

In Traumaville,
if you're not scared,
you're already dead.

DEEP7 PRESENTS

SHRIEK™

THE GAME OF TEEN HORROR

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SHRIEK

The Game of Teen Horror

BUFFNESS

Hold Liquor _____
 Gym _____
 Whup-Ass _____

LOOKS

Fashion Sense _____
 Pose _____
 Seduction _____

CRAFTINESS

Gearhead _____
 Shopping _____
 Dance _____
 Driving _____
 Drama _____
 Mixology _____

BRAINS

Geekery _____
 Pop Culture _____
 Bookworm _____
 Debate _____

WITS

BLOOD

GUTS

POPULARITY

CHARACTER PTS

NAME: _____
 HIGH SCHOOL: _____
 CLIQUE: _____
 Height: _____ Weight: _____ Gender: _____
 Eyes: _____ Hair: _____ Age: _____

Item	Damage

Hit Location	1 Head	2 Torso	3 R.Arm	4 L.Arm	5 R.Leg	6 L.Leg
AP						

Deep7 1PG™ RPGs assume the players and ref already have some rudimentary experience with role-playing games. All Deep7 1PG™ games are played with 6-sided dice. Deep7 assumes no liability for mental instability on the part of players, refs or their families.

ITEM	DAMAGE
Baseball Bat	3
Chainsaw	6
Garden Weasel	3
Golf Club	2
Handgun	8
Hedge Trimmer	4
Ice Pick	4
Knife	3
Knitting Needle	2
Machete	4
Pepper Spray	1
Pitchfork	5

Attributes: Roll 1D3 for each.

Skills: Roll 1D6 for the total number of points to distribute into all skills. Skills starts at 0 and can be no more than 3. If you need extra points, you can take them from other skills, leaving them at -1 for each point taken. No attribute/skill combination can be less than 1.

Wits: Roll 1D6. You may need to make a Guts check to keep your Wits.

Blood: Roll 2D6+5. When you have lost all your Blood, you are dead.

Guts: Roll 1D6. The more Guts you have, the easier it is to keep your Wits.

Popularity starts at 0. Roll 1D6 and get the same or under your Buffness and Looks attributes (but you may only try once for each, at the beginning of the game). Add 1 to your Popularity for each successful check. Use Popularity to reroll failed skill checks or call in favors.

Roll on the Status Table for more cool stuff.

Money: 2D6 x 100 credits.

GUTS CHECK: Any time you have a traumatic experience in the game, you must make a "Guts Check". Try to roll equal to or below your Guts. If you are not successful, your Wits goes down by 1. When Wits is reduced to 0, you must roll a 4 or less each time you wish to make a skill check or combat roll, or else your character is twitchy and shellshocked, unable to function properly.

SKILL ROLLS: When you want to do something, figure out what attribute/skill combo will get it done. Add your attribute and skill together to get your Target Number and roll 1D6 equal to or below it. **Rolling a 1 is always a success and rolling a 6 is always a failure.** If you are fighting, use the Whup-Ass skill for attack, and Gym for evasion. Although a 6 always fails, having a target of six gives you a higher potential margin of success than a target of five. Always add your Buffness to hand-to-hand weapon damage. **Ties always go to the defender.**

ARMOR: Certain items give you an Armor Value (AV). Denim gives you 1 AP, Leather gives you 2. A Football Helmet or Bicycle Helmet gives you 3 on your head, but any Looks-based target numbers are at -2. When you take damage, subtract your AP in the appropriate location from the damage you are dealt.

SEE RULES OF PLAY FOR DETAILS

STATUS TABLE (1D6)

- 1 **LOSER!** -1 Popularity, Fashion Sense and Seduction. Now stick those 3 points into something else.
- 2 **OCCULT LORE:** +2 to any Bookworm roll related to scary stuff.
- 3 **WHEELS:** (roll Hi-Lo) Lo - Dad's car. Hi - Your car. +1 Popularity, Seduction.
- 4 **BITCHIN' WARDROBE!** +1 to any Looks-based roll.
- 5 **FAKE I.D.** +1 Hold Liquor, Seduction.
- 6 **PSYCHIC POWERS:** -1 Popularity. Think *Carrie/Firestarter/Powder/The Shining/The Craft*. Just tell the Ref what you want to do and use your Brains as your target number.

Notes:

RULES OF PLAY

THE GAME: *Shriek: The Game of Teen Horror* is a simple-to-learn, cheesy role-playing game where players take on the roles of disposable teeny-boppers in a campy horror/slasher/vampire movie. It assumes the players and ref already have some rudimentary experience with roleplaying. It is meant to be played in the vein of *Buffy the Vampire Slayer*, *Once Bitten*, *Scream*, *Friday the 13th*, *Halloween*, and the like, so keep it light (yet terrifying), and pass the beer & pretzels.

THE RULES: Uh, like, so here's the deal: roll 1D3 for each attribute. Then roll 1D6 for the total number of points to distribute into your skills. Every skill starts at 0. No skill can be higher than 3. If you need extra points, you can take them from other skills, leaving them at -1 for each point taken.

But since you add your attribute and skill together for rolling a skill check, no attribute/skill combination can be less than 1. If you don't see a skill you really want your character to have (Advanced Underwater Basketweaving or whatever), just scrawl it in the margin.

Next, roll 1D6. Write the result in **Wits**. Wits tells you how sane you are.

Everyone starts with some **Guts**. Roll 1D6 and put the number there. At any time you have a horrifying experience in the game, you may make a "Guts Check" (explained below). The more Guts you have, the easier it is to keep your Wits about you.

Roll 2D6+5 and write the number in **Blood**. This is how much Blood you have. Every time you take damage, you will lose Blood. When you have lost all your Blood, you are dead.

Popularity is important any time you need to ask for favors or get a date. Everyone's Popularity starts at 0. Everyone may try to roll 1D6 and get the same or under his Buffness or Looks attribute (but you may only try once for each, at the beginning of the game). Add 1 to your Popularity for each successful check. Remember, this is your overall popularity, not your popularity within your own clique. If you

need to ask a favor from a buddy, make a Popularity roll (explained below).

Everyone should also roll on the **Status Table**, to get some kinda cool stuff.

GUTS CHECK: Any time you have a traumatic experience in the game, you must make a "Guts Check", where you get to try to roll equal to or below your Guts. If you

make it, you keep your Wits. If you don't make it, you're scared out of your Wits. Lose

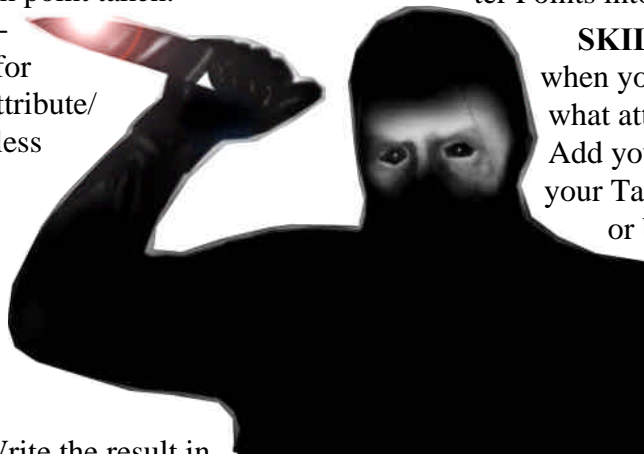
1 Wits point for each scary experience. If you completely lose your Wits, you go insane

and run away, where you are locked up by the authorities who don't believe your story.

You may return in a later game if you put Character Points into Wits.

SKILL ROLLS: Okay, it's like this... when you wanna do something, figure out what attribute/skill combo will get it done. Add your attribute and skill together to get your Target Number and roll 1D6 equal to or below it. **Rolling a 1 is always a success and rolling a 6 is always a failure.** If you are fighting, use the Whup-Ass skill for attack, and Gym for evasion. Two combatants will roll their Whup-Ass skill at the same time. The higher margin of success is a successful hit. If someone is attacking and someone is evading, do the same thing: if the Whup-Ass margin is bigger, the hit was good. If the Gym margin was bigger, the attacker missed. Always add your Buffness to hand-to-hand weapon damage.

