

GEEK



AN ADVENTURE SEED
FOR USE WITH

CONTAGION
SAVAGE EDITION

Savage Worlds License Info

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It is only a game.
Magic is not real.
The occult is not real.
Mass shootings are very real.
We should do something about it.
<https://everytown.org/>

Special Thanks

To #March4OurLives
Thanks kids, for restoring my faith in Humanity.
Strength to you.

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CONTAGION

SAVAGE EDITION

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"STOP PICKIN ON ME
BECAUSE I'M A GEEK
I'M STRANGE TO YOU
YOU'RE STRANGE TO ME
WELL, ONE OF THESE DAYS
I'M GONNA PACK HEAT
YOUR BRAINS ON THE WALL
MY FACE
MY FACE ON TV"

-MC CHRIS, "GEEK"

“It is a massacre. There is blood on the walls, blood on the chairs. I’ve never seen anything like this. It’s like something in the United States.”

- Fireman Roni de Macedo, describing the Rio de Janeiro 2011 school shooting.

Introduction

Geek is an adventure seed for use with the **Contagion Savage Edition** Role Playing Game.

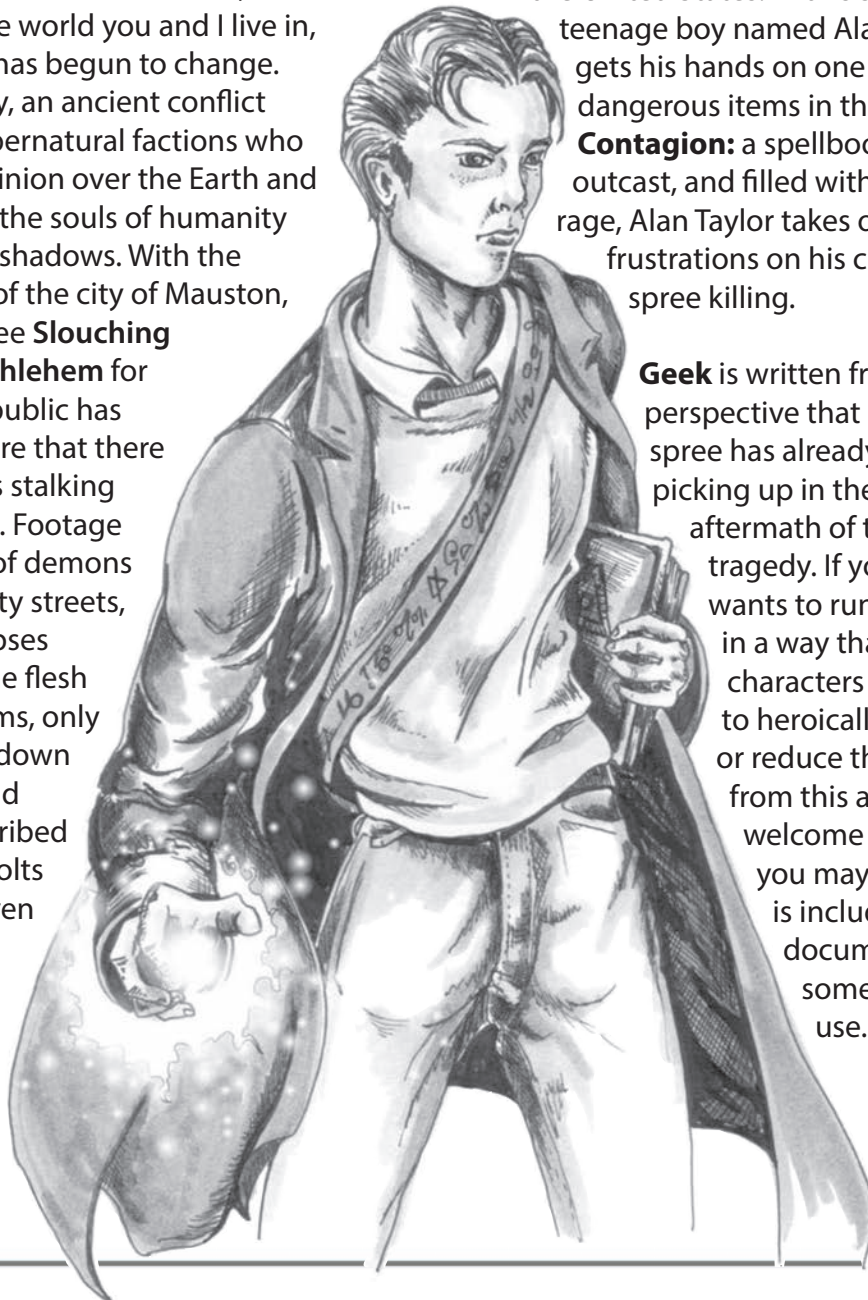
The world of **Contagion** is a dark and terrifying place. On the surface, it looks much like the world you and I live in, though this has begun to change. Until recently, an ancient conflict between supernatural factions who all seek dominion over the Earth and control over the souls of humanity raged in the shadows. With the destruction of the city of Mauston, Wisconsin (see **Slouching Towards Bethlehem** for details) the public has become aware that there are monsters stalking the shadows. Footage and photos of demons fighting in city streets, animate corpses shredding the flesh of their victims, only to be struck down by what could only be described as magical bolts of energy, even elves and werewolves;

