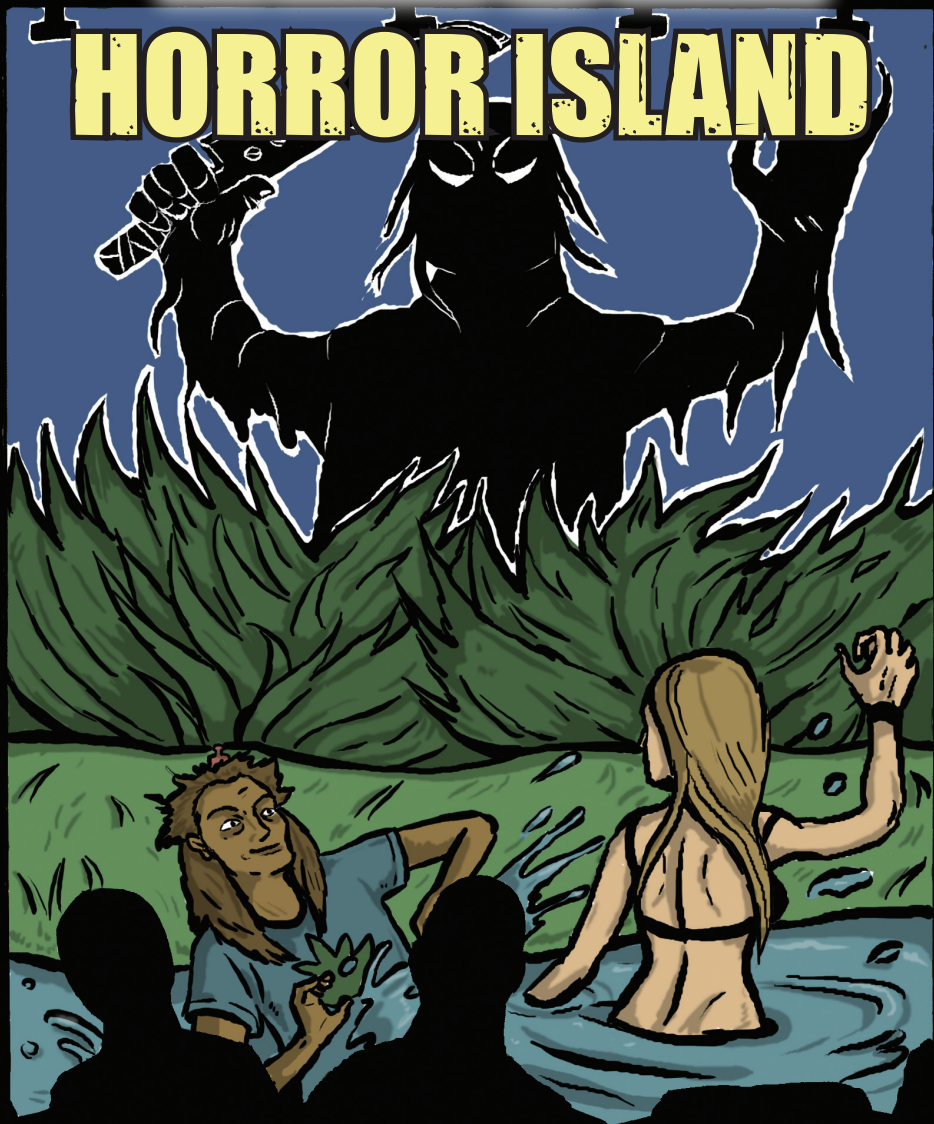


# SLASHER FLICK

## HORROR ISLAND



Cynthia Celeste Miller

# SLASHER FLICK

## HORROR ISLAND

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# Stasher Flick

## Section One About Horror Island

*Horror Island* is a location-based flick for up to four players. Regardless of how many players participate, there should be a total of 6 characters (primary characters + secondary characters = 6 characters total).

The format followed is a simple one: we present a backstory and a bunch of locations, along with some events you can throw in. This means that a lot of control is given to the players, who can dictate where they go for the most part. If you, as Director, feel uncomfortable with that, create more events that will put the story more into your hands.

Furthermore, there are clues as to what's going on, but they are scattered across the various locations. Don't let the game come to a halt if the characters don't go to all the locations. Rather, you should redistribute the information accordingly so that the clues will be available to the players. The important thing isn't finding the clues; it's putting them together.

*Players should stop reading now! The rest of this book is intended for the Director only, unless she permits the players to read the Baron Von Sleaze segments. The pre-generated characters should also be made available for the players to read.*

# Horror Island

## Section Two Preparation

This section deals with what you need to know before stepping into the flick.

### **The Backstory**

What follows is the history that leads up to the events at the start of the flick. The players (or their characters) know nothing about it.

### **Brennerwood Island**

Originally called Leveste Island, Brennerwood Island lies just off the coast of South Carolina and is roughly a mile in diameter. Most of its surface is blanketed in dark, dense woods. Look at the map on page 28 for more details.

### **The Asylum**

In 1920, Dr. Darius Brennerwood purchased Leveste Island with the intention of erecting an asylum for the criminally insane. Construction took almost five years, but when it was finished, the institution was ahead of its time in its luxuries, but not in the methods it was set up to employ in order to “cure” patients of their mental ailments. On the other end of the island, Brennerwood built a number of small cabins for the staff to reside in, as well as a large house for himself.

### **The Cruel Doctor**

For his part, Brennerwood was a cruel man who was more interested in performing unspeakable experiments with the patients than he was in helping them. For the better

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part of thirty years, he was able to do this unimpeded, but eventually, the word got out. In those days, malpractice toward the insane was largely ignored by the government, which meant that Brennerwood was given little more than a reprimand in 1955. What *did* damage his operation, however, was that most of the patients were pulled from the facility by their families and loved ones, leaving less than twenty patients in his so-called care. Brennerwood was loath to shut the place down due to the fact that he enjoyed his activities there so immensely, but with so few patients, he couldn't afford to keep the asylum fully staffed. This resulted in him running the place with a skeleton crew, operating this way for more than ten years.

## **Uprising**

In 1966, one of the patients, the cunning madman Emil Tarkus, devised a plan to revolt against the now-elderly (but no less sadistic) Brennerwood and his meager staff. The uprising went off without a hitch and the staff was dispensed of in no time at all, leaving only Brennerwood still living. Needless to say, the patients had something more painful in store for him. Over the course of two weeks, Tarkus mercilessly tortured the not-so-good doctor until finally burying him alive.

Shortly thereafter, the authorities raided the island, capturing all the patients and relocating them to other institutions.

Except for two of them. A couple of patients managed to elude the police: Emil Tarkus and the equally demented Clara Ridgeway. They evaded capture by digging a hole beneath Dr. Brennerwood's house and hiding there until the authorities had gone.

# Horror Island

## **Along Came the Babies**

Over the next few years, Emil and Clara had a total of two children (amidst a cluster of miscarriages); a boy named Augustus and a girl named Sarah. Augustus looked normal and had a clever mind, but was as malevolent as could be. Sarah, on the other hand, was extremely deformed and not too bright, but was abnormally large and strong.

When Sarah was twelve, Augustus persuaded her to murder both of their parents while they slept. He wanted to be the one in charge and couldn't abide by his father's attempts to order him around, so he did something about it. Or rather, had Sarah do something about it.

The siblings have lived on the island ever since, slaying anyone who dares to trespass, including two drug dealers caught planting marijuana there.

## **Recent Events**

Two weeks ago, a well-to-do young man named Jefferson Dalton purchased Brennerwood Island for a suspiciously low price... without visiting it first. Being young and impulsive, Dalton shelled out the money with the intention to open up a resort there. He plans to gather some friends and travel to the island for a weekend of rest and relaxation while checking out his new investment. This is a decision he will most assuredly come to regret.

## **The Characters**

The primary and secondary characters should somehow be connected to Jefferson Dalton (friends, family, girlfriend, etc.). They will be accompanying him to the island, for better or worse... most likely, worse.

# Stasher Flick

The characters can be generated with the normal character creation rules found in the rulebook. If time is short, the players can choose from the pre-created characters located in the back of this book.

There are two tertiary characters in this flick (Jefferson Dalton and Augustus) and one killer (Sarah). Their write-ups are presented below.

## **Jefferson Dalton – “Cool Rich Guy”**

Jefferson is your average rich guy. He was born with a silver spoon in his mouth and even though he can sometimes act a bit snooty, he’s generally a good person. In addition to his outgoing personality and thick-as-hell wallet, Jefferson has something else going for him: stunning good looks.

**Brawn:** Normal

**Finesse:** Normal (Positive: “*Deft Runner*”)

**Brains:** Normal (Positive: “*Detect Lies*”)

**Spirit:** Good (Positive: “*Handsome As Hell*”; Negative: “*Sort of Snobby*”)

**Items:** Gold watch, Frisbee, credit cards, MP3 player, cell phone

## **Augustus -- “Manipulative Lunatic”**

Augustus is the brains behind the mayhem. He manipulates his sister, Sarah, into killing whoever comes to the island. On the surface, he seems to be well educated and equally well mannered. But it’s a façade. In truth, he’s more evil than Sarah.

**Brawn:** Normal

**Finesse:** Normal (Positive: “*Quiet Walker*”)

# Horror Island

**Brains:** Normal (Positive: *“Sharp as a Tack”*, *“Resourceful”*)

**Spirit:** Good (Positive: *“Manipulative”*; Negative: *“Mean-Natured”*)

**Items:** Hunting knife (concealed)





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## **Sarah -- “Brutish Psychopath”**

Sarah is a deformed woman with freakish strength and a simple mind. She stands just under seven feet tall, giving her an imposing visage. Despite being a simpleton, Sarah does have a mean-streak and takes a twisted pleasure in massacring people. She’s very loyal to her brother and does whatever he says without question. Sarah seldom speaks, but when she does, her words are usually monosyllabic and mispronounced.