OTHER STUFF: Wearing stuff gives you Armor Points. Denim gives you 1 AP, Leather gives you 2. A Football Helmet or Bicycle Helmet gives you 3 on your head, but any Looks-based target numbers are at -2. When you take damage, subtract your AP in the appropriate location from the damage you are dealt. If you survive a whole scenario, you get 1 Character Point for every person at the table. Put these points into Attributes, Skills, Wits, Blood, Guts, or Popularity. But don't worry about surviving. These characters are meant to get horribly chainsawed. Just roll up a new one.



FOR THE REFEREE



kay, so you drew the short straw. It's really not all that bad. You get to have your supernatural psychopaths brutally butcher clueless jocks and coeds with a sharp gardening tool of your choice! Whether you're a novice or a pro, here are some helpful hints for running a successful game of SHRIEK.

ITEM	DAMAGE
Baseball Bat	3
Chainsaw	6
Garden Weasel	3
Golf Club	2
Handgun	8
Hedge Trimmer	4
Ice Pick	4
Knife	3
Knitting Needle	2
Machete	4
Pepper Spray	1
Pitchfork	5
Pipewrench	3
Welder's Torch	4
Hammer	3
Garrotte	4
Axe	6
Meathook	4
BBQ Fork	3
Crowbar	3
Shard of Glass	2
Punch	0
Kick	1
Human Bite	2
Vampire Bite	5
Wolf Bite	4
Zombie Bite	3
Motorcycle	10
Car	15
Truck	20
Train	40

CUT TO THE CHASE: That means keep the adventure short and to the point. Think of it in terms of a movie. Get into the meat of the story as soon as possible. Remember, you don't have to plan a campaign. Each scenario is meant to be played within a single evening, or 2-3 hours each. If you want to bring back surviving characters and play another scenario, go for it! Remember, every cheesy horror flick worth its salt has a string of equally-cheesy sequels.

MAKE THEM RELAX: For many experienced players used to competitive campaign-style roleplaying, the idea of disposable victim characters might be a bit foreign. Tell them to chill. You may have to remind your players that they are the victim characters in a cheesy horror flick.

SET THE MOOD: Put on some spooky soundtrack music (any horror film score will do). Tell a visual story. "Lightning flashes, illuminating a shape in the doorway... Something familiar about it... In the distance, a roll of thunder. You move closer, slowly. Suddenly, another flash reveals it to be your boyfriend, Craig, impaled on the coatrack..."

THE BAD GUYS: A good rule of thumb when creating a villain or villains is to make them durable enough to be a challenge, but vulnerable enough to make the players believe they have a chance. Heh heh. If you have a plethora of shambling zombies, give them 15 Blood. A lone psychopath might have 20, and when the characters "kill" it, the moment they turn away, get rid of the body and put him somewhere else, fully restored. Other supernatural beings, vampires & such, might have as many as 30 to 50 Blood, and only be finally put to rest by a stake through the heart, a silver bullet, etc (consult any sources of supernatural lore you see fit).

IMPORTANT: Bad guys seldom kill the entire cast in a horror flick. Usually one or maybe two characters survive, often only to be hacked in the sequel! Even if the first string gets chopped, make sure at least one character survives (but barely). A well-run game will either slowly terrorize one set of characters, or completely butcher them so the players will get a chance to play a second one. These characters are so one-dimensional, it is even possible to play two at the same time!

FUDGE ON THE DICE: It is your prerogative as the referee to tell the story as you see fit. Never be afraid to say, "because I said so..." If you need a decision made, roll a die for it. If you need to figure out how many chainsaw zombies are hiding in the shed, roll a die for it. If the task is really easy, give 'em a +1 or +2 on their target number. If the task is super difficult, give 'em a -1 (remember rolling a 1 is always a success and a 6 is always a failure).

THE STORIES INCLUDED: There are five scenarios included with this game that can be played either in sequence or in whichever order you see fit. Feel free to design your own, and keep checking www.deep7.com for free scenarios to download!

SHRIEK™ SCENARIOS

#1 - GRAVE SHIFT: A group of high school kids accidentally raise the occupants of the Traumaville cemetery. Shambling zombies, chases, showdown in the Mega-Mart.

#2 - MAKING THE CUT: A dead jock returns to "pick" his old school chums for the "team". Undead maniac drama in a *Halloween/Friday the 13th* style.

#3 - BLOOD SHOP: A gang of student vampires are killing teachers and trying to burn the evidence. Our heroes are trapped after dark in a school showdown.

#4 - TEXAS CHAINSAW MASCARA: A group of Traumaville students in detention hall discover a passageway into a subterranean "factory", where fellow students are being processed into cosmetics.

#5 - NIGHT OF THE COCKROACH: A swarm of deadly mutant bugs terrorizes (who else?) a group of Traumaville residents.

#6 - BIKINI PARTY MASSACRE: The Traumaville High Bikini Swim Team decides to party with DEATH!

#7 - GOOD FRIDAY THE 13th: Having a party at the abandoned condominium complex sounded like a good idea when you thought of it the first time.

#8 - HELL ON WHEELS: Who in their right mind would trick out a Pinto? Obviously must live in Traumaville.

GRAVE SHIFT



By Todd Downing

Disclaimer: DEEP 7 and its personnel do not in any way endorse occult practices, underage drinking or chainsawing your buddies – even if they are zombies. The themes of youth rebellion, occult lore and violent action are common to the movies that inspired this game, and it is our opinion that any teen or adult with half a brain SHOULD be able to tell the difference between reality and fiction, tribute and parody.

THE PREMISE: A group of Traumaville High School friends meets at a senior kegger at the local cemetery, a party that literally wakes the dead. It's a blood-pounding, adrenaline-fueled chase through the fogbound graves and streets of Traumaville, with the shambling dead always just behind... This is a *Night of the Living Dead* type of scenario, where receiving a bite from a zombie will infect the victim at the least opportune time. *Notes – Trust your players to roleplay zombie infection, but if they hold back from slaughtering their own friends, take control of the character and have them roll up a new one. Treat all zombies as having a BUFFNESS of 3 and Whup-Ass appropriate to their former abilities (i.e. a former jock might have a 2 or 3, while an office clerk from the 1930s would have a 0 or -1).*

THE SETUP: The players should all have teenage characters, preferably in attendance at Traumaville High. It gives them a reason to be in a social situation together, and the cemetery location is a blatant staging area for the horror to come. The group can be literally any makeup: jocks, nerds, cheerleaders, goths – whatever. However it would be handy if at least one character has Occult Lore or at least enough Brains to read Greek. Let the group have enough time to immerse themselves in the campy atmosphere of this horror movie setting. Let them roleplay awhile, abuse each other, and perhaps get a bit drunk. Then... show them The Book.

THE BOOK: Ever notice how some ancient Mesopotamian tome that just happens to contain the exact instructions for raising the dead or opening a gate to Hell ends up lying around some pawn shop or city library, available to any pubescent rebel looking for a good time? It should be fairly easy to have one of the characters explore a family crypt on a dare, or locate the half-buried volume by the roots of a gnarled oak while going to take a leak. Once found, the book should become an instant conversation piece within the group: "Hey guys! Look what I just found!" Within a short time, the brain in the group will be reading passages out loud for everyone's entertainment. There's no need to be specific about what the passages actually say. In fact, be vague. Don't tell them what they are reciting is a formula for raising the dead. It only takes a short passage to become the catalyst to the next stage.

THE FOG: After the characters have had their laughs about the book, they might notice that a particularly dense fog

has settled over the area, and that the sounds of their partying friends have grown faint in the distance. Then the screaming starts – the bloodcurdling cry of the living as they are feasted upon by the dead. This should set the characters in motion. If not, just have a couple of zombies shamble out of the mist – *zombies who were once their classmates!*

THE CHASE: It makes no difference if the characters have vehicles or not. The chase is just as frightening either way. If the characters are on foot, there is the intense "up close & personal" factor. If they pile into one or more vehicles and try to floor it out of the cemetery, there is the "look out for that open grave" factor. While everyone is beating a terrified line toward the cemetery gate, brainiac should be looking through the ancient tome for the reverse incantation. Add some difficulty for trying to read a foreign language while running or in the seat of a car as it bounces and jostles over corpses and around open graves. Unfortunately for the characters, all is not well outside the cemetery walls. It seems the mist has settled upon the town itself, and no one is to be found anywhere on the streets. If the character with the book has read the counterspell properly, he or she will realize it requires some ingredients: incense, candles, a chalk circle, etc. The group, being high school students, will also be somewhat overwhelmed in the arena of firepower (remember – movie high school students are rarely as well armed as those in real life). And where else can you get all the necessary items for a magic ritual AND a pump-action shotgun?

