

TRAUMAVILLE

A 1PG Setting for Shriek

By Mark Bruno and James Stubbs

Welcome to Traumaville: To many, Traumaville is just another quiet city, with well-manicured lawns, tract housing, friendly neighbors and honest suburban living. But stay in town for any length of time, and it'll become quickly apparent that there's more to the city than would appear at first glance. For one, Traumaville happens to be the murder capital of Southern California; more teenagers disappear from the school and uppermiddle class neighborhoods than anyone could think possible. It's as if, for some reason, evil is attracted to Traumaville. Those in the know argue that the city has become a mecca of sorts for all types evil: serial killers, practitioners of witchcraft and other hellspawn. In actuality, bad mojo just kind of permeates the place.

And despite all of this, people still come in droves to live in bright, sunny Traumaville. Even the residents who live here seem ambiguous to the horror and danger that surrounds them, as if missing and dead teenagers are just a way of life. It is because the residents of Traumaville are desensitized to the violence? Or perhaps something more nefarious holds sway over the community...

Locations: Below are some of Traumaville's most notable landmarks. GMs are free to add more locations to suite their tastes. Options include additional nightclubs, cemeteries, haunted houses, abandoned factories, shopping malls and the obligatory wooded camp site.

Traumaville High School: With a student body of more than 900 teenagers, THS tends to have a high body count. In fact, more juniors and seniors turn up missing or dead on a weekly basis than in any other high school in the country. The school also boasts the highest undead population as well, but no one really talks about that much. On the upside to all of this, THS features beautiful Spanish-style architecture, expansive athletic fields, a huge auditorium, a student-decorated lounge and a fully computerized library.

Resurrection Cemetery: There are far too many of these in Traumaville to mention, although the largest is Resurrection Cemetery. On the grounds of this dozen-acre cemetery is a large marble mausoleum, the historic Traumaville Funeral Home, and

on-site crematorium. Oh, and did we mention the dead also rise here at night, hungry for the flesh of nubile teen girls and the brains of high school jocks overloaded with testosterone?

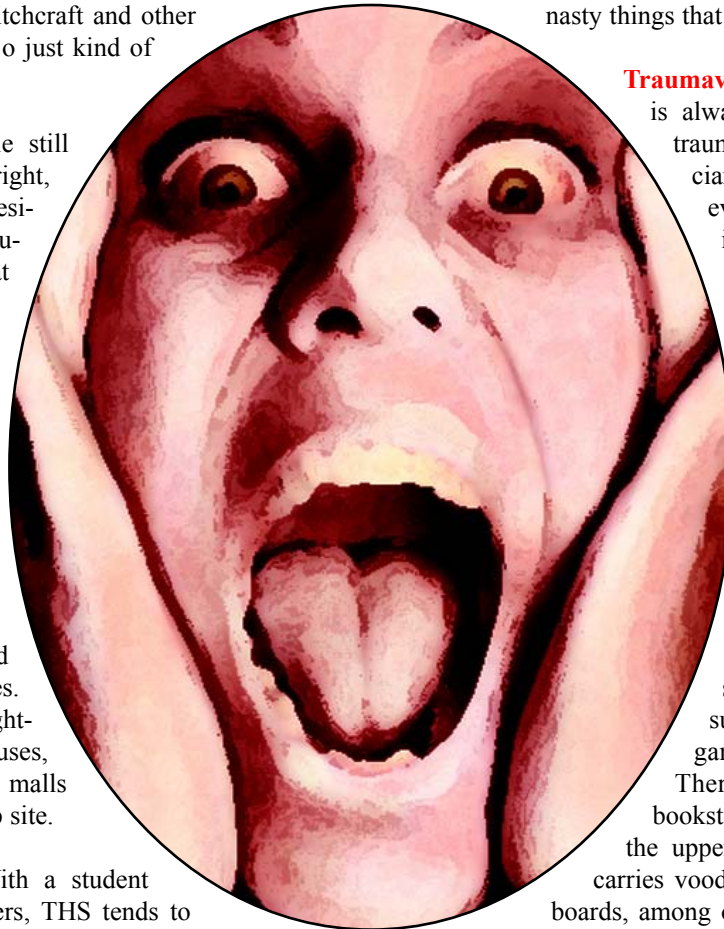
The Zone: This trendy nightclub is all the rage in Traumaville, specifically among the city's teen scene. It's also dark, crowded, noisy and features some of the hottest live bands to hit the West coast. Unfortunately, the nightclub is located in a particularly bad section of town and surrounded by a number of abandoned warehouses and factories. Perfect breeding grounds for dark, nasty things that go bump in the night.

Traumaville Hospital: The city's hospital is always busy, especially its bustling trauma center, where on-site physicians are ready to service residents' every need, be it a gang-related incident, a run-in with a backed-up sewer line, an inconvenient tumble down the stairs or a tussle with an axe-wielding, hockey mask-wearing maniacal serial killer.

