

# Buffy the RPG: Mumford Hall

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## GMs INFO

Set in an American University, this scenario deals with a demonic force which is trying to break through into a co-ed dormitory. The PCs are a group of College students who are at the start of the game unaware of demons or vampires, indeed of anything supernatural. During the game they are confronted by a breakdown in reality caused by a dimensional rift. A psych experiment gone wrong has caused *The King of Horrors* to try to break through into Earth's dimension, and his coming is causing reality to bend.

Across the campus, in the psychology labs a sleep experiment is going on. For the next four days, there will constantly be people in a state of artificially induced slumber. They have been given an experimental medication (G-443), and are being monitored for positive and negative dream activity. Unfortunately, due to the medication, the subjects are all channelling vast amounts nightmare energy, which is weakening the barrier between earth and *The King of Horror's* dimension. The lab has mutated, the equipment transforming into hungry, insect like parasites. The professor in charge of the experiment has lost her mind, believing herself to be surrounded by hideous zombies. The attendants believe the experimental subjects to be slumbering monsters, and are pumping them full of ever higher doses of the drugs to keep them from waking up. The cycle is feeding itself.

It is Halloween, 2002, Harry Mumford Hall, Minnesota University. It is a cold night in October, a light snow has been falling for several days. It's a Thursday night - the University will be closed for 4 days starting Saturday for the State Fair. There is a party on the 3<sup>rd</sup> floor of Mumford Hall, to which the PCs have been invited.

The PCs have been given a Civics assignment: They have to collaboratively write an article for the University newspaper.

The editor has given them a list of topics to choose from, though it may be hard to get a consensus. Part of the assignment is a peer assessment sheet and a vote on peer contribution, so everyone has to show up and get involved. The possible topics are:

- The swim team
- The football team
- Fashion freaks on Campus
- The conspiracy to keep non-conformist media out of Campus life
- The sad life of a freshman

## DAY ONE:

### Opening Scene

The PCs are in the library, sitting round a large meeting table. They are in a meeting room off the main room of the library, so quiet conversation is permissible. If they raise their voices too much the librarian, Miss Milligan, will come in and shoosh them. They must decide on which newspaper article to write before going to their Psych tutorial. [give the players Handout #1 to fill in]

### A psych tutorial

The room contains the PCs, plus 2 or 3 extra students and a tutor. As the game begins, the tutor (Michael Archibald) has just finished explaining the Jungian conception of the superman. He concludes his remarks, then tells the PCs the following:

"Right guys, you have a group assignment to work on over the break. I know, I know, you probably wanted to go home and see your folks or whatever, but Professor Harvey told you about this two weeks ago. I hope you haven't made any arrangements that can't be cancelled."

The tutor then excuses himself – he looks pretty tired, with dark bags under his eyes. He picks up his heavy load of textbooks and OHTs and shuffles off, leaving the PCs together in the tutorial room. Barbara (another student) brings up the party that is

to take place that night, asks if anyone else is going.

Ask PCs what their preparations for the party are going to be, then move them on to:

### **The Party**

There are lots of students in monster masks, all kinds of practical jokes and ghoulish surprises. Heavy bass thumps out through the still air into the campus. The buildings are spread apart over a wide area, and the campus itself is dark, bare trees standing motionless over dimly lit paths. Several football players are surrounding the keg which Dave has bought, and people are generally having a great time. Someone starts up a smoke machine, and the halls become hazy.

*After about an hour, someone slips a small quantity of the experimental dream medication which is being tested in the psych lab into the punch. Things start to get increasingly odd:*

People's eyelids are drooping, they are staggering and swaying – more so than would be normal at a party. There is a scream from somewhere in the dorm. A student, not wearing a costume, but dressed in an old fashioned way, walks past the PCs. They are very pale, and they seem to be speaking, but no sound is coming out. As they walk past the PCs, they turn and stare at them, their mouth hanging open. Inside the ghost's mouth, there is a small black hole, about the size of a 10 cent coin. The top of their head has a hole the size of a fist, where the suicide bullet exited. The ghost walks out of one bedroom, along the corridor, and into another bedroom. If the PCs follow it, it disappears into the darkness of the second room. The occupants of the 2 rooms are nowhere to be found.