all these and more began flooding the internet and television news outlets in the wake of the Mauston tragedy. At first, the U.S. government tried its usual spin of mass hysteria, swamp gas reflecting the light from venus onto a weather balloon, and the like. About half of the population bought the official stories, blowing off the supernatural as “fake news.” The rest have been trying to cope with a reality that feels increasingly less “real” over the past several months.

Geek focuses on one event that brings the harsh reality of the supernatural into sharp focus for the citizens of one small American town, through a tragedy all too common in the United States. In this story, a

teenage boy named Alan Taylor gets his hands on one of the most dangerous items in the world of **Contagion**: a spellbook. Bullied, outcast, and filled with impotent rage, Alan Taylor takes out his frustrations on his classmates in a spree killing.

Geek is written from the perspective that Alan Taylor’s spree has already occurred, picking up in the direct aftermath of this terrible tragedy. If your troupe wants to run the story in a way that gives the characters a chance to heroically prevent or reduce the damage from this attack, you are welcome to do so, but you may find what is included in this document to be of somewhat limited use.



Geek uses the supernatural as a lens through which to examine a terrible, horrible, real-world tragedy that, sadly, continues to repeat itself in the U.S. To say that this material and subject matter is triggering, upsetting, and not for everyone is a gross understatement. If the themes and ideas surrounding this subject matter are disturbing or discomforting for you and your group: good, they should be. However, they should not be alarming, triggering, or harmful to anyone involved. If anyone at your table does not wish to explore these themes and ideas, then don't. Pick a different module. This is supposed to be fun, even when using the supernatural elements of **Contagion** to examine the horrors of the real world.

Geek

Premise

Geek begins with a school massacre. At 9:25 AM CST on an otherwise typical Wednesday morning, news reports begin flooding in from the small suburb of Whitehall, indicating that there is a school shooting in progress. Thomas Jefferson High School is reported to be the scene, with first responders en route.

When police arrive, the shooting is still in progress, though no gunfire is heard. A media helicopter arrives just in time to capture video of one of the officers in the area being struck by some sort of eldritch bolt of energy, fired from one of the school's windows. It is immediately obvious to anyone with any sort of arcane knowledge that the attacker is using spells.

The police are ill equipped to deal with a spellcaster (even a relative novice such as Alan Taylor) and the killer makes good his escape, leaving 18 wounded and 10 dead in his wake. Though the characters are unlikely able to get to Whitehall (or the school) in time to prevent any loss of life, they may well have a vested interest in tracking down the killer to

prevent another spree. Perhaps along the way they can find out how an unbalanced teen got his hands on such powerful magic.