Traumaville Mall: Located smack dab in the middle of the city is the expansive, multi-level Traumaville Mall. Recently refurbished, it boasts a multiplex cinema offering first-run movies, as well as many shops and a lavish food court. Be sure to check out the cool video-game parlor on the upper level. There's also a well-known occult bookstore and magick shoppe located on the upper-level called Good Juju, which carries voodoo dolls, love potions and Ouija boards, among other items. The nightwatch men are fairly lax, so mall break-ins are fairly common.

Natural History Museum: Boasting several impressive collections of anthropological artifacts, as well as scientific specimens, the museum also plays host to several touring exhibitions each year. Recently, the Peruvian Mummy exhibit drew record crowds.

Traumaville Beach: Just off I-17 West is the city's public beach. Bonfires are permitted; however, alcoholic beverages and glass containers are not. There have been several unverified shark sightings, but the Traumaville Water Safety Commission advises that there is, at present, no cause for alarm.



TRAUMAVILLE NPCs

Robert Mayer

Traumaville HS Principle

BUFFNESS 1/Whup-Ass 2; LOOKS 1; CRAFTINESS 3/Drive 2; BRAINS 2/Debate 2; Blood 10

Principle Mayer is a strict disciplinarian that rules his school with an iron fist. He's a harsh man in his early 50s that delights in punishing teenage delinquents and making life generally miserable for the student body. Mayer is often seen patrolling the hallways of Traumaville High School on a daily basis, looking for trouble.

Walter Ellison

Chief of Police

BUFFNESS 2/Whup-Ass 3; LOOKS 1; CRAFTINESS 3/Drive 2; BRAINS 2/Debate 1; Blood 15

As a 30-year veteran of Traumaville's police force, Chief Walter Ellison has seen it all. Unlike most other suburban communities in the country, his law enforcement officers have their hands full with missing persons cases, not to mention the weekly occurrence of teenage murders and mental ward escapees. Ellison is a hard-boiled type, not easily swayed and always patrolling his city with open ears and eyes.

Chet Bradley

Football Star

BUFFNESS 2/Whup-Ass 2/Gym 2; LOOKS 3/Fashion Sense 2; CRAFTINESS 2/Drive 2; BRAINS 1; Blood 15

Chet is something of a celebrity at Traumaville High School. He is, after all, the star quarterback and the school's crown jewel when it comes to sports. Unfortunately, what he lacks is tact, class and humility. Chet tends to be arrogant, cocky and bullheaded, not to mention he is one big dude. Still, despite his utter disregard for people, the girls love him and his teammates revere him for his prowess on the field.

Dawn Sheridan

Head Cheerleader

BUFFNESS 1/Gym 2; LOOKS 3/Fashion Sense 2/Pose 1; CRAFTINESS 2/Shopping 1; BRAINS 1; Blood 10

As captain of Traumaville High's cheerleading squad, Dawn Sheridan is shallow, snarky and down-right materialistic. And those are her good points. Dawn's blood is bluer than most; she comes from a rich family and refuses to be put down. Most fairy

queens are delicate creatures, but Dawn is as tough as nails and her brutal honesty certainly won't get her a career as a politician. Not that she'd want to be one, that is. Rather, Dawn has her sights on Hollywood after she graduates.

Allison Styles

Channel 13 Ace Reporter

BUFFNESS 1; LOOKS 3/Fashion Sense 2/Pose 2; CRAFTINESS 2/Drama 2; BRAINS 3; Blood 10

Allison Styles got her start in several small media markets before hitting the big time and landing a job as a reporter for Traumaville's top 10 o'clock news program on Channel 13. After six months on the job, Channel 13's ratings soared through the roof and she's currently the town's media darling. Allison is something of a maverick, doing whatever it takes to get the next big story. She can be ruthless and single-minded at times, which only adds to her popularity. In recent months, she been obsessed with covering Traumaville's crime wave and the current rash of teenage disappearances.

"Shifty Pete" Willis

Groundskeeper

BUFFNESS 2/Whup-Ass 1/Hold Liquor 2; LOOKS 1; CRAFTINESS 2/Gear-

head/Mixology 1; BRAINS 2; Blood 10

Shifty Pete has been Resurrection Cemetery's head groundskeeper for no one knows how long. He's an old codger who hates kids and despises those who come to goof off at the cemetery at night. More than one student has been chased off the grounds by Shifty and his dogs.

Babe Armstrong

Monster Hunter

BUFFNESS 2/Whup-Ass 3/Gym 2; LOOKS 3/Fashion Sense 1; CRAFTINESS 3; BRAINS 2; Blood 20

This self-stylized monster hunter claims that Traumaville is under attack by "forces of darkness." Whether that's true is up for debate. Aside from a few of her close friends, most folks avoid poor Babe. Still, she remains steadfast in her assertions and is often seen patrolling the streets and cemeteries of Traumaville late at night.



