The Fall of the House of Usher

- Overview

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The Fall of the House of Usher is a short story written by Edgar Allan Poe. It is adapted to fit the meta narrative of RadGame, and serves as the thematic map for Agatha, the Void Girl.

Lethebron, the God of Being Forgotten, and Necria, the God of Being Remembered, fight for dominance over a mansion on an island in a tarn. This is manifested in the lord of the mansion behaving erratically, and his sister disappearing. The players are tasked with investigating the situtation, and fending off the forces of the afterlife.

Bosses
- The Pontifex, establishes the bridge to the realm of the dead, sets the difficulty
- Agent of Lethebron (Stables?), enables Boss 4
- Agent of Necria (botanist?), enables Boss 4
- Valet, summons Boss 5
- Dual boss, their abilities need to be used against each other, sets the story line for medium difficulty
- Physician, needs to be aided to point us towards having to save the sister
- Sister, the lord's sister, having her soul drawn out by one or two agents, depending on difficulty
- Ancestry, attempting to not be forgotten
- Lord Usher, the lord of the mansion
- Conglomeration of Flesh, hard difficulty only, the lord and his sister being resurrected in one being