

THE DARK CONSPIRACY



Use this sheet to track the history, motivations, and actions of the Midwives of the Fragrant Void.

Dark Conspirators Write down the names and descriptions of characters that reveal themselves as the result of a 12+ on Theorize or as the result of a detail revealed from Layer 2.

1 The History of Brindlewood Bay

*This layer is unlocked after the Mavens discover **three** Void Clues. You may reveal these details (in any order) as the result of a 12+ on The Meddling Move.*

- ☐ In the summer of 1877, the crew of the whaler *Deep Reaver* set out from Brindlewood Bay. They returned with the strangest whale anyone had ever seen. It had tentacle-like legs and rows of oily, black eyes. They sold its parts to buyers all over the world, and the proceeds were used to turn Brindlewood Bay into what it is today.
- ☐ In the spring of 1942, wreckage from a Nazi U-boat washed ashore at Brindlewood Bay. The U-boat appeared to have been torn to pieces—literally ripped apart—and some of the interior bulkheads had strange, occult symbols scrawled all over them. No bodies ever turned up, but there was one reported survivor: a Nazi submariner whose mind was shattered and who committed suicide by repeatedly slamming his head into a wall shortly after being detained. The U.S. government gathered the pieces of the wreckage before it could become a major story in the papers.
- ☐ In 1967, during the Summer of Love, a hippie commune sprung up just outside Brindlewood Bay. The members of the commune largely kept to themselves, only occasionally coming into town for supplies. The people of Brindlewood Bay began to hear rumors that the commune was engaging in Satanic rituals and other dark, orgiastic magic. When a young boy, George Maplethorpe, went missing, the commune was blamed. A young Wyman Dalrymple, future sheriff of Brindlewood County, lead a citizens' march to the commune in response. Once there, violence broke out. No one can say for certain what happened to the hippies, but none have been heard from since, and their facilities were burned to the ground. Little George Maplethorpe was never found.
- ☐ In the fall of 1992, a group of anti-government separatists called the Sons of Freedom had a standoff against federal agents at the Sons' compound deep in the woods outside Brindlewood Bay. The standoff lasted for six days, during which time federal agents claimed to witness all manner of strange things coming from the compound: bizarre lights, chanting, barnyard animal noises, and more. Some agents report having hallucinations during the standoff, and even glimpsing monstrous forms in the surrounding woods. On the sixth night, a wild chanting followed by terrible screams went up from the compound, and then silence. When agents entered the compound, they found an abattoir—the floors, walls, and ceilings soaked in blood, and pieces of the Sons strewn all over.
- ☐ New Year's Eve, 2011: Brindlewood Bay was the convergence point for numerous doomsday prophets who believed the world would end in 2012. A massive "End of the World" party was held in and around town, and the next day, most of the revelers went back to wherever they came from. A few, however, remained...

2 The Existence of the Midwives of the Fragrant Void

*This layer is unlocked after the Mavens discover **five** Void Clues. You may reveal these details, in order, as the result of a 12+ on The Meddling Move.*

- ☐ The Mavens hear the words "The Midwives of the Fragrant Void" for the first time, perhaps whispered by a terrified non-player character.
- ☐ The leader of the Midwives makes themselves known to the Murder Mavens, though they may not necessarily reveal their position in or affiliation with the cult. Write the name and description of this character in the Dark Conspirators section above.
- ☐ The Murder Mavens stumble onto direct, physical evidence of the existence of the cult, perhaps the remnants of a recently-performed ritual.
- ☐ A character the Mavens believed was an ally or friend is revealed to be a member of the Midwives. Note them in the Dark Conspirators section above.

3 Direct Action Against the Murder Mavens

*This layer is unlocked after the Mavens discover **ten** Void Clues. These creatures and details can be revealed as the result of a 12+ on The Meddling Move, or can be used to inform Keeper reactions, particularly those that put the Mavens in danger.*

Servants. The Midwives have connections within various organizations, including local police, organized crime, and citizen associations. These connections can be tapped to impede or endanger the Mavens.

Sendings. The Midwives can perform rituals that allow them to magically assault their enemies. Whenever they do so, cut away from the current scene and narrate a scene in which we see the Midwives performing their ritual, and then cut to a scene showing the calamitous effects of their sorcery.

Servitors. The Midwives can summon low-level supernatural entities to do their bidding. What do these creatures look like? What kinds of powers do they have? How can they be stopped?

4 The Void Mystery

*This layer is unlocked after the Mavens discover **fifteen** Void Clues.*

You may now create the Void Mystery following the guidelines in the Rules. At this point, you may cease presenting new murder mysteries. Once all active murder mysteries have been solved, you may present the Void Mystery. After the conclusion of the Void Mystery, give each player a chance to narrate an epilogue for their Maven. This game of Brindlewood Bay is now complete. We hope you enjoyed your stay in this picturesque, coastal town.