Behind the Scenes

Alan Taylor fits the stereotypical profile of a school shooter in virtually every way. A shy loner who was bullied in his younger years, Taylor spent most of his time with his nose in a book or a tablet. In his early teens, he discovered 4chan, the MRA movement, various white supremacist groups, and other such pools of deranged filth on the internet, where he was able to explore power fantasies in which he would assert his mastery over his peers and "show the stuck up a-holes" at his school that he was "worthy of true power."

Magical Might

Once the news broke regarding the destruction of Mauston, Wisconsin, a majority of the sites that Alan Taylor frequented fell in line with the "fake news" explanation, believing the footage to be faked, using Hollywood special effects and crisis actors. However, one forum that he frequented seemed to not only accept the supernatural explanation of events but dedicated itself to trying to unearth some sort of magical secrets or power.

After months of searching and scouring various message boards, strange news reports, and fruitless rumors, one of the members of the forums claimed to have located a book of spells that once belonged to an elderly wizard named Sal Greenwood. The original poster, a user called KingzRain, did not know how the seller he bought it from had come upon the book, but when KingzRain posted scans of the original pages, they were clearly stained with blood.

Despite the macabre nature of the material, Taylor dove into the study of these spell pages, teaching himself just enough magic to become incredibly dangerous to himself and

others. Once he realized that he could inflict harm with magic, he began to formulate his plan for the school attack. Initially, like many school shooters, Alan Taylor had planned to commit suicide at the end of his spree, leaving behind a note that contained his “manifesto” in a final act of defiance and disgust with the world. However, he had not counted on the sheer rush of power he wound up feeling once he began using magic to kill. Taking advantage of his newfound skills, the killer used magic to make good his escape.

Getting the Characters Involved

There are a number of ways the characters could be introduced to the events of **Geek**. A few possible lead-ins to the story are listed below. As always, Gamemasters may use one of these introductions, combine and rearrange elements from them, or discard everything below, crafting a fully original tale with the included resources as inspiration.

Friends and Relatives

This scenario assumes that the characters have some personal connection to the students of Thomas Jefferson High School, or their families. Perhaps one of the party knows someone from the suburb of Whitehall. Perhaps they have family or friends among the victims. This personal tie to the tragedy can act as a strong motivator to get involved in the hunt for Alan Taylor.

Law Enforcement

This scenario assumes that one or more of the party members are involved in law enforcement. These could be police, F.B.I. agents, or members of a more arcane organization such as D7 or the Agency (see **Contagion Savage Edition** for details.) Naturally, mundane law enforcement wants Taylor brought in alive so that he might answer for his crimes. It is ultimately left to the Gamemaster to determine how D7 and the Agency would want to handle this threat.

Containment is clearly failing, so elimination may be the answer. However, the higher ups in both organizations will absolutely want to discover how some suburban loner got his hands on such potent magics. Chances are good they won't like the answer.

Classmates

In this harrowing scenario, the players take the roles of survivors from the massacre, who have found out in a direct and terrifying way that the world is a darker and more terrible place than they had previously dared to imagine. Such a scenario is rife with trauma, drama, and motivation, but may be too intense for many troupes to play through. It would certainly give motivation to the characters to begin seeking the truth behind the supernatural, though.

Setting

The setting in this story is left deliberately vague and broad, so as to be easily dropped into any existing campaign. The only constant is the suburb of Whitehall, which is located outside a major metropolitan area and is the principal location of the story's events. Gamemasters are encouraged to place Whitehall wherever they think it will be most appropriate for their story. Perhaps it is a distant suburb, requiring the characters to travel to get there (and giving Alan Taylor a head start on his escape.) Alternatively, the suburb could be the next town over or even the home base of the characters, particularly if this story is used in the beginning of a new campaign.

Places of Note

Thomas Jefferson High School

This high school, like so many before it, is the site of a horrific tragedy. If the characters are members of a law enforcement agency, they will receive the opportunity to investigate the school grounds. Unfortunately, the utility of such an investigation is fairly limited.

