Walking in Fire

- Genre: Mystery, Horror

- Hardcover 6" x 9" Book

- Estimated ~200 Pages

- Combines town management, map making, and detective play

- Written by Steven Pope and Emmett Furrey

- Includes 3 pre-built towns

In Walking in Fire, players take on the role of amateur detectives looking to solve a murder in their small town.

This narrative-forward game sees players building and investigating a mysterious, isolated town of their own creation haunted by not only a recent murder, but also by The Red Realm, which hosts bizarre supernatural forces lurking right beneath the inhabitants' noses.

Protect your Aspects, the core tenets your character lives by – or break them and forge new ones as the town changes you – and work together to uncover the truth.

The GM, as the Seer, will guide the players through the mysteries, keeping track of both the Grey Track (unrest among the town's human inhabitants) and the Red Track (supernatural forces).

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A Cozy Supernatural Murder Mystery TTRPG

General Vibes

MAGIC COMES WITH A PRICE

I KNOW WHAT YOU DID

X

BIG DIPPER HEAVENLY TREATS & GOOD EATS

- Midwestern Gothic, Americana

- The works of David Lynch, 07th Expansion, Stephen King

- Murder She Wrote, Castle, Scooby Doo, Twin Peaks, Welcome to Derry, Riverdale, Gravity Falls, Life is Strange

- Liminal spaces, small towns, uncomfortable while familiar, joy while depresssed

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Aspects

While most RPGs use a Stress or Health track, Walking in Fire uses a system called "Aspects." Created by the players themselves (with guides located within the book), they will decide on what is important to their character and what defines them. Things like "really tall" or "good with knives" or "lucky hammer" can be considered Aspects. Players then give them a number of dots equal to the importance of that detail, which represents both the importance and the health of that part of their identity.

Aspects can be damaged by both the players and the Seer. The Seer will damage aspects as consequences for the character's actions, while the player can damage them to give them bonuses on die rolls.

Coordinated ●●●●●
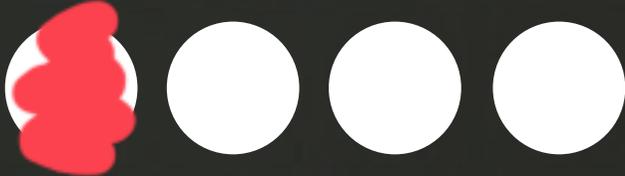
Good Cook ●●●

"Angels to some, demons to others"

Denizens

Denizens are the god-like entities that live within the Red Realm, acting variously as antagonist, metaphor, friend, and guide for characters in Walking in Fire.

Denizens are based on things such as animism, urban legends (i.e. Bloody Mary), the being of the Black Lodge from Twin Peaks

Your Town

During Session 0, players and the Seer will create the setting for their campaign with a minigame in which players take turns adding landmarks, people, and places both mundane and fascinating to their town. The "default" setting is that of small-town-Americana where things like this don't happen, but the game allows for imaginative, unconventional locales such as the underwater mining colony Deep 9, or the sleepy and deserted Hathaway, both included in the Walking in Fire core rulebook.
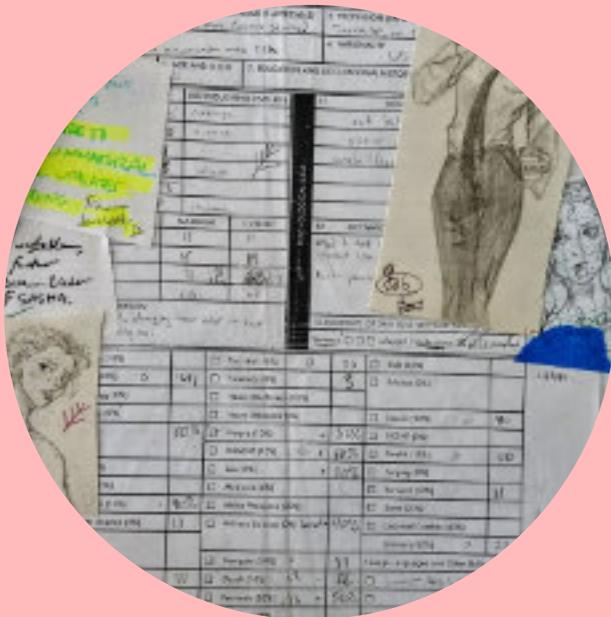
Potential Book Aesthetics

Here are two visual concepts that we feel would greatly compliment the tone and gameplay of Walking in Fire.

Concept 1: 1950s Diner Menus

Americana mixed with bright colors and text that defy the dark undercurrent of the subject matter and general concept.

Concept 2: Year Book/Scrap Book

An aesthetic mish-mash of documents, news clippings, and photos that show life in a small town.

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