It goes without saying that Sarah’s brain is not right. It causes her to be overtaken by violent headaches at seemingly random times. They last for as long as a minute and cause her to double over in pain while clutching her head. She also has an adverse reaction to loud noises and reacts similarly, though she usually just gets angry and fights her way through the pain.

**Components:** Fearful Visage, Low-Intelligence, Miscellaneous Disadvantage (Hates Loud Noises), Miscellaneous Disadvantage (Suffers From Sudden Headaches), Superhuman Strength

# Stasher Flick

## Section Three The Three Acts

This flick follows the same three-act model that is used to provide structure to films.

### **Act I**

Act I comprises the first quarter of the flick. It provides exposition, an introduction to the characters and the overall plot.

### **Getting to the Island**

The game kicks off with Jefferson Dalton and the player-controlled characters aboard his fancy speedboat, en route to the island. This is a great opportunity for the players to get a feel for their characters, so let them do some role-playing. In fact, you should encourage it. If they are being tight-lipped, use Jefferson to liven up the conversation. He can start talking about how he purchased the island from a shady fellow who seemed all too eager to get rid of the place. He also tells them that there are supposed to be some cabins and a large house that were abandoned decades ago. Supposedly, the island is now uninhabited.

After they've done some character interaction, read or paraphrase the following:

“You look to the horizon, only to glimpse an island in the distance. It takes a while to get close enough to see the shore in much detail, but once in viewing distance, you see that the island is heavily wooded with extremely tall trees that look as thick as any found in remote jungles. On

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the closest shore, you notice a cluster of small cabins, all of which are in shabby condition. Near them, though, is what was certainly a luxurious house in its day, which has long since passed. Like everything else you've spotted so far, the wooden dock is far from being in pristine shape. It looks solid enough to use, but just barely. It's a good thing you got here when you did, though, as nighttime is less than a half hour away."

## **Initial Activities**

Upon landing, let the characters explore their surroundings and converse as they please. This is actually very crucial to the success of the flick. For one thing, it allows the players a sense of freedom. For another thing, it gives the players a chance to further establish their characters' personalities. This is as important as any kill scene.

After the characters do whatever it is that they want to do for a while, darkness descends upon the island. If none of the players have suggested a course of action, have Jefferson suggest holing up inside the large house. It's possible that they don't want to do this, which is perfectly fine. Location-based flicks are all about freedom of choice.

## **Stranded**

Sarah and Augustus keep a close eye on the characters at any given time, lurking in the shadows and hiding in the tree lines. This means that as soon as the characters move away from view of the boat, Sarah climbs aboard and steals the motor in order to prevent them from leaving. You can even let the characters make a Brains check in order to hear the racket made by her yanking it out of the boat. If they succeed, they can come out in time to see a glimpse of a person leaping off the deck and into the water with the

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motor. If they try to follow her, they'll come up short. It's just too dark and she had too much of a head start for them to pursue her effectively.

Sarah will stash the motor somewhere on the island (the exact location is your call). This gives the characters a reason to explore the area, making the game more exciting for everyone.

## **Act II**

Act II comprises the next two quarters of the flick. It is the meat and potatoes of the story, wherein most of the murders occur. The characterization started in Act I should be expanded upon here as well. They should begin partaking in whatever activities they wish (doing drugs, having sex, exploring the island, consuming mass amounts of alcohol, etc.).

## **Separating The Characters**

Once the characters get settled in with the activity or activities of their choice, you'll need to start breaking them away from each other so that Sarah can do what she does best. Generally speaking, she won't attack more than two characters at a time, unless she's extremely desperate. Players looking to earn genre points will not need to be prompted to split up, making your job a lot easier.

Jefferson provides you with a wonderful tool for goading the other characters into doing things. As such, try not to have him killed off too early. And if he fails a kill scene, opt to have him captured instead of butchered. This, too, will give the characters a reason to be proactive.

# Horror Island

Not all players are so easily roused from the safety of their comrades. When players are hesitant to have their characters delve out into the unknown, there are things you can do to encourage them to take the plunge. This section gives you some ways for doing that.

## General

Use these for characters in any location.

- The character sees or hears something in the woods.
- The character finds a cute dog earlier in the game. Later, it runs off into the woods, possibly barking at something.
- Jefferson gets a game of Frisbee going and the disc goes flying out into the woods.
- A stoned character has hallucinations of a trippy animal or critter (unicorn, blue elephant, talking raccoon, etc.) that prompts him to follow it away from the others.
- Mention to two horny characters that they could use some “alone time”, where nobody else is around.
- Let one of the characters see a bit of the asylum over the treetops.
- The character spots what looks like a walking trail through the woods. It could even lead to the shack.
- The character smells something akin to a dead animal in the distance.
- Smoke is seen coming from the other side of the island. It’s emanating from the cooking pit at the shack. If a character has been killed already, the character may find the victim being cooked.
- Allude to the fact that there’s buried treasure on the island.



# Stasher Hick

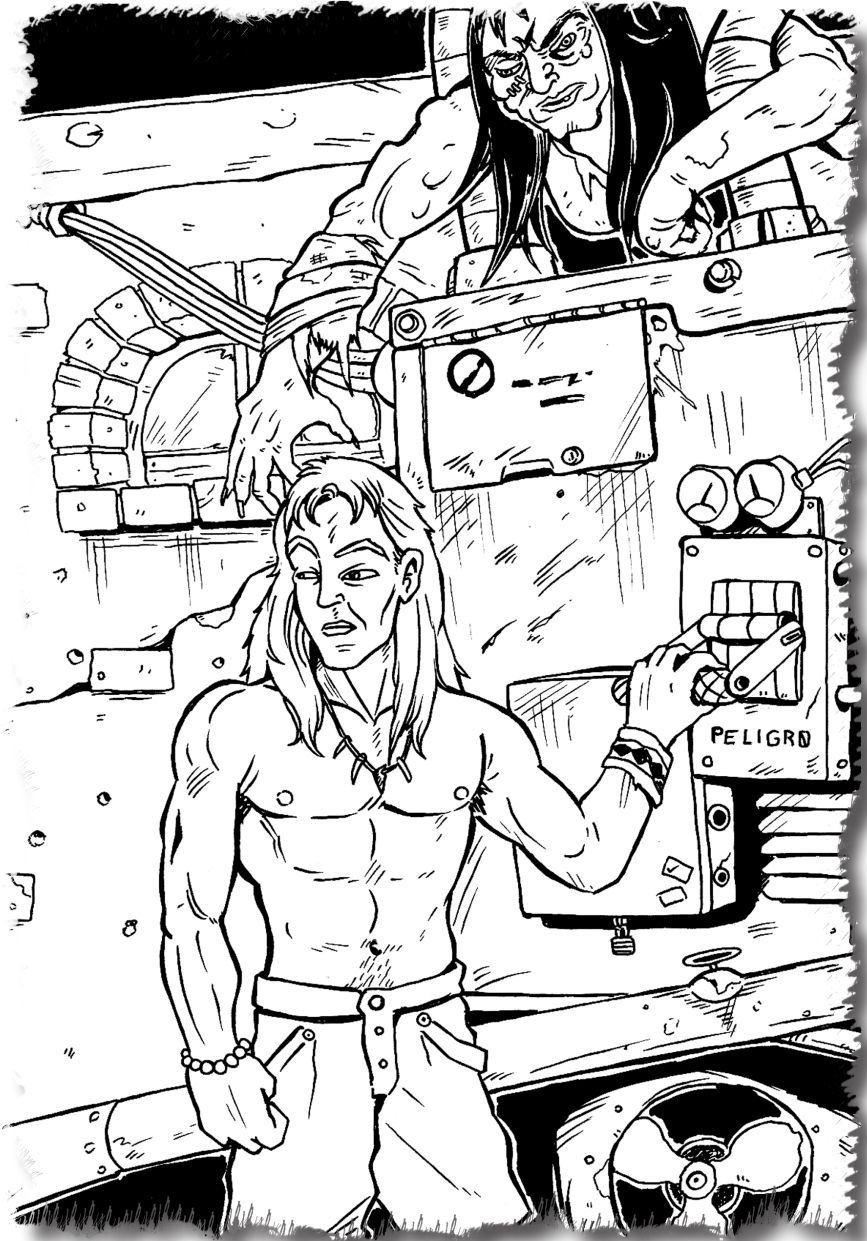
- If the characters all decide to go somewhere (skinny-dipping, to start a campfire, etc.), devise a reason for one or two of them to stay behind.
- The character has to relieve himself.
- Jefferson plays a joke on the characters by telling a scary story and then scaring the crap out of everyone. Have the characters take a freak-out check to avoid running off in separate directions.
- While skinny-dipping, one of the characters notices that his or her clothes are gone from the shore. The clothes can be found deeper into the woods, basically like a trail of bread crumbs... leading the character into possible oblivion.

## **Dr. Brennerwood's House**

Use these for characters who are inside Dr. Brennerwood's house.

- When the characters first arrive, there is no electricity in the house. This is the perfect time to lure a character away to the power generator building.
- The electricity goes back off.
- The character hears a noise coming from under the house.
- Jefferson asks someone to get him a corkscrew out of the kitchen.
- The character finds a newspaper clipping or file that lets him know that there's an asylum on the island.
- A window breaks upstairs (probably caused by a tree limb or high winds).
- Footsteps are heard upstairs.

