

Shriek



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2003 Halloween  
Scenario Marathon

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## Lab Rats:

by Colin Fisk

**The Premise:** This is a fairly straightforward “bug hunt” scenario. All the players should be students at Gothik Tonicmiska Arkmah (GTA) High School. Add in a new electronic security system with a serious fault, some giant mutant rats and let the fun ensue. The mood should be one of tension and action. The players should come to expect nothing is going to come their way, and rats are going to be dropping from the ceiling at precisely the wrong moment.

**The Setup:** It’s Friday night at good old GTA High, and there’s a party at Binky Witherspoon’s you want to be at. Players can be stragglers from the marching band or football team (GTA had an away game that evening), the robotics unit preparing their Battlebot for a competition on Monday, actors/techies winding down after opening night, the pizza guy delivering dinner to weird Mr. DeQuincy, the Biology teacher: the possibilities are endless.

**It was a Dark and Stormy Night:** Play the atmosphere. It’s been raining for days and the new security system keeps resetting itself, causing a total lockdown of the school. Thursday evening, Big Boy, the Alpha Rat managed to break out of his cage when it unlocked during a system reset. To prevent a repeat, Mr. DeQuincy, is paying students to watch the rats (15 in total) until Monday. Unfortunately, two of his more amorous students in a fit of passion, managed to kick open his and two other mutant rat’s cages. The male half of the duo, Bob McLemore, was devoured, spraying the female, Amy Anderson with blood. She runs away screaming to meet the players on the third floor.

**Lockdown:** Of course, as Amy is relating her tale of woe, the lights will go as yet another power surge causes the computer system to short out and go into reboot mode. This means for the next one hundred twenty minutes (in other words, you can do a real time game if you’d like), all three stories and 48 classrooms of the main school, where our vict... er heroes are trapped, will be locked tighter than Fort Knox. That is, unless some enterprising soul wants to expedite the process in the computer server room, located oh so conveniently in the science wing right on the second floor right next to Mr. DeQuincy’s lab.

**Rats Marching:** So what do Rats want? Food! This means, while the labs are on floor 2, five will head up to Home Economics on 3 and five others will make for the Cafeteria on the first floor. What they are really looking for is tribute/a large snack to give to Big Boy who will remain on the second floor with an royal guard of the four remaining rats. Though Hamburger Surprise makes a good meal, what they really want is fresh meat. So you can rest assured, our students are high on their beady-eyed little list.

**So what’s available to our players:** Come on folks. It’s a modern day high school. This means it’s built like a prison! Yes there are lockers indoors which could contain potentially useful items. No, there aren’t windows to

break. Part of the lockdown mode involves steel shutters slamming shut to prevent flying bullets from damaging our nations youth. Are there chemicals to play with? Sure, but they are in the Science wing on the other side of the computer server room. And if some enterprising soul thinks of the janitor’s supplies, they are on the other side of the Cafeteria. It should be noted that, if you let players go with the Battlebots route, Robotics is located next to the science lab as well, so things are going to get hairy quick. And no, the gym and all it’s equipment is not available.

**Red Meat:** Like any good horror film, this is not a scenario designed for everyone’s survival. If someone feels the need not to die a virgin, by all means, let them have sex. But they are going to pay for it, preferably mid-coitus. The important part is to keep the players jumping. If they aren’t under attack, whos to say the other 35 normal rats in the lab didn’t get out. And they cast large shadows. And, should the players ever stop to take a breather in a classroom, a well chewed janitor or teacher should fall to the floor with a satisfying “glop,” followed swiftly by a few Rats who realize more tributes are better than a single one. Also, if the students get really creative and come up with some way to escape from the locked down death trap, please feel to smack them down with a torrent of rain, a downed power line arcing across the exit, or several large Rat’s who will jump onto the vehicle they are planning to escape from.

**How does it end?:** Good question. There are three real possibilities for a good climax.

1. The players fight their way through to the server room and, presuming the computer nerd hasn’t bought it at that point, you can let them unlock the system so they can fight their way to freedom.
2. The students play exterminator and kill all the rats, including a final epic battle with Big Boy.
3. Time runs out, the system resets and our students make it to freedom, once they get by Big Boy and the other Rats blocking their way to freedom that is.

Also, if things start to go really bad for the students and it looks like a perfect score for Big Boy and company, you can have Mr. DeQuincy, the science teacher responsible for all of this show up with a shotgun or a few hypos to help out. Of course, you also may want to have him show up to get dramatically eaten just as he’s about to reveal the secret weakness (Cheese Puffs are poisonous to them) of the Rats.

### Big Boy:


BUFFNESS: 2/ Whup-ass 2; LOOKS: -1;  
CRAFTINESS: 2; BRAINS: 2; Blood 15.

*Equipment:* bite (4 damage).

