

Beware The Burlington Bleeder Haunted House

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Setting the scene: You are a backpacker on a hike in Vermont during the peak weekend of fall, when the leaves are at their most colorful. You are looking for a place for the night when you stumble upon a cabin and come face-to-face with The Bleeder.

Scene 1: Covered Bridge

You enter through colorful white birch and maple trees, covered in bright leaves of red, yellow and orange. The area is lit to be sunset. To your left you see a trail entrance signboard with a map, warning sign, bumper stickers and a packet of hot chocolate pinned to the board.

Hidden among the leaves is a sinister face staring at you. The face is grotesque, with a giant smile full of crooked, rotten teeth. The skin is grey, cracked and peeling. The eyes are giant, and the dark, sunken sockets make them appear even larger. A few wiry strands of hair dangle around the face and a tiny bowler hat sits on top at a jaunty angle. You only get a glimpse of it for a second before moving on.

Across the road ahead of you a sign reading "Trail Closed for Winter" blocks your path. You turn left and start walking down the road towards a covered bridge. You pass a bench on your right. There is a box of hot chocolate sitting next to a radio playing a news broadcast.

Radio Announcer: "Enjoy the fall colors now folks because the first snow of the season is on the way tonight. Be sure to drink your hot chocolate before the sun goes down, unless you want a visit from... The Bleeder."

You see the same sinister face in the trees to your left. Next to it is a street sign warning that the bridge may be icy. As you pass by the boulder, a bloody tourist jumps out holding a camera and a broken steering wheel.

Leaf Peeper: "Beautiful day for leaf peeping. Have you seen the rest of my car?"

Just ahead of you is the entrance to the covered bridge. There is a sign above the entrance saying: "Frost Bridge: And life is too much like a pathless wood." You continue forward into the bridge under a "Low Clearance" sign.

After entering the covered bridge, you hear rushing water below you and the calls of wildlife outside. On either side there are small windows in the bridge and you can see the trees through them. The inside of the bridge is very dark and the exit is obscured in darkness. You hear the sounds of wood creaking and threatening to break. Every few seconds sunlight shines through the windows, revealing blood red graffiti written on the rafters above. They form the phrase "Beware Burlington Bleeder."

On your left there is a hole in the floor of the bridge with the bumper of a car sticking out. As you maneuver around the hole you see broken wooden pieces and tires blocking the path to your right. Just ahead is the exit to the bridge. You hear the roar of a car engine and spitting gravel. Suddenly a pair of headlights shines in your face from the end of the bridge and you hear a loud horn. You quickly turn right and exit the bridge through a hole behind the debris.

Scene 2: Cabin Entrance

After exiting the bridge you walk along the bank of a stream. A school of trout dive out of the water at you before disappearing again. You see a signpost up ahead with an arrow pointing right, saying "Ski Lodge: 5 miles." Suddenly a person in a camo jacket jumps from between the trees, holding a rifle.

Hunter: "Damn, I thought you were a moose. Better be careful, flatlander. The Bleeder is coming."

You turn right and see 2 cars parked to your left. A blonde guy in an oversized black hoodie jumps at you from between the cars and then points and laughs.

Blonde Guy: "Aww, little baby thought I was The Bleeder."

Up ahead of you is a small cabin that looks abandoned. Moss and dead pine needles cover the roof and overgrowth is climbing up the walls. You walk towards it.

The light starts to dim and snow starts to fall around you as you approach the entrance of small cabin. The porch is littered with axes, rakes, and various other tools. The front door is boarded shut and "No hot chox" is spray painted on the door. You continue around the front and down the right side of the cabin.

As you round the corner, another backpacker lunges down at you from between 2 trees. "Do you have any hot chocolate? The Bleeder's coming!", they scream frantically.

Ahead of you is a broken window that you climb through to enter the basement.

Scene 3: Basement

As you enter the basement, above you to the left you see a small window with a shred of a scarf dangling. The rest of the basement is strewn with junk, causing you to have to make switchbacks through the room to get to the stairs at the other side.

