

*The Mysterious
Marwood's*



Emporium of Curiosities
ATROCITIES



The Mysterious Marwood's Emporium of ~~Curiosities~~-Atrocities

Logline:

During what was supposed to be a pleasant road trip, you decide to make a quick stop at *The Mysterious Marwood's Emporium of Curiosities* where you are tricked into the spellcaster's nightmarish mindscape in order to strengthen his dark, unholy powers by harvesting your fear.

Synopsis:

In a simple spell gone wrong, Marwood accidentally summoned a dark ancient magic that, through the years, slowly consumed his soul along with any vestiges of his humanity. This total eclipse of his essence was enough for neither the ancient magic nor his own ambitions, however, and so, he devised a plan to open *The Mysterious Marwood's Emporium of Curiosities* to feed the whispers of the dark plaguing him by luring unsuspecting tourists to their grisly dooms inside of his mindscape. Here, the only goal is to inspire a visceral fear into the entrapped, the torture only stopping when the last dredges of their souls have been claimed by Marwood's own magical essence.

After Marwood successfully lures you in by using the inconspicuous front of an emporium for his labyrinth of atrocities, will you fall victim to his spell or survive the encounter with your sanity only slightly intact?

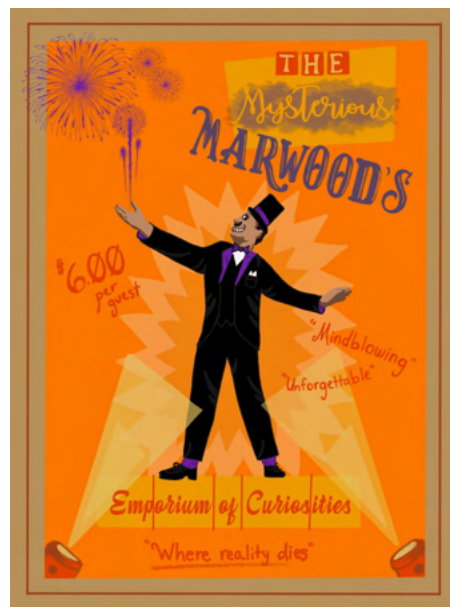
Beat 1-The Queue

This Seems Like a Great Place To Stretch Our Legs

The car is packed and you're ready to set off on your cross-country road trip. There are so many roadside attractions to choose from, and you want to see them all! There's advertisements scattering the interstate for everything from petting zoos to the world's largest ball of yarn, but the one that really catches your eye is for *The Mysterious Marwood's Emporium of Curiosities*. Something about the poster seems to draw you in, yet there's an eeriness to it. You shake it off. What could go wrong? The closer you get, the more ads for *Marwood's* continue to appear until the sheer number of them is overwhelming. Upon arriving, a line of mesmerized tourists is already venturing inside as the sweet smell of incense fills the air. At the entrance that is covered in a giant facade of Marwood's face, you meet the man himself, as he enthusiastically welcomes you into his attraction with a tip of his hat and a cheshire cat grin.



1



2



3



4

¹Car-<https://www.gettyimages.com/detail/photo/old-car-loaded-with-suitcases-and-fridge-ready-to-royalty-free-image/1408056026?adppopup=true>

² Poster- Team 7

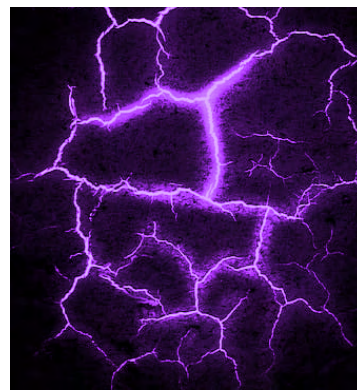
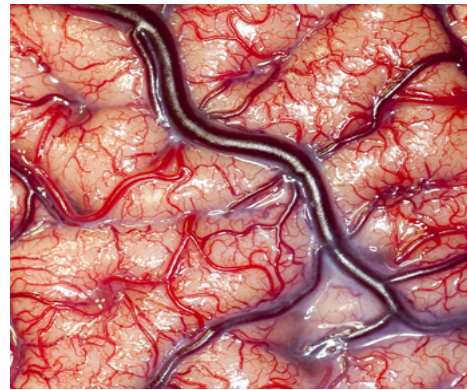
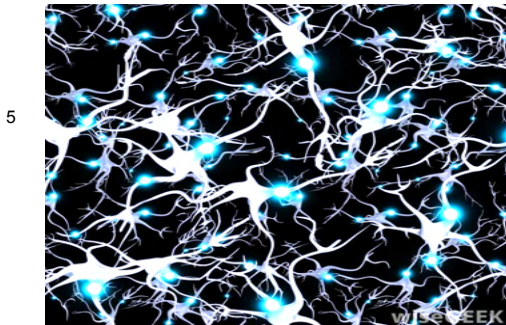
³ Marwood- Team 7

⁴ Ostrich- <https://www.discovery.com/nature/ostrichland-pictures>

Beat 2 - The Brain Room:

Through Space, Time, and... Synapses?

After excitedly stepping across the threshold of what you think is a house of wonders, you realize your mistake as Marwood's voice smugly declares that you have walked right into an inescapable trap inside of his very mind. As you take in your dire situation, you realize the room you have stepped into is not a room at all, but rather the inner shell of the sorcerer's brain. Your feet squelch as you walk forwards through the organ, spinal fluid dripping from the ceiling onto you below in disgusting slimy droplets. A purple glow can be seen pulsing through the walls composed of weaving ridges of brain matter, and you can practically feel its power radiating outwards. Desperately walking forward to escape the gooey prison, you find yourself instantly blinded by the strobing of synapses as they fire at a rapid pace. Stuck in a sort of limbo, you realize that this must be the method used in order to transfer you across the mindscape as the flashing comes to an end to reveal a new location.



⁵Synapse- <https://www.medicaldesignandoutsourcing.com/visualization-of-newly-formed-synapses/>

⁶Brain- <https://imgur.com/7dCuB>

⁷Floor- <https://www.frightprops.com/squishy-floor.html>

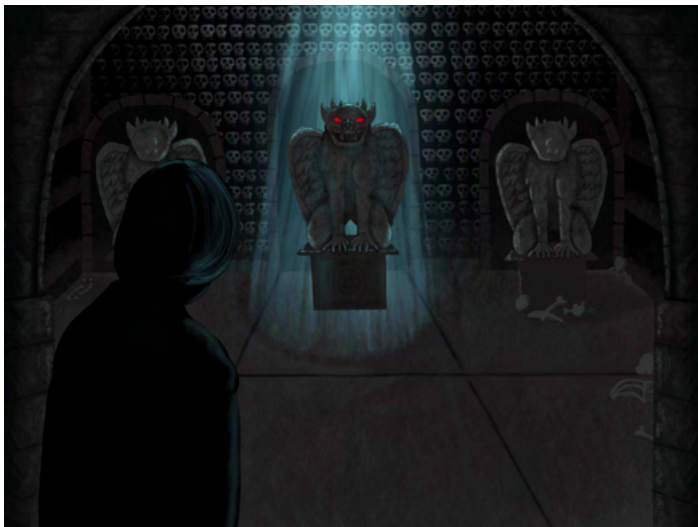
⁸Power- <https://www.peakpx.com/en/hd-wallpaper-desktop-vntpn>

Beat 3-The Catacombs

Attack of the Gargoyles

After the disorienting flashing of the synapse tunnel subsides, you find yourself underground in the dark and dreary Paris Catacombs. Marwood announces that the first round of horrors has begun from a throne of his own horrible creation; this self-proclaimed seat will become a familiar sight. The dripping of water from the sewers is both echoed and can clearly be smelled, as rows and rows of aged crypts and bones line the winding collection of rooms and passageways. The decomposed faces of the skulls forever trapped in the foundations reflect their anguish even in death. Statues of ghoulish gargoyles are placed along the walls, but you quickly find out that not all of them are purely made of stone, as they jump out at you from their pedestals, intent on making you a new permanent member of the damned found in the catacomb's depths.