### Mutant Rat:

BUFFNESS: 2/ Whup-ass 1; LOOKS: -1;  
CRAFTINESS: 1; BRAINS: 1; Blood 10.

*Equipment:* bite (4 damage).





## Spam in a Cabin

by Colin Fisk

**The Premise:** A child gets killed in a snowmobile accident. His mom summons a Wendigo to avenge his death. High School kids snowbound in a luxury cabin in the woods, each with the possibility of being controlled by the Wendigo to kill everyone else. Think *Pumpkinhead* meets *The Thing*.

**Setting the Mood:** The first part of the adventure should be fun and fancy free. They are High School kids on a long ski weekend. Partying and gratuitous sex should be the themes of the day. Once the accident happens, hit them with a blizzard. Then start inducing paranoia. Finally, let the blood flow!

**The Setup:** It's President's Day weekend. One of your close friends, Binky Witherspoon, has invited you and 20 other close friends to his parent's luxury, fifteen room cabin in the woods for a weekend of skiing, hot tubing, and general relaxation after the stress of midterm exams. Oh, and did he mention that, as a reward for his grades, his parents are paying for everything? When the kids get to the cabin, there should be plenty of alcohol, snacks, a pizza place that delivers until 2am and 2 shiny new snowmobiles. Play up the party attitude. If people want to go skiing, by all means, let them. There's a high class resort nearby. Of course, while they are having fun, you should psyche them out by mentioning "shadows in the woods," or strange people watching their every move.

**The Accident:** New snowmobiles, a couple drunken high schoolers, and a little kid who's sledding. Not a good thing. Have Binky challenge one of the PC's to a race, use a jock (male or female) as the prize depending on the racer's preference (Binky will swing either way, as will the prize if none of the PC's volunteer to be the prize, that is.) In either case, the child will be killed as they race home ahead of a storm. Binky should push for not calling the police. If the players decide to call, the storm should be upon them and the phone lines should be down (for extra effect, if you want you can have the accident take out the cellular phone tower at the same time.)

**What the players don't know:** While they are arguing about what to do, the child's mom will take the body away and summon the Wendigo, a malevolent spirit, to avenge her child's death. Oh, she'll also disable all the vehicles by puncturing tires and pulling wires, so there will be no cheap escape.

**Possession is 9/10'ths of the law:** If possible, arrange with a player (preferably one who had sex or tried to as the rule should always follow Hollywood Horror laws that state if someone is going to have premarital sex, they've marked themselves for death) for them to be "possessed" on your signal. If done correctly, you need only approach the player with "are you interested in being a killer?" If they say yes, then arrange a phrase for them to be possessed with the vengeful spirit and make sure they are to be smart

about trying to kill the other players, not foam at the mouth and trying to start a massacre. If no one is available, or willing, use Binky. In either case, the rest of the adventure should be played out with whichever character is possessed trying to kill off everyone else. Of course, in true horror film fashion, the only way to "dispossess" a player is by total dismemberment (Blood -10, otherwise they will get up and try and kill again.) If they manage to kill a possessed player, then just possess someone else.

**The Storm:** Of course the storm isn't natural. It comes part and parcel with the Wendigo. So if the possessed character is killed, the storm will abate, only to rise up again when a new possession happens. So if you want to take the characters for a walk in the woods for a bit, feel free. The mother will also occasionally peek in to watch her revenge play out. To add paranoia, or give killing opportunities, feel free to have someone catch a glimpse of her and suggest someone go investigate.

**What's Available:** It's a cabin in the woods owned by over-indulgent wealthy people. Think *Lifestyles of the Rich and Shameless*. Certainly a chainsaw will be there. For terror effect, if the non-possessed players find it first, the chainsaw should be an electric with a nice long extension cord. And the power should go out at the wrong moment.


**And a River Will Flow Through It:** If the possessed player is smart, they will be creative in their dispatch. If they are slow on the uptake or creativity, mom can always do some handiwork in the background so you can have a few bodies pop out now and then. Also, if it looks like the kids are winning, you might want to have mom introduce herself with a gas powered chainsaw or maybe an axe. Of course, it would be preferable if she did so as the local sheriff came by to see how the kids were doing with the power and phones down and all.

**And Then There Were None:** How things end is up to you. If the possessed player is really good, they may "win" by killing everyone else in the house. If that happens, dispossessing them and letting them ruminate over what they've done is only appropriate. If things are going well for the kids and they've managed to dispatch a few friends, have them dismember mama for a finale.

### Evil Mother:

BUFFNESS: 2/ Gym 1 Whup-ass 2; LOOKS: 1;  
CRAFTINESS: 3; BRAINS: 2; Blood 15.

*Equipment:* chainsaw (8 damage), axe (5 damage)  
or knife (4 damage).