THE MEGAMART: Although it is isolated in the central mall area of town, it is well stocked and well lit. The characters can easily break through the front door (or perhaps one of the characters works there and has a key). Of course the alarm is set off, but that just means the cops will come to the rescue, right?

THE LAST STAND: Let the characters go nuts trying to stock up on ammo, but keep the zombies close enough behind them to keep them off-balance and twitchy. Think of the final scene from *Army of Darkness* for inspiration. Don't tell them about the back door the zombies have located, or about any possible zombie infection within the group. Let the characters finish the counterspell (barely), and don't forget that at least one character should survive. The police will eventually show up and begin the cleanup process (there shouldn't be any criminal arrests of the characters, but any survivors will likely be carted off, catatonic, for psychological evaluation). If by chance you can arrange to have a football playing jock character bitten and/or killed, it leads perfectly into the next scenario, *Making the Cut*.



Good luck!

MAKING



THE

CUT

By Todd Downing & Ron Dugdale

Disclaimer: DEEP 7 and its personnel do not in any way endorse occult practices, underage drinking or using a pickaxe on your buddies – even if they are supernatural homicidal maniacs. The themes of youth rebellion, occult lore and violent action are common to the movies that inspired this game, and it is our opinion that any teen or adult with half a brain SHOULD be able to tell the difference between reality and fiction, tribute and parody.

THE PREMISE: A student at Traumaville High (perhaps one of the player characters) throws a party at his parents' summer home by Black Lake. Perhaps he/she is trying to increase in popularity, or perhaps the character is already with the "in" crowd. In any case, word gets out and a mob of students arrives at the house — only to be stalked and brutally murdered by undead football player "Chet". Now, ideally, this could be a zombie-bitten jock from *Grave Shift*. If that doesn't work out, the tale is that Chet Walker was a popular Traumaville football star, bitten by the risen dead at that cemetery kegger last year. Now he's back, and his M.O. is to urge his potential victim to "join the team". This is a *Halloween/Friday the 13th* type of scenario, with one major psychopathic killer running around in a remote location, slaughtering the characters in grand fashion. *Notes – Chet will infect anyone he bites but doesn't kill completely. See Premise notes in Grave Shift for details and hints on roleplaying zombification.*

THE SETUP: The players should all have teenage characters, preferably in attendance at Traumaville High, and most of them will know about Chet. They should all be in attendance at the party, although being in the same clique is not necessary. The group can be literally any makeup: jocks, nerds, cheerleaders, goths – whatever. There will be a lot of Mixology and Hold Liquor skill checks made at this get together — let the characters relax into the party atmosphere... until the power goes out and the lightning storm hits.

THE PHONECALL: Ever notice how the psychopathic murderer ends up calling the teenaged boy/girl on a phone from inside the house before going on the hacky-stabby warpath? If the host/hostess can't get the phone, let anyone answer it. But keep it ringing until someone picks it up. Chet will say things like, "Can you make the cut?" and "Join the team..." Really play up the predatorial atmosphere — it's why people go to horror movies in the first place. As soon as Chet makes his call, the phone goes dead.

THE STORM: Once the phonecall has been made, it's a

free-for-all. Let characters get separated, run into the woods, try to swim the lake in the foggy, stormy night, etc. Let them try to hide in the bedrooms, the basement or the attic of this giant mountain home. Let them try to start their cars only to find the distributor cap missing and/or the tires slashed. Fortunately, there is a toolshed out by the garage, near the lake. It's chock full of all sorts of sharpened implements of carnage, tools and cans of flammable liquids. Just remember: even if the characters are split up, Chet should always be there, just behind or in front of them, silhouetted in the lightning, or just moving out of sight.

CHET WALKER: Chet the undead football hero appears as a large, muscular teenaged boy in jeans and a letterman jacket.

His rotting face is hidden behind a football helmet (except for his glowing red-orange eyes) and he carries a fire axe. He has 30 Blood. If he is killed by the characters, the moment their backs are turned, he'll disappear and come back in another place. Really quite simple... the characters must completely immolate Chet in order to really REALLY kill him all the way dead dead DEAD. Chet will always dispose of the bodies of his victims after displaying them to the remaining characters. The bodies just seem to disappear when no one is looking, much like Chet.

DAWN BREAKS: After a terrifying romp through the house and grounds, the characters can either make an escape to the foggy main road or succeed in torching Chet. Either way, once dawn breaks, the storm will subside and the morning fog will settle on the lake. The characters may be discovered by emergency electrical or

phone company workers coming out to repair the damage from the storm, but Chet will seemingly be gone with the night, as will any characters turned by Chet into flesh eating ghouls. The ending of this episode should leave the characters uncomfortable and edgy, as nothing concrete has been resolved (unless the characters succeed in their burning of Chet, in which case they achieve a small victory).

EPILOGUE: It seems that during the following summer, the camp across Black Lake is terrorized by a psychopath wearing a football helmet and wielding a fire axe. No evidence is found, but several campers go missing, assumed drowned in Black Lake. Of course the characters never return to the house by the lake, until years later for the sequel...



BLOOD



SHOP

By Todd Downing

Disclaimer: DEEP 7 and its personnel do not in any way endorse occult practices, underage drinking or impaling your buddies – even if they are vampires. The themes of youth rebellion, occult lore and violent action are common to the movies that inspired this game, and it is our opinion that any teen or adult with half a brain SHOULD be able to tell the difference between reality and fiction, tribute and parody.

THE PREMISE: A group of Traumaville High School students is kept after school, and the sun sets early in the dead of winter. When they find out someone is exanguinating the teachers and setting fire to the evidence, a danse macabre ensues, including a race to the shop for some impromptu woodcarving projects (of the pointy kind). It's a tense, action-packed adventure as our heroes struggle to stop the gang of vampires terrorizing their school while retaining their blood and their sanity... This is a *Buffy The Vampire Slayer* type of scenario, where receiving a bite from a vampire will infect the victim at the least opportune time. Notes – Trust your players to roleplay vampirism, but if they hold back from gnawing on their own friends, take control of the character and have them roll up a new one. Treat all vampires as having a BUFFNESS of 3 and Whup-Ass appropriate to their abilities at the time they were turned (i.e. a former jock might have a 2 or 3, while a newsstand salesman in his 50s would have a 0 or -1).



THE SETUP:

The players should all have teenage characters, preferably in detention or in after school activities at Traumaville High (decorating for the prom, working on an in-class assignment, making out under the bleachers, etc.). If you feel you can handle it, have each individual begin the scenario alone or in a small group. The overall party can be literally any makeup: jocks, nerds, cheerleaders, goths – whatever. However it is always handy if at least one character has Occult Lore or at least Pop Culture (having seen his or her share of vampire movies, *Kolchak* or the *X-Files*). Let the group have enough time to get into the atmosphere of the after school quiet. Have a couple of characters go to the restroom where they meet another student. If the characters are smart enough, they'll notice he/she doesn't leave a reflection in the mirror. After the strange student leaves and they're just wondering what the deal is, they'll smell the smoke...

THE DEAD TEACHER: Ever notice how the authorities never show up in time to help the protagonists until it's too late? The characters are of course drawn to the source of the smoke, and discover the science lab is ablaze. There is still time to act, however. If one or two brave characters enter the burning room, they will notice the slumped body of Mr. Steakley, the science teacher. Upon further investigation, they'll notice a dual puncture wound in his neck — Mr. Steakley is quite dead.

CALL 911: Acting quickly, the characters attempt to use the phone in the office to call the authorities. Entering the main office just as the sun is setting, the characters will find the drained body of Mrs. Withers, the secretary, slumped over her desk. They find none of the other adult staff on hand and the telephones have all been disconnected. Then the eerie sounds of wings flapping in the evening sky erupt outside. The characters look through the large school windows and see — *they are surrounded by a vampire gang!*

THE COMING FIGHT: This is a classic *Buffy/Lost Boys/Vampire\$* showdown, with lots of flying acrobatics and well-choreographed martial arts moves. The characters are basically confined to the main office lobby/corridor, which houses the administration offices, nurses office, janitorial office and attendance office. Upstairs are the English and Math classrooms. Downstairs — the wood and metal shop. If the characters have been prudent and barricaded the main doors, they will have enough time to run down and grab some sharp sticks for their defense. There are also a wide variety of tools: chisels, awls, brands, saws, carving blades, etc.