# Horror Island



# Stasher Flick

## Events

The following two events can be inserted into the flick as you see fit. They are entirely optional.

### “Say Hi to Augustus”

You can have Augustus approach the characters early on in Act II and pretend to be stranded on the island. He calls himself Rodney Winkler and claims to have been on a small fishing boat that was tossed off course due to a ferocious storm. According to his story, his boat crashed here a week ago. If pressed to prove it, he will show them where his boat supposedly crashed (i.e., where the drug dealers’ boat was sunk by Sarah).

He attempts to get in good with the characters. If he does so, he will strive to subtly lure them away so that Sarah can butcher them one by one.

If the characters have already seen or heard Sarah, the characters will likely ask him about her. He responds that something or someone chased him through the woods a few days ago, but he successfully hid from it. He states that he didn’t get a good look at the beastly individual.

### “Surviving Drug Dealer”

The characters hear boards slightly creaking in Dr. Brennerwood’s house. Upon further investigation, they will find a half-starved Columbian man who speaks very little English. He’s scared out of his wits and is extremely skittish. He was one of the drug dealers who crash-landed here four months ago. They were tending to a marijuana crop they had planted a year ago, when they heard a noise. The man dashed away to hide, while his cohorts went to check out the source of the sounds. He watched helplessly

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as Sarah and Augustus butchered them. Fortunately, the two murderers failed to notice him. This gave him the opportunity to sneak away and hide. The man has remained in the house ever since, venturing out only to seek food and water... and even then, only on rare occasions.

The man, who identifies himself as Arcebio Alvez, will tell his tale to the characters in very broken English, once he has calmed down.

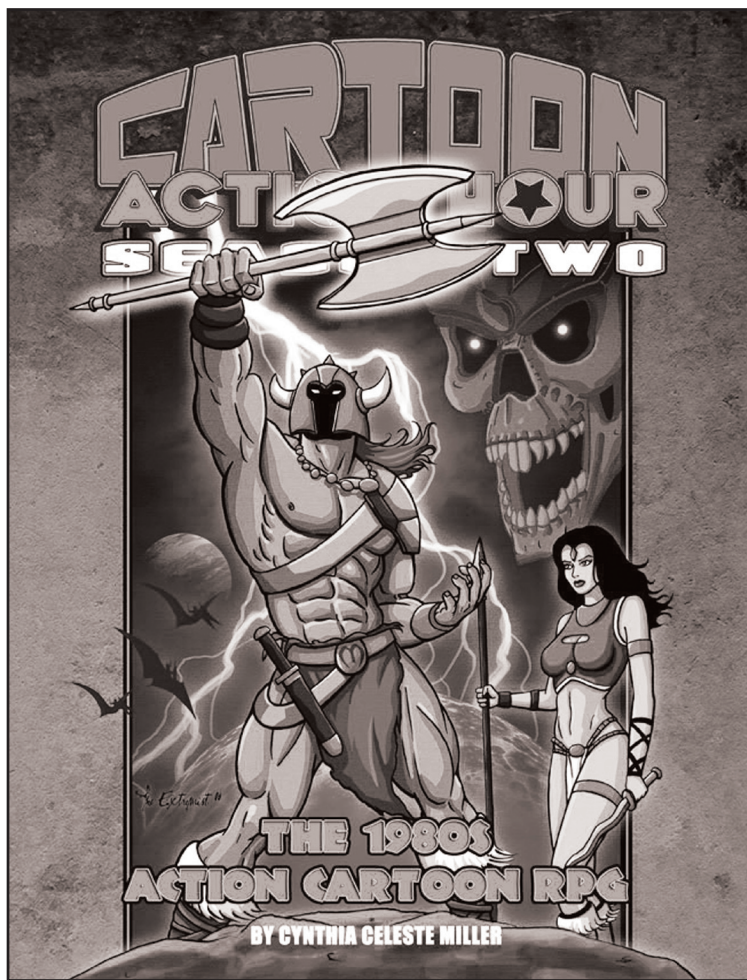
Alternatively, you can alter it so that the characters don't find him in the house. Rather, they find him locked in a cell in the asylum or chained to a wall in the shack. He was indeed found by the siblings and is being kept alive to be used as a meal at a later date.

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Aha! It looks like they are finally done.

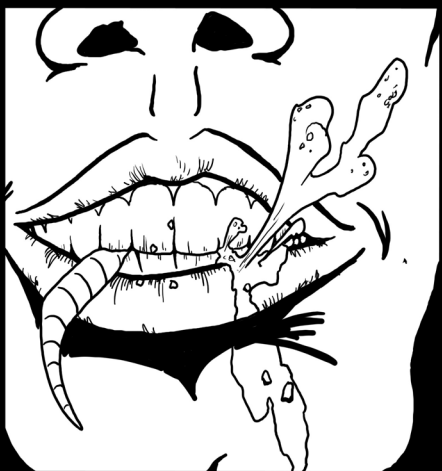


I do so love Chocolate Chip Rat Cookies. They are Delicious!

Deese t'ings look terrible, Sleaze! Nobody's gonna eat cookies wit' dead rats in 'em!



Of course, they will eat them. Our viewers know good snacks when they see them.



Haw haw haw! Y'got worm juice all over yer chin, ya moron.



Hrmp!

Let's get back to tonight's featured movie, Horror Island.



# Slasher Flick

## Act III

Act III comprises the final quarter of the flick. In most cases, Act III begins when the killer becomes exerted. It contains two distinct phases. The first phase is the climax, where the story reaches its maximum tension and forces a final confrontation between the remaining character(s) and Sarah and (or) Augustus. The second phase is the denouement, where there is a sense of calm and a state of equilibrium returns.

The ideal denouement would, of course, be the survivor(s) escaping the island, sailing off into the sunrise. That's nice and pretty, but keep in mind that you're playing *Slasher Flick*... and in *Slasher Flick*, it's very possible that none of the characters will survive at all. As such, the denouement returns due to the fact that Sarah and Augustus no longer have interlopers on their island.

## Escaping The Island

As soon as trouble starts brewing, it's likely that the characters will flock to the boat and try to get the hell out of Dodge. While this reaction is understandable, you can't let it happen early on. This is the main reason that Sarah has snatched the boat's motor – she doesn't want her prey to escape.

So, how can the characters flee the island at the flick's climax? Let's look at a few options.

### Find the Motor

The most obvious method of escape is to find the motor and reattach it to the boat. As mentioned earlier, you can freely determine where the motor was stashed. Carrying the motor will require two characters, both of which will

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roll one less die for Finesse checks.

Once the motor is brought aboard the boat, it has to be installed before it can become operational. This requires two people as well. Plus, one of them will have to make a Brains check each minute, rolling one less die than usual. Four checks must be successful in order to make the boat functional.

For some added fun, you can have Sarah (if she's still alive) climb onto the deck from the water in an attempt to prevent the characters from leaving. This could make for a fun and tension-filled climax!



# Stasher Flick

## **Build a Raft**

The characters might attempt to make a raft. This can lead to some juicy kill scenes, as the characters will likely split up to find the necessary components for the construction process. The wood can be obtained from practically anywhere on the island. Ditto for the sail or paddles. The hard part will probably be finding rope to tie it all together with. If the characters go with this method of escape, the only place rope can be found is in the asylum storage building.

Once all the parts are gathered, putting the raft together will take about four minutes if there are six characters helping out. For each character less than six, add an additional four minutes to the total time required. For example, if there are only three characters helping, it will take sixteen minutes. This requires no checks unless under extremely strenuous or stressful circumstances (e.g., Sarah is stalking toward the characters as they build it). In that case, each character will need to make a successful Finesse check. Failure will require an additional minute to be added for each failed check.

Should the characters build the raft early in the flick, consider making it darn near impossible to escape on it. Sarah could attack after the raft is on water, there could be a construction flaw that makes it come apart, etc.

## **Use a Cell Phone**

Wrong answer. Cell phones get no signal on this terrible island.

## **Get Rescued**

It's entirely possible for you to have a helicopter

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miraculously come by and attempt to rescue the characters. This can be done in two ways.

The first way is as a simple plot device late in the film if Sarah and Augustus have been dispatched in some manner. The helicopter comes by and rescues them. Roll credits.

The second way is more interesting. Toward the end of the flick, a helicopter swings by and spots the characters, who are obviously in danger. Of course, there's a complication... and the complication's name is Sarah. She will attack the helicopter's pilots and passengers after they land. Or if you'd rather, you could have them drop a rope ladder to the characters and as soon as they start climbing up, Sarah starts climbing too.

## The Sequel

As we all know, slasher films are notorious for generating sequels. *Horror Island* could have one or more sequels of your own. Here are some ideas for setting up *Horror Island 2!* Mix and match the ideas as you see fit. You can set these up with an epilogue at the end of the flick if you'd like.

- If Sarah and (or) Augustus die, it becomes apparent – preferably via an epilogue – that they had procreated and ended up with twins. The twins could be infants or up to eight years old. They can be the killers in the sequel. Technically, you can use this plot nugget even if they survive.
- The killer for the next flick will be a demonized Emil Tarkus, who comes back from the dead to exact revenge on his children (if they survived) and to kill anyone who steps onto the island.

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- The killer for the next flick will be a demonized Dr. Darius Brennerwood, who comes back from the dead to exact revenge on the children of his murderers (if they survived) and to kill anyone who dares to interrupt his studies and vile experiments.
- A corporation purchases the island from Jefferson (if he survived) and is planning to set up a research center there. The characters for the sequel could be the construction workers/land developers/architects sent over to break ground on the project.
- The next batch of characters have their boat or plane crash on the island after a vicious hurricane. They could each have their own destinations and reasons for boarding the boat/plane.
- The characters in the sequel comprise a search party for the missing characters. This is especially effective if all the characters from the first flick perished.
- The sequel-bound characters are lowly members of a military unit. They have been sent out to the island for wargames and (or) survival training.



