

SLASHER FLICK



SLAUGHTERWEEN

A 2-PAGE QUICK FLICK

This flick is primarily designed for use with the rules found in *Slasher Flick: Slash in a Flash*. However, the final page will present you with everything you'll need to use it for *Slasher Flick: the Director's Cut*.

BACKGROUND

It all began on Halloween night, 25 years ago. Lester Dudley was the classic "nerdy kid". He lived for science fiction, read comicbooks religiously, had glasses that were taped together and aspired to be a computer programmer. Despite being 14 years old, his overprotective and overbearing mother insisted that he was to be watched over by a babysitter while she attended a Halloween party. The babysitter in question was a girl named Marissa Banner, who was a mere two years older than Lester. This was a certainly a sore point with the young man, but he held his rage inside.

For her part, Marissa thought the situation was amusing and decided early on to humiliate him in front of her friends. Surely, they would find it equally funny. A couple dozen of them were invited to the Dudley home, where a Halloween party of their own commenced. At Marissa's urging, two large teenaged boys took Lester upstairs and held him down while Marissa forcibly dressed him in a diaper, bonnet and a fluffy pink dress. He was brought downstairs for all to see and over the next couple of hours was teased and tormented mercilessly by the party-goers.

Needless to say, Lester snapped. When he was finally permitted to go back to his room, he began preparing for his revenge. Using his considerable scientific knowledge (and his home laboratory), an acidic concoction was devised. Once the teenagers were all dancing in one room, he stood above them and dumped the liquid upon them. Most of them died, but some were merely scarred for life. Marissa, though, had been in another room, but came running when she heard the screams. To her utter shock, Lester sprang from the shadows, kitchen knife in hand, and stabbed her relentlessly. In fact, he was still thrusting the blade into her lifeless body when the authorities arrived.

He was taken into custody and ended up in Elm Hills Mental Facility... right up until he escaped a few days ago. Lester Dudley has come home.

THE CHARACTERS

Before the players start making their primary and secondary characters, let them know that their characters need to be teenagers attending a Halloween costume party at one of their houses. Feel free to allow exceptions at the players' request, as long as there's some reason for them to be at the party (e.g., a kid sibling that one of the teenagers is babysitting, a perverted neighbor guy, etc.). It must be determined which one of the primary characters live at the house where the party is taking place; this character will be referred to as the host character.

Each player should devise a costume for their characters.

THE PROLOGUE

The flick should begin with you narrating the events that occurred 25 years ago as a cutscene. Do your best to make the players feel a certain amount of sympathy for Lester Dudley. Describe the humiliating things the party-goers did to him via a montage. Yes, Lester is the villain of the game, but sometimes the best bad guys are the ones we can relate to as an audience. And who can't relate to being picked on? We have to understand him before we can fear him.

Then, fade out to the exterior of that same house, 25 years later.

THE HERE AND NOW

The actual game begins with the host character's parents preparing to go to a Halloween. The host character and at least one friend is already there. The father is dressed like a cheesy-looking Dracula and the mother is dressed like a cowgirl. They're both in great moods and act slightly amorous to each other (likely much to the annoyance of the host character). Allow for some interaction here and have the parents inform them not to wait up because they'll be spending the night at the Parkers' house because they won't be in any condition to drive. They also tell them not to have a party.

THE HOUSE

The house is a two-story Victorian structure built in the late 1800s. It has been well-maintained over the years and is currently in very good shape. A map of the house is probably unnecessary for purposes of this flick. However, if you feel more comfortable working with floor plans, a quick internet search will lead you to a plethora of different designs.

THE PARTY

With the parents gone, the party can get underway. It's best to have each character show up one or two at a time so that we get a proper introduction to them (a common technique in the slasher films). It helps establish what each character is all about and lets them have a brief spotlight. You can bring in a few tertiary characters as well so that you can prompt some roleplaying opportunities and make things interesting.