The identity of the killer is known, and the methods he used to kill are documented (though investigating through certain methods can reveal the fact that in addition to *bolt*, Alan Taylor used *armor* and *fear* spells during his attack. Characters who succeed on an Investigation check while viewing the footage will see Taylor use the *disguise* spell to make himself look like a female student and leave the school after the lockdown ends.

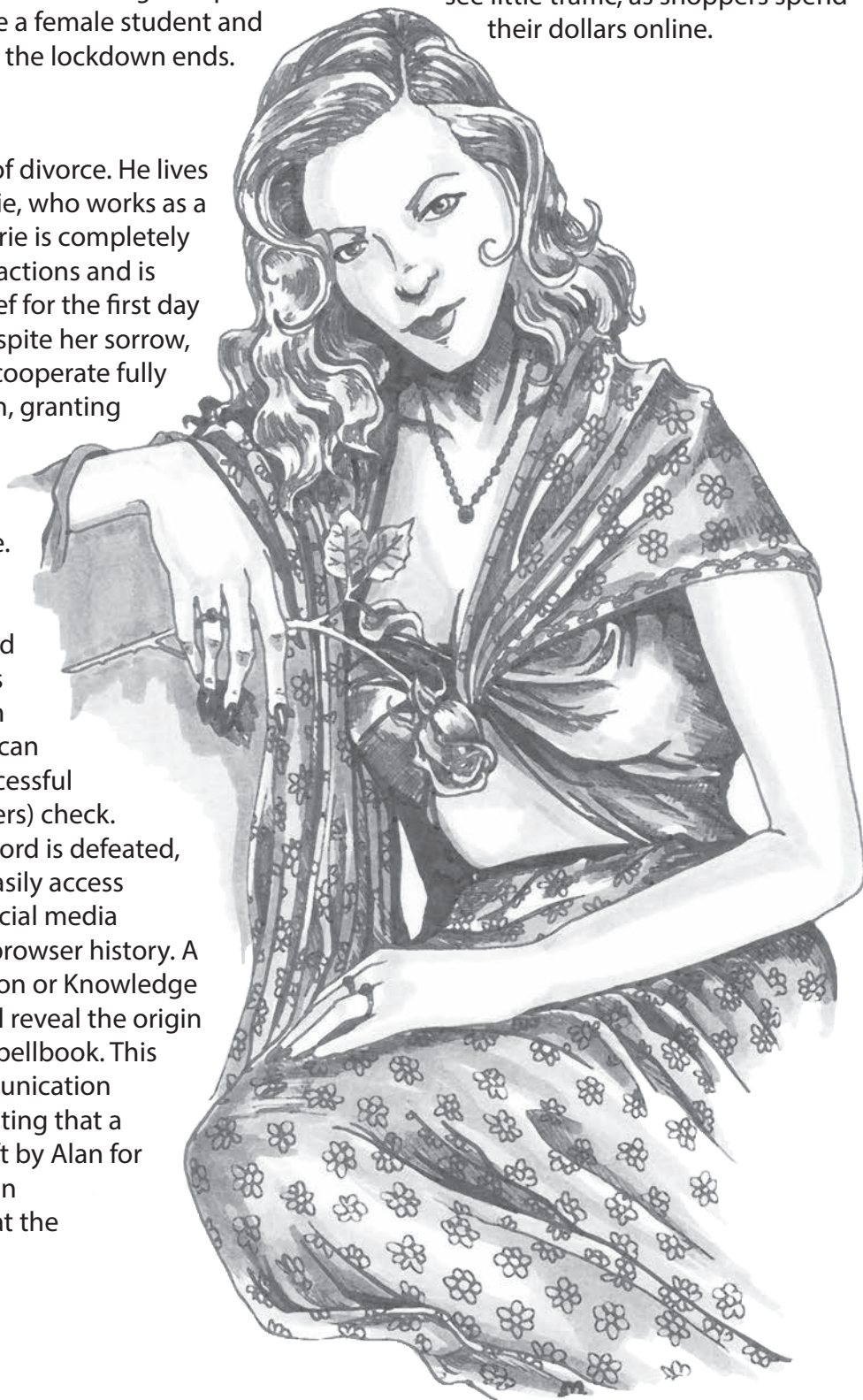
The Taylor Home

Alan Taylor is a child of divorce. He lives with his mother, Laurie, who works as a real estate agent. Laurie is completely shocked by her son's actions and is inconsolable with grief for the first day after the incident. Despite her sorrow, she does her best to cooperate fully with any investigation, granting agents and law enforcement full access to her son's room, and their home.

