

"The Umquali Terror"

A Horror Rules Script

by

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Story

A small Canadian town hides the secret of an ages-old plot to turn the world over to an evil god named "Umq." Behind it all is a cult composed of local townsfolk, who, with the help of Umq's evil servant, the Umqua, have been preparing the way for its arrival. Fortunately, one of the cult members has regained his sanity and summoned the characters to the scene with the intent of blowing the whistle on his former partners. They are the only thing that stands in the way of this grim and sinister plot. As the PC's arrive in town, the time of the summoning draws nigh...

Setting

Umquali, a small town in northwestern Canada, deep in the woods. Pop. 350, with a few stores, a sheriff's office, a bank, a gas station, a doctor, an herbalist and six dogs. The only way to get into Umquali is by bush plane. There are no roads. It has one main dirt street and about 25 buildings.

Goal

Hunt - if the characters don't discover the truth about what's going on and destroy the Umqua before the ritual can be completed, Umq will enter our dimension, turn the Earth into a living hell and generally ruin Christmas.

Bad Guys

3 dozen cult members (give or take) and the Umqua

Name: Cultist COR: 2
Fighting Skill: 5 Health: 6
Weak Spot: 5 Damage: by fist, knife, club or gun
Move: 5 Grip Check: Startle (black robes, fevered gazes, weird chanting)
Description: black robes with hoods, strange insignia in red emblazoned on clothes.
Vulnerabilities: they're humans, so they can do stupid things.
Skills: Watchfulness 5, Sneak 5
Powers: none

have brought the Umqua to the house, suspecting Dresden's weakness and suspicious of the newcomers (they've been watching the house), and it is now inside. It will toy with the characters for a few rounds, but leave if there is any serious resistance, maybe injuring or killing one or two if they're careless.

3. *Here Comes the Law*

The sheriff and his deputies arrive in the aftermath of this confrontation, if there has been sufficient noise (if there hasn't been, make some). He will be forceful and suspicious and generally unlikable, but fair and helpful if treated properly. He might even become a strong ally. The deputies, on the other hand, will attempt to eliminate (quietly) anyone who talks of rituals, plots, secret books, or even Trent Dobbs.

4. *Good evening, Mr. Dobbs*

Trent is the next link in the chain, and hopefully the party will pursue this lead when they get free of the sheriff. Dobbs has an important book hidden in a secret compartment in his shower. He will act very suspiciously and deny any knowledge of it if approached. Either through following him or getting their hands on the book, characters will learn much. The book basically contains only sketchy clues about the history of the town and the plot, as well as records of every human sacrifice dating back to 1778. It also will point characters to a suspicious-sounding spot called "the Glen," which seems to be where the sacrifices take place. The book is hidden behind a loose section of tile in the old man's shower. This might be a good place for one of the walk-ons to bite it.

5. *The Dark Glen*

If characters go to check out the Glen, they will be attacked in the woods by a group of cultists (1 for every character), who will attempt to terrorize but not necessarily kill. Surviving cultists will flee in a car, or if they win, they will threaten surviving characters to leave or die. Either way, the car can be recognized as that of the town's doctor. Another great place for a walk-on to get croaked.

6. *Good Doctor Escher (*Point of No Return)*

Escher is the current leader of the cult, and is in possession of the Book of Umqua. It is in a secret chamber in his basement, which is used for bizarre and sadistic rituals. The book contains a full history of the ritual, the deal made by the town founders with the hideously evil Umq, and complete details about the Umqua, including the means to defeat it using consecrated weapons (belladonna, wolfsbane, and a sprinkle of artesian water). This might be a good time for the Umqua to come nosing about again...

7. *The Showdown*

Characters must find Rila Goodflower, if they haven't already, who can and will perform the consecration on any weapons they have. Then, properly armed, they must journey to the Glen, where a ceremony of summoning is taking place that very evening (coincidentally) to bring the Umq through to our world. Here they must do battle with the Umqua and the rest of the cult, and by killing it sever the link and end the threat; hope they've got some luck left.

Mood

1. Woods - thickly forested, dark and mysterious; strange noises both night and day.
2. Weather - increasingly foggy, overcast and drizzly as the ritual night draws closer.
3. Umqua - have this thing pop up here and there, nosing around and taking nips, especially when characters wander off alone.
4. Cultists - Doctor Escher and the deputies would love to have a crack at the characters if they get too close, as would other cultists. Have them give strange glances or do semi-suspicious (or downright malevolent) things (veiled threats, the evil eye, symbols painted in sheep's blood in PC's rooms).
5. The Sheriff - although a good man, Sheriff Stanz is a great blind for the characters, who will undoubtedly suspect him with his gruff exterior. Use him to heighten characters' paranoia.
6. Rumors and News Reports - the Umqua has been given human sacrifices every few years for the past 210. This will show up in archival newspaper clippings (town hall), recent gossip (Stu Green), missing persons and town death records. Throwing these at the characters will give them cause to worry and maybe put some clues together. Some people think there's a werewolf, others a rogue bear, and others alien abduction. Only the cultists know the truth.
7. Communication - any attempt to radio outside or take the plane back should be thwarted (this is a closed environment). Use any excuse to tighten the noose (cult sabotages plane and radio, deputies refuse them access, etc.).
8. Indian Legends - Rila Goodflower, though crucial to success, is a superstitious and deeply spiritual person who is somewhat clueless as to the actual truth. She is likely to fill the characters with all manner of conjecture about evil spirits living in the woods. So might Bob Minz or even Stu Green.