The PCs hear scuttling noises beneath the floorboards and in the roof (louder if they have drunk the spiked punch). It sounds like rats, in the walls and under the floor, hundreds of them. A young man (Cody Mathers, Visual Arts major) starts scratching

his arms wildly, drawing blood, and screaming about bugs and spiders. A space clears around him as he is clearly manic. If anyone tries to comfort him, he throws them off with surprising strength (his system is pumping massive amounts of adrenaline), and he charges toward one of the large windows in the corridor. He plunges head first through the window, and falls to his death. There is a crash of breaking glass, and several screams from other party goers. The music abruptly stops, and people begin to leave in a panic. The lights dim, flicker, then go out for 30 seconds.

People start to scream and panic, and the dormitory begins to empty rapidly.

[Note: If PCs pursue the scuttling sound, it is possible to get into the crawlspace via panels in the wardrobes. See 'Later That Night', below]

### **Mathers' Body**

Mathers broken body is lying in a twisted heap on the path outside Mumford Hall, in a pool of blood and broken glass. His head lolls at an unnatural angle, and his eyes are wide open, staring blankly ahead. Anyone approaching his body must make a Fear Test (medium difficulty). If the PCs check Mathers' body, they can learn the following: Mathers has torn the skin on his arms, and has blood under his fingernails. He also has black smudge marks on his hands and cuffs (he has been obsessively drawing pictures of the King of Horrors in his room). His face is pale and drawn, and he has heavy bags under his eyes. He has a room key, a wallet, and a marker pen in his pockets. His black turtle-neck sweater smells slightly of coffee (if anyone gets close enough to smell it).

### **Police interview**

The police are called by Dave, the Residential Assistant. They arrive in about 10 minutes, 2 uniformed police officers (Officer Monroe and Officer Stewart) and a plain-clothes detective (Detective Stoupe). They do their best to calm down the partygoers, they confiscate any liquor or drugs they can find, and they take down everyone's names and contact details. If the PCs are near the body when the police arrive they will be taken to the station to be questioned by a

uniformed police officer. If not, they will be briefly questioned at Mumford Hall, then allowed to go back to their rooms. The kind of questions they will be asked may include: what did you see, what's your address, did you know the deceased, were you aware of anyone with access to drugs, have you been drinking, have you taken any illegal drugs...? In the background, Detective Stoupe is observing sullenly.

### **Madeline's Room**

In the early hours of the morning Madeline's room-mate Aleisha wakes from a nightmare, screaming like crazy. If questioned, she cannot remember what she was dreaming about, only a vague impression that someone or something was looking at her. She is then violently ill, and spends the rest of the night in the toilet, coughing, vomiting, and feeling sorry for herself. She refuses to be taken to a doctor – she just needs to get it out, and rest.

## **DAY TWO:**

### **Next Morning**

People begin leaving for vacation. There is a heavy atmosphere, a gloomy silence. Everyone's shoulders are sagging, they are tired looking. People avoid eye contact. The PCs unfortunately have another class before the weekend.

### **Tutorial number 2**

The tutor Michael Archibald enters looking exhausted, unshaven, no textbooks. He apologises for not being prepared, but he had a hard night. He has heard about the suicide, and he expresses his sympathy (in a distracted way), then he slumps forward in his chair, gurgles a little, then sits bolt upright and screams. PCs may make a spot hidden to notice a purplish glow in his eyes, then he dies. If first aid is administered, Michael is unresponsive. He has been visited in his dreams by the King of Horrors, and has been suffering from narcolepsy. He fell asleep in class, and in this moment the King of Horrors came for him. Michael's heart has finally given out.

### **Questioned by Police Again**

The secretary of the psych department will insist on all students remaining to speak with the police. Any PCs who try to flee the scene will be reported to the police, and tracked down. The police come in and question the PCs, take them to the police station to make statements. Detective Stoupe comes in and questions them personally, warns them not to leave town, and to stay out of trouble, even if it comes looking for them. In the background the PCs may notice FBI Agent Reed, who has arrived to investigate the possibility of supernatural involvement (and cover it up).