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⁹Gargoyle- Team 7

¹⁰ Hallway- <https://www.thediscoveriesof.com/rome-catacombs/>

¹¹ Skull- <https://www.timesofisrael.com/historical-skulls-other-body-parts-being-sold-on-facebook-report/>

¹² Sign-

<https://www.pnwbeyond.com/visiting-the-paris-catacombs-les-catacombs-de-paris-paris-catacombs-ticket-s-paris-catacombs-tours/>

Beat 4 - The Himalayas:

You Better Run From the Big, Bad Yeti

There is another blinding flash and your vision clears to see that you are in a series of ice caves. You cautiously start to explore only to have your blood freeze in your veins. This is not from the cold filling the air, but from terror, as you find yourself face to face with a hungry looking yeti who, as he eyes you, has decided to make you its next meal. After being hunted relentlessly, you emerge from the caves to see a wintery cabin ahead. You're saved! As you walk inside, however, the mangled corpses of its occupants are found partially devoured on the floor. You gag as the smell of rotten flesh is nearly overwhelming. A roar singles the yeti's arrival at the structure, and in desperation, you decide to take your chances back outside in the barren snowscape. The door leading there is...odd. It's not a door per say, but rather a very familiar advertisement for *The Mysterious Marwood's Emporium of Curiosities* hanging in tatters...



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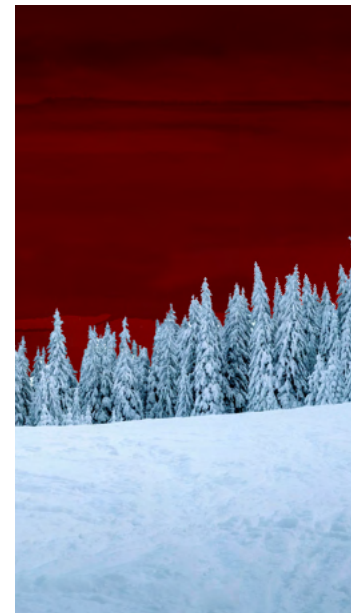


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¹³Cabin- <https://www.istockphoto.com/photo/abandoned-cabin-in-snow-gm1041140826-278728806>

¹⁴ Snowscape - Team 7

¹⁵ Yeti - <https://www.radiostarsud.fr/news/le-mystere-du-yeti-resolu-3319>

¹⁶Cave- <https://www.pandotrip.com/top-10-ice-caves-in-the-world-5023/>

Beat 5- Marwood's Tent:

A Flicker of Clarity in the Illusion

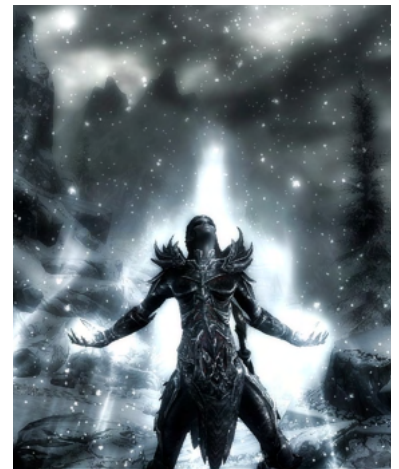
To your shock, you step into a room that closely resembles reality. Is this another hallucination or have you somehow found your way back? As you look around for clues in the space that is covered in broken furniture and knick knacks, you spot the back of Marwood standing in the middle of the large tent that must be his personal quarters due to the bed and clothes strewn about. As you watch discreetly, he greedily absorbs a large stream of purple energy, swelling in both size and strength as figures with deathly white hair writhe and scream at his feet: other victims. As his eyes suddenly snap open, he spots you in the reflection of the mirrors placed in front of him, and yells that you are not supposed to be here. Afraid of his anger and the madness you saw in his eyes, you plunge forward out of the tent and you are greeted once again by the flashing of synapses. Marwood is back in control.



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¹⁷ Tent- <https://glampinghub.com/india/rajasthan/jaisalmer/unique-accommodations-india/>

¹⁸ Mirror- http://www.pariscoutureantiques.com/category_7/Mirror-Reflections.htm

¹⁹Power- <https://www.nexusmods.com/skyrim/images/1135>

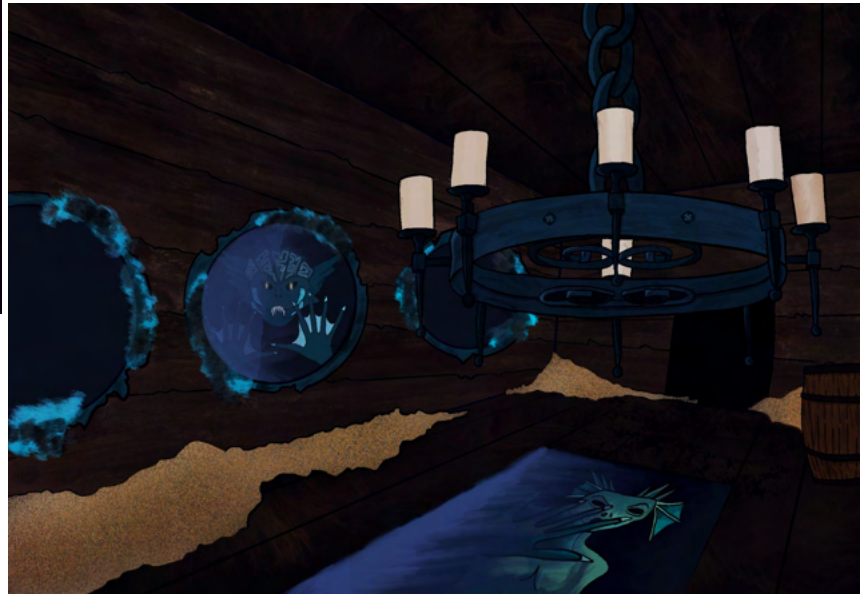
Beat 6- The Shipwreck:

The Call of the Sirens

The clearing of your vision reveals a rather pleasant sight this time around. A beautiful woman sits perched on top of a collection of sea rocks. A closer look leads you to catch a glimpse of shiny scales covering a tail and you come to the conclusion that she is a mermaid. Any wariness at her unusually friendly appearance in a place of Marwood's creation is immediately banished as she begins to sing, the sound washing away all of the stress from your previous trials. As more voices begin to join in with the heavenly melody, you make your way to the entrance of a barnacle covered shipwreck where you see the stretch of an underwater hallway. The sharp but calming smell of salt water permeates the air. You spot another mermaid up ahead, but instead of perfect beauty, you are faced with rows of sharp, bloody teeth and glowing slits of eyes. These are no mermaids, but ravenous sirens who have ensnared you into a watery grave. As they attempt to grab you with clawed hands through the portholes, you could hit yourself for falling into yet another trap.