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## Section Four The Island Locales

This section describes the various locations on the island.



### 1. Shack

The shack is an old, ramshackle structure made crudely of logs and rusty tin. The door was made from what looks like a large cafeteria-style table. The place reeks of rotten meat and mold. Outside the house is a small vegetable garden, with a cooking pit nearby.

## Where Are All The Maps?

As you look through this section, you'll notice that some areas have a description, but not a map. This is because the locales in question are simple enough that no map is really necessary. After all, a shack is a shack is a shack.

The interior isn't any easier on the eyes (or nose, for that matter), with very little furnishings to speak of. Despite the sparse furnishing, there's a surprising amount of clutter strewn about the place (old cans dating back to the 1960s, crates, animal bones and discarded bits of vegetables). Two fancy-looking beds with filthy mattresses and blankets can be found close to each other and there is a kitchen table with nasty old deer meat on it.

### Things of Interest:

- Characters snooping around the piles of clutter will come across two partial human skeletons, still clothed. Closer examination will reveal that one of them has a wallet in a pants pocket. According to the driver's license, it belonged to Juan Vasquez, a 35-year old Columbian man who lives in Florida. The skeletons were those of drug dealers who had planted marijuana on the island and were killed for their interloping. A Brains check reveals that the victims were slain roughly four months ago, due to blunt force trauma to the cranium.
- Characters looking on the floor around the kitchen table can make a Brains check to find a butcher knife that had apparently fallen off.

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- If the characters have already been to the asylum storage building (Location 8), they will notice that the empty cans in the shack match the ones found there.

## 2. Dr. Brennerwood's House

This building was once very beautiful and stately, though it has long since fallen into a state of dilapidation. It's light blue paint has given way to the weather, as have the shingles on the roof. The structural integrity of the place seems to remain intact, but only barely. It looks as if it could start deteriorating at any time.

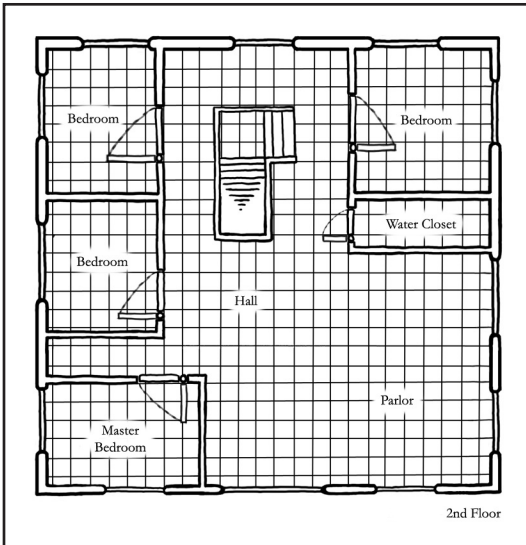
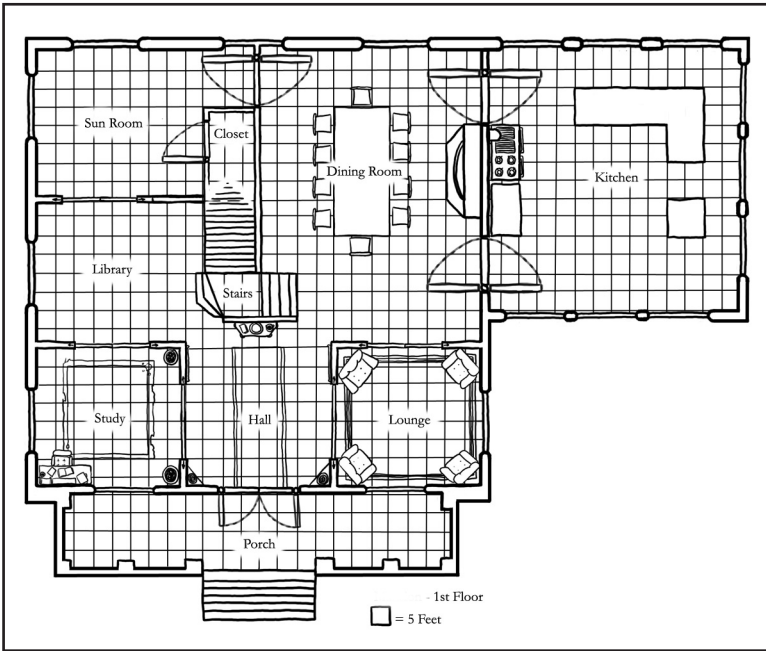
The house's interior is, despite all the dust and cobwebs, in remarkable shape. Most of the furniture is even in good enough condition to use. It's obvious that a lot of money went into the construction and furnishing of this house.

When the characters first arrive, there is no electricity in the house. There is a power generator in a nearby building (Location 4) that is still capable of producing electricity.

### Things of Interest:

- Make sure that the characters find the letter from Dr. Algers and Brennerwood's journal (see end of book). If they snoop through drawers and cabinets, that would be the ideal place for them to be. If they don't, you can have them find the items wherever is convenient.
- Characters entering the study or lounge (your choice) for the first time should be prompted to make a Brains check. Success indicates that they notice a large bloodstain on the floor. If the electricity has been restored, the characters are given a bonus die

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for this check. This is where one of the drug dealers was murdered.

- If, for some reason, the characters venture into the crawlspace beneath the house, they will find a six feet-deep hole, covered by some rickety boards sprinkled with dirt for camouflage. This is where Emil and Clara hid from the authorities. To find it, characters must make a successful Brains check. If the check is failed while crawling in the dirt (rather than looking from afar with a flashlight), the lead character falls into the pit. In the pit, the character will find evidence that people lived there for a few days.

### 3. Staff Cabins

All eight cabins were built identically. Unlike the superior construction of Dr. Brennerwood's house (Location 2), these cabins were made of shoddy materials, which is why

they are in such disrepair. The weather hasn't been kind to them, that much is certain. Some of the walls have crumbled and the roofs are riddled with holes.



#### Things of Interest:

- The wooden floors are largely unstable and are in danger of caving in with the application of any shifting weight. Whenever a character

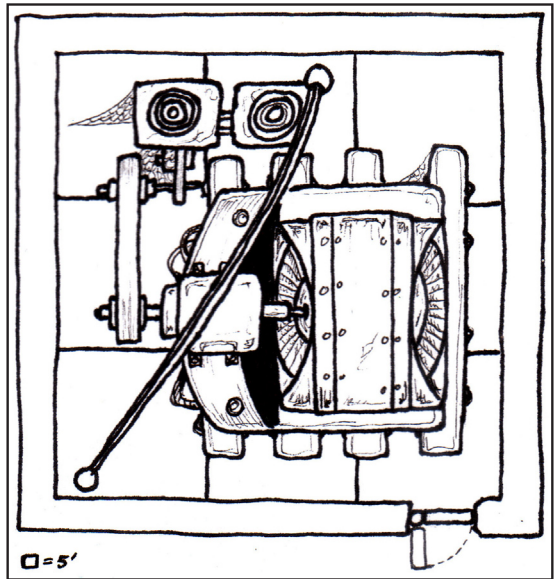
# Horror Island

walks on the floors, you can have him periodically make Finesse checks to avoid falling through.

## 4. Power Generator Building

This plain-looking concrete building has a very drab appearance, but is structurally sound, aside from the shabby door that is barely holding together. It flaps in the breeze, making a loud creaking sound.

The interior is definitely what you would call “no-frills”. In fact, the only object present is the ancient-looking power generator that dominates the building’s one room. It covers most of the room itself and is over six and a half feet tall.



### Things of Interest:

- There is a big red lever on the generator that should theoretically start the contraption. Unfortunately, there’s a pipe that’s disconnected. To reconnect it, a character will have to squeeze between the generator and the far wall. This requires a successful Finesse check, as the pipe is pretty high up.

## 5. Marijuana Patch

This large patch of marijuana is roughly twelve feet long and four feet wide. It was planted by the two drug dealers

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before being murdered by Augustus and Sarah.

## Things of Interest:

- The patch can be detected by nearby characters who make a successful Brains check. If the characters don't get close enough to the patch to make the check, feel free to move the patch somewhere else.
- Characters who find the patch and examine it will find nothing of interest, but will be taken by the overwhelming feeling of being watched. If the characters try to detect if they can see anyone, you can have them make Brains checks. Success indicates that they see a figure step behind a tree in the woods. Should they try to track it down, they find that no one is behind the tree now.

## 6. Asylum Graveyard

This cemetery was created for the patients that perished while committed to the asylum. There are dozens of graves, most of which are marked by simple and inexpensive headstones that appear to be incredibly weatherworn. The clearing in which the graveyard is located is gloomy, due to the tree branches reaching out to cover it up. Very little sunlight makes its way through these branches.

## Things of Interest:

- Characters inspecting the gravestones will find that very few of the inscriptions are still visible. A few of them are barely readable (mainly the ones from the 1950s and '60s).
- Characters looking around the graveyard should be

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asked to make a Brains check. If successful, they notice that at the far edge of the cemetery is a more crudely fashioned gravestone that looks to have been hand-chiseled. The inscription (also chiseled by hand) reads: “Here lies the cruel bastard named Brennerwood. May he rot in hell!”

## 7. Brennerwood Asylum

Dank and bleak looking, this building gives anyone who gazes upon it a chill down their spine. It’s as if evil itself lingers about the structure, waiting for someone to step into its maw so that it can devour them, body and soul. When describing the place, you should use words that convey this (“desolate”, “dreary”, “dismal”, “depressing”, “foreboding”, etc.).