There follows a couple of hours for the PCs to follow whatever threads they may choose. They will be traumatised by recent events, and pretty tired. Below are two possibilities:

### **Cody Mathers' Room**

Cody had a room by himself on the second floor of Mumford Hall. The door is locked, so the PCs will have to force or pick the lock. His room looks as though it *was* relatively neat, but in the last couple of days it has become a huge mess. There are pages from a sketch-book scattered all over the floor, and tacked to the walls over the top of old posters (of urban-art). Black paint has been spilled on the floor, and has been smeared onto the wardrobe door in a smudgy handprint. The pages, covered in black ink and charcoal and pencil, all depict shadowy figures. The figures are all indistinct, blurred or obscured. One image in particular, above the head of the bed, seems to draw the eye towards it. At first glance, it is completely black. But as the PCs look closer, they realise that beneath layers of black charcoal, there is a shape drawn. It is humanoid, hard to see, but there is an impression of size conveyed. It is as if the figure were seen far off, in a dark tunnel. It has one huge, baleful eye atop its head, and it is reaching forward, toward the viewer. Any PC who holds or stares at the image will feel a chill run through them, as the creature stares out at them from the picture.

## The Library

This being a Buffy scenario, PCs may wish to visit the library and do some research. With an appropriate successful roll, the PCs will find an old volume – *The Revelations of Samuel S. of New England* – and may learn the following (Player Handout #2):

### Rex Mundi Insomnium

A terrible demonic identity, 'The King of Horrors' watches Earth from a hell dimension with his one giant, baleful eye. The King of Horrors has yet to breach the gulf between dimensions, and has no known earthly worshippers, but is able to extend his dread influence to our dimension in the form of nightmarish visions and maddening dreams. If ever he was to manifest in this realm, he would bring with him a host of horrors, terrible calamity, perhaps even the end of life as we know it. Woe betide all those living in those black days.

## After Dark

When the PCs return to Mumford Hall, one of them will see a disturbing sight. The sun has just gone down, and the halls are mostly empty of people. Choose one PC to see the following (Player Handout #3):

You see Marshall Wong walking down the corridor towards his room. The corridor has a slightly hazy appearance, as if there was thin smoke or a heat haze filling it. Out of the corner of your eye, you see an indistinct form hovering over Marshall. As you turn your head, you see that it is a giant centipede, the size of a small human. It is perched on Marshall's back, its head hanging just above Marshall's, its mandibles moving slowly, tasting the air. Its long, spindly legs are wrapped around Marshall's body as he piggy-backs the creature. Two of its legs are stretched along Marshall's arms, the claws penetrating the back of Marshall's hands. It is controlling him like a puppet. His eyes are blank behind his thick glasses, as dead as a crabs eyes at the end of a stalk. The creature is struggling to lift Marshall's hands and unlock the door to his dorm room.

If approached, Marshall will manage to open his door, slip inside, and close and lock it behind him before the PCs reach him. He will then respond to any inquiries in a very vague, incoherent manner, without opening his door. If the PCs manage to convince him to open the door (or break it down), there will be no centipede in sight. His room is full of boxes of CDs and stamps (for copying and sending out unaired TV shows). His computer is password protected – 3 wrong entries and it completely wipes itself.

## Later That Night

The scuttling noise returns – this time louder. It is possible to poke your head up into the crawlspace above the ceiling via panels in each wardrobe. Up in the roof it is dark and dusty. Whatever light source the PCs can find (most likely a battery powered torch) does little to illuminate the space. A good perception roll will pick up a black, glossy shape crouched in the darkness about 10 feet away from the PC. As the torchlight flicks across it, it begins to unfold itself, long spindly legs extending away from a crab-like body. The creature's body is about the size of a small cat, maybe a little larger. Its legs are long, spiny, and move with a disturbing, almost hypnotic motion. The thing picks itself up, and turns to face the PC, its eyes glistening on the end of black stalks. It then pounces toward the PC, sudden and terrifying. If the PCs choose to fight one of the creatures, its stats are as follows:

Life Points: 20      Attack: Claw, +8,  
damage 10      Armour: 4 points chitinous shell

One of these creatures should not be too hard to deal with, but the sound of other scuttling things is soon heard. They come crawling out of the darkness from all directions, claws snapping open and shut. They will converge on the wardrobe opening, fighting the PCs back down into the room. They will not leave the crawlspace however, so PCs are free to flee. If they kill one of the creatures, they will discover that it is filled with a purplish goo, and lets off a terrible stench. It is heavy too, requiring a strong person to carry it (or 2 people).