As you round the first switchback, a lamp in the corner starts flickering and quickly flashes to reveal the same sinister face on the wall to your left. You only see it for a second.

As you round the second switchback, you see a body in a scarf on the ground, having been impaled on a stack of pipes. As you walk by, a hand reaches out to you and the head of the body starts screaming. "He's coming! He's coming!", they keep repeating as you go by.

As you round the last corner, you see the same face illuminated on the wall to your right, but this time, it lunges out at you, brandishing a metal pipe.

You turn to your left and continue up the stairs to the living room.

Scene 4: Living Room

You enter into the front room of a cozy cabin with rustic wooden furniture, flannel blankets, taxidermy animals on each table and a giant moose head over the fireplace.

Across the room in the kitchen, you see someone frantically moving things on the kitchen island, searching for something.

Frantic Person: "Where's the hot chocolate? There has to be some!"

There is scratching on the back windows, a banging on the ceiling, and a low-lying fog on the floor.

To your left is the same guy in the black hoodie from outside, but he is now staring towards the fireplace, frozen in terror. There is a loud hissing as you approach the open front door, which is completely engulfed in white.

Scene 5: The Void

You enter the door into a room of nothing but white. It's hard to make out the walls from the ceiling, but ahead to your right is the body of the guy in the black hoodie that seems to be floating, head pushed back and locked in a permanent scream. On the floor, leading from the body is a trail of blood going forward and trailing off to the right.

You turn left in front of the body and hear the distant sounds of screaming. Directly ahead of you is the same face you saw in the basement that seems to be floating towards you.

Suddenly, a bloody, jagged wooden handle juts out from the body to your right and works it's way up to the neck. You are sprayed with a liquid as you pass by.

As you approach the floating face, someone in a white suit turns around, seeming to appear from the void itself. They have the same smiling face and they brandish the other half of the jagged wooden handle at you, revealing it is a broken rake. Then they disappear into the white just as quickly.

You turn right and hear a blade unsheathing as you follow the blood trail to the right out of the room.

Scene 6: Living Room 2

The white void fades back into the living room as you re-enter it through the basement door. This time the cabin is in complete disarray. Furniture is pushed over and everything is covered in a thin blanket of snow. The windows have been blown out and the front door has been ripped off. There is a large trail of blood in the center of the room, leading out the front door.

You make your way around the room in a semi-circle, weaving through disheveled furniture. In the kitchen, you see a silhouetted figure. The overhead light flickers on and off, briefly illuminating the same smiling face you saw in the previous scene. With your attention focused on the figure, you feel something graze your leg. You look down behind the kitchen island and see a person reaching out to you, their lower half stuck underneath a fallen china cabinet.

Crushed Person: "Come back. Don't go out there!"

You finish making your way around the room and follow the blood trail out the front door of the cabin.

Scene 7: Snowy Forest

As you walk off the porch of the cabin, you feel icy wind hitting you in the face and you see flurries of snow all around you. You can make out the outline of trees on either side, but all other details are obscured in a white haze, except the red blood trail ahead of you.

"Corey!!," you hear a female voice scream in the distance. "Rachell!," a male voice answers.

In the line of trees to your left you see bright blue tubing wrapped around every tree and leading forward. Amongst the trees you can barely make out the face of The Bleeder, who seems to be following you and popping up every few feet. You turn right, following the trails of blood and blue tubing.

To your right you see the figure of a kneeling woman, a trail of blood around her. She is covered in snow and icicles are growing from her. Her face is grey and she seems to be frozen in place with her right hand grabbing a tree. Suddenly the figure is pulled backwards into the white, but the hand stays wrapped around a tree. You hear the woman scream in pain as blood shoots from the severed hand attached to the tree.

You continue forward following a new blood trail and a figure dressed all in white quickly jumps out at you. They have the same flat, smiling face and brandish a foot-long, rusty railroad spike at you.

