

TRAUMAVILLE TRYOUT TERROR

A Scenario For SHRIEK: The Game of Teen Horror

By Jeff Cook

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P.O. Box 46373 Seattle, WA 98146
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“Gimme a K! Gimme an I! Gimme an L! Gimme an L! What’s that spell??”

THE PREMISE: The characters are attending Traumaville High’s annual cheerleading camp and squad tryouts, honing their skills in hopes of becoming part of Traumaville High’s cheerleader squad. (Or, often in the case of “Spirit Squad Boys” because their parents made them, sort of like ballet lessons.) What no one knows is that “Prima” Donna St. Claire, former captain of the squad, has returned. You see, though almost assured of becoming team captain yet again last year, Donna was humiliated in an incident involving the super-human pyramid. She ended up not even making the squad, losing her point of cherished place on the team and status as the most popular girl in school. After that she quit school and went into hiding. She blames her team (incompetents!), opponents (sabotage!), and the judges/coaches (biased!) and, of course, the people who shared her humiliation with everyone – the school paper! Now they’re all going to pay. Players can be Traumaville High Cheerleaders, Traumaville Spirit Squad Boys, or Cheerleading Camp coaches; one person can be the journalist for the school paper.

THE SETUP: The characters all arrive at the camp and start practicing. Male and female characters can start pairing off and sneaking off together when the coaches aren’t looking, etc. While everyone is supposed to stick close to camp, there should be plenty of reasons to wander off from the group.

THE VILLAIN: Donna is lost in her vengeance, she can’t be reasoned with, and she is out to make sure no one makes it back. To this end she’s cut the single phone line, broken the chief counselor’s radio, and cut off the only way home, a rickety old bridge across a deep ravine. She’s not overpowering like many villains, but makes up for it in cunning, and setting the odds in her favor. She won’t ever confront anyone directly until they’re wounded, or otherwise unable to fight back effectively. She will typically use tactics such as hit-and-runs from surprise or behind, luring people into traps, or otherwise working indirectly. She’s out to kill everyone for what they did, and does it all in her cute little Traumaville cheerleader outfit, which lets her get close and seem like she belongs so long as she doesn’t draw attention to herself. A clever Referee can make her look especially like she’s one of the PCs when it’s dark out.

DONNA’S TOYS: Donna has gotten into the woodshed. She has a chainsaw, a machete, jumper cables, wire cutters, oil-rags, gasoline and a few other toys hidden away. Her favorite, though, is an oversized splitting maul. In addition, she’s rigged the camp with a few traps to help her along. She’s got the only bridge out (3 miles down the road) rigged to self-destruct with any weight; she’s got hidden nails and deadfalls in the road and on the outskirts of camp to slow people up; tripwires are strung here and there (the barbed and razor wire kind), designed to trip and tangle. She also has sharpened spikes just under the water around the docks where people are likely to jump in (this is a camp; of course it has a lake!). She also has oil-rags hidden about buildings for easy setting off. Be creative; many traps are designed to wound and disable, setting people up for the kill as they limp or crawl away. There is one other thing she uses to her advantage: this is a cheer camp. Screams and shouts are not at all out of place, and no one is going to pay any attention until everyone left knows there’s a killer out. Delay this revelation.

THE CHASE: Donna kills a few extras (NPCs) and players who wander off alone. (If someone dies especially early, let them make another cheerleader.) No one notices the missing people until someone escapes to warn the others, or when it’s bedtime. The most likely reaction is sending people out to search for people gone missing unless someone escapes Donna to warn the others (make this very difficult). Throughout, the administrators of the camp (other than any PCs playing counselors) are dense and unhelpful. Sooner or later, the remaining PCs will be all that are left after Donna locks the NPCs inside a building (whether they’re searching, hiding, or going to bed depends on the story so far) and torches the building. Any PCs with them might have a chance to escape. After this, the PCs should try to escape while she tries to split them up (figuratively and literally) and either chase or lead them through traps.

THE END: Depending on where the PCs end up running to, this can end in different ways. At least a couple of PCs should survive, but certainly with some casualties. In the end (likely with some help) Donna runs afoul of one of her own traps. Whether this is losing her balance as she tries to chase or push a PC into the lake; or, driving a school bus after the players, she plunges over the bank of the ravine; or she gets locked into a building which burns to the ground. In any case, though she is apparently done in by her own fiendish device, no body is ever found...