Following this, there is the sound of thudding against one of the walls of Mumford Hall. If the PCs go to a window to investigate, they will see 2 Frat Boys, Lance and Steve, throwing eggs at the dorm. They are somewhat intoxicated, and are having a great time. They will respond to any insults in kind. They then enter the dorm looking for Billy, to give him the news that he might be allowed to pledge for Alpha Kappa Beta next semester – a huge achievement as they don't normally let freshmen in.

As one of the PCs is moving through the corridors, the floor begins to grow spongy, and they feel as if they must struggle and strain to move their limbs. It is a disturbing feeling, as they realise that they are sinking into the floor. They become heavier, and slower, and more frustrated, until in a snap everything is normal again. That night at least one PC will have the following dream (Player Handout #4)

## **DAY THREE:**

### **Saturday Morning**

There is a scream from a room on the first floor, as Mandy Wilkins discovers that her room-mate, Zohra Brody, has died in her sleep. Her face is blue and bloated, and her neck is swollen, as if she had drowned. If the PCs go and look, they must make a very good Doctor roll to recognise the apparent cause of death. Otherwise, they may overhear the coroner talking when she arrives. The room is completely dry, and nothing seems to have been disturbed. Mandy is a very heavy sleeper, and didn't notice anything wrong until after she got back from her morning shower.

Two police officers are stationed at the entrance to the dorm in case of further trouble. The RAs Dave and Emma visit each of the residents who are still in the dorm to assure them that nothing is wrong. Miss Davidson, a counsellor, comes over to check on people's mental well-being. As dusk descends the campus rapidly empties.

### **Darkness Descends**

As the sun goes down, a thick mist begins to rise. Time seems to move in leaps, disjointed. It seems to the PCs that the sun has only just gone down, yet their watches tell them that midnight is close. The mist rises up above the windows of the first floor. Any attempt to leave the campus will bring the PCs back to the front door of Mumford Hall. Before things get too freaky, the PCs hear a familiar thudding noise against the side of the building. Any PC who goes to a window to look will see the following (Player Handout #5):

You see two members of the football team, though there is something strange about them. Their heads loll at odd angles, their skin is pallid, tinged with green. Their eyes, as they roll their heads up to face you, are entirely white, without pupils. They are holding between them a human sized insect, like a centipede or millipede, with a half-human head. It is glistening, moist, pale white. The lower half of the creature's body is a fleshy sac, and you can see shapes inside of eggs. The sac is pulsating, and excreting gooey eggs from an orifice at its tip. The eggs are translucent, and inside each is a curled up black shape. The footballers are slowly, mechanically picking up the eggs and throwing them at the side of your dorm. As the eggs hit the dorm they explode, and the small black shapes inside them unfold, cling to the building. They are spider-like, though easily the size of a large rat. Uncurling long, spidery legs, they scuttle across the side of the building out of sight, slipping into open windows and vents and onto the roof.

Sounds are heard on the roof. All phones are inoperative – the connection to the main line is on the roof. A glow is seen in the sky above the psych department building. All PCs begin to feel a pull from that area, as if a great power waits there, a power to which they are drawn.

The two police officers stationed outside Mumford Hall are killed by Zombies. If possible, this should happen in front of the PCs for extra chill factor. The corridors also

start to fill with the sound of stalking creatures, though the PCs cannot see anything.

The Psych department is a short walk away, through a sea of fog. As the PCs move through the mist, they glimpse shapes off in the darkness, indistinct. Have them make perception rolls, then give those who succeed Player Handout #6:

You catch a glimpse of movement out of the corner of your eye. Something huge, the size of a tree, is moving past you. Looking up into the mist and darkness, you make out what you think is a giant Praying Mantis, walking over the top of you. Your blood runs cold for a minute, as the creature disappears into the mist.

### **The Psych Department**

The lure of the power within the Psych department will draw the PCs in. The front door lies open, and the building itself is mostly free from mist (though the floor is hidden beneath 6 inches of thick, white fog). Something is obviously amiss here:

The walls appear to be covered in some sort of sticky, lumpy excretion – it's just like that movie *Aliens*. There is movement beneath the fog, something scuttling about. It sounds small, but you can't help treading carefully. The building is four stories high, and seems quiet. There is a door to the stairway, which stands open, and you feel waves of energy, a little like waves of heat, rolling out from the doorway. There are faint sounds coming from the basement, where the labs are.

