

Crucifiction Games
Presents...

Script Crypt Volume 3



The Better To Eat You With

**Four Complete Adventure Scripts for
*Horror Rules, the Simply Horrible Roleplaying Game***

**Reusable Bad Guys and Cast, Plot Pushers, Mood,
Plot Twists, Sequel Suggestions and Plenty More**

by Chris and Kim Weedon

For Dad

Now that you're reading my stuff, I figured I better dedicate something to you. Oh yeah, plus you're the best dad in the whole world. Thanks for years of good advice, unconditional love, fun times and endless support. Love you Fishbreath!

-- CW

For My Brother Rick

Who gave me my first "taste" of roleplaying.

-- KW

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*** Author's Note:** the makers of "Horror Rules" in no way condone the worship of or even a casual night out with any of the evil creatures, demonic beings or sinister demi-gods alluded to in this game or any of its supplements. We also don't condone wanton violence or destruction (in the real world) as an effective means of solving problems. In other words, it's just a game.

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Crucifixion Games
NO PAIN, NO GAME

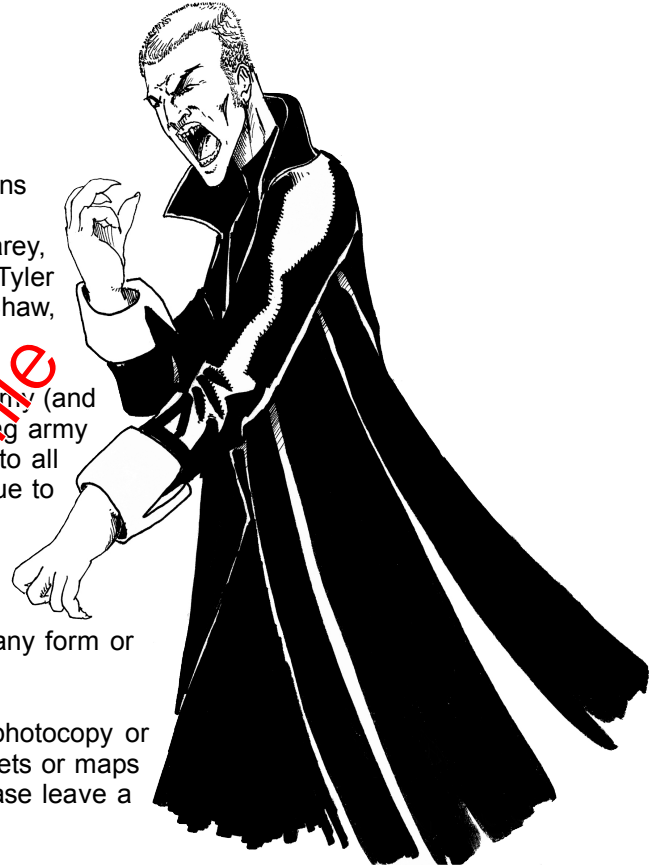
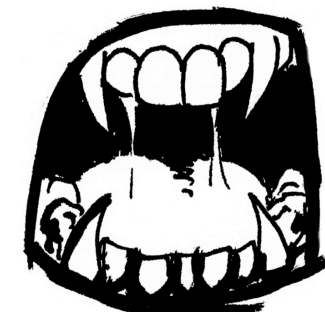