SHOWDOWN WITH TEETH: This is where the characters return from the shop to do battle with the snarling fiends. The characters will emerge from downstairs to find the doors still barricaded (if they were in the first place), and no sign of the vampires... until they drop on the characters from above. Remember: don't be afraid of infecting or killing characters. Any vampires who get staked will immediately disintegrate, a la *Buffy*, into a small pile of ash. New characters can always show up from another office or classroom, doing the Poltergeist "What's HAPPENING!?" In short, keep the vamps coming until there are just a couple characters left, and the cops and firetrucks show up. Any remaining vampires can make a quick getaway through the open vent windows.

EPILOGUE: The characters are treated for any wounds they may have, and the cops take their statements. Though farfetched, the stories all match: a mad gang of vandals attacked them, killed the teachers and set fire to the school. It is evidently enough for the District Attorney, and the characters are set free... to face their fiendish foes another night.

Good luck!

TEXAS CHAINSAW MASCARA

By Todd Downing

Disclaimer: *DEEP 7* and its personnel do not in any way endorse occult practices, underage drinking or chainsawing your teachers – even if they are mutant cannibals and rogue plastic surgeons. The themes of youth rebellion, occult lore and violent action are common to the movies that inspired this game, and it is our opinion that any teen or adult with half a brain **SHOULD** be able to tell the difference between reality and fiction, tribute and parody.

THE PREMISE: Someone is kidnapping Traumaville High School students and rendering them down for their essential oils, and simultaneously there's a hot new cosmetic line on the market — called *Youth*. With lipstick shades like “Blood Red” and a mysterious skin moisturizer, it soon dawns on some students that all is not as it should be. In this terrifying episode, our heroes will attempt to discover which faculty member is behind the abductions, locate and destroy the “lab” while retaining their blood and their sanity... This is an obvious tribute to Tobe Hooper's horror classic, where one wrong step could find one's character suspended from his tendons and being vivisected for his components.

THE SETUP: The players should all have teenage characters, preferably in the same or similar clique. Someone should be or have a girlfriend who has been purchasing some of the new cosmetics from Mrs. Hackett, the guidance counselor. Sure, the products make you look and smell wonderful, but did you notice how Buddy Graves and Melissa Skinner disappeared right before the new product line went on the market? Or how the product factory just happens to be located in Traumaville (according to the label)? Or how once demand at the school increased, Cheryl Katz and Kip Carver and those two deadheads just up and vanished? And now, the characters have received detention slips from Mrs. Hackett...

DETENSION: So the characters begin the adventure in detention hall after school. Even more of a bummer, since it's Friday afternoon and all the character's friends have headed off to the beach for a wicked kegger. Have the characters communicate by passing notes for awhile, until Mrs. Hackett leaves to go to the ladies room. It is



rumored Coach Warner keeps a bottle of scotch in the ball locker behind the desk, and someone in the group should be interested enough to check it out. The locker is one of those giant metal things the size of an upright

wardrobe. And it's unlocked. And the false back swings away to reveal a wooden stairway laid into the concrete below. Far from leading into Narnia, however, this wardrobe leads into fear...

THE FACTORY: There is a flashlight in the detention room desk, should the characters care to look, and the wooden stairway descends in a dangerous downward spiral. At the bottom, the characters discover a macabre cosmetics factory, full of all kinds of bizarre mad-scientist equipment. They find several dissected human bodies, with parts strategically missing. The vats nearby are labeled “FATS”, “ESSENCES” and “PIGMENTS”. Several other teenagers are preserved in stasis blankets (which resemble common plastic wrap). They also discover Kip Carver and Cheryl Katz hooked up to a syphon device that is slowly rendering their blood into cosmetic pigment. Before they can release their captive friends, they hear the telltale creaks and echoed footsteps coming from the stairs above, and realize — *Mrs. Hackett is coming for them!*

THE CHASE: As the characters begin to look for another exit from the factory, they are set upon by a handful of lab assistants wielding electric cattle prods (damage 7/target immobilized). The assistants are gaunt, bald humans who have undergone extensive experimental cosmetic surgery (think Lon Chaney in *Phantom of the Opera*). Use your best judgement in terms of numbers here. You can always pop another one behind a door or around a corner. If any characters are killed by the assistants, have the players roll up new characters and start them by being released from the plastic wrap. In any case, there is a long tunnel exiting the factory that leads (eventually) to a dry well on an abandoned homestead a mile or so away from the school. There are iron rungs set into the side of the well, for climbing out.

THE CABIN: The isolated cabin (yes, only a mile away from the school, but since when does logic factor into a horror movie?) is abandoned, but has a rusty old Ford pickup out front (a hotwiring task of *No Way, Man!* difficulty). If the characters check inside the rotting structure, they will find an old double barreled shotgun and 1D6 shells by the fireplace. Let them have a brief rest here before they hear the snapping of twigs in the front of the cabin and see that Mrs. Hackett (wearing a sterile mask, labcoat and surgical gloves) and another three assistants have tracked them here for a final showdown.

THE SHOWDOWN: If the characters have hotwired the truck, let them get away through the woods only to have an assistant pup up in the back and attack them with his cattle prod, making the truck crash into a tree. The final part of the showdown should happen on foot if possible (much scarier). In any case, any surviving characters should make it back to the school, to be met by the flashing lights of several police cars and emergency vehicles. The cops detain the characters and hear their story, but upon investigation find no false door in the locker and a badly burned body in the woods by the cabin. Later on the news, they learn the body was identified as Mrs. Hackett... *but why would Mrs. Hackett have been wearing Cheryl Katz's class ring...?*

Good luck!

NIGHT OF THE COCKROACH

By Gavin Downing

Disclaimer: DEEP 7 and its personnel do not in any way endorse occult practices, underage drinking or immolating your buddies – even if they are covered by mutant insects. The themes of youth rebellion, occult lore and violent action are common to the movies that inspired this game, and it is our opinion that any teen or adult with half a brain SHOULD be able to tell the difference between reality and fiction, tribute and parody.

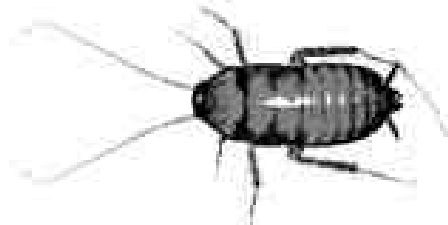


played in the tradition of *Willard*, *Empire of the Spiders*, *Them!* and similar fare.

THE SETUP: The players can have characters of any age group or concept. They should all be friends or family. Give them a chance to set up their relationships; angst ridden teens and their difficult relationship with their parents, etc. Eventually, they should start to find bodies. It should begin slowly at first: perhaps the kids exploring in the woods finds the first body, or perhaps dad stops by to visit grandma, and finds her desiccated corpse. The police do get involved, and are at a loss, but they assure the fairly distraught discoverer of the body that they will investigate what has happened fully. Feel free to describe the body in as much or little detail as you like, but basically, it should be gross, mostly eaten, and probably covered in a strange slime...

THE ATTACK: After perhaps another couple of bodies are uncovered, the family's house comes under attack late one afternoon. The characters are resting around the house with friends, when a strange buzzing sound fills the air. Soon, giant two foot long cockroaches are attacking the house, crashing through the window and devouring whoever they can get a hold of. The characters should flee, making it to the car and driving out as quickly as they can. As they drive from the attacking cockroaches, they realize that soon, if the cockroaches keep going in the same direction, they'll reach Traumaville town center in no

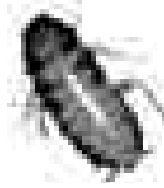
time...