In Alan's bedroom, the characters can find his computer. There is a master password on the computer, which can be hacked with a successful Knowledge (Computers) check. Once the main password is defeated, the characters may easily access all of Alan's emails, social media profiles, forums and browser history. A successful Investigation or Knowledge (Computer) check will reveal the origin and contents of the spellbook. This will also reveal communication with KingzRain indicating that a package would be left by Alan for KingzRain to pick up in secure locker #N768 at the mall.

Whitehall Mall

The Whitehall Mall is an indoor shopping mall that is about 40 percent occupied, with the rest of the storefronts being empty and abandoned. Like so many decaying malls from the boom of the 80's, the Whitehall Mall is on its last legs. Even the remaining stores see little traffic, as shoppers spend their dollars online.



If the characters discovered the bit of information leading them to the mall locker, they may come here hoping to catch either KingzRain (who has no intention of showing up and never did) or Alan Taylor. If they proceed to the locker, they will see a teenage girl (Alan Taylor using the *disguise* effect) waiting impatiently by the locker. If the characters discovered the footage of Taylor casting the disguise spell, they will recognize the girl as the same person Taylor transformed into. A detect arcana spell will reveal the presence of magic about the "girl." *Aura sight*, *mind reading*, and *sinseeking* can also all be useful in this situation. If the characters cannot identify Taylor for who he truly is, they may well assume that the girl before them is KingzRain, which could easily lead to a confrontation. If the characters wait and watch, or do not arrive on the scene in a timely fashion, Alan loses patience and begins attacking the innocent bystanders at the mall once it occurs to him that KingzRain is not coming.

The semi-abandoned nature of the mall works somewhat in the favor of the characters, as there will be less potential casualties should a violent crossfire occur in an attempt to apprehend Alan Taylor.

Depending on how the investigation goes, the characters could find their way to the mall in time to intercept Taylor before he loses patience and starts attacking innocent bystanders. If the characters fail their investigation (or drag their feet too long) feel free to have them receive reports of a rampage at the mall, to which they may respond.

Possible Outcomes

With any luck, the characters will hunt down and apprehend, kill, or incapacitate Alan Taylor. If he manages to escape after the mall fiasco, he will surface again as a threat. He was already an unbalanced, sick boy before magic.

Now he is a powerful and deadly unbalanced, sick boy. It won't be long before he kills again.

The media will have a field day with the massacre, with pundits and politicians arguing about the use and regulation of magic. Activist groups will form, demanding that magic be made illegal. Powerful and wealthy magi will come forward, advocating for magic to be protected under the 1st and 2nd amendments of the U.S. Constitution. As panic rises among the populace regarding supernatural threats, the specter of a 21st Century American witch hunt arises. One more layer of shadow is dragged into the light as the world continues to discover, to its horror, that monsters and magic are real.

Character Templates

The following characters may appear over the course of events in **Geek**. As always, Gamemasters are encouraged to alter game traits as needed to suit their individual campaigns.

Alan and Laurie's character sheets can be found at the end of this book.

Alan Taylor

Alan Taylor is a deranged mass killer. He has poisonous ideas, no respect for human life, and blames the world for his unhappiness. He is a monster in the truest sense of the word. His sense of self-importance and superiority is an ill-fitting mask to cover his pain and insecurity.

Laurie Taylor

Laurie is the unsuspecting mother of Alan Taylor. While she knew that her son had issues, was shy, and needed help (she had him seeing a counselor weekly,) she had no inkling as to the depths of his rage, nor the scope of his evil. She is pained and inconsolable, but cooperative. Unfortunately she has little to offer by way of insight into her son's thinking or activities.