It should be noted that all the windows are sturdily boarded up and are also covered by bars. They are generally considered impossible to get through.

To make the most of this adventure, you should try to lure at least some of the primary/secondary characters into the asylum. This can best be achieved by having Sarah chase them to the locale, a favorite tactic of hers. She uses her familiarity of the asylum to gain the advantage over her would-be victims.

If the characters go inside, they will find that the doors are chained shut (except the one they enter from). Of course, whenever possible, Sarah or Augustus will slip around and chain the door they enter from as well. Bypassing these chains is impossible without the aid of some manner of equipment (a crowbar, axe handle, makeshift key, etc.). Breaking a chain (even with an implement) should be very



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difficult, requiring a Brawn check with one less die than usual.

Only the rooms with something truly noteworthy about them are listed below. The map should be sufficient for other rooms. It must also be mentioned that the absence of furnishings on the map does not indicate that no such furnishings are present. It's just that on a map of this size, listing the furnishings would only serve to make the map more difficult to read. It should be assumed that the rooms have remnants of the furniture one would expect to find there (eating tables in the dining room, desks in the offices, etc.)



## Things of Interest:

- ***The Pit (Basement):***

This is exactly what it sounds like: a giant hole in the ground, some fifteen feet deep. This was where troublesome patients were detained for special “treatments”. The bottom of the pit is strewn with old rags and animal bones.

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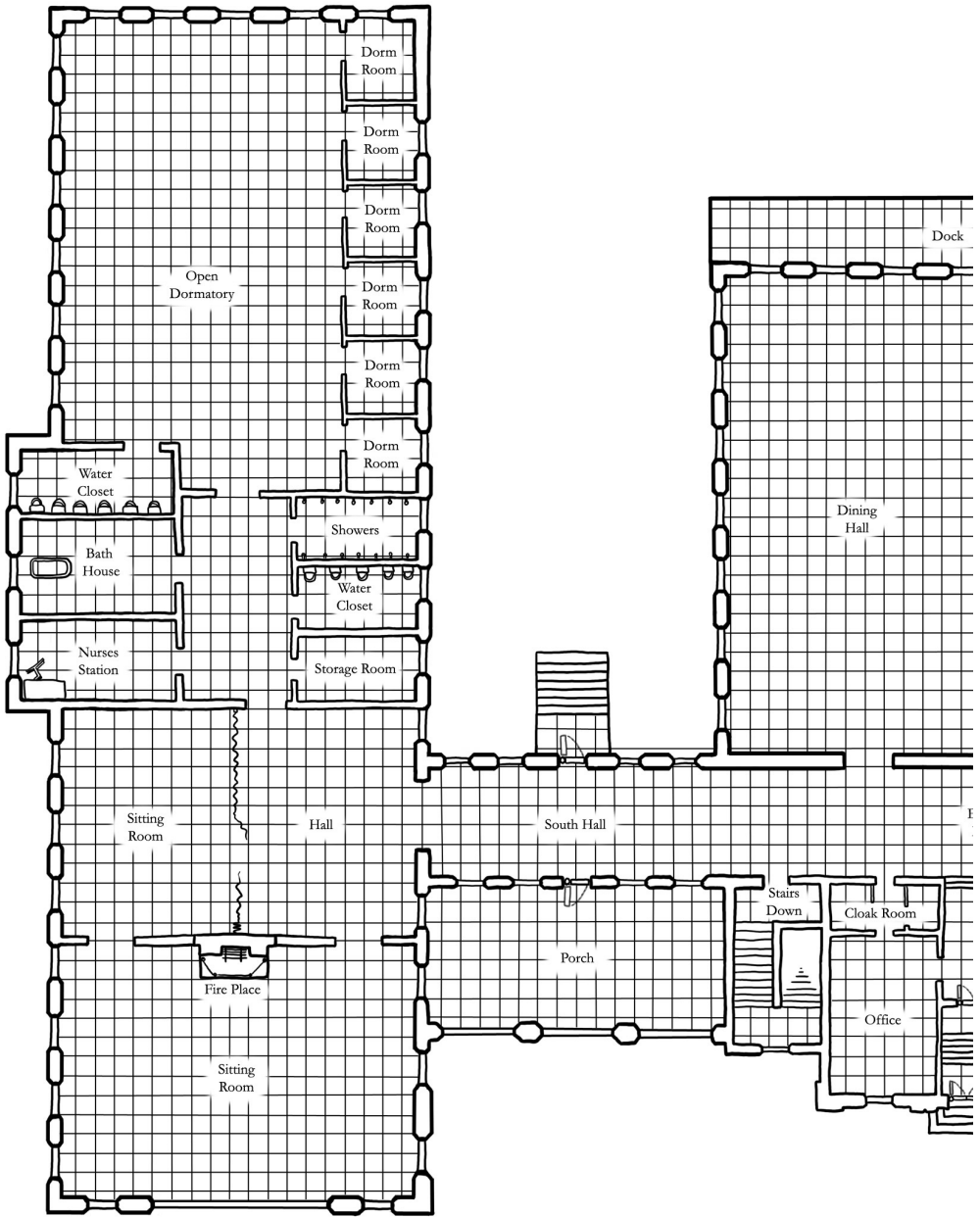
- **Testing Area (Basement):** Amidst a bunch of rotten tables and rusty file cabinets, characters can find records of an experiment of an inhumane nature (see the end of the book for the handout).

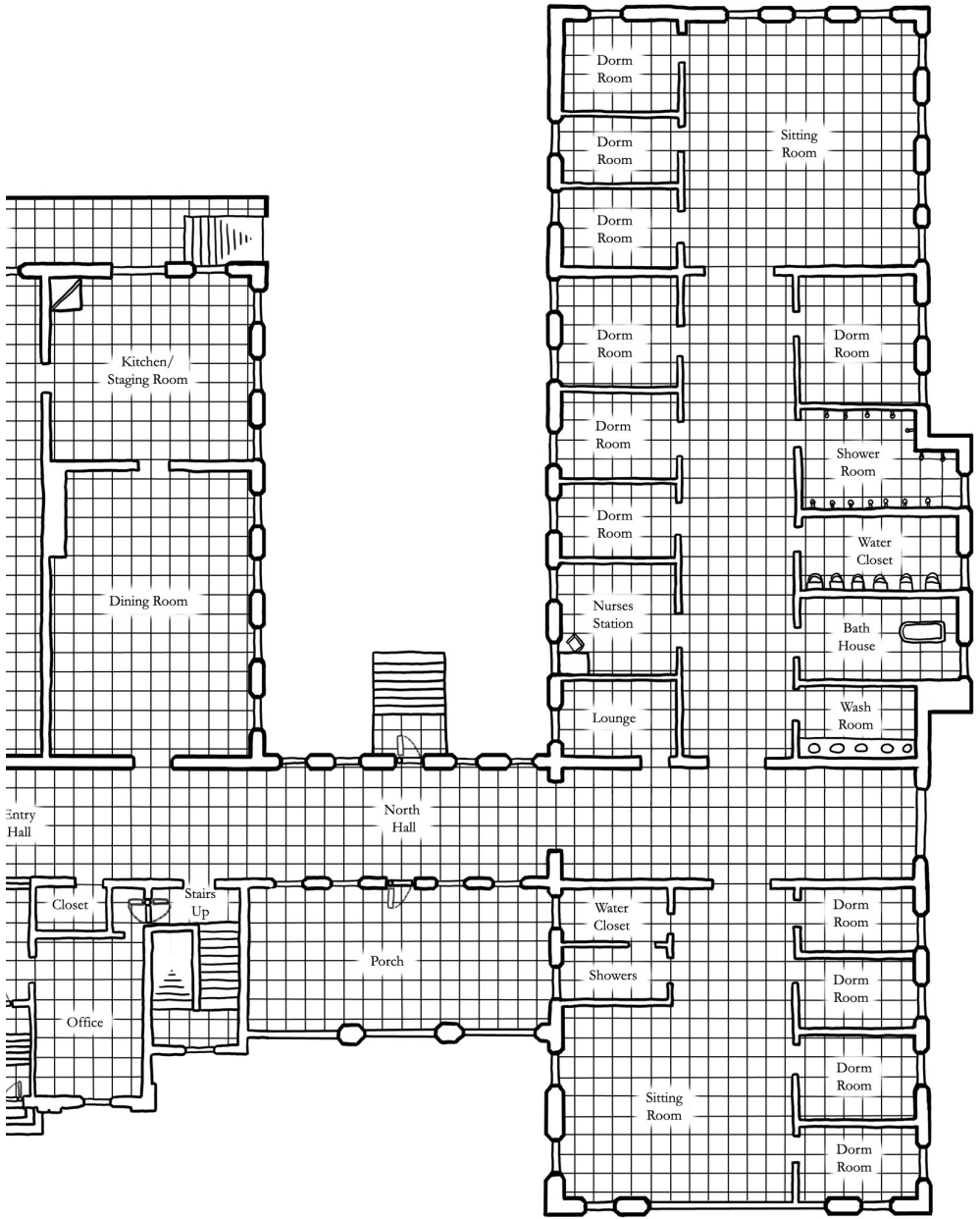


Many of these revolve around what is termed “human alteration exercises”, which seem to be attempts at primitive genetic engineering. According to the records, the end results were almost invariably death, madness or paralysis. One file that stands out, however, is that of Clara S. Ridgeway. The tests performed on her represented