## Mermaid Cove

by James Stubbs

**The Premise:** The characters are all high school kids out for their graduation cruise in the Bahamas. They've got a chartered boat that has made the usual stops at Freeport for booze and drugs. Back in international waters, its time for sex, drugs and rock n' roll! Too bad the characters never intended on being marooned with a group of young nubile mermaids eager for love... and that, contrary to popular belief, is not a good thing. This scenario is very loosely inspired by Sebastian Gutierrez's *She Creature*, a wonderful overlooked horror film if you haven't seen it.

**Setting the Mood:** Debauchery should be the order of the day. The characters have all graduated and are now just looking for a last bit of fun before they go their own ways in life. The boat they chartered seems to have a laid-back captain who turns a blind eye to the activities on his boat. Allow the characters a bit of time for getting piss drunk, bombed out of their skulls and/or in the pants of others before you bring up the sudden squall.

**The Setup:** There is a reason that the captain is so laid back – he's a total stoner and is so high on the wacky weed that he doesn't see the dark clouds signifying a sudden storm. It is incredibly violent and soon the boat is sinking. Let the characters survive but find themselves clutching to flotsam as the boat breaks apart in the storm leaving them stranded. Miraculously, the storm clears and the characters find themselves a mile offshore of a mist-enshrouded island. A BRAINS check will let them know that there should not be an island here unless they were blown far off course. If they need encouragement to swim to the island, you can always poke a dorsal fin out of the water nearby or have one of more of the NPCs become shark chow.

**Mermaid Cove:** The characters wash ashore with only the clothes on their backs and that could be doubtful depending on what they were doing before the boat broke apart. The island is small but lush and there is fresh water and fruit in abundance. Let the characters spend time exploring, trying to arrange for shelter, and figuring out how to get rescued. If its possible, let one of the characters be near one of short rock cliffs overlooking the small pools on the island and see a beautiful woman break the water, smile invitingly at them and disappear beneath the water with a flash of sun off of scales. If that's not realistic, a group could see her with the same result just not as interesting as the character won't have to prove that they're not just hallucinating.

**Dead in the Morning:** One morning, one of the NPCs is found washed ashore on the beach, nude with savage bite marks all over what remains of their body. A BRAINS check will reveal that the wounds are consistent with those of a small shark. Anyone visiting the pool in the daytime will again see several mermaids that float in the water staring curiously at the characters. Attempts to communicate will be met with a puzzled looks before disappearing beneath the water. Repeated visits will get

the mermaids to stay longer and to come closer to the edge of the water. If they can talk they don't do so. Make sure to let the players now how seductively alien they are. If a character initiates seduction or enters the water, have the mermaid smile knowingly, point up at the sun and shake her head. The message should be clear – return after dark.

**Sex With A Fish:** The mermaids are deceptively beautiful and deadly. They hide their true appearance to lure mates into sex with them. Once the act is finished, they kill them, sometimes consuming the victim, so that they cannot mate with another. Their true appearance is far more fish-like with bulbous eyes, nose-slits, gilled jaw, webbed-hands and a mouth of razor-sharp teeth.

**More Deaths:** Assuming that none of the PCs return after dark, another NPC is found at the base of the cliff with bruises all over and a broken neck. Everything points to an accident except why didn't they have any clothes on? If one or more of the characters returned after dark, let them have their fun with a more than willing mermaid(s) and deal with her attack afterwards when she reveals her true form. If they survive, they can warn the others if they're willing to listen. Characters that are killed are disposed of in ways that are consistent with their injuries.

**Problems:** Even if the characters are now aware of the mermaids' murderous habits, there is still one big problem – they inhabit the only fresh water on the island! The characters are going to have to devise some way to get water either through distracting the mermaids or fighting them. A human body can only go for a maximum of three days without water before dying. Drinking large amounts of seawater is fatal. Getting too close to or in the water will result in the character trying to be pulled in and/or drowned by the now-vengeful mermaids.


**Solutions:** Weapons are scarce on the island. Other than the character's own fists and feet, there are rocks that can be thrown (damage 2) and a few of them even have sharp edges if needed to make primitive knives (damage 3). Bamboo can be fashioned into crude spears (damage 4) and the same bamboo can be used to fashion snorkels if the characters intend on taking the fight to the mermaids.

**Rescued:** Eventually the PCs have to confront the mermaids. Afterwards, a coast guard search & rescue ship will arrive to pick up the survivors. As they steam away, the characters can see a woman surface, roll lazily over to expose her swollen belly and dive beneath the water.

### Mermaid:

BUFFNESS: 2/ Whup-ass 1; LOOKS: 3/ Seduction 2;  
CRAFTINESS: 2; BRAINS: 2; Blood 13.

*Equipment:* bite (4 damage).