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Introduction

Crypts Ready Bodies Needed

What This Book Is All About

By itself, a crypt is not a very scary place. Consider the trappings - marble furnishings, plenty of flowers, a private room and a *really* comfortable place to lie down. It's only when you add the dead bodies that things start to get freaky. And when you toss in the things that *made* them that way, well, you're setting the stage for a good old fashioned pee-your-pants-run-around-in-circles-screaming-like-a-little-girl full out panic. Similarly, an evening at home with friends is not a very scary prospect - until, once again, you add dead bodies and the things that made them that way, once again setting the stage for a mondo freak session full of terror, mayhem, pant-wetting and circle-running... or as we like to call it in *Horror Rules™* parlance, a "typical evening." The secret is just how to introduce this sort of dynamic content into a casual gathering, seeing as how most people don't have access to dead bodies and the things that *made* them that way - and in fact we *strenuously* recommend avoiding that avenue, especially when a perfectly (or at least marginally) acceptable and extremely enjoyable alternative exists... namely our game. We are happy to provide this alternative in the form of the book you now hold in your hands, affectionately entitled *Script Crypt Vol 3 – The Better to Eat You With*. This book is the third installment in a collection of official *Horror Rules™* e-Scripts, formerly released only in electronic format on our Website, and now reproduced in print to spread the terror and insanity to a whole new audience. As usual, for the old die-hards and the truly historically conscious, here is the original order of the adventure Scripts contained in this book, as well as their *official* place in the *Horror Rules* lineup (including release date):

Midnight Snack..... Script #18, Aug '04
Recyclers 2 - School Lunch..... Script #20, Dec '04

The Trail to Napawekka Lake... Script #22, Apr '05
Day of the Monsters..... Script #25, Dec '05

We'd like to offer, once again, our deepest and most sincere thanks to those countless pioneering *Horror Rules* Members who played the originals and helped tweak and fine tune them into the works of horrific art they are today. Of course, most of them are dead or insane now, so it probably isn't much consolation. But for what it's worth... thanks.

Out of the Frying Pan, Into the Stomach

The premise behind this supplement is simple: everything in it is trying to eat you. As you flip through the book, you'll quickly discover that the title "The Better to Eat You With" is not just a casual, whimsical reference to a popular fairy tale - it's a solid game plan, and all the Bad Guys in these scripts are 100% behind it and lining up for dinner as we speak. This Script Crypt is a collection of fearsome monsters and fiendish baddies with a taste for human flesh, and it's just plain chock full of big teeth, big appetites and big digestive tracts. The only thing *little* about it is your Players' chance of survival. Players, however, should take comfort in the fact that it is in the toughest challenges, such as these, that the cream rises to the top; keepers should take comfort in the fact that this makes it easier for the nasties to scoop the cream off and eat it. For those who dare to walk this perilous way, the dangers are obvious and the margin of victory narrow. The only way to survive is to make the Bad Guys *dead* before they make you *dinner*. So get ready for some gutsy, no-holds-barred, straight up *Horror Rules* action, and brace yourself to burn through those Character sheets like never before. But take heart - you can't make an omelet without breaking a few eggs. Unless you're the Bad Guys, of course, in which case that's a pretty good start...

How To Use The Script Crypt™

These adventure Scripts are intended to be played, but you can always cut them out and fold them into paper hats or something instead, if that is your wish. You bought the book - we won't tell you how to use it. If you decide to play them, each

Script is a standalone adventure of varying length, and can be played in any order (you'll need the *Horror Rules* rulebook to play, of course, unless you have a ridiculously good memory or an unusually vivid imagination).

When choosing a Script to play, use the number of Events to judge playing time, figuring about 30 minutes per Event on average. Pay attention to the Style of Play and Character Limitations to guide you as well (see *Horror Rules* for details on SOP's and Characters). Cast and Bad Buys are provided in full page format so that you can make copies for quick reference during play, or for use as visual aids (which we highly recommend). Feel free to use them in your own adventure Scripts, too - in fact, we insist!

We also strongly recommend you play each Script multiple times. How, you ask? Excellent question! For purposes of repeat play, each Script includes two Plot Twists and two Sequel Suggestions. It can be great fun to torment your group by replaying a Script using a Plot Twist, or creating a campaign version by dropping the surviving characters into a Sequel (or two). This can also be done with the Characters who *didn't* survive, but the play tends to be rather slow and stinky. All these bonus versions, you will not effectively turn one Script into five, meaning that you actually have twenty instead of four and that you quite obviously owe us more money. Next time we see you, you can just write us a check. We know you're good for it.