Remember that the first portion of most slasher films is usually little more than a teen romp comedy. This is perfect for developing characters. Here's a list of some things that can happen at the party:

- Some of the characters engage in party games such as quarters, seven minutes in heaven or beer pong.
- A tertiary character tries to seduce a primary or secondary character, which can result in any number of sub-plots (a jealous boy/girlfriend catches them making out, the tertiary character yells "rape" once things get steamy, etc.).
- Trick-or-treaters come to the door. Perhaps one of them looks adult-sized and acts ominous, creepy or threatening. A perfect red-herring.

- You can emphasize the fact that this flick takes place on Halloween by setting up a kill scene that leads through the suburban neighborhoods while trick-or-treaters are out, in a tense chase sequence.

- One or more character must make a beer run; maybe they catch a glimpse of Lester Dudley.

THE KILLER STRIKES

With the party in full swing, the Lester Dudley will eventually start his reign of terror anew. He has come back to his house after escaping the mental institution, only to find yet another party raging on... just like it raged on two and a half decades prior. Given that he's insane, he has flashbacks and reality blurs with the past to create a cornucopia of wickedness. He seeks to kill these partiers like he killed the others... but this time, he'll take them out one at a time if at all possible.

Use the tertiary characters to encourage the primary and secondary characters to wander away from the crowds, whether it's the basement, a bedroom or even outside ("Hey, man. If you go get the weed from my car's glove compartment, I'll share it with you!").

Lester may be crazy, but he's extremely intelligent. He will stalk his prey until the right moment presents itself. He'll ambush lone characters, set simple but devilish traps and use good judgement.

SOME IDEAS

Below is a list of events and story elements that you can drop into the flick.

- The old house has space between the walls with which Lester can travel from room to room with relative ease. Is it logical? Of course not! But logic isn't always necessary (or desirable) in slasher films.

- Maybe the parents of the host character were a couple of lucky partygoers 25 years ago; they were fornicating in a pantry while the others were being killed. If they come home early (and they absolutely should if this sub-plot is utilized), Lester Dudley can exact his revenge on them.

- Lester Dudley could introduce himself to the players as a neighbor named Joe Denner, using a disguise. This would allow him to get to know more about his victims-to-be and will prove to be a real shock when the players and their characters find out who he really is.

- The offspring of one of the disfigured party-goers from 25 years ago has found out that Lester Dudley has escaped and comes looking for him with revenge in mind. His or her search leads to Lester's old house... where the party is happening. This might be a good chance for the characters to find out about the house's sordid history and about Lester being on the loose. If called, the police will chalk any claims involving Lester up as a Halloween prank.

- If you'd like to open up more area for the party to take place in, place the house just outside of town. This will enable you to utilize the nearby woods, the yard and any other location that comes to your mind (a spooky old graveyard, a barn, a creek, etc.).

ENDING THE FLICK

As with most slasher movies, this flick will likely end with the death of all the primary and secondary characters or the death of Lester Dudley.

In the latter case, you might consider an ambiguous ending, allowing for (you guessed it!) a sequel. If one of the characters succeeds in a kill scene in what feels like a natural place to end the flick, take the opportunity to do exactly that... even if he hasn't taken enough damage tokens to "kill" him. Maybe the character knocks him through a window, yet his body is gone when they look down (sound familiar?) or perhaps he slinks away into the shadows.

LESTER DUDLEY

Now almost 40 years of age, Lester Dudley looks far less innocent than he did all those years ago. His black, greasy hair is longer and shaggier, he's no longer scrawny and weak and he has a constant psychotic gleam in his dark-circled eyes. Tonight, he wears a tattered "little girlish" dress, similar to the one he was forced to wear 25 years ago, but much larger. How he obtained it is anyone's guess, as is his reasoning for donning it. Logistics such as this have never gotten in the way of whatever makes for a fun story in the slasher films.

So, does Lester Speak? That's up to you. He's certainly creepier if he doesn't, but letting him vocalize his rage (and his insanity) could be beneficial too. There's no right or wrong way to go here.

Game Write-Up

For those using this for the Slasher Flick: the Director's Cut, we have included Lester Dudley's game stats.

Components: Normal Person (he's just a crazy man hell bent on revenge), Stalking the Prey (he's very stealthy), Trap-Setter (This is one of his specialties)

Damage Threshold: 3

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Written and illustrated by Cynthia Celeste Miller and edited by Norbert Franz.

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