



School For The Damned

A Horror Rules Adventure Script

by Kenneth Bouchard



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Special Thanks To: God, in whom all things are possible; also to Kimmy (and the rest of the family) for supporting the obsession; and finally, to all of the countless characters who have lost their lives, and continue to do so, so that the world may be safe from evil.

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* **Editor'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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Table of Contents

Story.....	4
Setting.....	4
Goal.....	4
Character Limits.....	4
Style of Play.....	4
Cast.....	5
Bad Guys.....	7
Mood.....	8
Chain of Events.....	9

Story

Eagle Nest, Maine is a quiet little community with an even quieter secret. Back in the 1930's, a crazed father who had lost his children in a hunting accident thought that everyone had to feel his pain. Setting fire to the local school house, thirteen children died a horrible death that year. Over thirty years later, Eagle Rest Community High School was built over the grounds where the school house once rested. Over the years there have been rumors of "ghostly sightings" by the students and staff, but the townspeople just covered all the stories up, calling them false. All records of anything related to the old school house appear missing or obsolete. Now, over 70 years later, the children of the old school house are back and looking for revenge! As the PC's find themselves serving time in Detention Hall, they discover that they are not alone...



Style of Play

Point of No Return

Setting

Eagle Nest Community High School

A larger, well-equipped school. With a student body of only 300, the town's funds go into the school to keep it one of the best. Three floors, fifty classrooms, two gyms, a cafeteria, a teacher's lounge, three stairways, and 500 lockers.

Goal

Hunt

The characters must find out the truth behind their High School and the inhabitants before they suffer the same fate. The ghost children will be out to seek revenge upon the student body unless someone can ease their pain and set them free from their private hell. The PC's must find the one person who knows the truth, before the truth finds them.

Character Limits

All PC's are kids in the school.

Cast 1

Name: Mr. Gordon

Char Type: Regular Joe

Occupation: Janitor

BLK: 3 **Morality:** Normal

BRN: 3 **Health:** 9

COR: 2 **Grip:** 12

WIL: 4 **Move:** 5

Skills

Technical 3

Watchfulness 4

Description

An old French janitor.

Brief

He keeps to himself, but knows what's going on in his lovely school.

Cast 2

Name: Mrs. Soucie

Char Type: Regular Joe

Occupation: Office Assistant

BLK: 2 **Morality:** Good

BRN: 3 **Health:** 6

COR: 3 **Grip:** 9

WIL: 3 **Move:** 5

Skills

Sweet Talk 2

Watchfulness 2

Description

Middle-aged secretary.

Brief

She loves her job, and tries to befriend the student body instead of being so bossy like her boss. She doesn't believe in ghosts.

Cast 3

Name: Mr. Strauss

Char Type: Regular Joe

Occupation: Librarian

BLK: 3 **Morality:** Normal

BRN: 4 **Health:** 9

COR: 3 **Grip:** 6

WIL: 2 **Move:** 6

Skills

Watchfulness 2

Science 2

Description

School librarian.

Brief

He believes the school is haunted, but can't seem to get any proof.

Bad Guy 1

Name: Ghost Child

Grip Check: Scare/Freak (see Powers)

COR: 3

Move: 5

Health: 9

Weak Spot: 4

Fighting Skill: n/a

Damage: n/a

Powers

Good Boy/Bad Boy - Each child has his/her own face and a demonic face. Which one is showing depends on their mood. When showing the demonic face, raise Grip Check to Freak.

Possession - Victim checks WIL or is taken over and consumed by the desire to kill, or worse. Can only be removed by successful Exorcism (Faith check).

Ghost Move – Walk through walls, floors, disappear/reappear

Shake, Rattle and Roll - Children can make contact with and manipulate material objects.

Skills

none

Vulnerabilities

Innocence – Can be Sweet Talked

Description

The ghost children range from 5 to 10 years of age and are dressed in outdated “Sunday School” attire. They will appear playful or harmless until provoked. The appearance of a child is usually followed by the phrase “Wanna play with me?”

Bad Guy 2

Name: Principal Jakins

Grip Check: Startle

COR: 3

Move: 5

Health: 9

Weak Spot: 5

Fighting Skill: 6

Damage: Yard Stick (Contusion) or Knife (Light)

Powers

Sneak Up – Can appear behind someone without warning (or rolling) once per Round.

Skills

Sweet Talk 7

Sneak 7

Watchfulness 8

Vulnerabilities

Workaholic – Work comes before anything else; if urgent matters are pressing in the school, Jakins will be distracted and put those first.

Description

Principal Jakins is a middle-aged man who takes his job personally. He believes that children today are slackers and need major discipline. He wears a suit and tie always and is balding on the top of his head. He is the only person alive (besides Mr. Gordon) who knows the true story behind the haunting, but refuses to tell. He is quoted at saying, “I’ll tell ya, but then you’ll have to die!”

Walk-Ons

Coach Shepherd

Basketball coach. Likes to stay after school to plan plays.