## Always Prepared

by James Stubbs

**The Premise:** A local Boy Scout troop hikes into the remote wilderness for a weekend of learning, companionship and death! A hungry werewolf is on the prowl in the woods in search of prey. Think of it as *Dog Soldiers* but with kids. Obviously, skills such as Hold Liquor or Mixology won't apply unless someone was really brave and is hiding a can or two of their older brother's beer. Likewise, Seduction is right out as is Shooting. Another fun thing to do is to have a supply of post-it notes. When a player does something that a real Boy Scout would be a badge for, write it on the post-it note and make them wear it on their clothes such as First Aid, Animal Tracks, Climbing, Fire Starting, Cooking, Knot Tying, etc.

**Setting the Mood:** The first part of the adventure should be a bunch of boys out for a weekend ostentatiously to learn wilderness skills but really more of a reason to goof off and be away from their parents. Joking and a few childish pranks should be the order of the day before you unleash the terror upon them. From that point onward, it should be frantic fear and a desire to survive by any means necessary.

**The Setup:** It's a nice sunny weekend and all the members of Boy Scout Troop 12 have been dropped off by their parents at Hazy Pines Campground. The Scouts under the watchful eye of Troop Leader David Brennan are to hike deep into the woods beyond the normal camping areas to practice wilderness skills and "rough it" for the weekend. All of the players should be young pre-teen boys and they should be encouraged to have sneaked something along in their packs that definitely doesn't fit the agenda of getting away from civilization (portable video game unit, etc.). An optimal group should be at least fifteen kids, flesh the group out with NPCs to make up the difference.

**Woodland Walk:** The walk to the isolated area should be uneventful. Use this time to let the characters get to know the other boys. There is always a few stereotypes that you can go with if you're stumped for inspiration: the nerdy kid, the fat kid, the "cool" kid (who may or may not actually be cool), the braggart, the snobby rich kid, the shy one, etc. These are pretty much exactly the same types that you'd find in teen slasher flicks but not inclined to get horny over any girl in a short skirt and possibly more mature. Describe how warm it is in the stupid uniform they have to wear, how heavy their backpacks get after hours of walking, the bugs that keep biting them, and the really dumb marching songs that they have to sing.

**The Campsite:** After marching for almost the entire day broken only by a short stop for lunch, the Scouts reach their campsite. It is a heavily shaded area with thick tree and brush growth. Tired as though they may be, the characters have to help set up camp before they are allowed supper and to sleep. Those characters that don't voluntarily go off to their sleeping bags, are entertained by the fire by the troop leader's ghost stories (hook-handed killers, crazed

voodoo doctors that live in the woods, etc.). This is a good opportunity to throw in a red herring as the players will take it as a forewarning and not expect the real danger. If they make up their own precautions against an imagined terror, so much the better.

**Scratch One Adult:** Naturally the Troop Leader is going to be the first to die. Having an adult around wouldn't be conducive to getting a bunch of kids alone in the dark woods wetting themselves. Never go off into the woods to pee! One or more characters should find his badly mauled body in the woods as they're awakened by screams during the night. Unfortunately his cell phone was broken in the attack and anyone else that brought one along with them will find that they are out of range of a tower. Hopefully the characters will decide to try to defend themselves or run but if they still remain clueless, off a few of their fellow campers. Don't show the werewolf at this point! It's much better to have them imagine their own vicious animals as you begin to pick them off.

**Precious Few Options:** Running could be a possible idea but they'd better be able to navigate in the dark without being lost. Splitting up is an idea but naturally the werewolf is going to find the group(s) the main characters are a part of. The camp itself has numerous items that can be used to defend themselves with. Every Scout has his own pocketknife (damage 2). In addition, there is a hatchet (damage 4), tent stakes (2 damage), a trench shovel (3 damage), and a mini-bottle of propane for their backup grill in case of rain that might be rigged to detonate for 8 damage. Flaming branches from the campfire could also be used and do 2 damage. Climbing a tree might also be a good idea if werewolves couldn't climb. Secretly, the characters best options are to either somehow survive until morning or start a big enough fire to alert a nearby fire tower to call in the camp rangers.

Naturally before help can arrive, the werewolf makes his appearance, usually suddenly and gruesomely. The characters must make the ultimate decision whether to fight or flee as the NPCs will be momentarily frozen in fear.

**Surviving:** Characters that last until morning, make it out of the area or manage to get the attention of the camp rangers are the "winners." Naturally no one will believe the werewolf story and instead blame it on a pack of wild rabid wolves. Out of these survivors, the one who has the most merit badges is declared the absolute winner and should be awarded a prize such a can of beer, a doughnut or they get the privilege of running the next scenario!

### Werewolf:

BUFFNESS: 3/ Gym 1 Whup-ass 2; LOOKS: 1;  
CRAFTINESS: 1; BRAINS: 2; Blood 17.

*Equipment:* bite (6 damage) or claws (4 damage).