To heighten tension here, you may wish to have an encounter between the deceased police officers and the PCs. The zombie officers are slow, and not hard to defeat, but they are disgusting and quite capable of injuring the PCs. To defeat them, the PCs must sever their heads/limbs, break bones, or electrocute them. They can be beaten back and run away from fairly easily.

### **The Basement Lab**

In the basement of the Psych department, an experimental dream drug is being tested. It has potential military applications, so is likely to be profitable. The experiment was pushed through an ethics committee rather quickly, with some pressure from the Dean.

There are nine tables in the main experiment lab. Sleeping fitfully on the tables are nine students, sedated and dosed up with G-443. There are 3 attendants who are circulating round the room, keeping the students dosed up. The PCs will see centipede creatures perched on each of their backs, puppeting them. The attendants believe that the experimental subjects are slumbering monsters, and that if they allow them to wake up they will all be killed. Gillian Harvey, the Psych professor, is huddled in one corner of the room, terrified. She is convinced that the attendants have gone crazy, and that they are extracting organs from the experimental subjects. She is too terrified to make a sound. She is clutching a box full of pre-loaded syringes, which contain powerful stimulants. She has been dosing herself to stay awake, and is in a very poor state.

The experimental subjects are being fed nightmare insects periodically to keep them physically strong.

### **The Portal**

One wall of the room is softening, becoming translucent. Beyond it is a long dimensional tunnel. As the PCs enter, the wall sags and collapses, opening the entrance to the tunnel. From a great distance, the PCs hear the a terrible roar. It is the King of Horrors, starting down the tunnel toward Earth.

The PCs best chance is to wake the test subjects. To do this, they must wake up all of the test subjects. Using the stimulants Gillian Harvey is holding is the fastest way to do this, though the PCs will have to overcome the attendants first. They may do this by attacking the attendants, or their insectoid slave masters.

### Centipede Slave Creature

Life Points: 25      Attack: Punch (with slave's arm) +5, Damage 8. Bite (mandible) +4, Damage 12

### Human Slave

Life Points: 30      Attack: Punch +5, Damage 8

### Resolution

If the King of Horrors is allowed to enter Earth, all life on the University ends. It's not the end of the world, but it is certainly the end of the scenario. If the PCs managed to stop the King of Horrors (by waking the test subjects) life will pretty much return to normal, with the PCs' actions going unrecognised by anyone. The only exception being that they all receive A+ grades in Gillian Harvey's course, whether they hand in the assignments or not.



One of Cody Mathers' drawings of the King of Horrors

### ***NPCS:***

**TUTOR: Michael Archibald** – psych tutor, long haired hippy type, plagued by nightmare forces. Dies in second tutorial. Works for **Professor Harvey**. Has a small house off campus, about 5 mins walk from the University.

**Detective Stoupe** – knows about Vampires and wants to keep their existence secret, and is very distrustful of all supernatural stuff. Dark brown, close cropped hair. Mirror shades. Moustache. In his late 40s. Has a slightly gruff manner, but is genuinely concerned with keeping people safe.

**Federal Agent Reed** – a member of a government conspiracy to cover up the supernatural. He does not personally know much about the occult, rather he relies on high tech gadgets and detective skills. He has powerful allies he can call in, but likes to keep things quiet. Looks like Agent Cooper from Twin Peaks.

**Room-mate: Aleisha Smiler** – shy, quiet, fussy girl. Very rich. Likes red wine, poetry, and listening to classical music. Has a rebellious side that has never been expressed. Falls victim to nightmare influence, flees on Saturday morning after spending a night with Marshal.

**Creepy Guy Down the Hall: Marshal Wong** – an Asian-American of Chinese extraction, Marshal spends most of his time in his room on his computer. He has no room-mate, despite living in a double room (he hacked into the dorm's computer system and added a 'virtual' room-mate). He is involved in several pirate TV program distribution networks. He regularly receives unmarked packages in the mail (containing TV shows such as Roswell, Harsh Realm, and FuriKuri on CD), then sends out 3 or 4 packages the next day (copies of the shows being sent to other fans). He is paranoid about the FCC and thus is very secretive.

**Frat Boys: Ernest, Lance and Steve** – 3 member of Alpha Kappa Beta, the dominant frat on campus. They do not accept freshmen as pledges, but this year they're going to make an exception for Billy Hendricks. His brother was a member – he graduated last year, leaving the football team sadly lacking. Billy's performance on the field, and his family tradition of membership have led the frat to make an exception. They also enjoy egging the dorms, driving around in very loud cars, and playing Halloween jokes on people for most of October and November.