Horror Rules Moments

Since *Horror Rules* owes much of its success to its dedicated and loyal fans, we have also included a just-for-fun "Horror Rules Moment" with each Script, which chronicles an amusing, entertaining and often disturbing moment lifted from actual gaming sessions played by actual gaming people. While these have no actual bearing on the Script or even a modicum of usefulness in the real (or even game) world, some of them are just plain funny and should inspire and delight you. In fact, if you've been with us for awhile, they could be *about* you... (go look right now - we'll wait). There's lots more on the Website forum, too, so feel free to check 'em

out. So enjoy these Horror Rules Moments, relive them, try to duplicate them, and by all means *submit* them if you have any good ones of your own. If you post one on the forum, who knows - it might even end up in the next *Script Crypt*. At least then your sacrifice won't be totally in vain.

If You Bought This Book But Don't Own *Horror Rules*TM

First of all, don't panic. Just get in your car, hop on your bike, skateboard or horse and speed madly to your local game or bookstore to pick up a copy. You have our permission to ignore all stop signs and traffic lights. If you can't do that, hurry to a computer and frantically mash the keys until you make your way to the Internet where you can order a copy. If you have no computer and no transportation, you'd better start running now - you can just make it by the time the stores close. Finally, if you can't do ANY of those things, *then* you can panic. Of course, you don't *have* to have a copy of *Horror Rules* to enjoy the *Script Crypt*. You can always just read it for fun, look at the bizarre pictures and get a few ideas or laughs, depending on the type of person you are. The only thing you have to worry about, of course, is the curse. Oh, didn't I mention the curse...?



Script One



Midnight Snack



By Chris Weedon



Midnight Snack



Story

When you want a midnight snack in Las Calamas, there's only one place to go - the good ol' 24/7. This popular corner mini-mart has been the target of countless late-night munchy runs for over twenty years, drawing hungry customers with the promise of quick food and constant variety. Unfortunately, something else has gotten wise to the wonders of stop-and-go snacking - something with a thirst for human blood. When people start disappearing, local 24/7 manager, Carson Dudley, calls the characters in for help, suspecting that it's more than merely calorie conscious consumers that's putting a dent in his customer base. Unfortunately, he couldn't be more right... An ancient evil has moved into the neighborhood, and she's made the 24/7 her hunting grounds. For the characters, unraveling the clues of the bloody trail and exposing this voluptuous

supernatural serial killer won't be easy. It will require steady nerves, keen eyes, quick wits, and plenty of microwave burritos and chili-cheese nachos (to keep up their strength, of course). They'll need it all if they're to bring an end to the murderous rampage of this bloodsucking she-devil of the night. The time for fear and cringing behind locked doors is past. It's time to draw a line on the sidewalk and let evil know that there IS something that good, decent, ordinary folks will still fight to defend. *Nobody* messes with the neighborhood mini-mart...

Setting

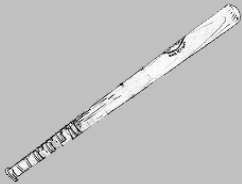
Las Calamas, CA

A sprawling, laid-back oceanside community of some 120,000 people, Las Calamas is home to an odd mix of golden-age retirees and young up-and-coming elite. Rich with opportunities in the technology and services industries and fully equipped with the latest and greatest in entertainment, recreation and shopping, it caters to the young and old alike. Las Calamas is nestled in a small valley bordering the ocean somewhere near the middle of California, safely tucked away from the hustle and bustle of the outside world.)

Goal

Hunt

The characters must track Vanessa to her lair and destroy her to stop her reign of bloodsucking terror.



