the experiment, the scientists learned how to draw power from the **Blind Spot** [nether world] directly, and nothing ever severed the connection).
- There is a kitchen on the ground floor in the back of the building, with cooking utensils scattered everywhere and the back door not quite latched shut.
- **Search:** In an upstairs room, a Polaroid camera was left on a bed with the last snapshot sitting nearby: a blurry photo of a figure at the window that is humanoid in shape but doesn't look human ... Could the blur of the subject and a reflection off the window be the cause of the strange distortion, or is this a real clue? (See my advice on "Time Fragments.")



4. Signal Field Tower

- The steel frame stands forlornly in the center of the large field behind the **Community Center**.
- The sturdy but weather-beaten radio tower has a strange design with a suspended dish, but instead of pointing up ... it points down.
- Emerging from the ground beneath the tower, 3 enormous power cables snake their way up to the inverted dish.