

# RECURSIVE TRANSIT

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## INTRODUCTION

### A MODERN HORROR TIME LOOP

As if on cue, the lights flicker and the train car shudders. It's 11:25 and you've just passed the Warren Ave station. Your stop is not for about another 25 minutes, just past the Grant Ave station, but thankfully this is an express line, so you don't have other stops to worry about.

Given the time, it's just you and your friends in this car at the back of the train and the next 20 minutes seem to sail right by. As the Grant Ave station passes by in a blur, the lights flicker and the train car shudders. It's 11:25 and you've just passed the Warren Ave station.

**WHAT'S GOING ON?:** Recursive Transit is a time loop steeped in psychological horror. The train slipped into the liminal space between the shadows of reality, traveling the same segment of track on an endless loop.

To break the loop, your party will need to navigate the perils of the train and overcome its challenges, all while racing against the clock. But be warned, while the party is doomed to repeat the same segment of time, the train itself will not remain static. Each loop will twist and warp the train's contents, providing new entities to face and challenges to overcome.

## RUNNING THE LOOP

This express line is comprised of six cars; five standard passenger cars and the **Control Car**.

**RESETTING THE LOOP:** Restart the loop in **Car 1** when one of the following conditions have been met:

- Δ 20 minutes of real time have passed.
- Δ Any player character dies.
- Δ Any player character enters the **Control Car** up until the final loop.

**ALTERING THE LOOP:** As the party navigates the loops the contents of the cars will change. Sometimes in subtle ways, sometimes in a much more profound manner.

The first time each train car is entered, use the first description. Each subsequent loop, roll a d6 for a random result.

**ENDING THE LOOP:** To break the loop, ritual is required. Your group must successfully navigate from **Car 1** to the **Control Car** five times. For the first four completed loops, entering the **Control Car** will reset the loop as normal. Note the changes in **Car 1** when this occurs. For the fifth completed loop, the **Control Car** becomes accessible and the group must contend with one final challenge to finally break the cycle.

## TRAIN CAR DESCRIPTIONS

### CAR 1:

Grime coats the walls and floor, with stray garbage kicked under the seats. Significantly more graffiti here than the other cars.

- Δ At the start of each loop, the party begins again in this car.
- Δ An overhead information display depicts a pixelized version of the route between the Warren Ave and Grant Ave stations. At the start of the first loop, a pixel train blinks above the node for Warren Ave, shifting to the next station with each successfully completed loop.

### CAR 2:

The overhead lights are shattered or burnt out, casting the car in shifting shadow as exterior lights flash by. One light remains on, erratically blinking at the end of the car.

- 1. As described.
- 2. The windows crack and burst inward when someone crosses past them, raining sharp shards on their victims.
- 3. The windows crack. Thick, near liquid fog seeps in, quickly filling the room. Unless directly next to one another, the party members soon lose sight of each other. The space feels expansive and cavernous in the fog, making it difficult to find the exit.
- 4. Gravity drastically decreases. Thick blobs of tar-like mold float in the air. They burn the skin when touched.
- 5. Water bubbles in from the seams in the doors, quickly flooding the space.
- 6. The floor is missing, revealing the tracks below passing by in a blur. The noise from the wheels and rail is deafening.

### CAR 3:

The windows in this car are elongated and have been polished to a near mirror finish.

- 1. As described.
- 2. One of the party is present in every single one of the advertisements on the wall.
- 3. The car is covered in sprawling graffiti of one party member's name, crudely crossed out with red paint.
- 4. As the party passes through, the reflections in the windows whisper to one of them, "it's your fault. They're here because of you". Only the target can see and hear this.
- 5. The window reflections target a second party member, whispering "it's all their fault. They're the reason you're trapped here. They'll abandon you here."
- 6. Two near-perfect doppelgangers appear when no one is looking and attempt to take the place of the ones they've duplicated.

### CAR 4:

Passengers fill the car, resting in every seat and crowding the aisle. None acknowledge the situation and their memory is not retained in subsequent loops.

- 1. As described.
- 2. The murmur of the crowd steadily raises in volume until it reaches a deafening roar.
- 3. The crowd is filled with familiar faces. When the party enters, they immediately turn and stare, before yelling out jeers and insults.
- 4. The passengers are replaced by shadows, echos of their former selves that lash out in anger when anyone gets too close.
- 5. Only one passenger remains. They stand, eyes locked on one of the party members, with a wide grin upon their face. They shift and move to block the progress of their chosen target, but will not fight back if things turn to violence.
- 6. Where the passengers sat and stood are white mannequins. Any disturbed mannequin will spring to life and attempt to choke the one who disturbed them.

### CAR 5:

A narrow approximation of a house, with gaudy wallpaper, a couch, and a TV. Wood floor creaks beneath passing feet. The details are eerily familiar, as if from a dream or distant memory.

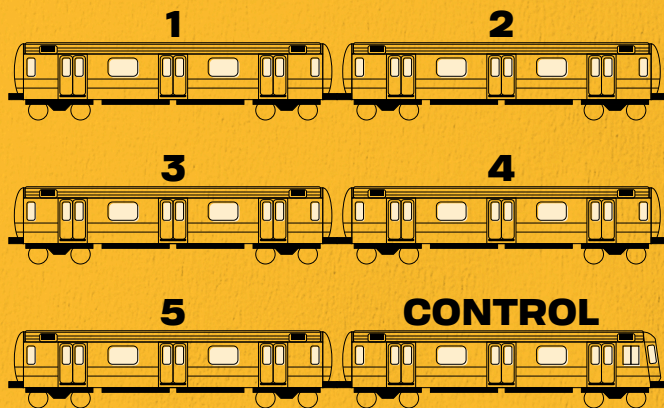
- 1. As described.
- 2. The space is elongated, far beyond what fits within the bounds of the car. Once entered, the walls begin shifting inward.
- 3. An item particularly enticing to one of the party members lies on a table. It is a trick, firmly adhering to the table and anything that touches it.
- 4. Someone with a familiar face is sitting on the couch. They act as if nothing is wrong and ask the party to join them watching TV, and attempt to distract and stall for time.
- 5. Utter and complete darkness. Light sources do not project far, barely illuminating the immediate few feet.
- 6. The room erupts into flames. No harm comes from passing through them.

### CONTROL CAR:

An otherwise empty car with the control cabin at its front. The Operator sits at the controls.

- Δ **The Operator:** A strange creature that conceals itself beneath masks of familiar faces. Its goal: keep victims within the loop.
- Δ Once defeated or the breaks are activated, the lights flicker one final time. The party snaps to consciousness in **Car 1** at 11:45 as the train passes by the Grant Ave Station.

## THE TRAIN



Every train car shares the following characteristics:

- Δ Gray interior with sulfur colored lights in various states of functionality.
- Δ Red and heavily worn foam rubber bench seats that run along the walls.
- Δ Rounded rectangular windows on the sides.
- Δ Faded and torn ads, some decades old.
- Δ Copious graffiti on otherwise uncovered flat surface.