THE PREMISE: A group of Traumaville residents face off with Nature Gone Wrong, as hordes of giant, mutant man-eating cockroaches descend on their charming, peaceful community. Eventually taking refuge in a restaurant, the players need to make a stand against the forces of nature while trying to find a way to destroy the mutant insects (mutated by the government nuclear testing site out in the county). This is a

“swarm”-type of scenario to be

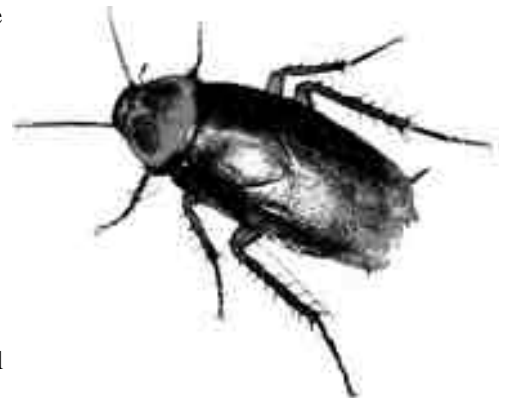
THE WARNING: The characters can go through whatever means they choose to warn the town of Traumaville. They have no methods of stopping the horde of killer cockroaches; they can only hope to warn potential victims. But of course, no one believes them until it is too late, and the cockroaches descend upon Traumaville with a carnivorous appetite...



THE HIDEOUT: The characters flee for the only cover they can reach, because, for whatever reason, the car no longer will work (invent some reason: out of gas, keys are eaten, etc.). They hide out in a restaurant, where they quickly barricade the windows (if they don't, the cockroaches invade through the glass and begin eating the characters). After some time securing themselves, things begin to settle into a tense quiet as night comes upon them...

THE PLAN: One of the scholars in the group should come up with a good plan about now, preferably one of the Brain-type characters. The plan is to lure the killer cockroaches into the Traumaville factory's furnace and blast them into oblivion. There are two catches: they need mating pheromones from one of the cockroaches (if they have already killed one and have the body, then they have one step down); also, once they get the concentrated mating pheromone, they need to get it to the factory's furnace...

HAVING A BLAST: Once the characters are done preparing the “mating potion”, the cockroaches should start finding a way into the building. They break through the front door or something similar, and the characters find themselves on the run once again. The rest of the game should be a hair-raising chase through the ghost remains of the town. Finally, at least one or two of the characters should be able to get the mating potion to the factory blast furnace. At that moment, the cockroaches stop trying to eat any remaining characters and fly into the blast furnace, toasting themselves into oblivion. As if on cue, the police, military and CDC finally arrive for the final clean-up and bandaging up of survivors. As the camera cranes up, overlooking the remains of once beautiful Traumaville, one of the scientists from the CDC voices the cliché: “Ironic that the factory which created these creatures with its toxic waste would be the instrument of their destruction...” Roll eyes. Roll credits.



Good luck!

BIKINI PARTY MASSAGRE

By Gavin Downing

Disclaimer: DEEP 7 and its personnel do not in any way endorse occult practices, underage drinking or whacking a bunch of bimbos with a hedge trimmer – even if they are vacuous nubbles. The themes of youth rebellion, occult lore and violent action are common to the movies that inspired this game, and it is our opinion that any teen or adult with half a brain SHOULD be able to tell the difference between reality and fiction, tribute and parody.

THE PREMISE: An overnight swim meet/slumber party goes horribly wrong as the new school gardener, an escapee from a mental hospital, begins slaughtering the members one by one. This should have the feel of a bad B-horror movie, where the deaths are violent and bloody, and they should always stretch your sense of belief. One by one, the girls are lured away and killed by a homicidal madman wielding a gas-powered hedge trimmer: Murray Martin. This is another *Halloween* or *My Bloody Valentine*-type of scenario to be played with lots of screams and jiggles.

THE SETUP: The players should all have teenage characters. Most should be female members of Traumaville High's Bikini Swim Team, though people wishing to play a male character may play one of the boyfriends (an obviously doomed character). As an attempt to get to know each other better, the girls decide to hold an impromptu swim meet, followed by a sleep over on the school grounds late one Friday night (hey, you buy the premise, you buy the whole bit). During the early parts of this story, feel free to kill any characters who wander away from the group — who decide to go for a quick swim, or step outside for a smoke, etc. But leave their deaths a mystery for now. Also, feel free to toss in a few other bikini-babes, who also start disappearing one by one. But be sure to kill off anyone who realizes that they are in trouble too early. “Something's wrong! Mary's been missing for 10 minutes! We'd all better go looking for her — as soon as I get back from the bathroom!”...

THE PRANK: The boyfriends of these characters decide to hold a little prank, to scare the pants off the girls (hopefully literally). Any boyfriend PCs can either go along with it, or make a stand against the other guys, at the player's choice. It begins when the girls decide to start swapping ghost stories. At a dramatically appropriate moment, one of the guys shuts off the lights. As the girls (all still dressed in their bikinis) react to this, the guys begin screaming in torment and pain. Most are joking (but feel free to have one or two of them, separated from the others, actually being killed). When the prank is discovered, the girls can then spend some time dealing with their annoying boyfriends (any PC boyfriends who took a stand against the prank is sure to be very popular with the girls)...

THE DISCOVERY: By this time, several people should have disappeared mysteriously. But give the players some time to make out with their boyfriends (those who go off alone should be killed quickly). Pretty soon, Murry the psychotic killer will decide to make his final move. He will cut phone lines and move in for the kill. In the meantime, one or two characters might be able to get away from Murry and make their way back to the rest of the group...

THE CHASE: From here on out, the girls and any surviving boyfriends are on the run. Wherever they choose to run, be

flexible. If they try to escape school grounds and make a run for the cops, great. If they try to make it to the sports locker to make a stand, also fine. Whatever the players decide on, make it a convoluted chase. By now, Murry should have locked them into the building. Murry's preferred method of killing is with his gas-powered hedge trimmer, but he will use whatever may be handy and lying about. For example, any characters going for a swim may find themselves being slowly electrocuted, or someone may end up getting impaled by a sharpened pool-net...

THE FINALE: By the time Murry has chased the girls through the building and killed most of them, let them get out and get wherever they were trying for. You'll have to be flexible and creative — perhaps if they're trying to make it to the cops, there can be a dramatic road chase, as Murry tries to run down the fleeing girls with his car. Not just any car, but a demonically-possessed '57 Plymouth Fury with various gardening implements embedded in the grill, aiming out at deadly angles (important horror note: The PC's cars never start when they need to). Or perhaps they can lead him to the sports locker and take him on with the automatic baseball pitcher. Whatever the case, allow at least one of the girls, and possibly her boyfriend, to survive. Murry, while horribly damaged, survives and is taken into custody — leaving all the room in the world for a sequel.

Good luck!



GOOD FRIDAY THE 13TH

By Todd Downing

DISCLAIMER – This scenario is typical splatter movie fare and should not be confused with reality in any way. Deep7 and its personnel do not condone real-life violence, and no offense is intended against those players of a religious nature. Deep7’s roleplaying products are about mature, intelligent people having harmless fun in a social setting. If you believe that horror has no place alongside other genres of popular fiction, please do not play this game. If you believe roleplaying to be evil in any way, please seek professional help. Otherwise, enjoy Deep7 products and game responsibly!

The Premise: It’s been twenty years since the leader of an apocalyptic religious cult was betrayed by a handful of followers and sent to his death in a fiery ATF raid. Now, the children of those cult members must pay for the sins of their parents in this strange mix of the Waco tragedy and the original Friday the 13th.

The Set-Up: The characters are all students at Traumaville High, sneaking away for a spring break retreat to the old compound of religious crackpot James Carver, aka The Holy One (as he was known in his cult-leading days in the early ‘80s). The characters know the history of Carver as told by their parents: how this seemingly enlightened man attracted a few dozen staunch followers to the remote retreat, only to grow more psychotic and hedonistic with each passing day.

Finally, with the bureau of Alcohol, Tobacco & Firearms surrounding the compound and law enforcement helicopters circling overhead, twelve of Carver’s “apostles” surrendered. Carver went insane, dousing structures in gasoline and starting a blaze that would scar the psyches of Traumaville citizens for years to come.

As Carver ran after his escaping flock, his foot became entangled in some downed clothesline and he found himself trapped only a yard away from the compound’s large propane tank. He watched in horror as the spreading flames reached the propane and exploded the tank – and he screamed a final curse on his betrayers. It is assumed Carver was completely immolated in the explosion as no remains were ever retrieved.

