

# DOOM

## THE RAID

Somehow, elements in the government have become aware of the town. Their intentions are not kind.

Agents appear throughout the town. They're not overt, but they're asking questions and taking photographs.

Something from the town's outskirts or alleyways strikes at the agents. Did they provoke it, or did it act out of malice?

Government forces move in. The streets are filled with open combat between soldiers and the inhuman. There are explosions on the horizon.





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## CELESTIAL CONJUNCTION

The grand gears of the universe  
turn towards a new configuration.  
The world's walls are thinning.

Old churches, shrines and rock  
formations around the town thrum  
with power. Cultists arrive in  
town drawn like moths to the flame.

Strange phenomena plague the  
town. Rains of eggs, patches where  
gravity fades, waves freezing in  
place, strange stars.

The membrane between worlds is  
torn. Strange beasts appear,  
beckoned by the cults,  
and parts of the town are  
replaced wholesale.



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## THE CHANGE

The town's society is shifting. Old traditions are being left behind, and the town's quirkiest inhabitants are being marginalised.

Friends of yours take up new hobbies and fashions. If you don't follow their lead, they stop talking to you.

A friend of yours does something very out of character and highly destructive - arson, murder, vandalism or something stranger.

The new folk now speak their own language. They roam the streets in bands, hunting for anyone who doesn't fit the new mold.