**Residential Assistant (RA) for Mumford Hall: Dave Green** – a chilled out Canadian snowboarder in his mid twenties. He has striking blue eyes, a cool accent, and a very relaxed attitude to pretty much everything. He will buy a keg of beer for the party (asking students to chip in for the 'packet of chips' he wants to buy)

**Residential Assistant (RA): Emma Leng** – a very efficient post graduate history student. She has medium length brown hair, and a slightly terse manner. She gets things done.

**Kid Who Commits Suicide at the Party: Cody Mathers** – a visual arts major. His room is covered with black ink sketches of nightmarish creatures – the walls, roof, even the floor are covered. If a few of the pictures are taken down, there are drawings on the walls beneath. Some look eerily familiar, though the PCs cannot place them.

**Professor Gillian Harvey (Psych)** – a woman in her late 40s, very serious and efficient. As our story opens she is beginning a trial of a new medication, testing its effects on brain waves of sleeping people. As the story progresses, she is taken over by delusions brought about by the nightmare forces.

# Mumford Hall



## CHARACTERS OF NOTE

**Dave** - the Canadian RA

**Emma** - the RA

**Marshall Wong** - a slightly creepy Asian-American CompSci student

**Megan** - Scarlet's slightly grumpy room-mate

**Scarlet** - A slightly bookish young woman

**Chet** - has a really large room, lots of cash, but never seems to go to class or work. Receives lots of visitors to his room

**Madeline and Aleisha** - room-mates and friends, Maddy is very sporty, Aleisha comes from a very rich family.

**Billy** - a football star already!

**Clifton** - a dissident

**Seymore Schweitzer** - the 'loser' of the dorm, Seymore is picked on by a large proportion of the students on campus, especially the football team

**Angela Dupree** - a very beautiful, rich, successful girl. Most of the males on Campus and some of the females revere her

## Sequence of events:

1. Tutorial – tutor distracted, group assigned (evening meetings), talk of party
2. Halloween Party – spooky goings on, spiked punch, ghost, sagging dead skin, scuttling under floorboards, boy scratching his arms raw (bugs! bugs!), suicide
3. Police interview – what did you see, what's your address, did you know the deceased, were you aware of anyone with access to drugs... In background, Detective Stoupe observing sullenly
4. Early hours of the morning Madeline's room-mate Aleisha wakes from a nightmare, screaming like crazy. Next morning, people leaving for vacation. Heavy atmosphere, everyone's shoulders sagging, tired looking. People avoid eye contact.
5. Tutorial number 2. Tutor enters looking exhausted, unshaven, no textbooks. He apologises for not being prepared, but he had a hard night. He heard about the suicide, and he expresses his sympathy (in a distracted way), then he slumps forward in his chair, gurgles a little, then sits bolt upright and screams. PCs may make a spot hidden to notice a purplish glow in his eyes, then he dies.
6. Police come in and question the PCs, take them to the police station to make statements. Detective Stoupe comes in and questions them personally, warns them not to leave town, and to stay out of trouble, even if it comes looking for them. In the background is FBI Agent Reed.
7. Return to campus after dark, very few people around. Head to rooms, past creepy Marshall Wong. Out of the corner of their eye one PC sees him as a puppet of some gruesome centipede which sits on his back, manipulating him.
8. Later that night, thuds on walls. Frat boys throwing eggs. They visit Billy. Scuttling noises again, laughter in the night. Eerie silence when anyone goes to check. Floor becomes spongy, starts to swallow someone. In the morning, a student on the second floor is found drowned in their bed. Sounds of a struggle perhaps, no moisture or indication of how.
9. Next morning, more police on campus. 2 stationed at the entrance to the dorm just in case (they will later be eviscerated). The RA visits each of the residents of the dorm to assure them that nothing is wrong. A counsellor comes over to check on people's mental well-being.
10. Darkness falls. A great mist rises, cutting the campus off from the rest of the world. Frat boy zombies bring a queen bug to Mumford Hall, throw spider-eggs at the building. Giant, hideous insect creatures lope past windows. Cause and effect seem to be disjointed.
11. Sounds are heard on the roof. All phones are inoperative – the connection to the main line is on the roof. A glow is seen in the sky above the psych department building. All PCs begin to feel a pull from that area, as if a great power waits there, a power to which they are drawn.
12. The two police officers stationed outside Mumford Hall are killed by Zombies.
13. The PCs either follow their gut instinct, brave the basement and discover the insectoid horror of the experiment, or they are hunted down and attacked by the King of Horrors. If he is allowed to fully enter this dimension, The King of Horrors will be virtually unstoppable.