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²⁰ Hallway- <https://frightworld.com/photos/>

²¹ In Ship- Team 7

²² Light- <https://wallhere.com/en/wallpaper/581450>

Beat 7- Ancient Caves:

A Gruesome Fate Awaits You

After a series of close calls with the sirens, you find yourself in a cave system that reeks of mildew and practically exudes despair. You begin to hear a cacophony of anguish and woe that sets your teeth on edge and pulls at the strings of your soul. Marwood declares that he is done with your evasiveness. As he says this, a figure appears from out of a groove in the rock. Their face is frozen in an expression of pure fear as their eye sockets bleed freely from where they have gouged out their own eyeballs in order to escape the terrors of the illusions Marwood has plunged them in. These are the souls that have come before you and have fallen to the darkness of the mindscape. You recoil from their grasping hands in fear of what they may do, but as you watch they point down the passageway, guiding you. Their hair which has turned white in fright is like a beacon as you travel deeper and deeper into the caves. Marwood roars in rage for you to stop, but a purple light beckons from around the corner...



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²³ Lost Soul- <https://www.halloweencostumes.com/wretched-mask.html>

²⁴ Cave- <https://shop13720.calkdr.org/category?name=creepy%20cave>

²⁵ <https://www.royalcaribbean.com/blog/the-must-see-caves-of-the-caribbean/>

Beat 8- The Rune Room (Stunt):

Taking Back Power

As you stumble around the final corner of the winding corridors, it seems you are once again in a place you are not supposed to be when Marwood's influence once again slips. The trapped souls have followed you, their moaning and cries growing as they move with you towards a large stone marked by a glowing purple ruin in the middle of the room. Purple fog swarms around your feet, attempting to stop your progress forward. The dark magic here seems to be sentient and does not want you to get any nearer to the protruding rock. Have you discovered the source of Marwood's horrible power? As you inch closer, the man himself appears from the shadows of the mindscape, determined to dispatch you once and for all. One of the souls, with your living essence to drive them forward, launches Marwood backwards through the air as you take the opportunity to start your escape. You finally have the advantage in what now has become a real fight.



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²⁶Haze- <https://mixkit.co/free-stock-video/through-a-poisonous-forest-with-purple-haze-26800/>

²⁷ Stunt- Team 7

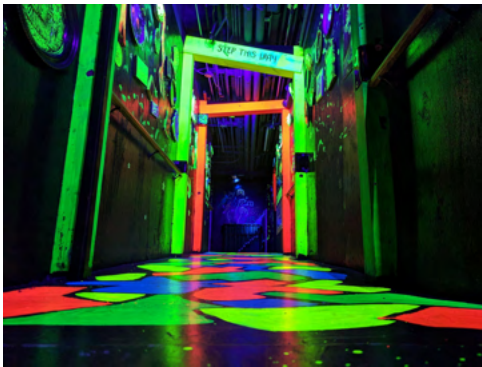
²⁸ Stone-

<https://www.newscientist.com/article/dn18725-mathematics-of-ancient-carvings-reveals-lost-language/>

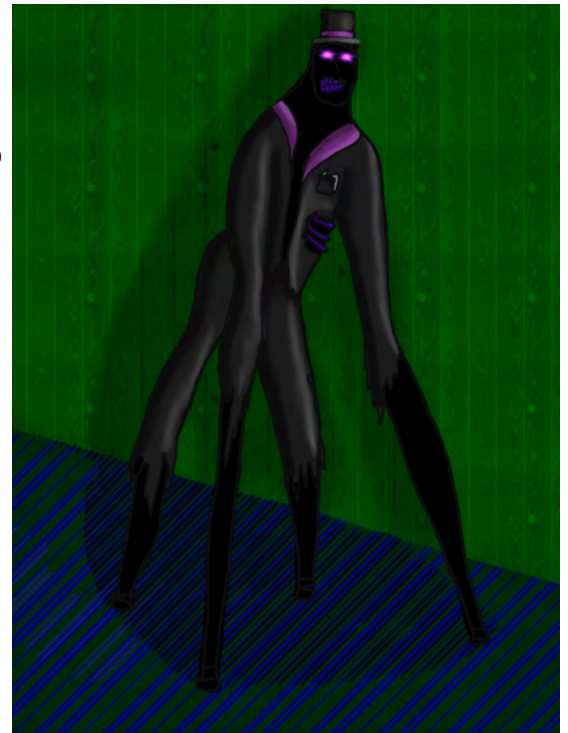
Beat 9- The Emporium:

If You Want to Do Something Right, You Have to Do It Yourself...

A wounded animal is an angry animal, and Marwood is fed up with your attempts at interrupting his dark machinations for you. Years of corruption and practice with the dark arts has not amounted to nothing, as he reveals his true form, a towering monster with his counterpart's likeness. Your trek through the ancient caves has now brought you back to where everything started: *The Emporium of Curiosities*. As you gaze upon the grotesque display of cursed objects placed within a twisted version of a fun house, Marwood screams hysterically at you that you belong to him now, as he pursues you like a predator after its fleeing prey. A hellish animalistic growling has begun to reverb through the space and you know any pretenses Marwood has kept up have all fallen away. Strangely enough, however, the longer the chase lasts, the weaker he becomes, until, finally, there is a great purple flash and he turns into nothing but bones. Did you win?



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²⁹Fun House- <https://www.timeout.com/chicago/attractions/amazing-chicagos-funhouse-maze>

³⁰ Stilt Monster- Team 7

³¹ Skeleton-

https://www.reddit.com/r/cosplay/comments/qey5yj/self_i_bodypainted_myself_into_a_uv_skeleton_i/

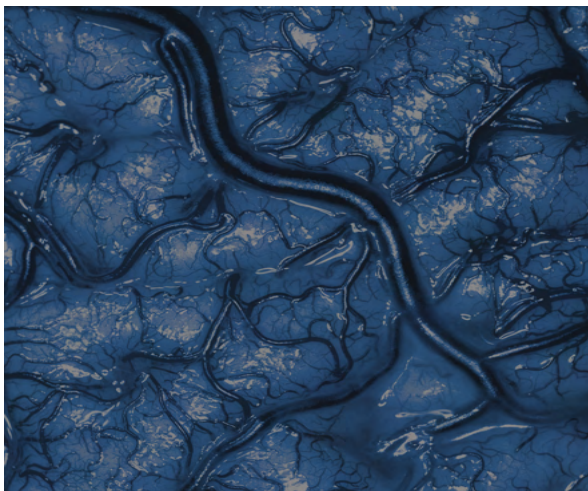
³²Cursed doll-

https://www.boredpanda.com/creepy-dolls-by-shain-erin/?utm_source=google&utm_medium=organic&utm_campaign=organic

Beat 10- The Brain Room Replica:

Waking Up From the Nightmare

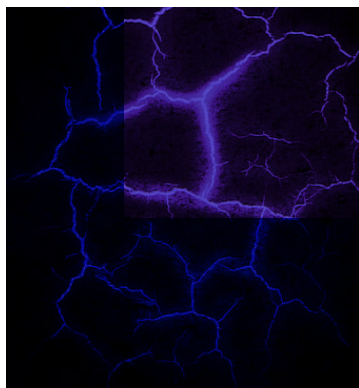
A weight has lifted off your shoulders as you are freed from Marwood's oppressive darkness at last. Still in a slight daze from the sequence of events that has transpired, you walk back into Marwood's brain to make your exit from the torment, but it is different now, dull, lifeless. Where there once was the steading throbbing and pulsing of an organ, there is a cool stillness. Even the power that was so vigorously writhing through the expanse of the surface before is flickering pitifully like a lightbulb without a proper conduit. You feel like you can finally breathe at these clear signs that Marwood must be gone for good. Gasping in the fresh air outside, you return to your car feeling oddly detached as you pull away once and for all from *The Mysterious Marwood's Emporium of Curiosities*. The question now stands: where are you going next?



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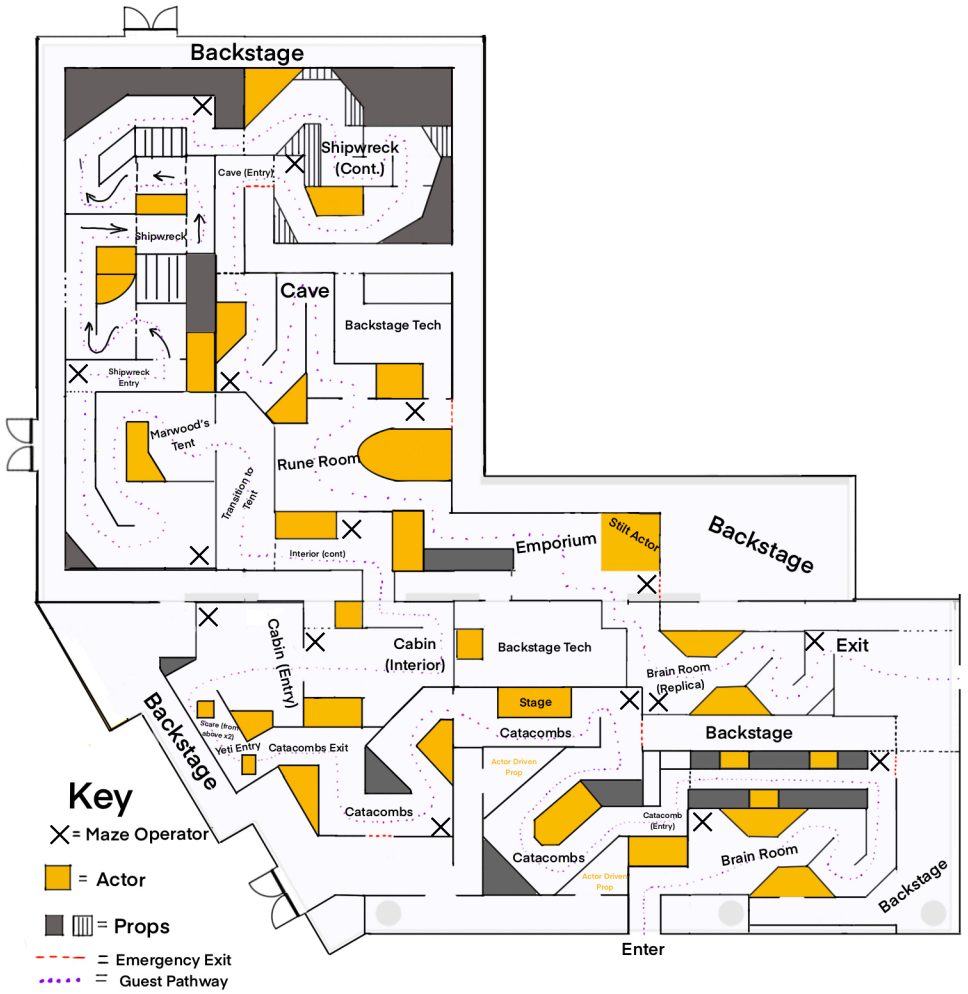


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³³ Brain- <https://imgur.com/7dCuB>

³⁴ Interstate- <https://www.aaroads.com/shields//show.php?image=CA19700051>

³⁵ Power- <https://www.peakpx.com/en/hd-wallpaper-desktop-vntpn>



*The Mysterious
Marwood's*



Emporium of Curiosities
ATROCITIES

VISUAL DEVELOPMENT

THE MYSTERIOUS MARWOOD'S EMPORIUM OF CURIOSITIES ATROCITIES

During what was supposed to be a pleasant road trip, you decide to make a quick stop at *The Mysterious Marwood's Emporium of Curiosities* where you are tricked into the spellcaster's nightmarish mindscape in order to strengthen his dark, unholy powers by harvesting your fear.



VISUAL LANGUAGE

Purple everywhere!

Purple is the color we picked for Marwood's magic. Not only is it often associated with power, but it is the intersection between blue and red, or, the colors commonly associated with good and evil. Remember, Marwood was a good guy before the start of all of this.

In terms of other visuals, roadside attractions tend to have a campy, vintage feel so we expressed that in our works by including things that echoed a slightly bygone era.



ROADSIDE ADVERTISEMENT

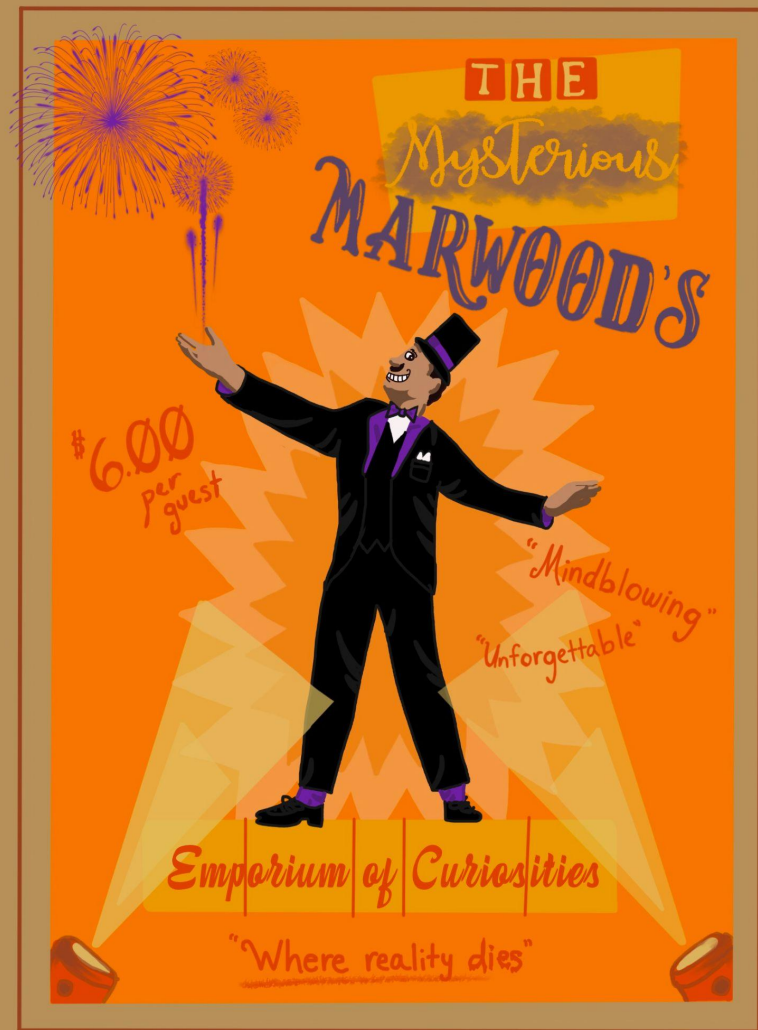
Surely this will catch your eye on the interstate.