CONTAGION

SAVAGE EDITION

+2 Charisma **6"** Pace **2** Parry **5** Toughness

Permanent Injuries

Attributes

Agility
 Smarts
 Strength
 Spirit
 Vigor

Armor

Head: _____
 Torso: _____
 Arms: _____
 Legs: _____

Encumbrance

Total WT Carried: _____
 Weight Limit: _____
 Penalty: _____

28

Contagion Points

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Power/Trapping Cost Range Damage/Effect Duration

_____	_____	_____	_____	_____
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_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____

Weapon Range ROF Damage AP WT Notes

_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____

Equipment

Purse

_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____

-1 Wounds **-2** **-3** Incapacitated **-2** **-1** Fatigue

Name Laurie Taylor

Profession Real Estate Agent

Race Human

Quote "My baby! He...he couldn't have..."

Hindrances:

Edges:

Attractive _____

N _____
 5 _____
 10 _____
 15 _____
 S _____
 25 _____
 30 _____
 35 _____
 V _____
 45 _____
 50 _____
 55 _____
 H _____
 65 _____
 70 _____
 75 _____
 L _____
 90 _____
 100 _____
 110 _____

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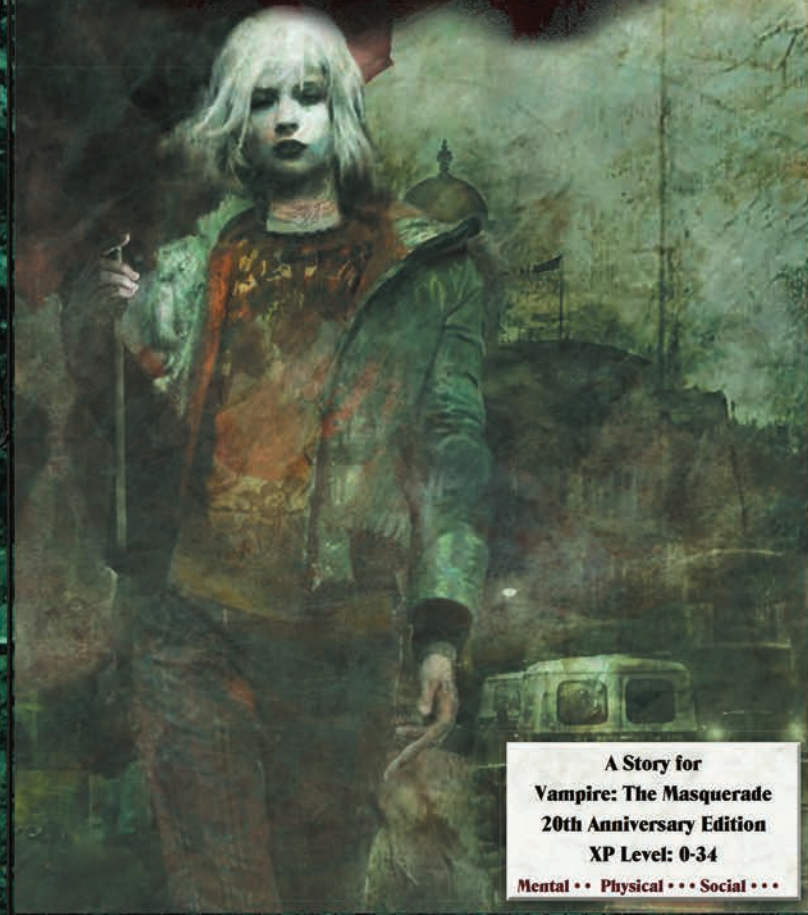
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This book contains rules, setting material and fiction that use the occult, the supernatural, horror, urban fantasy, violence, magic, angels, demons, religion and various potentially offensive subjects and elements in order to tell make-believe stories. This is NOT an endorsement of any of these themes.

It is only a game.
Nothing in here is real.
If you cannot handle that:
Don't play.
Don't read.
Get help.

Everyone else: enjoy!

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