WRAP PARTY

By James Stubbs

The Premise: The PCs are all members of the Traumaville High Theater Company or are friends/significant others of someone in the Company. In order to raise some money for props and playbill printing costs, they recently dressed and acted as ancient Peruvians for the Peruvian Mummy exhibit at the Traumaville Museum. As the exhibit ends, the Company has decided to hold their wrap party at the museum.

The Setup: The wrap party is winding down, as it is late in the evening and nearing closing time. Many of the partiers have left already. The die-hards that remain have fallen into the usual listless small talk or are nursing their drinks, and the music has turned from energetic beats to a more relaxed fare. Naturally everyone is going to forget the time and get locked in the museum after it closes. Strangely enough, no security guards come by to run them out and the museum is a very spooky place at night, with its very dim lighting and echoing chambers and hallways. Play up the group's paranoia by having them catch fleeting glimpses of strange shadows and odd shapes. Footsteps and voices will echo and be wildly distorted. Even as creepy as things are, some of the more amorous couples will sneak off to find some privacy, while others will wander off to try to find a phone, a guard or just take an opportunity to explore.

Behind the Scenes: You guessed it – the mummy in the exhibit has come to life for some reason or another and is anxious to get in some after-hours killing time. It has already taken care of Barney and Ernie, two overweight and inept security guards. The players can easily find their mangled bodies after only a cursory search. It's more fun to let one of the NPCs find the bodies; that way you can have the PCs hear their horrid screams and come running. Both of the bodies have pistols, but one only has two bullets in it and the other only has one.

Traumaville Museum: The museum is composed of two floors. The first floor contains a gift store, a bookstore, foyer with an information booth, bathrooms, janitor closet, the art gallery with a permanent exhibit of local artist's works, a exhibit of colonial weaving and another one of North American Indian pottery and crafts.

The second floor contains more bathrooms, the security guard office, administrative offices, a meeting room, the Peruvian mummy exhibit, an exhibit on medieval weaponry, another on women's fashions through the ages and one on the history of photography.

When Good Times Go Bad: It won't take a rocket scientist to figure out that something bad is going on. The museum's doors are controlled by a time lock and will not open until 8 a.m. The windows are reinforced, bulletproof and impossible to break. There is plenty of ancient melee weaponry in the medieval exhibit that the PCs can use to arm themselves, but most of it is old and prone to breaking. Fire is the most effective way of dealing with the mummy. Clever characters could use some of the more volatile darkroom chemicals from the photography exhibit to make something flammable or explosive; however, open flames can only subsist for two rounds before the museum's sprinkler system catches the smoke and turns on, extinguishing the blaze.

The Mummy: The mummy is still adorned with ornamental beads. To add an extra element of creepiness to the scenario you could always have the faint clicking of beads echo throughout the museum to set the PCs on edge. Remember, paranoia and fear are the *Shriek* referee's best friends outside of caffeine and an encyclopedic knowledge of every slasher and monster movie ever made.

The mummy prefers to kill with its bare hands through bludgeoning a victim to death or through strangulation, but if you feel it appropriate, you can arm it with a ceremonial spiked club that does 4 Blood damage. Like most mummies, it is slow and seems to be where it shouldn't at exactly the worst possible time for the PCs. Fire is its worst enemy. The mummy will suffer double damage from any fire-based attack. However, once ablaze, it will attempt to attack the person who set it on fire to the exclusion of everything else. If this also sets the attacker on fire, so much the better.

If the PCs somehow manage to kill the mummy, give them a brief respite and a false sense of security before it comes back alive again!

Killing the Unkillable: Bullets can't kill something that no longer has any vital organs. The old medieval weapons are too brittle to be of much use and fire is quickly put out before it can cause any real lasting damage. What possible chance does the THS Theater Company have? Not much. However, there is a slim one. The Peruvian exhibit contains artifacts found at the burial site of the mummy. The most interesting of these objects is a broken clay seal with strange writing on the back that was removed from the sarcophagus by someone or something. The seal is identifiable to anyone with occult knowledge as a containment ward that should secure the sarcophagus lid once the mummy is placed back inside. The incantation will need to be deciphered before it can be read, however. Feel free to apply Target Number penalties as the group researches the writing. The ultimate solution requires the PCs to somehow lure or force the mummy back into its resting place, slam the lid shut and reapply the seal while reciting the incantation.

Concluding the Scenario: The scenario ends with the survivors trapping and sealing the mummy back into his tomb or at least surviving until 8 a.m. the next morning when the time lock on the door opens so that they can escape. Of course, nobody believes their story if they live to tell the tale. The mummy will be found unharmed and undisturbed in its tomb regardless of what happens.

This scenario could be used as a launching point for a series of scenarios where the survivors band together to prove that they weren't crazy by exposing the supernatural occurrences in Traumaville or they become alarmed when the Traumaville Museum decides to make the Peruvian Mummy exhibit a permanent one!

The Mummy

BUFFNESS 3/ Whup-Ass 2; LOOKS 1;
CRAFTINESS 2; BRAINS 1; Blood: 25