## OVERVIEW:

Day	Thursday	Friday	Saturday	Sunday
<b>Main Plot</b>	Tutorial #1 Party (Evening). Questioned by police Experiment in 3 <sup>rd</sup> day.	Strange dreams. Tutor dies, PCs questioned by police again. Bugs. Scariness. Homework group meets.	Experiment reaches its height at 2am. All hell breaks loose. The campus is lost in a fog.	The King of Horrors enters this dimension.
<b>Clifton</b>	Meets Sally at a protest march. Blonde hair, blue eyes, middle class idealist.	Contacted over email by an Australian, alerted to the plight of the Aborigine. In the evening, begins to suspect that the dorm is bugged.	New protest – homeless veterans. Whilst at shelter meets Skye – a homeless waif. She steals his watch, and makes arrangements to visit him at his dorm room that night.	Infinity comes back, looking for comfort and money.
<b>Billy</b>	Last night broke his own football record. Congratulated heavily by Frat boys – long night of drinking, so hungover today.	Frat boys approach Billy and ask him to join – emphasising the fact that his family has a long tradition of membership.	Football practice – not quite focussed, but physically very strong. Takes a nap in the afternoon, troubled by strange dreams.	Weekly movie date with Denise.
<b>Madeline</b>	Receives letter from boyfriend – he's off on manoeuvres, will be back Sunday	Work from 4-6pm. Exercise as usual.	No work today – just a trip to the gym, a little time in the shooting range, then back to study.	8pm, boyfriend returns.
<b>Scarlet</b>	Meets a very friendly girl called Emma who's interested in World Music. They hang out.	Loses a contact lens in the hall. Gets a phone-call from her mom. Emma stops by her room to say hi – she's going away for the holidays.	Very strange conversation with Marshall. He wants to know what TV shows she watches, as he thinks she's cute. But doesn't know how to ask.	Favourite TV show (The Book Group) on at 7:30
<b>Aleisha</b>	Having a bit of a slow day, so she goes to Psych with Maddy. Phone call from her father in the morning.	Receives allowance (substantial) from her father – shopping? Gets English assignment back (A+)	Mother calls, leaves an unusual message on her cellphone about the pool-man.	Reserved book arrives at the library.

## **CIVICS ASSIGNMENT TWO PARTICIPATION IN CAMPUS LIFE**

Your group will be assigned by your tutor. In your group you must choose one of the following topics, conduct appropriate research, and write an article for the campus newspaper. Any photographs or illustrations included with your article will count for extra credit. All members of the group must participate in the assignment. Part of your assessment for this assignment will include peer assessment sheets detailing how well you think the other members of your group participated and contributed to your project.

The topics (which have been approved by the newspaper editor) are:

- The swim team's difficulties
- The football team's success
- Fashion freaks on Campus
- The conspiracy to keep non-conformist media out of Campus life
- The sad life of a freshman

Please fill in the topic your group chooses below, and assign the roles below to members of your group (more than one member may be responsible for any one given task, though every member must take at least one role).

Topic: \_\_\_\_\_

Writer: \_\_\_\_\_

Editor: \_\_\_\_\_

Photographer: \_\_\_\_\_

Interviewer: \_\_\_\_\_

Researcher: \_\_\_\_\_

Participation Checker: \_\_\_\_\_

Resources Manager: \_\_\_\_\_

## **CIVICS ASSIGNMENT TWO PARTICIPATION IN CAMPUS LIFE**

Your group will be assigned by your tutor. In your group you must choose one of the following topics, conduct appropriate research, and write an article for the campus newspaper. Any photographs or illustrations included with your article will count for extra credit. All members of the group must participate in the assignment. Part of your assessment for this assignment will include peer assessment sheets detailing how well you think the other members of your group participated and contributed to your project.

The topics (which have been approved by the newspaper editor) are:

- The swim team's difficulties
- The football team's success
- Fashion freaks on Campus
- The conspiracy to keep non-conformist media out of Campus life
- The sad life of a freshman

Please fill in the topic your group chooses below, and assign the roles below to members of your group (more than one member may be responsible for any one given task, though every member must take at least one role).