Style of Play

Point of No Return



Character Limits

None



- Hot Spot 1 -

The 24/7

A local franchise of the popular nationwide chain of mini-marts, the neighborhood 24/7 store (aka "the 24") has a little something for everyone. Behind the bold neon sign, neatly stacked in row after row of consumer goodness, sits an eye-dazzling array of soft





Midnight Snack



drinks, candy, magazines, toys, automotive supplies, personal hygiene products, cheap digital watches and the widest assortment of beef jerky products available in the continental US. The store is clean, well ordered and efficient, and a popular local hangout for kids and the after-midnight crowd. As the name implies, the store is always open.

- Hot Spot 2 -

The House of Beef

This abandoned meat packing plant serves as the Bad Guy's (Vanessa's) hideout and main base of operation. Located on the outskirts of town near an outdated section of the industrial district, this large, sheet metal warehouse is now home to rats, dust bunnies and the city's only (known) vampire. Broken, filthy windows let in only wan rays of sunlight, and all doors are boarded or padlocked shut. Inside is a cavernous main room sprinkled with the leftover fittings of where the machinery and conveyors used to sit. A set of dilapidated offices hunkers against the far wall, squatting under the shadow of an open second level loft stuffed with old crates, boxes and miscellaneous equipment. There is a trapdoor near the office that leads to the basement level, which is a combination of sluice tunnels for animal waste and deep freeze storage units. Vanessa spends the day there, shut inside a meat freezer.

Horror Rules Moment

Die Hards

Horror Rules rarely lends itself to strong sentimental attachments, what with all the killing, screaming, dying and frequent episodes of madness. Sentiment usually indicates the desire to relive a particular emotion or situation, and who would want to relive those?! But even in the hardest soil, the occasional flower blossoms. The playtesters for this Script included my oldest and dearest gaming buddies, a trio of troopers who have slogged their way through more bloody encounters, harrowing episodes and mental scarring than anyone cares to remember over a number of occasions that none of us could ever forget. For this particular adventure, someone suggested they remake a set of favorite characters from a different game long ago (game? a different game?!). Since we originally developed the Setting of Las Calamas for that game, it seemed only natural. It also seemed like a great opportunity, since I had taken plenty of potshots at these Characters back in the day but never managed to finish one off - that *other* RPG was pretty tame compared to HR, and I figured it would be a no-brainer this time. So, with much anticipation (on my part), we jumped in... and I'm sorry to say this story has a sad ending. Yup, you guessed it - they all made it, every one. Sure, one got to 0 Health but a lucky Medical roll saved his life so you can't really count that. Once again, my old die hards thwarted my best efforts. I could never manage to obliterate them back then, and I couldn't manage it now. Was it a failure? I think not. I believe every Keeper has that Character (or Characters) who continue to buck the odds and stubbornly refuse to die or trade in their sanity card, despite your best efforts. So kudos (and thanks) to Darren (Angus McAllister), Kim (Stormy Bledstow) and Kelly (Kurai Kitsune) for staying one step ahead of the reaper one more time. You're truly amazing and both you and those times we shared will always have a special place in my heart (cue emotional sniffles). But just wait 'til next time...



S





Cast 1

Carson Pudley

Character Type: Regular Joe
Occupation: Convenience Store Clerk
Morality: Good

BLK: 3 **Health:** 9
BRN: 3 **Grip:** 9
COR: 3 **Move:** 6
WIL: 3

Skills

Gun 3
Faith 2
Melee Weapon 3
Sneak 1
Sweet Talk 1
Technical 2
Watchfulness 2

Description

Carson is a young man in his mid-20's, lean, fit and athletic with brown hair, a chin goatee, green eyes and an infectious smile. He usually wears torn jeans, t-shirts and flannels and sometimes an old leather jacket or army coat.

Brief

Carson is laid back and friendly, with a soft spot for chili-cheese nachos, video games and people in trouble. He loves tales of the supernatural and has an unlikely knack for stumbling into dangerous situations. He has been the night manager of the 24/7 for three years and enjoys the work. He sees the mini-mart as an important part of the local community and knows most of the people in the area.

Weapons & Equipment

sawed-off shotgun (behind the counter)
baseball bat (behind the counter)
flashlight



Sample file