Returning to society had been difficult for the cult members, but in time, normalcy was achieved and all twelve who had surrendered ended up with children born the same year.

The original compound had been sold to a real estate developer who began to transform a group of burned-out Quonset huts and moss-eaten cabins into luxury condos, hot tubs and a beautiful dining hall. But the project had been accident-ridden and had run out of capital, and thus has lain abandoned for the past ten years, partially complete.

The characters are all offspring of the original cultmembers or law enforcement involved in the case. Whatever the precise origin of the character, there should be some connection to the fiery demise of Carver’s cult. Some may be curious and want to explore the compound, while some may be hesitant and frightened, and still others may think the whole “Carver Curse” a complete joke. Whatever their inner motivations, the reason for the getaway is a simple spring break weekend party, full of drinking and shagging...

The Compound: Carver’s retreat has been mostly replaced with some luxury condominiums and a cozy central plaza. The condos are mostly complete, but the kitchen/dining hall

remains only half-finished. A few of the old Quonset huts and a burned out cabin still remain at the periphery of the property. The entire area is fenced in, but there is no law enforcement presence within five miles.

If there are mechanically inclined characters in the group, they will know to bring fuel for the generators, which are in pristine condition but have never been fired up.

The generators are hooked into just about every building (condos included), but the dining hall was never connected. There are small construction vehicles and supplies still laying about, indicating work ceased rather hurriedly on the development project...

A Sense of Foreboding: The characters can begin the adventure preparing for the raging party they hope to have, bringing in the alcohol and food, powering up the generators and pairing off to claim condos for their own “private” activities.

Feel free to begin by having one of the characters wounded while setting up for the party. It can be a simple fall from a ladder, a twisted ankle, or a falling wrench on the head. Make it a situation that, while slightly creepy, has a rational explanation. Nothing overtly horrific should happen until after nightfall and the party is in full swing. If anyone decides to explore the grounds, try to steer them toward the burned out cabin.

The Cabin: On the outskirts of the compound sits the desiccated husk of the cabin that James Carver once used as his cult headquarters. There is little left of the structure, save for some scorched timbers in a rough approximation of a cabin shape. The floor is the typically raised type common to wilderness cabins across the country, and several burned holes present a dangerous maze. If any intrepid characters insist on exploring the cabin, a successful BRAINS check will reveal the glint of metal through one of the holes in the charred floor...



The Journal: The metal is in fact a lock on a leather-bound journal. A journal that once belonged to the Holy One, James Carver. The lock mechanism is so rusted it is easily broken open, and the characters can begin to gain insight into the mind of a zealous madman. The tome is crammed full of his apocalyptic rants and socio-religious tirades, and names twelve “apostles” – the parents of some of the characters.

On a fragmented page near the end of the book, a grim warning is scrawled in human blood: *“I shall rise again to judge the evils of the past!”*

If no one bothers with the cabin, you can have the journal found in any number of locations – the construction office (one of those mobile offices you see at building sites), under a paving stone in the plaza, or perhaps under a pile of debris in the kitchen/dining hall...

Judgement Night: Once the sun has set, you can go to work on the characters. Of course, any characters who engage in carnal activities should be the first to get snuffed (that is the number one rule of slasher flicks after all).

Depending on the characters’ actions and your own whims, you may want to designate one character the Survivor (but don’t let the player know). The Survivor is likely going to be the only character out of the original lineup to escape the scenario, albeit battered and bloody.

It is not mandatory to designate a survivor; you can simply let events play out. If a character dies, it is easy to bring in a new one at some point: “Hey dudes! I brought the beer! Hey, where is everyone?”

Some ways to keep the horror factor up can be: randomly shutting down generators and making characters find their way by flashlight, candle and lantern; removing distributor caps from any potential getaway vehicles (except perhaps the slow-moving CAT earthmover); making the characters hallucinate visions of a fiery monk or the sounds of the raid twenty years ago – screams, fire, gunshots, helicopters...

The Holy One: Carver is a subtle killer, and works cerebrally before taking action. He accomplishes much through fear, and his methods are a bit more elaborate than those of your typical machete or chainsaw maniac.

Carver appears in black monk robes, complete with a cowl. For game purposes, he has a BUFFNESS of 2 and a CRAFTINESS of 3, with Whup-Ass of 3. He has 35 Blood, and regenerates 5 per minute. If taken down and then left unsupervised, he will always disappear by the time the characters return. If his cowl is ever removed or lowered, it will reveal a skeletal face, horribly burned, with one eye scarred over and teeth smiling through a lipless mouth.

His victims are always dispatched in a manner appropriate to religious martyrs throughout history, including: burning alive; impaling; hanging; drawing & quartering; flaying alive; garroting; crucifixion; beheading, etc. He will always display the dead in a very dramatic style, usually in reference to a religious painting depicting holy ecstasy. He will usually decorate the scene with candles and adorn the ground or a nearby wall with a cross (scrawled in the victim’s blood, of course).

One specific method that works well in a hot tub is to have the temperature setting knocked all the way up (and even have the regulator removed). When the character begins to

realize the temperature is getting too hot, have his hands nail-gunned to the side of the hot tub, securing him in place as the hot tub becomes a boiling cauldron.

The one thing that seems to keep Carver at bay is the smell of propane and the bright light that usually accompanies burning it. If you wish to let characters regroup, you can allow them to find a single propane lantern and a couple partial tanks for it...

Sun-Up: The ordeal either ends at sunrise when the police arrive to investigate the lights sighted by the neighbors across Lake Doom, or when any remaining characters try to flee through the woods to the nearest ranger station, about two and a half miles down the hill.

If the ranger on duty or any police from the Traumaville precinct five miles away return to the compound with any survivors, they will find the place undisturbed as the kids originally found it, with no trace of any bodies or mayhem.

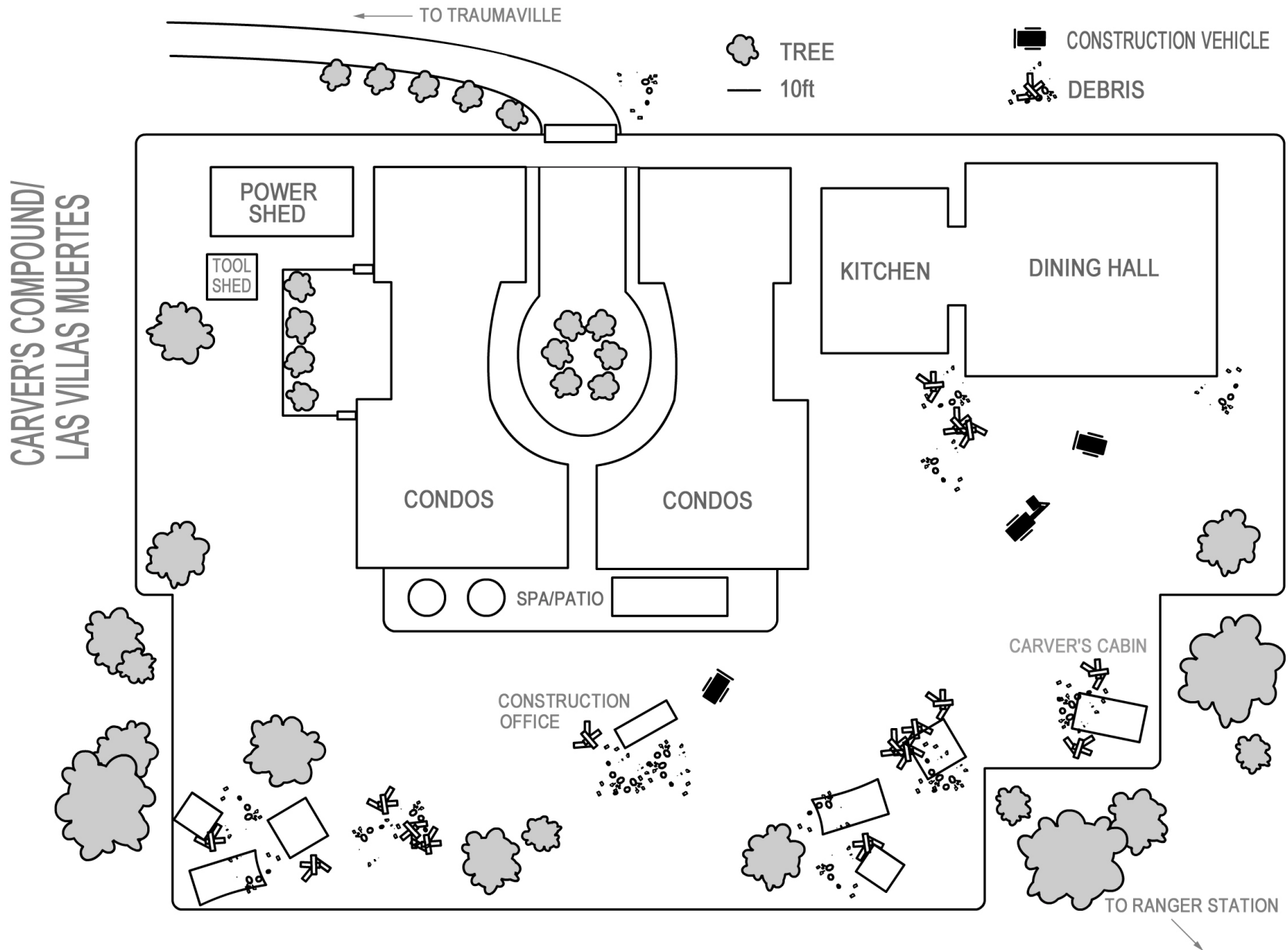
Resolution: If Carver ends up dispatching twelve victims, he will cease activity permanently (or at least until the next Good Friday the 13th). If he is kept at bay until sunrise, he will not be active during daylight, but will continue his killing at night until he has “judged” twelve victims. He will follow fleeing victims as far as the ranger station, but no further, as his power base is the compound.

