



“Yodel-lay-he-whodunit?”

A Horror Rules Script
by Chris Weedin

Story

The characters are invited for a weekend of skiing and fun at the private and secluded Swiss Alps mountaintop retreat of a wealthy friend. Unfortunately, the beauty and serenity of the winter wonderland is shattered by the untimely (and messy) demise of their host. From here things get even stickier - since there's no one else around, one of the characters **MUST** have committed the dastardly deed! It's a race against time to uncover the killer, before people start dropping faster than the temperature.

Setting

“Uberhaus”, in the Swiss Alps

A private mountain retreat and ski lodge with all the modern amenities, this great metal and glass structure sits perched atop a high, snowcapped peak backed by pristine snowfields and towering mountains. The Uberhaus is two stories with a full basement and is jam-packed with all the goodies money can buy, including a hot tub, spa, indoor pool, arcade, laser-tag room, exercise room, giant plasma screen TV, private ski runs, etc. The retreat can only be reached by cable car, which is a 30min ride from the little town of Kromp at the base of the mountain.

Hot Spot 1 – The Radio Shack

Due to the location of Uberhaus, radio equipment will not operate from the main building, and cell phones get no reception. The only way to contact the outside world is from the radio shack, which is located 100MP away atop a high, lonely, rocky crag. A narrow trail carved through the snow leads up to it. The shack itself is a tiny, one-room shed packed with powerful radio equipment.

Hot Spot 2 – Cable Car Control Room

Perched precariously at the edge of the broad patio overlooking a sickening drop, this small cramped metal room contains the controls to the cable car. These controls override the ones located on the car itself.

Goal

Hunt/Escape

The Bad Apple must finish off the rest of the witnesses before she is discovered. The other players must capture or kill the Bad Apple to win.

Style of Play

Bad Apple

Draw for Bad Apple and Victims as usual, and give them each the following information.

Bad Apple Briefing: You wrote a letter to Patterson early in his career offering an idea for a new piece of software. Patterson stole the idea and used it to make millions, but claimed it as his own and gave you the brush off. Years of smoldering rage have taken their toll - you've finally snapped and are planning to kill Patterson this weekend for revenge.

Victim Briefing: You've known Patterson for years, and consider him a good friend. He's a bit eccentric, but always remembers your birthday and is more than a little generous.

Character Limits

None

Cast

1. **Name:** Patterson Fisk **Char Type:** VIP **Occupation:** Billionaire Software King
BLK: 2 **Morality:** Selfish
BRN: 5 **Health:** 6
COR: 3 **Grip:** 12
WIL: 4 **Move:** 5

Skills

Sweet Talk 2
Hand to Hand 2
Programming 4
Video Games 4

Description: A skinny, somewhat bookish-looking 34 yr old with a large nose and glasses, he has tousled brown hair and wears expensive sportswear and warmup suits.

Brief: A brilliant and motivated computer whiz, Patterson came from nothing and built his company into a multi-billion dollar international powerhouse. He is kind to his friends because he can afford to be, and relies mostly on others to run his business affairs, preferring to spend money and play rather than do actual work. His behavior is somewhat childlike but he is usually genuinely friendly.

Weapons & Equipment: anything money can buy

2. **Name:** Gerta Koper **Char Type:** Regular Joe **Occupation:** Maid
BLK: 3 **Morality:** Normal
BRN: 3 **Health:** 9
COR: 2 **Grip:** 9
WIL: 3 **Move:** 4

Skills

Technical 1
Medical 2
Cook 3

Description: Short, hefty and homely, Gerta is the picture-perfect Swedish housematron. She wears her graying hair pulled back in a tight bun and is always squeezed into a black and white maids outfit. She has two expressions - beaming and frowning.

Brief: A good and faithful servant, Gerta is all business. She loves to cook and clean and is generally gracious to visitors, unless they make her mad or complain about the food.

Weapons & Equipment: Feather duster, keys

3. **Name:** Karl Jarlson **Char Type:** Regular Joe **Occupation:** Handyman
BLK: 3 **Morality:** Good
BRN: 2 **Health:** 9
COR: 3 **Grip:** 9
WIL: 3 **Move:** 6

Skills

Technical 4

Description: A ruddy-cheeked Swede, Karl is average height and build and has thick, rumpled brown hair. He is pushing 50 but healthy as an ox. He wears thick sweaters, jackets, canvas pants and wool mittens.

Brief: A jovial, likable fellow, Karl doesn't speak a lick of English. He was hired by Patterson as a general fix-it man, and handles everything from running the cable car to operating the radio to repairing all of his employer's toys, which are numerous. He says "Ja!" a lot.

Weapons & Equipment: pocket multi-tool, flashlight, keys

Mood

1. **Isolation** - This place is way way up and out there; there's no communication with the outside world except by the radio shack, which is a good hike. If trouble hits, you're on your own, man!
2. **Cable car** - The cable car is a great carrot - it's the only way out, of course, but the dangers of taking a ride on the thing are painfully obvious.
3. **Paranoia** - As clues mount that one of the PC's has committed the heinous crimes, things are gonna get a bit stressful.

Plot Pushers

1. **Blackout** - The blizzard causes a nasty blackout, wiping out the generator and plunging the entire place into darkness. Flashlights and candles only, and make sure the Bad Apple is in a good position when the lights go out.

Plot Twists

1. **Double Double Cross** - It turns out Patterson stole ideas from two of his friends, not just one (see Event 1 below). Put two "Bad Apple" papers in the hat when you draw for the killer. Heck, make it three, or four, or...