Peter Lyman

Librarian and great grandson to the crazed father who set fire to the school. He knows the truth about his family's past, and although he also knows a lot about the strange phenomena in the school, he doesn't have all the details on the hauntings.

Mood

1. Library

Lots of books, shelves, tables, & chairs. In the center is the desk where the librarian does his job. Plenty of creepy corners, old book smells and musty air.

2. Gymnasiums

Large with sporting equipment hung upon the walls. Usually a darker lit place, big, echoey and lots of places for things to hide.

3. Jakin's Office

Morbid with lots of voodoo charms around it. Candles keep it lit. All of his doings are found in a Grimore.

4. The School

A typical school, this place should feel familiar and comfortable to all – until the ghosts start showing up. Then the familiar becomes the freaky and frightening.

Chain of Events

1. Attention Detention

The script begins with the PC's in Detention Hall after school. The reasons aren't important (make up anything), but the environment is: this is School Hell with Satan (**Principal Jakins**) lecturing them on how bad kids today really are. As he paces around, he gets paged to the office by **Mrs. Soucie**. Once he leaves (with the warning of his return) the Ghost Children decide to have some harmless fun with the PC's. Near the end of their visit, desks will start to fly and other threatening mishaps occur, causing the PC's to leave Detention Hall and to roam the school after hours.

2. Another One Bites The Dust

Loud giggling and bizarre ghostly mishaps force the PC's into Gym A. This is a good place for a Walk-On. While in the gym, the doors will lock shut and more ghostly fun will occur, this time with a little more lethal force. With everything from weight sets to sporting equipment on hand, a PC or Walk-On can certainly find death in here. After a few mind games and attacks, the children will disappear or go dormant. The PC's can escape through the locker room, finding themselves yet again in the hallway.

3. Busted

While in the halls, **Principal Jakins** will return. Confrontation will occur because he demands that the characters return to detention and they know it is wise not to. As the PC's argue with him, someone might get possessed by a ghost child who will cause them to get physically violent with Mr. Jakins. Either way, whether walking or running, the PC's should escape into a class room to get away from Jakins, possibly even splitting up in the confusion.

4. Dear Mr. Gordon

While hiding out in a class room, the PC's notice


the door knob starting to turn (Startle Check). Ready for action, they are relieved to discover it's only **Mr. Gordon**. If the PC's tell him what's going on, he acts unsurprised. He let's them in on what he knows about the ghost children, including their Vulnerability (they can be Sweet Talked, for they are young children). He also tells them the grizzly truth about the school's past (he's been the janitor for a looong time). While in the room, more ghostly mind games occur, and poor Gordon gets possessed. This is another good time for a death or two.

5. The Truth Is Out There

While running through the halls to get away,, the PC's are chased into the library. This is a good time for another **Walk-On (Peter Lyman)**. While there, they can discover more about what really happened by researching local history (and making Detection checks), and try to figure out a way to dispel the children from their school. While in the library, **Jakins** returns. While the PC's try to tell him what's going on, the doors lock again for some harmless ghostly fun. During the escape, Jakins will seem rather unsurprised at the ghostly encounter. If the PC's confront Jakins, he will tell them the truth now, but finally snaps and threatens to kill them for they know too much that can ruin his school.

6. Living Or Dead?

Now running from both the dead AND the living, the PC's end up in the cafeteria. While there, they can discuss how to get rid of the children. **Mr. Gordan** will appear again at this point, now free from possession (use **Peter Lyman** if Gordan didn't make it) and offer an idea that "is sure to work." He's seen Jakin's office and knows he's involved in some very shady things. Gordan suggests that answers might be found there. Once the idea is let out, Jakins will appear and off Mr. Gordon (use his Sneak Up power), then go after the PC's.



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7. Will This Work?

After escaping, the PC's should make their way to Jakin's office. They'll find Mrs. Soucie dead in a very horrible way (Scare check). As the PC's enter Jakins office, they notice it's endowed with ritualistic stuff (see Mood). While snooping, they will discover that the children where summoned by Jakins himself. He wanted to make the children suffer, and did so by trapping them in the school. They also discover this is the reason the children are evil. In his secret Grimoire, the PC's will find a ritual to dispel the evil in the children.

8. Is It Over?

The PC's gather supplies and look for a place to hold the ritual. The logical choice is Gym B, since Gym A is rather torn up and the ritual requires a large open space. While setting up, the ghost children will appear and put up a big fight. It's now a race to see who will win. The ritual requires five Rounds to complete, each with a successful Faith check. If the ghost children win before the ritual is finished, it will be morning, and the morning bell will ring for the start of a new school day in School Hell. All evidence will be gone... including the characters! If the PC's win, the children will stop fighting and apologize. They will unlock the doors and the PC's can exit as students are coming in for a brand new day. Either way, there will be a twist where evil is shown still lurking waiting to return – Principal Jakins has disappeared.