MYSTERY SPOT

A HORROR SHORT

HORROR RULES 2 ADVENTURE SCRIPT

by Chris Weedin

STORY

SYNOPSIS

The Characters embark on an exciting, fun filled day trip to a remote tourist attraction in the Louisiana Bayou where a terrifying creature is on display. Then it escapes and tries to kill them. Bet you didn't see THAT coming…

PLOT

Escape

Get out of the fenced enclosure and beat feet! Swimming is a bad idea, the Creature will see to that. Opening the gate and using the fanboat is pretty much the only way.

PLOT POINTS

Limited Victims

One 2nd String Character for every four Players

CASTING CALL

Characters are all on vacation in Louisiana, taking in the sights of the bayou. Funke's Bayou, to be specific.

SETTING

Funke's Bayou, Louisiana

A medium sized backwater town, lots of boardwalks and colorful locals, Cajun food, music and dialects, trinkets, 'gators, fanboats, swampy trees and the lot.

Location 1 – The Louisiana Mystery Spot
Giant clearing in the swamp, surrounded by dense vegetation. Whole thing surrounded by heavy duty mesh/iron fence with double ply chain link in spaces, 12 ft high with razor ribbon, goes down into the water. Main platform rising out of the swamp supported by four large pylons, about 5 feet above water, three smaller satellites platforms connected by bridges, also on pylons.

Main Platform

Has three structures on it.

- Hall of Swamp Oddities: Long corrugated metal shack full of displays of oddities and bizarre specimens, strange animal remains in jars, two headed crocs, freaks of nature
- Mystery Spot Gift Shop & Cafe: A faded but still cheerfully colorful and homey shop with kitsch, merchandise and cheap trinkets, plus a big-bellied barbecue wagon and some delicious Cajun cooking smells. The Cafe section is open on the sides to let in the view, the Gift Shop is a sealed room with some windows.
- Living Quarters: A small shack where Lynn lives. Detection will reveal a journal that describes how Grandpappy discovered the creature (injured, though he tells everyone he captured it), raised it from a "pup", also describes its Vulnerability to fire.

Satellite Platforms

The three satellite platforms are smaller and each has a single structure with a dedicated purpose. Bridge

docks connecting them to the main platform are 8MP long, about 5 feet above the water

1. Creature Platform: Heavily reinforced metal shed, inside is dark, opening in platform going down into water covered with a large reinforced dome-like cage.
2. Observation Platform: A corrugated tin shack with a ladder up to a small observation bucket with roof. Locked. Locked locker inside with shotgun, flare gun (3 rounds), medical kit, a murky glass jar about the size of a football labeled “Caution – Creature – Don't use unless you gotta” It’s bait for the Creature - Science will reveal that. It’s also leaking and will Attract the thing, Watchfulness Test while holding to reveal that fact.

Control Platform: Another corrugated, locked shed. Inside is a panel of old fashioned electronic controls. Technical Test is required to operate and figure out they are used to open/close the gate. They’re also the *only* way to open the gate.

CAST

Lynn Funke
Character Type: Regular Joe
Occupation: Business Owner

BLK: 3
BRN: 3
COR: 2
WIL: 3
Morality: Good
Health: 9
Grip: 9
Move: 5

Skills
Gun 3
Watchfulness 2

Description (Casting: Randy Travis)
DETAILS

Brief
Inherited by his Grandad Cletus Funke, who first discovered/captured the Creature.

Weapons & Equipment
Keys, old fashioned remote with a big red button (for gate)

BAD GUYS

The Creature

BLK: 7
COR: 3
Health: 60
Move: 8
Weak Spot: 2 (Fire Only)
Grip Check: Freak

Attack Type	Target	Range	Damage
Claw	8	Close	Severe

Skills
Watchfulness 7

Powers

- *Numbing Barbs:* Shot from mouth with Attack 7, Range = Short, victim suffers -1 COR each time they hit, cumulative, when 0 full paralysis. Duration 1 hour, can be treated with Medical.
- *Orca Attack:* Attack 9, Grappled plus Lethal the following Round, get one chance to make a Vs. BLK Test to bust loose (good luck). Before the attack victims can detect it (Watchfulness) and try to evade (straight COR Test). Watching it happen is a Scare check. If attack fails and victim is on a dock bridge, they must Test COR or fall into the water.
- *At Home in the Wet:* 12 Movement in water, fully amphibious, can stay underwater indefinitely.

Vulnerabilities

- *Fire:* it's the only thing that affects the Creature's Weak Spot.

Description
A giant, burly, misshapen, black as night creature from the black lagoon on steroids, over 7 feet tall, built like a Mac truck, hulking and slimy, scaly, webbed and clawed hands and feet, gaping mouth, spines all over, luminous yellow eyes. Usually all you see is a blur of black scales, spines, fins, a big ol' angler fish mouth full of teeth and those haunting eyes. Massive webbed feet for super fast propulsion, giant hooked slashing claws. He's fearsome, bud. It's good to be generally vague about its appearance, just size, scales, claws, eyes in a blur of black massive size. Scarier that way. Pumps up the mystery.