Chain of Events

1. Uberhaus

The PC's meet in the small town of Kromp, where Karl is waiting to take them up to Uberhaus by cable car. When they arrive, Patterson will give them the grand tour and they can spend the day skiing, soaking in the hot tub and enjoying all the crazy entertainments the resort has to offer. Patterson will pick a random PC to pull aside (take them out of the room) and give them the combination to his safe, telling the character he's making them the honorary "safe-keeper" in case others want to store valuables. A key is also needed to open it, which he keeps hidden in his shoe. He shows where the safe is hidden underneath the rug in his bedroom. That night, after a huge sumptuous meal prepared by Gerta, the group all retires to their own private rooms. During the night, a blizzard springs up and the guests sleep uneasily. Have each make a Watchfulness roll. Anyone who passes is awakened sometime after midnight and hears ONE of the following events before going back to sleep (why would they investigate - there's nothing to fear here!):

Clue 1 - Someone rummaging through the kitchen. The freezer door opens several times and large things are moved around (this is the Bad Apple hiding the maid's body).

Clue 2 - Two people talking in the living room. The PC can't tell who, just that it's one male (Patterson) and one whatever-gender-the-Bad-Apple-is (this is the confrontation between Patterson and the Bad Apple).

Clue 3 - Someone starts up a snowmobile and takes off into the storm. A few minutes later, one of the side doors on the ground floor slams open and closed (this is Karl fleeing for the radio shack, and the Bad Apple taking off in pursuit).

If no one makes the Watchfulness roll, throw them a bone and take someone out anyway to give them a clue - plus it'll help cover for your briefing with the Bad Apple. Take the Bad Apple out and tell her the following: she caught up to Patterson in the living room after midnight and confronted him with his treachery. Patterson just laughed it off and claimed not to remember. Enraged and insane (not a good combo) the Bad Apple bashed him over the head with a large crystal humanitarian award, killing him instantly. Unfortunately Gerta witnessed the murder from the kitchen door, forcing the Bad Apple to chase her down and stab her with a butcher knife. Even more unfortunately, Karl happened on the scene while the killer was stuffing Gerta's body into the freezer, and took off on a snowmobile for the radio shack. Of course, this prompted the Bad Apple to follow and strangle him to death before he could put a call through. Tell the Bad Apple that all this happened in a sociopathic haze of bloodlust and rage, and that she had no control. Exhausted and exhilarated, she then returned to Uberhaus and turned in, lest someone catch her red-handed. If she asks, let her do anything else she wants before going to sleep, but make one of the other PC's wake up, and this time allow (force) them to go investigate. Hopefully things will settle back down. If not, go with it.

2. **One Rich Stiff**

Provided the Bad Apple behaved herself (err...) and there are still Victims left in the morning, have everyone make a Watchfulness roll. Whoever makes it by the most awakens first and will soon discover Patterson's body decorating the plush white carpet in the living room. It's a messy sight and prompts a Scare check (same for all who see the body). At this point there's no telling what the players will do, so be ready for anything. It is most likely that they'll try to piece together some clues about what happened and look for the rest of the staff (Gerta and Karl), while the Bad Apple looks for ways to dispose of them. Here are some general guidelines to help steer you through the potential chaos.

First of all, examining Patterson's body can yield many helpful tidbits. PC's using Detection can uncover the following information: the key to the safe hidden in his shoe, the handedness of the killer (whatever the Bad Apple chooses), and a lock of the killer's hair. Medical can be used to determine the cause of death (skull crushed - duh) and time (sometime after midnight). If Detection is used on the crime scene (not just the body), a successful check will reveal that someone was standing in the kitchen and that a chase and brief struggle ensued there (Gerta's demise). Looking around outside with Watchfulness will show that someone took a snowmobile and drove up toward the radio shack (although the blizzard is in full swing, the tracks are not that old and can still be discerned).

If Gerta's body is found in the freezer, it will tumble out on whoever opens it and is a ghastly sight (multiple stab wounds, knife still in body, frozen look of horror on icy face) prompting a Freak check for all involved. A trip to the radio shack will also prove disturbing, as Karl can be found sitting quietly with his back to the door. He will not answer anyone who calls to him, since he is dead - strangled to death with a length of electric wire. His face is hideously contorted in death (eyes bugging out, tongue swollen, face blue) and prompts another Freak check. A trip to the shack would be an excellent opportunity for the Bad Apple, since anyone in the blizzard is -4 Watchfulness.

If the safe clue is pursued, it can be easily found and opened by the safe-keeper picked by Patterson in Event 1. If something has happened to that person (God forbid) then it will require a hefty search to find it (Watchfulness -3 inside the bedroom) and some ingenuity to open (Thief, or Technical with some heavy-duty tools). Inside is a big payoff - lots of money and other valuables, plus the original letter sent by the Bad Apple to Patterson offering the idea that he eventually stole. Bad news for the Bad Apple.

3. **The Cold Hard Truth**

At this point, it's anyone's guess what the players will do. As with any good Bad Apple script, things will probably deteriorate completely as everyone scrambles to kill or not be killed. At any event, it seems that one of two options are mainly available - the group will continue investigating or try to leave. In the first case, just let them do their thing and let events unfold as they will. In the latter case, there's really only one way out: taking the cable car. The mountain is far too dangerous to climb or ski down, and anyone attempting it must roll a D10. If they get a 1, they make it. If not, they take a nosedive off a cliff or end up as a hood

ornament for a pile of rocks. If they take the cable car (and the Bad Apple is still around), God help them. At any rate, it should be fun. For you.