The path turns to the right and into a small building that looks like a shed with a sign saying "sugar shak" above the door. The blue piping you saw on the trees earlier is leading to this building.

Scene 8: Sugar shack

As you enter the shack you are overcome with the sickly sweet smell of maple syrup mixed with overripe fruit and rotten food. The inside of the shack is completely trashed. Empty maple syrup jugs are strewn all over the floor along with papers, cups and various utensils. To your left, there is a large plastic tank under the window that is connected to the tubes outside. In front of you are several warped jugs of syrup sitting in a giant sticky puddle that has two shoes stuck in it. The only thing in the room that seems fully intact is the giant metal evaporator in the center of the room. The stainless steel glistens in the glow of a swinging overhead bulb. Steam is billowing from the evaporator, filling the room with steam.

Directly in front of the evaporator is a woman with white eyes staring upwards behind you with a look of terror on her face. She looks like she's trying to back away, but her feet won't move. If you look up, you'll see the grinning Bleeder's face looking down from the ceiling.

You turn the corner and there is a line of red gas tanks lined up to your left. Behind the last gas tank is a decaying corpse with flesh rotten off in patches, exposing bone underneath. The skeletal mouth is open in a scream. The hands are clutching empty hot chocolate packets and a box labeled "Classy Lassie Hot Chocolate" is crumpled on it's lap.

You turn another corner to the backside of the evaporator. This side of the room is covered in snow and fog, making it difficult to see in front of you. You hear a scream to your right and see someone kneeling on the floor with their hands over their face. They are covered in molten sap and you can see a trail leading back to the evaporator. The person on the floor writhes back in pain before ripping their hands away from their face, tearing away the skin and eyeballs to reveal a skeletal face. "HELP ME!" they scream.

As you continue past them, you hear the sound of an unsheathing blade to your left. You turn to see the face of The Bleeder emerge from the fog, brandishing an ice pick at you. You continue forward out through a hole in the side of the shack, back out into the blizzard.

Scene 9: Snowy Forest 2

As you exit the shack, snow is falling all around you. You can make out the silhouettes of trees flanking the path, but otherwise everything is white. Ahead of you, you see the wreckage of the entrance to the covered bridge.

You turn right and continue between tall mounds of snow. Ahead to your right you see the remnants of a snowmobile that has crashed into a tree. The engine is still running. You hear screaming in the distance and you turn to the left towards it. As you continue down the path, the fog in front of you thickens and you can barely see.

Suddenly The Bleeder lunges out from the fog in front of you and grabs at you. You turn left again to avoid his grasp.

You come to a fork on the path. Directly in front of you is the smiling face of the Bleeder that seems to be inching towards you, imploring you to pick a side. You hear a scared voice in the distance frantically ask "Which way should we go?"

Right Path:

If you choose the right path, you enter a tunnel as the snow gets tighter and tighter around you. As you exit the tunnel you see the face of The Bleeder, hovering over the silhouettes of a herd of moose to your right. The Bleeder's face floats down over them and disappears as the eyes of the moose glow red.

You hear rustling and growling on all sides. Suddenly a Moose lunges at you from between two trees on the left, snarling with glowing red eyes. It swings back in the trees just as quickly.

You continue forward quickly, but another moose lunges out from the right with glowing red eyes and a piece of the snow mobile stuck in its antlers. You turn left and rejoin the main path, exiting the scene.

Left Path:

If you choose the left path, you continue weaving between mounds of snow. The mounds around you bob up and down like something is swimming through them.

You turn to the right and see the torso of backpacker with severed flesh jutting out the bottom. Their bottom half has been completely ripped off by something.

You turn left at the corpse and see a spotlight on the Face of The Bleeder covering a black hole above the path. As you get closer, you hear a growling.

As you walk past the black hole, the face of The Bleeder quickly fades and a large brown bear lunges out of the hole and swipes down at you with its paw. The bear has red eyes and is foaming at the mouth. You duck to avoid the paw and turn right to rejoin the main path, exiting the scene.