This ad is made in a collection of oranges and yellows that are sure to stand out against the blue sky. Only Marwood himself offers any sort of the contrast as he poses in the middle of the poster.

A strange smile adorns his face, and, perhaps, the catchphrase is a warning in and of itself.



WALL DRUG
80 FT.
DINOSAUR



THE THEMED FACADE

Come one, come all!

As you near the entrance to the attraction, it is clear who runs this show as the facade is Marwood's own face.

The large head is likened to classic fun houses of old. Of course, this house is not so fun, as a psychotic smile adorns the head features and tinted lenses cover the wells of power waiting for the opportunity lash out.



MARWOOD - COSTUME DESIGN



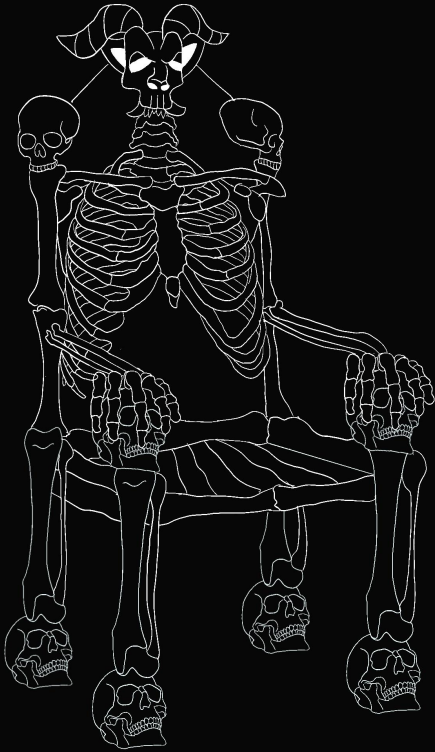
Here we see the cursed sorcerer, himself: *The Mysterious Marwood*.

All he offers is tip of the hat and smile with an unnoticed predatory edge, as he stands waiting at the entrance to *The Emporium* impeccably dressed in an outfit that features some echoes of classic magicians.

There is no reason to suspect that this man is actually a corrupted monster, but never judge a book by its cover.



MARWOOD'S THRONES - SET DESIGN



It is no surprise that Marwood would have a self-appointed status inside of his own mindscape, and here's the proof.

Throughout the haunt, we see Marwood at the beginning of each challenge perched on top of his throne that has been warped to fit the setting. In the catacombs, he sits upon a throne of bones that have been meshed together to serve his own uses. Outside the shipwreck, we see a throne fit for King Triton himself as kelp and other underwater life forms form its structure.







“TAKING BACK POWER” AKA “THE STUNT”

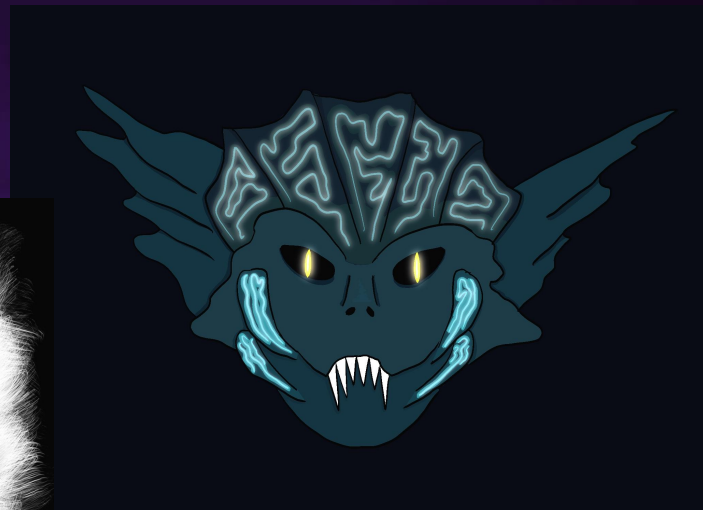
MARWOOD'S MONSTERS - COSTUME DESIGN



GARGOYLE MASK



YETI MASK



SIREN MASK

CORRUPTED MARWOOD - COSTUME DESIGN



The moment has come for Marwood's true reveal.

Implementing a stilt creature, Marwood towers over the guests after he has broken free from his human bonds. An outfit change was not necessary, however.

A flash signifies his demise, and UV paint is used to allude that he is now nothing but bones in a show moment that gives the effect of the sorcerer's death.