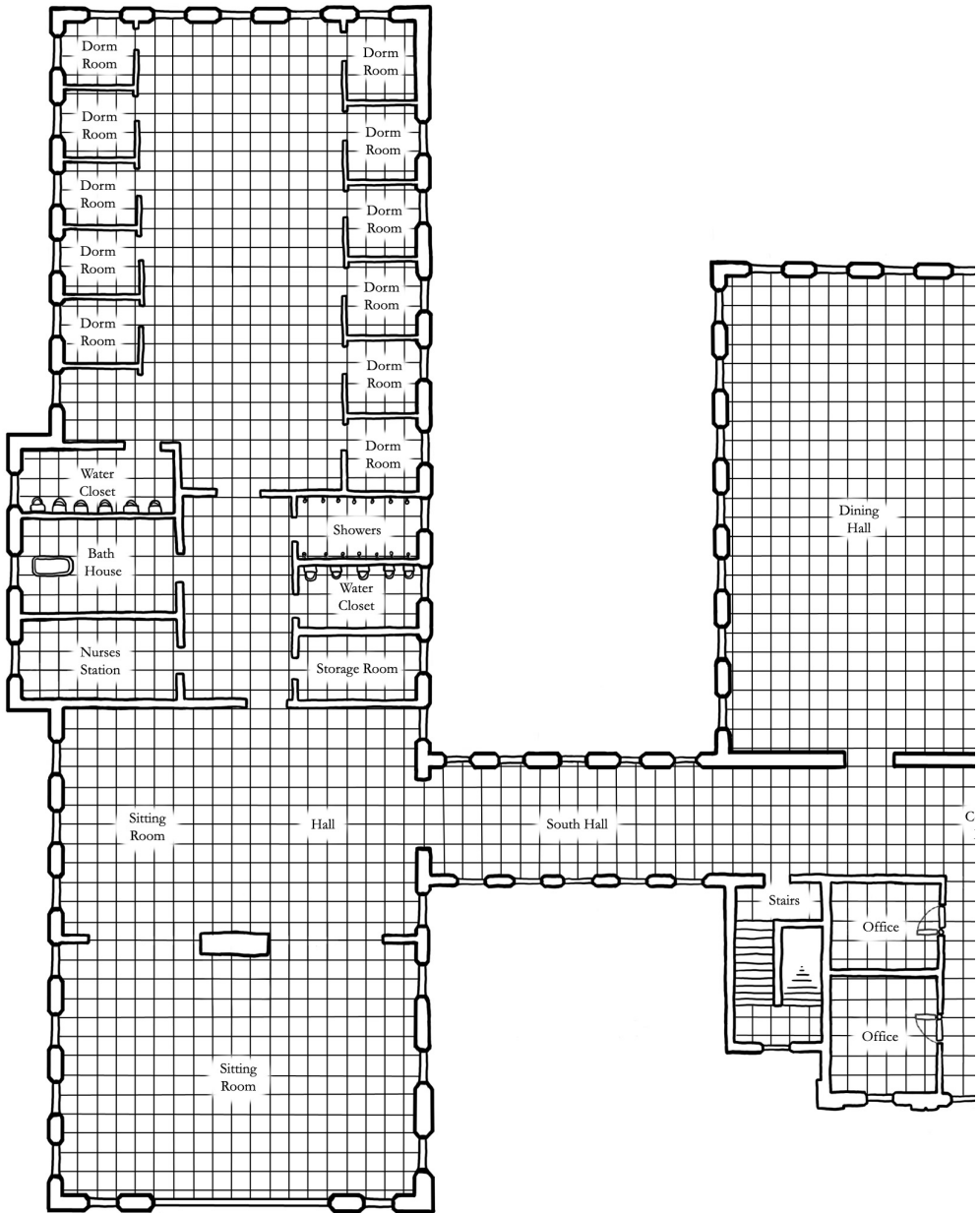
an attempt to make any child she was to carry in her womb “superior to normal children in every way, despite the chances of mutation in said child”.