Although his priority is to punish the descendants of his betrayers from twenty years previous, he will not shy away from dispatching the odd cop or forestry official if need be (and he’ll count those toward his twelve)...

Epilogue: The cops double lock the chain-link fence surrounding the compound and ship the survivors off to the Traumaville Trauma Center for medical care. Of course, that never stops a supernatural terror like James Carver. And as long as teens try to find secluded locations to party, the madman once called Holy One by his followers will likely have an endless supply of martyrs to add to his macabre collection...



GOOD FRIDAY THE 13TH



HELL ON WHEELS

By Todd Downing

DISCLAIMER – This scenario is typical splatter movie fare and should not be confused with reality in any way. Deep7 and its personnel do not condone real-life violence, and no offense is intended against those players of a religious nature. Deep7's roleplaying products are about mature, intelligent people having harmless fun in a social setting. If you believe that horror has no place alongside other genres of popular fiction, please do not play this game. If you believe roleplaying to be evil in any way, please seek professional help. Otherwise, enjoy Deep7 products and game responsibly!

The Premise: Randal Pavey died in a fiery car crash during Bicentennial weekend, 1976. Now, twenty-five years later, Randal and his '76 Pinto are back for revenge... This scenario should be full of drinking, hotrodding road fury in the vein of *Christine*, *Maximum Overdrive*, and *The Car*.

The Set-Up: The characters are all students at Traumaville High, partying it up over summer vacation. The ideal group will consist of several jocks or gearheads, cheerleaders or socialites, and perhaps an outcast or two (but no more).

These goths, stoners or nerds should constantly be the butt of jokes and jock hostility, yet they are willing to put up with such nonsense to bask in the social glory of the In-Crowd, at least on this occasion.

Although the knowledge is not crucial at the beginning of the scenario, a successful BRAINS check will yield some media reference to the death of 17 year-old Randal Pavey – an unpopular kid who dressed in punk attire and whose pride and joy was a brand new 1976 Ford Pinto which he'd painted hearse black. On the 4th of July during the Bicentennial celebrations, a car full of jocks rear-ended Pavey's Pinto, causing the gas tank to explode. The Pinto ran off the side of the road, colliding with a tree before stopping. Pavey managed to extricate himself from the burning car, but his clothes had caught fire and he was quickly immolating.

As two cars and a truck full of jocks and socialites stood by, drunk and laughing, Randal Pavey burned to death, his bloodcurdling screams for help completely ignored. According to legend, the jocks sobered up quickly when faced with the reality of the situation, shoved Pavey's body back into the charred Pinto and pushed the car over the opposite side of the mountain road, into the Black Mountain quarry. Of course, police found no trace of the car or Pavey's remains.

Quest for Fireworks: Fourth of July weekend is in full swing and the group should be caravaning from kegger to kegger in a quest for the best location to watch the fireworks (and maybe create some of their own, girlfriends-willing). It is on a lonely pass through the hills near Black Mountain that the group encounters the first victim.

Glenn Krucek is the captain of the Traumaville football, baseball and waterpolo teams – or at least he was. As the group rounds a bend in the dark mountain road, they notice small fire in the middle of the highway... then another, and another. Small fires and automotive debris lead off the road to where Glenn's car sits a smoldering ruin. Glenn's body – or what is left of it – has been cut in half by an impact great enough to knock down a pine tree and move the stump about three feet laterally in the ground.

Cat & Mouse: When the grisly discovery has been made and a suitable amount of sobering terror has been absorbed, the characters will notice a pair of headlights some distance up the road. They do not appear to be getting closer, but the characters can clearly hear the revving of an engine.

The jocks in the group should be incensed to the point of foolhardiness, and should want to take off after the taunting car and its driver. If they aren't, have the car beep its horn a couple times, or have a psychotic voice waft over the evening air with taunts for the In-Crowd. If anyone brings up the possibility of this being the work of Randal Pavey and his Black Pinto of Death, it should only spur the jocks on to find out who is really behind this atrocity.

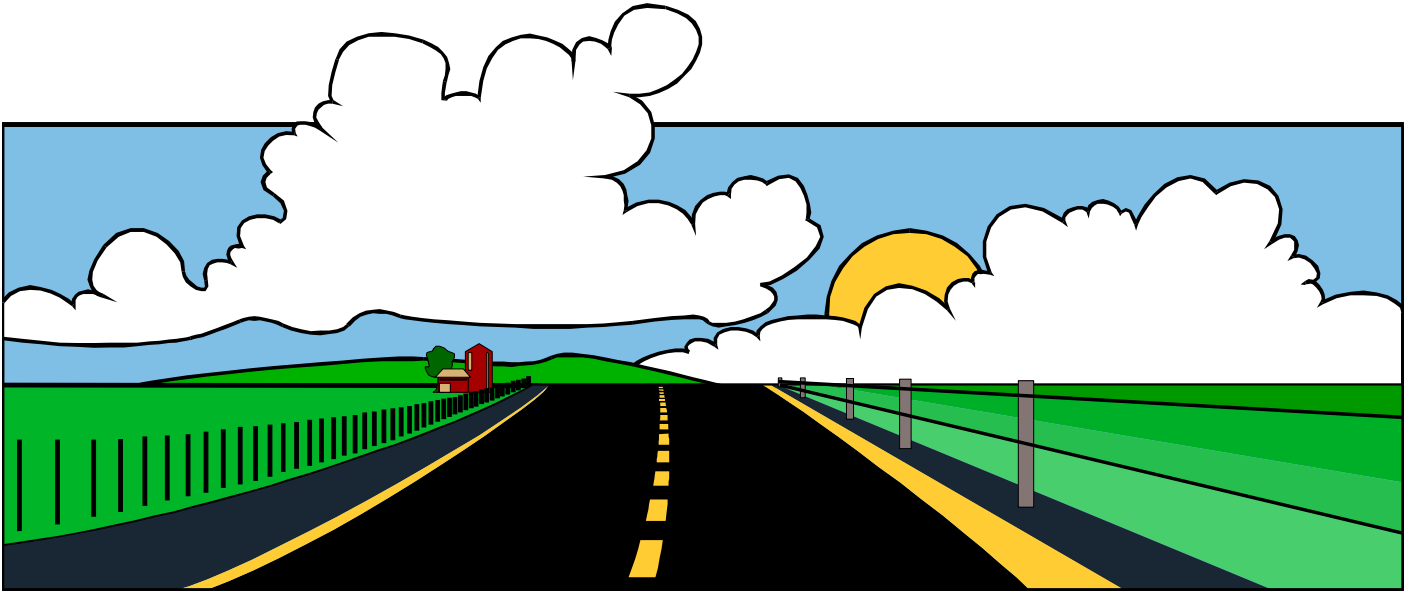
The mysterious vehicle will lead them further up the road and around a hairpin curve, down toward the quarry, always staying just ahead of the characters. If they chicken out and decide to go back, the car will still appear in front of them, sometimes trying to lead them down a dirt access road toward the quarry or even becoming a stationary obstacle, daring the characters to ram it.