Scene 10: Avalanche & Hotel Entrance

As you enter the scene you see the moon looming behind the silhouette of the peak of a mountain, snow projected on the peaks. You start to hear rumbling as the snow appears to slide off of the peak of the mountain towards you. It's an avalanche! The snow on the ground to your right starts to slide towards you as you turn left and continue down the path.

To your right is a small control booth building with the windows blown out. The back wall is lined with skis and you can see empty spots where 4 were taken. As you look through the broken window, The Bleeder pops up and slashes at you with a broken ski pole.

To your left is the drop-off point of a ski lift. Above you is a dangling ski lift chair and on either side of the path are large, round support beams with wires connecting them. You continue forward following the winding lift. The trees around you start to shake as the rumbling of the avalanche becomes deafening. The walls of snow to your right start to slide towards you, narrowing the path.

On your left you see another dangling ski lift. This time there is a scarf caught on the seat, the other end wrapped around a person's neck. The person is choking and desperately trying to regain their footing, reaching towards you for help. Suddenly a ski pole shoots through their stomach as you are sprayed with blood (water). The ski pole starts to pull upwards through the person's stomach as they slump over. The Bleeder lunges out at you from a snow pile on the right, brandishing the broken ski pole.

You round the corner and ahead you see a wall of glass windows lining the back deck of a ski lodge extending high above you. The lodge is suddenly illuminated as the lights come on. There is a pile of debris blocking the path in front of you. Lying in front of a pile of debris is a backpacker frozen in terror, clutching an empty can of Classy Lassie hot chocolate.

You walk around the debris onto a deck littered with chairs surrounding something round in the ground. As you approach the building you see the remnants of an awning lying in a snow-covered heap to your right. The glass pane door in front of you is ajar with one pane near the doorknob broken out. You can't get to the door as the path is covered by chairs and other debris. You go further down the deck and enter the building through a door to the left labeled "Kitchen Entrance."

Scene 11: Kitchen

You enter into a completely disheveled restaurant kitchen. There are pots, pans and utensils strewn everywhere. To the left is a window leading back outside. You can see and hear the wind and snow raging outside.

You turn right around debris and see a battered and snow-covered backpacker clutching hot chocolate packets to their chests. "You can't get me now!," they scream as a kitchen knife flies out through their chest and they are yanked backwards into the darkness.

You turn left and The Bleeder emerges from a freezer across the room and darts toward you, brandishing a knife. You hear the windows shatter and a prep cart rolls in front of you, blocking The Bleeder from getting you.

You weave around debris and enter into a food pantry. There is rotten food all around you and empty hot chocolate boxes and canisters labeled "Classy Lassie" strewn about. You exit the kitchen through a hole in the right side of the pantry.

Scene 12: Shop

You enter into a hallway in front of a gift shop. You feel a wind to your left and see a large broken window, pouring snow into the room. The front windows of the gift shop are shattered as a broken tree limb lays in front of the door. You enter the shop through the broken front window and hear the roof groan and strain against the wind and snow.

The shop is in complete disarray, shelves knocked over and jackets, food, and other knick knacks strewn everywhere. As soon as you enter you hear glass shatter and a mannequin is illuminated directly in front of you. You turn right and go between two toppled shelves. You reach the end of the row and turn left to go the other way and see your path is flanked by mannequins on either side. The faces are all smooth wood with no facial features. For an instant you see the face of The Bleeder projected onto one of the mannequin faces, but it quickly disappears. Then you see it projected on another mannequin further along. Suddenly one of the mannequins comes to life and The Bleeder is there, lunging at you with a piece of broken glass.