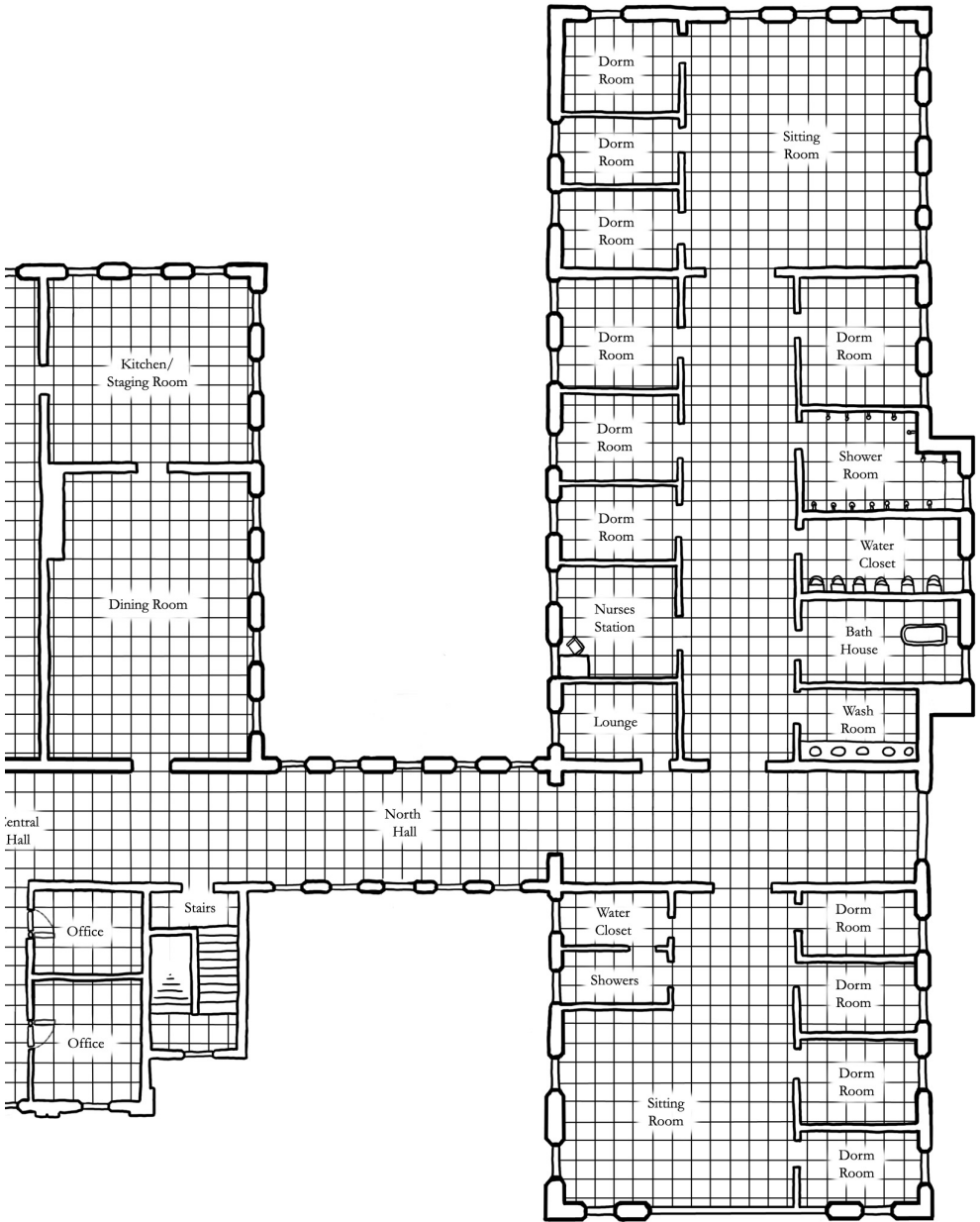
# Asylum Ground Floor



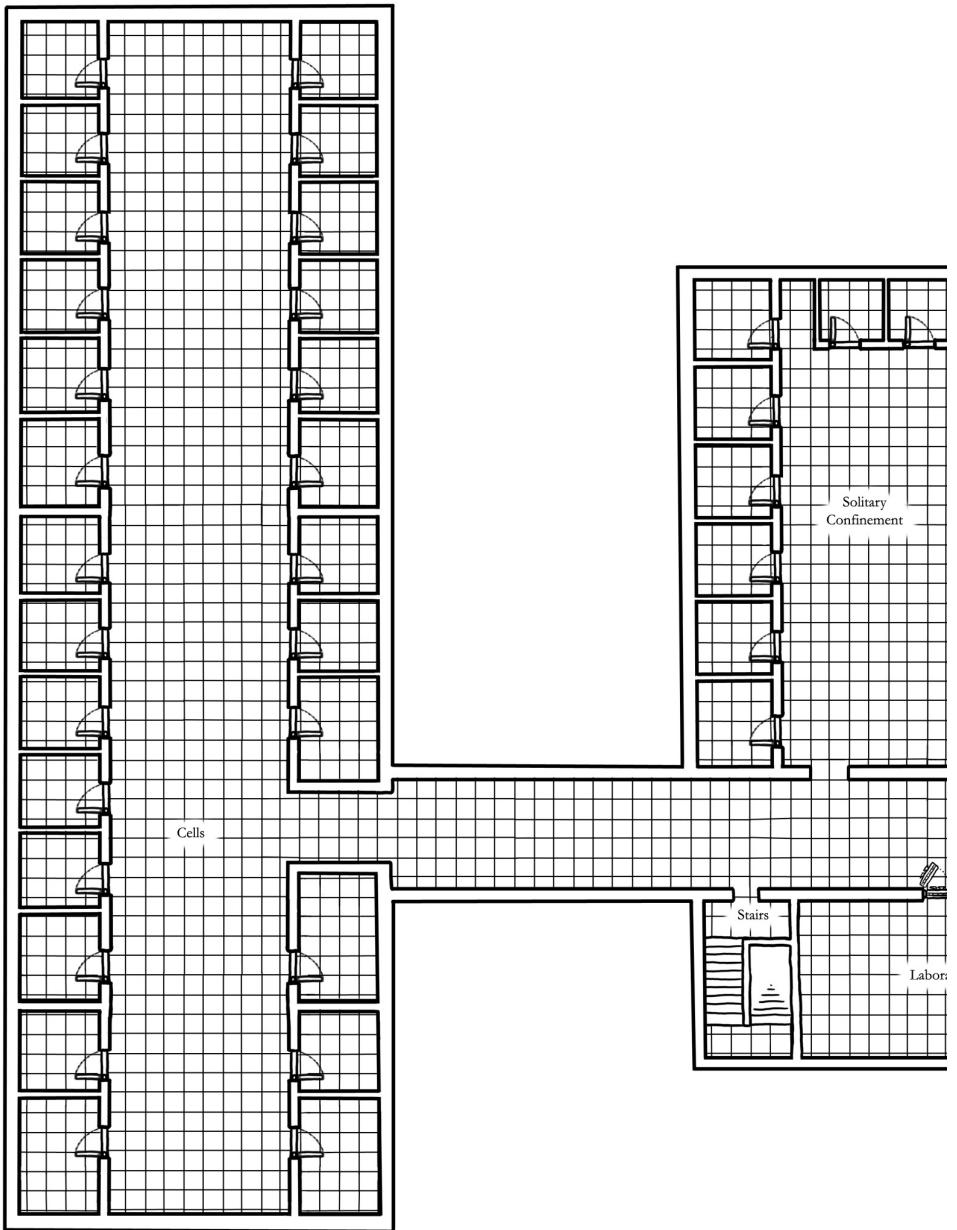


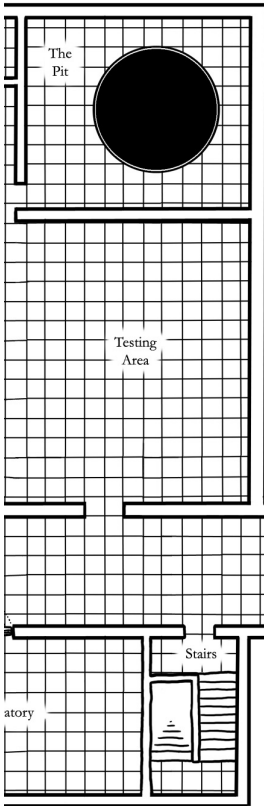
# Asylum Second Floor



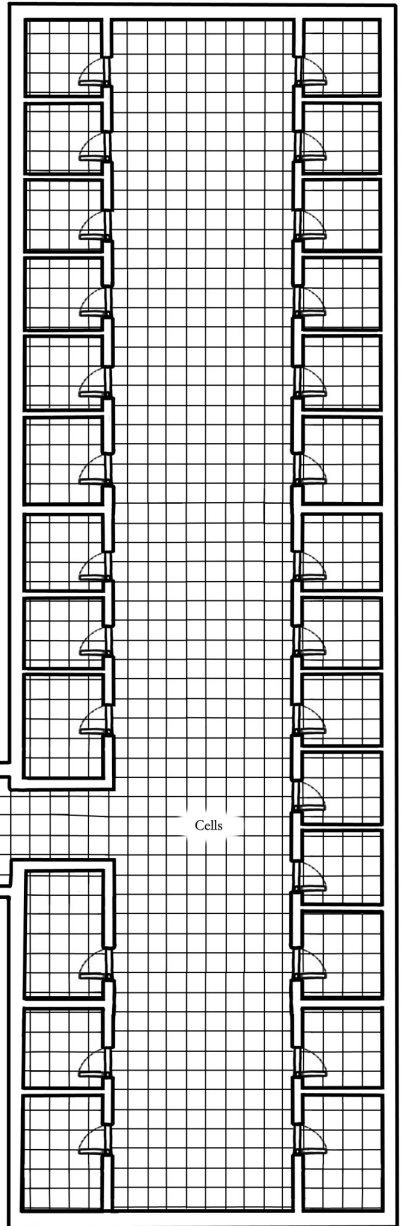


# Asylum Basement Level





Asylum - Basement





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## 8. Asylum Storage Building

This long building was used to store various supplies and tools for use by the asylum staff. There are a lot of crates present. Some of them have been opened and others haven't been touched in decades. The ones that have been busted open appear to have non-perishable foodstuffs (canned goods, mostly). Also present are bales of rotten hay, grounds keeping equipment, maintenance tools and cleaning supplies.

### Things of Interest:

- Characters can find a few tools in here, but most of them are old and in poor condition. The only ones that could be of much use would be a hammer and hedge-clippers.
- If the characters have already been to the shack (Location 1), they will notice that the cans in the storage building match the empty ones found there.

## 9. Slaughterhouse

The slaughterhouse is a building made of brown and gray stone. The roof is almost entirely gone now. The structure was constructed purely for function, with aesthetics being left out of the equation altogether. There are two wooden fences that are so weather-torn that they can only barely still be called fences. One of the fences – presumably for cattle - is attached to the north end of the building. The other fence – likely for pigs – is located just southwest of the building. Two fields are seen to the west and were obviously used to grow vegetables for consumption by the asylum's residents and staff.

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The interior of the building is one large room. Rusted, blood-stained meat hooks dangle from what's left of the rafters and decrepit white sinks and cleaning areas are still standing against the southern wall. Butchering tables remain standing as well, though they look as if a slight breeze would send them shattering to the floor. Speaking of the floor, it is cluttered with large chunks of the caved-in roof. Traversing it requires a Finesse check.

## **Things of Interest:**

- If the characters actually enter the building, ask them to make a Brains check. Success indicates that they notice that one of the meat hooks has traces of relatively fresh blood on it.

## **10. Docks**

The island sports two wooden docks, neither of which are in great shape. The northern dock (the one near the asylum) is in such feeble condition that it has partially collapsed. Any heavy treading on it will cause the rest of it to give way and crumble into the water. The southern dock (the one near the cabins) isn't in good shape, but it's still usable. Only massive amounts of commotion will cause it to collapse.

## Section Five Pre-Generated Characters

### About The Characters

This section presents a selection of characters for the players to use, in case you want to skip the character creation process. Each character comes as a secondary character but also has the necessary modifications to make him or her a primary character.

### Inconsistencies

It's important to note that, due to the nature of the actual character creation process, these characters will not match up perfectly to those created using the standard system. For example, in the rules, players have to spread a certain number of alterations out amongst their secondary characters as they see fit. However, since this flick doesn't say specifically how many primary versus secondary characters there are, it's impossible to give the appropriate amount of alterations.

The important thing is that these characters will not unbalance the game, as the differences between them and the ones made with the character creation rules are minor.

### Gender Switching

Also, you are free to change the gender of the characters, though some of them might require a touch of tweaking. For example, changing Bambi Sutter's gender will make it hard for the character to be Brandon's girlfriend. Any changes should be worked out with the Director.

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## Who Is Jefferson Dalton?

In the character write-ups below, you'll see references to someone named Jefferson Dalton. Of course, the Director already knows who he is, but since players haven't read the flick, they will be in the dark.

All that needs to be known before the game begins is that Jefferson Dalton is a young man bestowed with a great deal of wealth. He has recently purchased an island and intends to take a small group of people with him to check it out. The characters below are the ones he has asked to join him.

### Jamal Sakkad – “Spiritual Pacifist”

Jefferson Dalton's good friend Jamal may not be from Africa, but he's deeply in tune with his African roots, even dressing in colorful clothes that show his ancestral pride. He speaks very deliberately, as if every word comes directly from his soul and he never fails to be helpful, putting others before himself. He comes off as being extremely wise for his relatively young age.

**Brawn:** Poor

**Finesse:** Normal

**Brains:** Normal (Positive: “*Wise Beyond His Years*”)

**Spirit:** Good (Positive: “*Calmness*”, “*Deep Thinker*”;  
Negative: “*Pacifist*”)

**Items:** Various tribal idols, ivory necklace, book about Africa

**Primary Character:** If Jamal is chosen as a primary character, make the following adjustments:

- Increase Brains to Good

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- Add the following positive quality to Finesse: *“Stealth”*
- Add the following special ability: Steel Yourself

## **Brandon Dalton – “Carefree Younger Brother”**

Brandon Dalton is Jefferson’s younger brother. He’s 18 years old and is ready to take on the world. He wants to experience everything life has to offer: booze, adventure, girls, and whatever else comes his way. He’s also a smooth talker when it comes to the opposite sex.

**Brawn:** Normal (Positive: *“Stout Arms”*)

**Finesse:** Normal (Positive: *“Natural-Born Athlete”*)

**Brains:** Normal (Negative: *“Unperceptive”*)

**Spirit:** Normal (Positive: *“Persuasive to Females”*)

**Items:** Wallet (with condoms inside), cell phone, bottle of whiskey

**Primary Character:** If Brandon is chosen as a primary character, make the following adjustments:

- Increase Finesse to Good
- Add the following positive quality to Spirit: *“Willful”*
- Add the following special ability: Dumb Luck

## **Bambi Sutter – “Voluptuous Bimbo”**

Brandon’s current squeeze is sexy, slutty and won’t be winning any spelling bees in the near future (or ever, for that matter). She possesses a certain “cute” charm, however, that endears herself to people... at least in the short term. Her ditziness can grate on one’s nerves after a while, though. She usually chews gum, compulsively

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blowing bubbles with it.