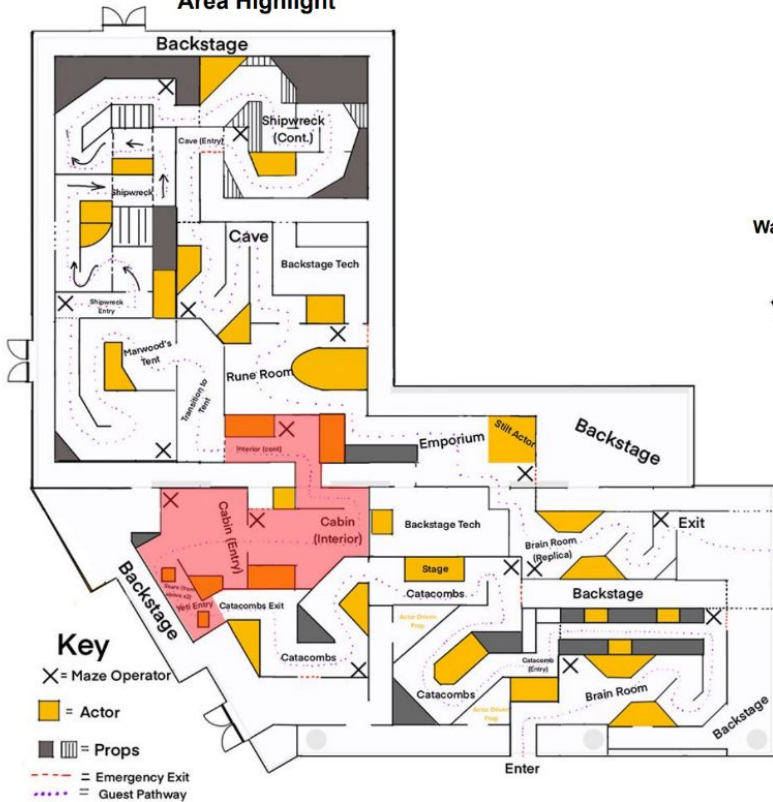
*The Mysterious
Marwood's*



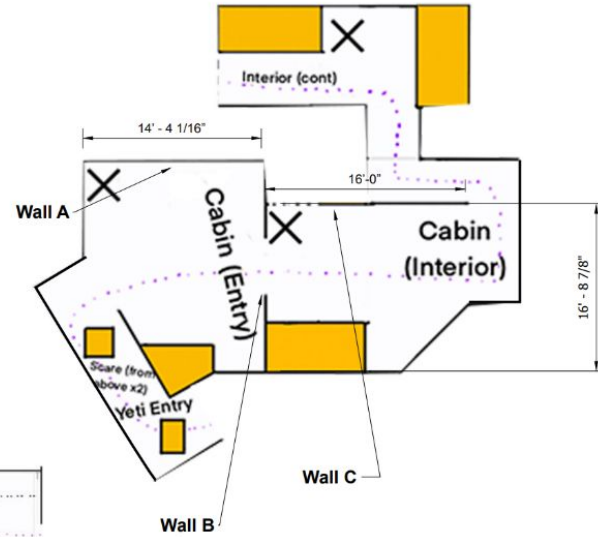
Emporium of Curiosities
ATROCITIES

SCHEMATICS

Maze Ground Plan w/ Area Highlight



Area Highlight Detail



NOTES
This page is not to scale



CLIENT
Haunt Comp

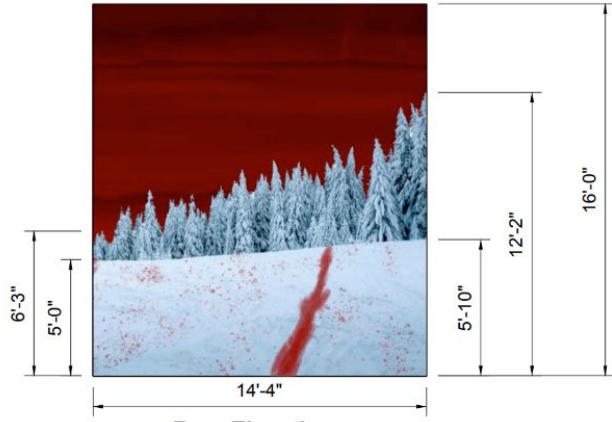
PROJECT
The Mysterious
Marwood's Emporium

PROJECT NO.
Team 7

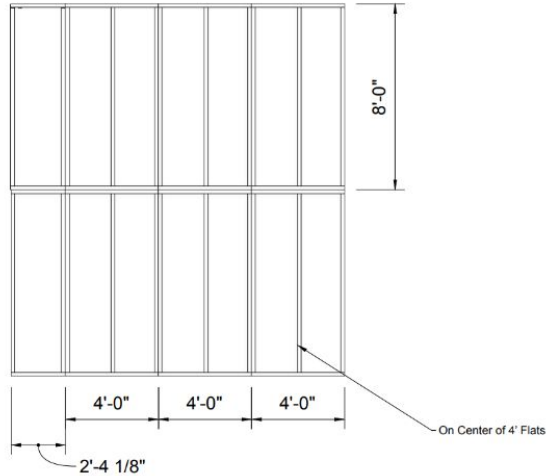
ISSUE
04/27/2023

Team 7 Ground Plan and Schematics

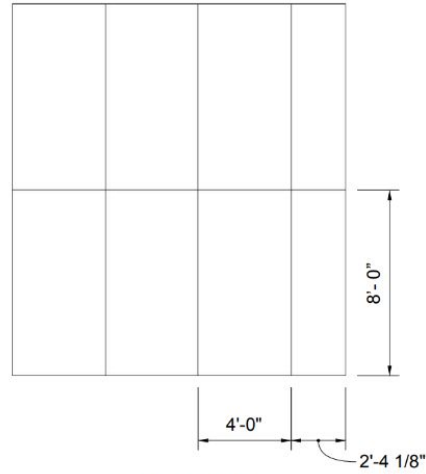
Paint Elevation



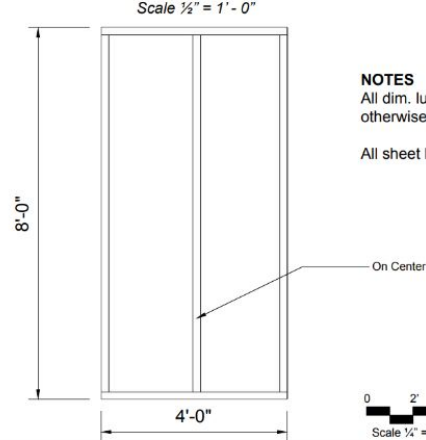
Rear Elevation



Front Elevation



Flat Detail View



NOTES

All dim. lumber will be 2x4 unless otherwise noted

All sheet lumber will be 1/2" plywood



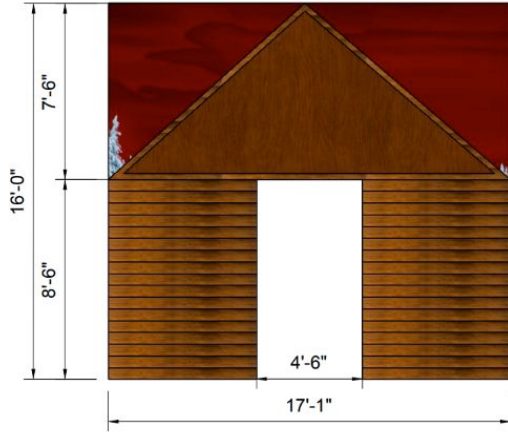
Neuro Comp Team 7

CLIENT The Mysterious Marwood's ElegantDamp

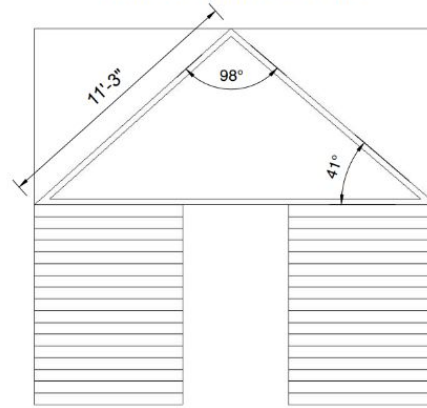
PROJECT ISSUE 04/27/2023

Wall A Elevations

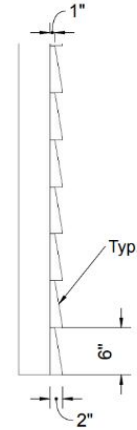
Paint Elevation



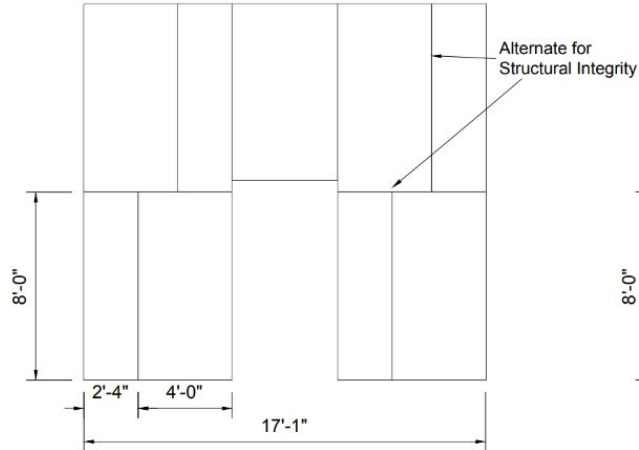
Front Elevation Set Dec



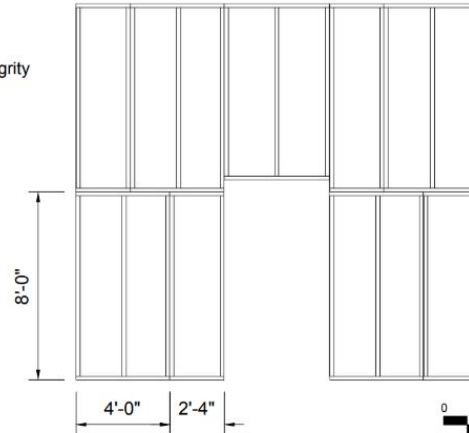
Cabin Siding Detail
Scale 1" = 1'-0"