Production Notes

Special Rules

Attract Mechanic

Most of the action in this Script is driven by the Attract Mechanic for the Creature. When triggered by any of the methods below, the Creature shows up in 1-2 Rounds (roll a D10, even is 1 Round, odd is 2 Rounds).

- **Side Dock – Run: Attract, attack with Killer Whale**
- **Side Dock – Walk:** Attract, attack with Numbing Barbs
- **Side Dock – Sneak:** Attract only on Fail, attack with Killer Whale
- **Character In Water:** Attract, attack with slash/main
- **Starting Fanboat:** Attract, must Test Technical to pilot the boat and get up to speed before the Creature arrives, then it's just fast enough to stay ahead of it (same Movement rate); if Creature is baited or Attracted elsewhere, can have a second Technical roll.

Bait: Attract, full reveal, goes mad and all out attacks with everything.

Mood

1. **TITLE**
   DETAILS

Plot Pushers

1. **TITLE**
   DETAILS

Walk-Ons

1. **NAME or ROLE**
   DESCRIPTION and BRIEF and MOTIVATION

SCENES

OPENING SCENE (CINEMATIC)

EXT. FUNKE'S BAYOU BOAT DOCK – DAY

Touring the town, see posters with "Featuring... the CREATURE!" Never any pictures of it, just the word. Meet up at dock and introduce Characters. Take a fanboat to the Mystery Spot with Lynn providing tour guiding commentary.

EXT. LOUISIANA MYSTERY SPOT – DAY
When they arrive, Lynn opens the gate with a remote control (large red button) that he returns inside his shirt. Takes them to the Hall of Swamp Oddities, then finishes off tour with the grand finale... the CREATURE! Except... woops... clicks light on... it's gone. Chain is hanging loose, obviously broken.

LYNN
Well, that ain't good.

Lynn immediately ends the tour, hustles them back to the gift shop and herds them inside, dodging all questions. "If I don't come back, take the boat and get out of here, for heaven's sake!! It's yer only chance!" Locks the door from the outside. They hear his boots pounding off down the dock.

SCENE 1

EXT. LOUISIANA MYSTERY SPOT – DAY

After a few Rounds of talking, Characters hear a tremendous splash and a roar and some screaming and tearing noises that are quickly cut off. Scare Check.
Watchfulness check to notice that there are no gifts or bling of the Creature, just the word. No images or pictures or plushies. Hm. Weird.
Trouble Timer: Start as soon as anyone steps out onto a side dock OR if they wait to leave the shack. The Creature starts taking out supports, tilting the whole thing into the water. It takes 5 Rounds to knock out a support. When one goes, everyone on that platform Tests COR or falls into the water. If two pylons are taken out, then the whole platform collapses into the water and sinks. Then the Creature moves on to the next platform…
Fanboat is moored to the main platform. If main platform is taken out, fanboat is crushed and sinks. Wah wah waaaaah.
Best way out is to open the gate using the controls in the Gate Control Shack (or retrieve remote from Lynn's body - the remains of which are floating about underwater beneath the platforms somewhere - this would be a neat trick) and escape... somehow.

END SCENE – FOR WINNERS (CINEMATIC)

EXT. FUNKE'S BAYOU – DAY

The Characters churn off in the fanboat as the sun sinks slowly behind the mossy trees. The camera zooms slowly onto an isolated section of fence surrounding the Louisiana Mystery Spot. It suddenly shakes and jerks and rattles, then is still. On the freedom side, a black spine rolls the water, breaking the surface and heading toward the open water… (Roll credits)

END SCENE – FOR LOSERS (CINEMATIC)

EXT. LOUISIANA MYSTERY SPOT – DAY

A boat full of sightseers pulls up to the dock. Lynn Funke's cousin, Leonard, is at the helm.

LEONARD FUNKE
Welcome to the Mystery Spot, everyone! You're the first to visit since my cousin Lynn disappeared. What happened? Who can say… just another mystery for the Mystery Spot! Now… I'm sure you're all dying to see our main attraction!!

THE END

1. Announce each category
2. Take nominations
3. Vote on winners

Casting Director
Best work with making an interesting Character, either created or developed on the fly and played with flair and creativity. Great overall roleplaying goes here.

Stunt Coordinator
Best work with action or putting yourself in a situation to take a lot of punishment, lose Health or just plain die. Great physical sacrifice (or stupidity) goes here.

Key Grip
Best work with playing scared, losing Grip, roleplaying insanities or Panic Reactions. Great mental sacrifice (or stupidity) goes here.

Best Boy
Best work overall with nothing really to show for it. The person who made the game enjoyable for no particular reason – they didn't stand out in any particular way or do anything super great, but they were solid, played in Character, didn't hog the Scenes, made it feel like a cheesy horror movie and were generally liked. People who had a humble role but were always engaged and just made the game fun go here.