**Brawn:** Poor (Negative: *“Can Only Sissy-Fight”*)

**Finesse:** Good (Positive: *“Run in High Heels”*, *“Flexible”*)

**Brains:** Poor

**Spirit:** Good (Positive: *“Sexy As Hell”*, *“Sweetheart”*)

**Items:** Purse, makeup, hair spray, mirror, nail file

**Primary Character:** If Bambi is chosen as a primary character, make the following adjustments:

- Increase Spirit to Good
- Add the following positive quality to Finesse: *“Hiding”*
- Add the following special ability: *Scream Queen*

## Elaine Brody – “Bookish Girl-Next-Door”

Elaine Brody is a friend of Jefferson Dalton. She is actually quite pretty, but doesn’t do anything to bring out that beauty to its fullest. She has mousy brown hair and a smile that is genuine and reassuring. Elaine is studying hard to become a marine biologist, seldom straying too far away from her books on the subject. She may be rather quiet and modest, but she’s not wholly a wallflower. She occasionally puts down the books and mingles with people.

**Brawn:** Poor (Negative: *“Lacking In Stamina”*)

**Finesse:** Normal

**Brains:** Good (Positive: *“Marine Biology”*, *“Smart Cookie”*)

**Spirit:** Normal (Positive: *“Strong Will”*)

**Items:** Pile of books, purse, notebook, ink pen, hairbrush, scuba gear

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**Primary Character:** If Elaine is chosen as a primary character, make the following adjustments:

- Increase Spirit to Good
- Add the following positive quality to Brawn: *“Strong When Cornered”*
- Add the following special ability: Adrenaline Boost

## Joey “The Animal” Brewer – “Wild & Crazy Party-Meister”

If you look deep into the soul of Jefferson Dalton’s party-buddy, you’ll see that... well, he’s pretty shallow. This isn’t to say that he’s a bad guy or anything – he’s not. He’s incredibly affable, outgoing, boisterous and fun loving... often to the point of being annoying. He wants to live life to the fullest and as far as he can tell, that requires a large quantity of booze.

**Brawn:** Normal (Positive: *“Muscular”, “Impressive Endurance”*)

**Finesse:** Normal (Negative: *“Stumbles A Lot When Drunk”*)

**Brains:** Normal

**Spirit:** Normal (Positive: *“Life of the Party”*)

**Items:** Keg of Beer, flask of whiskey, munchies, beer hat, nudie magazines

**Primary Character:** If Joey is chosen as a primary character, make the following adjustments:

- Increase Brawn to Good
- Add the following positive quality to Spirit: *“Never Gives Up”*
- Add the following special ability: Stupid Action



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## **Tony Banelli – “Brooding Bad Boy”**

Tony Banelli is Brandon Dalton’s friend, despite being from very different walks of life. Clad in his leather jacket, white tank top and tight blue jeans, this rebel plays to the Italian “street tough” stereotype in every way. He’s a tough talking badass who has a surprising amount of loyalty and morals.

**Brawn:** Normal (Positive: “*Brawler*”)

**Finesse:** Normal

**Brains:** Normal (Positive: “*Quick Thinker*”; Negative: “*Not Very Learned*”)

**Spirit:** Normal (Positive: “*Not Easily Frightened*”)

**Items:** Switchblade knife, pack of smokes, lighter

**Primary Character:** If Tony is chosen as a primary character, make the following adjustments:

- Increase Brawn to Good
- Add the following positive quality to Finesse: “*Dodging*”
- Add the following special ability: Adrenaline Boost



I think I ate too many cookies. My tummy aches like crazy.

**DING DONG!!**

Who could that be?

It's hard to say. You ain't exazkly da most loved person in da world, ya know.



Is anybody home?



Jumping hairballs! Aren't you... \*gulp\* Lizzy Goredon, the infamous psycho killer??



I used to be... but not any more.

I'm reformed. I even have a respectable job at the morgue. Who knows more about cutting bodies up than I do?



So, uhhh, why are you here? Are you going to chop us into tiny pieces?

I told you I'm not like that any more! **I'VE CHANGED! I'M HARMLESS!!**



Okay. Heh, heh. Anyway, please join us next time as we watch yet another classic slasher movie, the ever-creepy Human Nature. Until then, my late-night movie freaks, stay scary.

Uh, Baron, here she comes again wit' da axe! Let's clear outta here!

# Director's Notes:

Dr. Raymond Algernon  
375 Beaumont Ave.  
Cincinnati, OH.  
45223

November 1, 1966.

Dear Darius,

Please don't think me ungrateful for all that you've done for me over the years, but I'm afraid I must distance myself from you, both personally and professionally.

While I appreciate your ideas and thought processes, I cannot condone your methods of learning more about the human brain. My God, man, these are people, not guinea pigs! They have thoughts and feelings and emotions, despite the fact that they are mentally ill. The experiments you described in your last letter are beyond horrifying.

Similarly, your notions of augmenting human strength are positively abhorrent. Who are we to play God? We are doctors, not deities. Particularly bothersome was what you said you did to the patient, Clara Ridgeway. Giving her that blasphemous concoction and trying to mate her with a psychopath like Emil Tarkus is unthinkable and disgusting.

I was hoping that the government would have shut down your asylum when it was investigated ten years ago, but instead they looked the other way, serving you only with a stern reprimand. That was a mistake. You were once a great man and a great doctor who genuinely wanted to make the world a better place. But you have changed for the worse, and it all started when you purchased the island and built the asylum more than forty years ago.

I once looked up to you, but now I cannot help but hold contempt for you and pray that God takes pity on your soul when you take leave of this world. Please close the operation down once and for all. What you are doing there is wrong and the sooner the place is shut down, the better.

Sincerely,  
Raymond

Experiment Report #27

SUBJECT: Ridgeway, Clara S. (f, 26 yrs)

START DATE: August 12, 1965

8-12-1965 --

Subject has taken to the liquid treatment much more readily than the injected treatment [exp. rep. 20]. No vomiting, bloody stools, hallucinations or fever this time. Outlook positive. Will watch over her for negative side effects.

8-15-1965 --

Small side effects have begun to occur, none of which are serious enough to cease treatment. Slight vomiting and palid skin. Will continue with Phase Four.

8-20-1965 --

Phase Four begins with frustrating results. Subject has not taken well to selected mate [Tarkus, Emil J.].

8-26-1965 --

Tarkus surprises me by showing warmth to subject. A madman of his ilk demonstrating warmth could lead to other studies for me. Will continue to encourage procreation.

6-4-1966 --

After more than a year of attempting to mate subject with Tarkus, it appears that she is with child. With any luck, this child will exhibit enhanced strength and stamina, making this experiment a resounding success. Subject's well being is negligible.

## **Excerpts from Dr. Brennerwood's Journal**

### **Excerpt #1 (dated 3/12/20)**

I have secured the purchase of the island and have invested the money necessary to start breaking ground on the asylum. This is my dream come true. I can help all of mankind by better understanding the human brain. Others may scoff or show disapproval of my admittedly extreme methods, but the end result will benefit everyone. I must, however, keep my experiments secret until such a time that I can prove my theories.

### **Excerpt #2 (dated 6/10/25)**

Today marks my defining moment. Construction on the asylum and all the other buildings has been finished for a month and I now await the arrival of my staff. I hand picked each and every one of them, so that I will meet with no resistance from them in regards to my experiments.

### **Excerpt #3 (dated 1/20/27)**

I fear that I've gone too far this time. One of my experiments resulted in the deaths of seven patients. Worst of all, it's back to the drawing board for my theory on maintaining life after the heart stops.

### **Excerpt #4 (dated 8/2/27)**

Six more dead patients this week. This is the fifth failure for my life-after-death studies. It's getting more difficult to explain these losses of life. I must abandon these studies and move on to another project.

### **Excerpt #5 (dated 8/24/29)**

It's time to admit to myself that my experiments serve two purposes. The first, of course, is to help the human species. But the second is quite shameful and hard to admit. You see, I ENJOY inflicting pain on others, for reasons I cannot possibly fathom. What is wrong with me?

### **Excerpt #6 (dated 4/22/34)**

Two of my employees caught me torturing a patient for my own personal pleasure. One of them will have to be "dealt with".

## **Excerpts from Dr. Brennerwood's Journal (cont.)**

### **Excerpt #7 (dated 7/11/55)**

Goddamn those meddling bastards! After the judge deemed the malpractice suit against me well-founded, the government is stepping in to conduct a thorough investigation of my operation. I shall do my best to hide my controversial activities while the investigation commences.

### **Excerpt #8 (dated 1/17/56)**

The investigation ended today and the government did little more than reprimand me. Luckily, I was able to hide the worst of it from them. Otherwise, all would have been lost.

### **Excerpt #9 (dated 7/27/56)**

Ever since the malpractice suit, the families of our patients have been removing their loved ones by the droves. This could be disastrous.

### **Excerpt #10 (dated 12/26/56)**

My experiments continue, despite having to run the asylum with a skeleton crew. We now have only 25% of the patients we had a year ago. This has hurt our funding terribly. There are rumblings that I won't be able to keep it going on such meager funds, but I MUST continue.

### **Excerpt #11 (dated 8/6/64)**

I began my experiments with a patient named Clara Ridgeway. If it is successful, it could be a massive breakthrough for medical research. I won't go into detail here, as I would simply be rehashing what is in the files at the asylum.

### **Excerpt #12 (dated 8/20/65)**

I have attempted to breed the subject with the serial killer named Emil Tarkus. Hopefully, they will produce the offspring desired for my research.

### **Excerpt #13 (dated 2/27/66)**

The patients have revolted. Staff is dead. Tarkus and Ridgeway are hunting me. They were outside my house, attempting to get in. God help me!