Front Elevation



Rear Elevation



NOTES
Cabin siding lumber dimensions to be adjusted at Tech Director's discretion



Hazard Camp Team 7

PROJECT: The Mysterious Manwood's Elong Camp

ISSUE: 04/27/2023

Wall B Elevations



Meet Comp Team 7

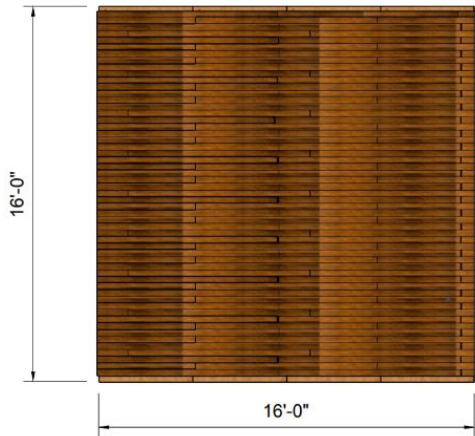
CLIENT
The Mysterious Manwood's Escape Dump

ISSUE
04/27/2023

Wall C Elevations

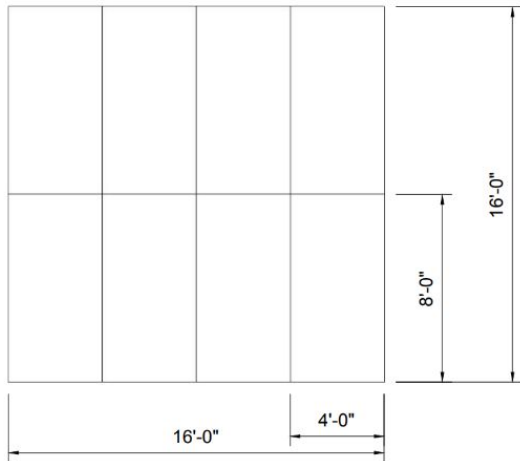
A.03

Paint Elevation

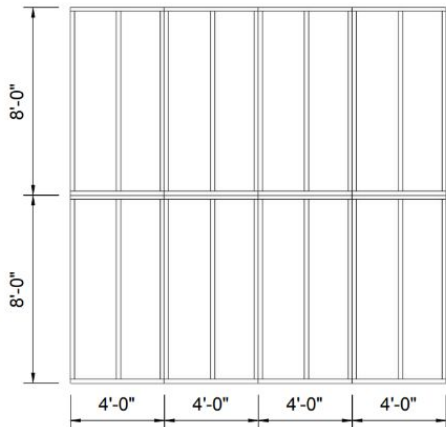


1"x4" On Face
Set Decorator's Discretion
on exact layout

Front Elevation

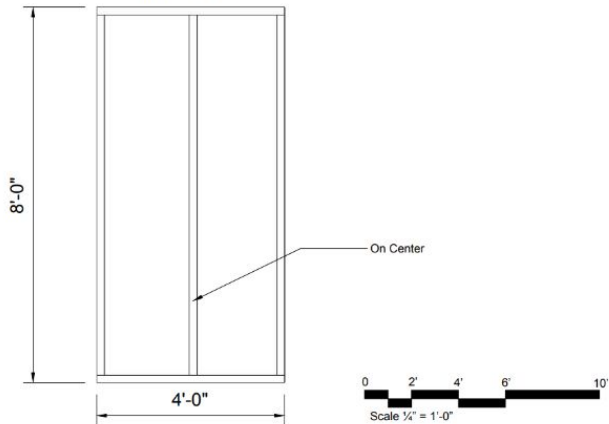


Rear Elevation



Flat Detail View

Scale $\frac{1}{2}'' = 1' - 0''$



*The Mysterious
Marwood's*



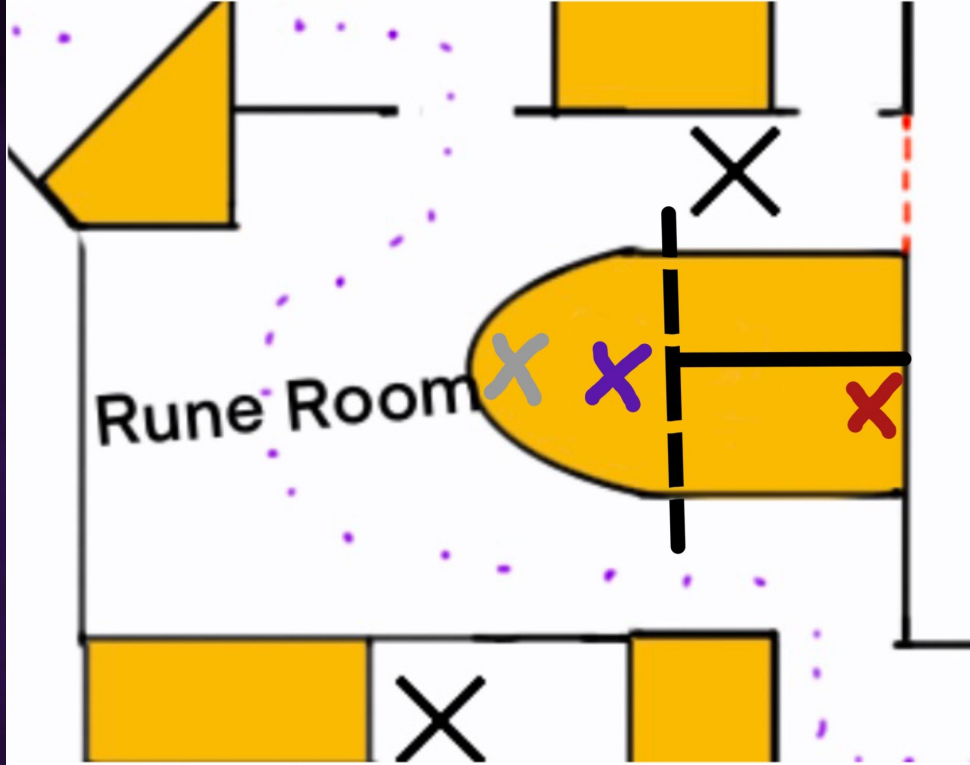
Emporium of Curiosities
ATROCITIES

STUNT

THE MOMENT OF STORY ACTION

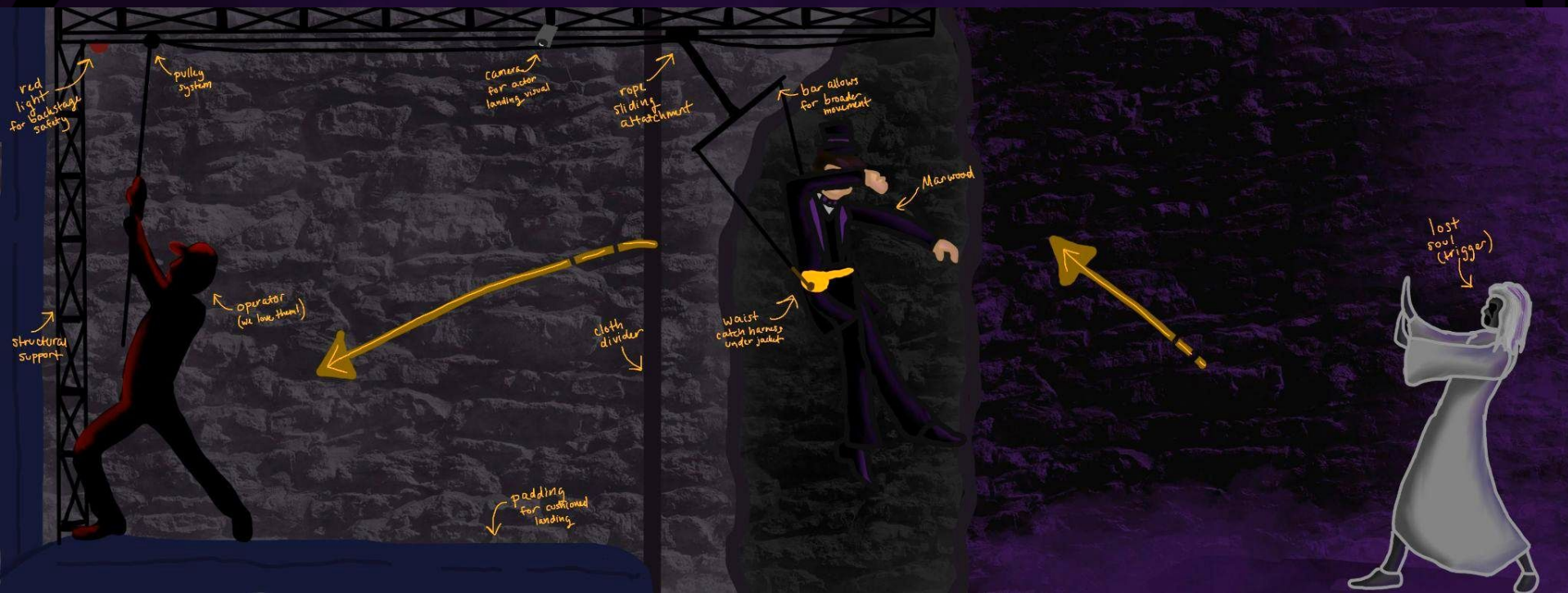
“The dark magic here seems to be sentient and does not want you to get any nearer to the protruding rock. Have you discovered the source of Marwood’s horrible power? As you inch closer, the man himself appears from the shadows of the mindscape, determined to dispatch you once and for all. One of the souls, with your living essence to drive them forward, launches Marwood backwards through the air as you take the opportunity to start your escape. You finally have the advantage in what now has become a real fight.”





- X Lost Soul
- X Marwood
- X Operator

- - - Backstage
- System



To reset: operator releases the rope and Marwood walks forwards to exit the backstage area, doing so moves the rope in the pulley for it to be repeated

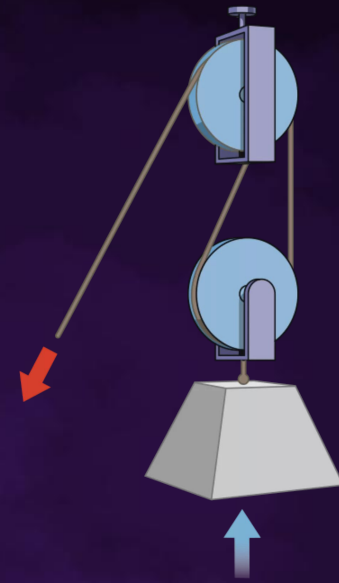
Estimated reset time= maximum 10 seconds

Force max: N/A (pulleys reduce strain)

BACKUP SYSTEMS

Because this stunt uses a pulley system, in the event that something may go wrong with the pulley, there should be a second pulley available. This can either be implemented in the actual design of the system or included further back on the track to be switched to later. It should be noted that the inclusion of a second pulley will allow the stunt actor to fly back faster as more weight will be distributed between the pulleys.