As you reach the end of the wall of mannequins, one more mannequin lunges at you as you round the next corner. You walk past a drink cooler and more debris as you approach the checkout counter in the back corner. Centered behind the counter is a giant window. A four foot tall projection of the Bleeder's face covers the black opening of the window and seems to be getting larger. Suddenly a snow-covered man in a pink puffball hat and mittens jumps up from behind the counter, holding a canister of Classy

Lassie hot chocolate. He has blood running down his face as he screams "You've taken everything from me!" He reaches into the canister of hot chocolate and throws a handful of powder at the face, causing it to immediately disappear.

You continue past the counter and exit through a door marked "basement."

Scene 13: Basement

You enter the basement and make a quick turn before entering one long, concrete hallway on a raised metal walkway. You hear the sounds of rushing water as you see a pipe to your right is leaking water. There is a pool of water underneath the walkway that appears to be rising. To your left you pass a window showing a little room that seems to be full of water. Cracks start to spread through the window as the Bleeder appears in the window. There is a bang and the lights dim as you hear the glass shattering and feel it hitting your face (water spray). As the lights come back, suddenly the face of The Bleeder pops up from in front of the window and swings at you with a jagged metal pipe.

You continue down the hallway as the sound of rushing water seems to be closing in all around you. Ahead and to your right is the same man in the pink puffball hat wading in water and blocking the path. He is standing next to a row of electrical boxes in a catatonic state, staring above in terror. His hand is on the electrical box and his body is convulsing as sparks fly out from the electrical boxes.

As you get near the man, there is a loud bang above you and the giant face of the Bleeder shoots down from the ceiling through a wall of steam from a broken pipe. "Get out of here!", the man yells, breaking free from the electrical boxes. But a wall of water is rushing towards him from the back.

You continue forward around the corner, flanked by steaming boilers on each side. Blasts of steam hit your ankles and the walkway rumbles under your feet. You look down to see the face of The Bleeder smiling at you from underneath the walkway below you.

Ahead of you is a hole in the wall behind the remnants of a recently-exploded boiler tank. The inside of the exploded boiler is obscured in a wall of steam and suddenly The Bleeder flies through the steam and swings a rusty pipe in front of your path before quickly flying back into the steam. You continue through the hole in the wall and exit the basement.

Scene 14: Restaurant

You enter into the dining room of a ruined restaurant. Tables and chairs are thrown everywhere and covered in snow. Parts of the walls and ceiling are splintered and look like they could cave in at any moment. In the center of the restaurant is a 10-foot tall face of the Bleeder looking down at you with mouth wide open, ready to eat you whole. On either side of the face are giant broken windows showing swaying trees outside.

You are hit with gusts of wind and snow. The lights dim for a moment and you feel a blast of air across your face. The wall to your right is illuminated and you see pieces of pipe and wood stuck into the wall, seemingly having just missed you.

You turn left and continue through the ruined restaurant towards the face of The Bleeder. The man in the pink hat jumps out from behind a table and screams: "Get outside, this place is coming down!." He reaches into his canister of hot chocolate and throws a handful at the giant face, screaming "How does that taste?" He runs and jumps through the window, holding his hot chocolate

As you approach the mouth of The Bleeder, pillars and beams wobble and you hear the building collapsing around you. A beam slams to the ground to your right as you enter the mouth of The Bleeder and are swallowed in a wall of blinding white.

Scene 15: Exterior Sunrise

You exit the white hallway outside and notice the snow and wind has stopped. You are back on the patio where you entered the ski lodge. You look out over a golden sun rising over mountains in the distance. Everything is blanketed in a purple and orange glow. To your left is the man in the pink hat, sitting in an in-ground hot tub filled with hot chocolate, the empty hot chocolate canister next to it. Two white seat cushions float in the hot chocolate, looking like marshmallows. The man is holding a mug full of hot chocolate and says "You can't beat this view, but next year I want to see it on a postcard."

You turn away from the hot tub and off of the patio. You walk past a sign saying "Now Leaving Alpine Lodge. See you next year." One last Bleeder jumps out from behind the sign, this time raising a mug of hot chocolate to you as you exit the haunted house.