Any bumps, crashes or rams require a successful Driving check (be sure to factor in a -1 penalty if it's a bad crash) to recover from. Any bad crashes should result in the character's car ending up careening down the side of the hill toward the quarry. You can even split up the group so that some end up in the woods or on the mountain road, while the others end up at the quarry. No matter who goes where, all roads lead to Black Mountain quarry, and somebody should end up there...



The Black Pinto of Death: Pavey's demonic vehicle is a weird mixture of economy car, custom roadster and deathmobile. Solid black, save for an orange-red flame decal erupting from the gas cap, the car sports wide racing tires, a mammoth breather on the hood and chrome dual exhausts. It sounds like a 450hp V-8 has been shoved under the hood, a pretty demonic concept in itself.

At the slightest vehicle-to-vehicle contact, the Pinto's gas tank will burst into flames. Flames that can very well catch to character vehicles and/or characters themselves. For game



purposes, fire does 4 Blood damage each round until extinguished (we're not going to add complex firefighting rules here – use common sense). This fire does no apparent damage to the Pinto, and after a 1D6 rounds burning, the flames will slowly extinguish in preparation for another crash. Any damage to the body of the car repairs almost immediately, as if by demonic influence (a la *Christine*).

The Quarry: Black Mountain quarry sits on the west shore of Lake Doom, directly below the spot where Pavey's car was dumped. It consists of a narrow alley roughly 100 yards long that lies between the sheer quarry cliff and the lakeshore.

Strangely enough, this narrow gauntlet is just wide enough to accommodate a single car with no room for error. There are access roads at either end of the alley, and only three successful Driving checks at –1 will guarantee safe passage. A failed roll means a slide into the lake, where the character's car will sink slowly into the mire.

If the characters are lucky or skilled enough to get out of a sinking vehicle, they are still restricted to the alley, with a sheer one-hundred-foot cliff face on one side, a freezing lake on the other, and an angry death machine running down the center...

The Grinder: Expect many characters to die. Horribly. However this is one of those scenarios that allows a lot of characters to be added throughout the course of the game. New characters can be other teens on their way to the summit to watch the fireworks, highway patrol officers investigating the Glenn Krucek crash, road workers and the like. Don't be afraid to pulverize these characters without mercy. However, nerd or outcast characters should never be killed outright. Let them off with a "warning", some scrapes and bruises, perhaps only to find themselves down at the lakeside where Pavey's horrible secret lies...

Secret of the Quarry: Hidden among the weeds just below the surface of the lake sits the skeletal remains of Randal Pavey, behind the wheel of his black Pinto. This secret will only be revealed if a character stumbles into the weeds in an attempt to escape the Pinto on the gauntlet. If an outcast

character makes the discovery and makes the connection, you should secretly mark that character for survival, especially if he then attempts to bring authorities to the site to dredge up the car and put Pavey's remains to rest.

The Pinto will not come after anyone on or near the wreckage in the weeds, preferring to mow down the uncaring youths like those who laughed at Pavey as he died horribly, painfully...

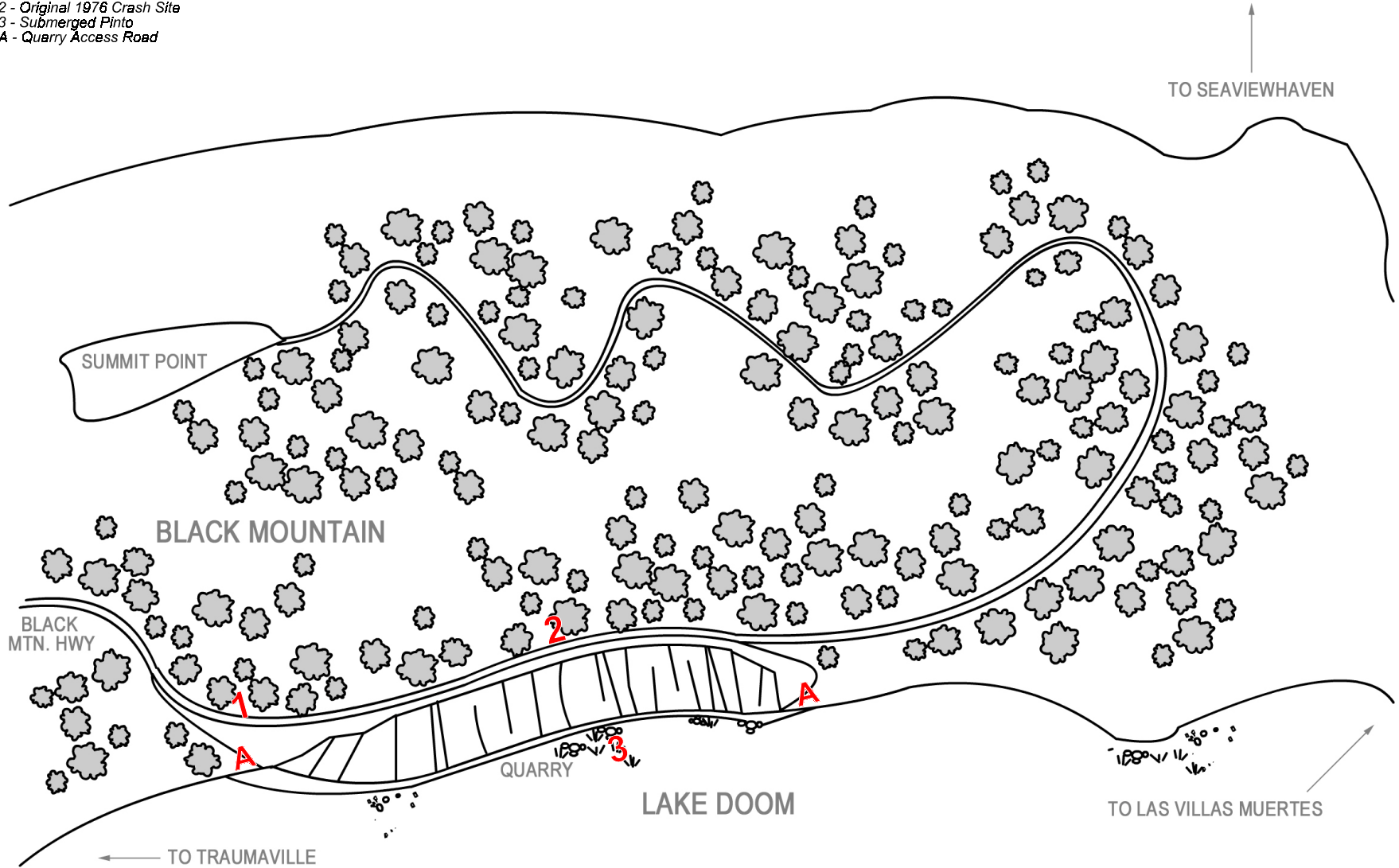
Resolution: The car cannot be destroyed, but can be temporarily disabled by puncturing the tires and/or penetrating the radiator. If anyone manages to break a window or get a door open, they will find an empty car. If you want to get really creepy, you can have the seatbelts entangle such an onlooker and haul him into the car, never to be seen again.

The car is only active at night on the stretch of Black Mountain Highway between Traumaville, Black Mountain Summit and the quarry. Although rumors of sightings elsewhere may float about, there is no substance to them. If the characters do not manage to locate the swampy resting place of Randal Pavey and his Pinto from Hell (or decide to do nothing about it), the car will return on the next 4th of July, seeking revenge. If the original Pinto is dredged up and Pavey's remains properly put to rest, the car will cease its lethal joyrides.

Of course, even after Pavey is properly buried, the potential for the car rising from the scrapyard to roam once again up Black Mountain Highway is great indeed. This is Traumaville, after all...

HELL ON WHEELS

- 1 - Glenn Krucek's Crash
- 2 - Original 1976 Crash Site
- 3 - Submerged Pinto
- A - Quarry Access Road



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