In case this first system fails, a second, black rope can be attached to the back of the harness while the primary overhanging rope can be tied off. The operator can then pull the stunt actor back manually while the primary harness rope attachment continues to slide back and forth across.

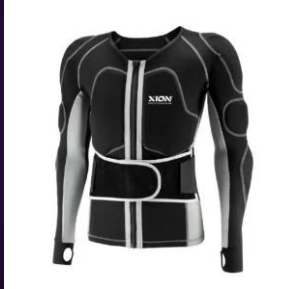


SAFETY FEATURES



Red Lighting

(allows operator and stunt actor to see backstage with minimal light pollution in show area when divider moves)



Protective gear

(the stunt actor should be wearing padding beneath the suit jacket and pants in order to offer further cushioning, the hat can double as a helmet in this scenario)



Mats

(allows actor's descent to be cushioned and offers additional protection in the event that they lose control mid-stunt)



Emergency Plan

(in case of an emergency, there should be a planned evacuation route for exiting and EMT access)



Monitoring

(a camera can be placed in the support structure of the stunt in order to offer additional supervision beyond the operator)



Protective gloves

(the operator will be continuously pulling and moving the rope, gloves will prevent any blistering or friction that will lead to a looser grip and injury)

OPERATION PRECAUTIONS



Check rope for kinks

(it is necessary to check the rope for kinks before the haunt opens and also during scare actor switch outs to ensure that the system will run smoothly)



Test the equipment

(testing the equipment and subsequent harness to make sure that it will not detach or become unstable is very important before and after the haunt runs)



Conform to local regulations

(it is crucial to make sure that the stunt complies with all local safety regulations and necessary permissions are acquired from local authorities)



Train the stunt actors with professionals

(any and all actors who are going to be partaking in the stunt need to be trained by hired professionals in order for the stunt to run smoothly and safely)

POSSIBLE EQUIPMENT TO BE USED

ZFX Flying Effects Harness

<https://www.zxflying.com/gear-services/harnesses/>

Flying By Foy Flying System Rope

<http://flybyfoy.com/technology/flying-systems/>

Sapsis Rigging Performer Flying Winches

https://www.sapsis-rigging.com/manual-winch-manual-chain-hoists.htm?CatListingOffset=0&Offset=0&Per_Page=12&Sort_By=disp_order

Silver State Wire Rope and Rigging (Control)

<https://www.iqsdirectory.com/ropes/>