Topic: \_\_\_\_\_

Writer: \_\_\_\_\_

Editor: \_\_\_\_\_

Photographer: \_\_\_\_\_

Interviewer: \_\_\_\_\_

Researcher: \_\_\_\_\_

Participation Checker: \_\_\_\_\_

Resources Manager: \_\_\_\_\_

## PLAYER HANDOUT #2

### Rex Mundi Insomnium

*A terrible demonic identity, 'The King of Horrors' watches Earth from a hell dimension with his one giant, baleful eye. The King of Horrors has yet to breach the gulf between dimensions, and has no known earthly worshippers, but is able to extend his dread influence to our dimension in the form of nightmarish visions and maddening dreams. If ever he was to manifest in this realm, he would bring with him a host of horrors, terrible calamity, perhaps even the end of life as we know it. Woe betide all those living in these black days.*

## PLAYER HANDOUT #3

You see Marshall Wong walking down the corridor towards his room. The corridor has a slightly hazy appearance, as if there was thin smoke or a heat haze filling it. Out of the corner of your eye, you see an indistinct form hovering over Marshall. As you turn your head, you see that it is a giant centipede, the size of a small human. It is perched on Marshall's back, its head hanging just above Marshall's, its mandibles moving slowly, tasting the air. Its long, spindly legs are wrapped around Marshall's body as he piggy-backs the creature. Two of its legs are stretched along Marshall's arms, the claws penetrating the back of Marshall's hands. It is controlling him like a puppet. His eyes are blank behind his thick glasses, as dead as a crab's eyes at the end of a stalk. The creature is struggling to lift Marshall's hands and unlock the door to his dorm room.

## PLAYER HANDOUT #4

You know that you are asleep and dreaming, but you are unable to wake up. You feel yourself lying in bed, looking up at the ceiling of your room. Above you, in the corridors of the next floor, something sinister is moving. You can feel it, large and heavy and baleful above you. It is stalking the corridors, hungry, searching. You know that if you stay asleep, if you keep sensing it, it will soon sense you, but you can't make yourself wake up. You can hear its heavy footfalls above you, hear it sniffing at the air. It is cold and alien and incomprehensible, and incredibly malevolent. Your limbs are like lead, you can't even turn your head as the creature draws closer. And then it smells you. It stops directly above your room, and somehow you know that it is smiling. Somehow, it begins to reach down through the ceiling to grab you. Its fingers, impossibly long, barbed and twisted, reach down into your room. You try to scream, but you're paralysed. It reaches down and one claw, easily as large as a whole hand, brushes against your face. A jolt of pain and fear runs through your body, and suddenly your voice is free. You scream with every ounce of energy available to you, the loudest noise you've ever made. Sinister laughter from above you is the only response. Then suddenly, abruptly, you're awake in your room. Your alarm clock is blaring, your heart is pounding, you're covered in sweat, but you're OK. Except that when you go to the bathroom, on your cheek where the dream-creature touched you, there's a pale mark, as if all the blood has drained away from your cheek.

#### PLAYER HANDOUT #5

You see two members of the football team, though there is something strange about them. Their heads loll at odd angles, their skin is pallid, tinged with green. Their eyes, as they roll their heads up to face you, are entirely white, without pupils. They are holding between them a human sized insect, like a centipede or millipede, with a half-human head. It is glistening, moist, pale white. The lower half of the creature's body is a fleshy sac, and you can see shapes inside of eggs. The sac is pulsating, and excreting gooey eggs from an orifice at its tip. The eggs are translucent, and inside each is a curled up black shape. The footballers are slowly, mechanically picking up the eggs and throwing them at the side of your dorm. As the eggs hit the dorm they explode, and the small black shapes inside them unfold, cling to the building. They are spider-like, though easily the size of a large rat. Uncurling long, spidery legs, they scuttle across the side of the building out of sight, slipping into open windows and vents and onto the roof.

#### PLAYER HANDOUT #6

You catch a glimpse of movement out of the corner of your eye. Something huge, the size of a tree, is moving past you. Looking up into the mist and darkness, you make out what you think is a giant Praying Mantis, walking over the top of you. Your blood runs cold for a minute, as the creature disappears into the mist.

**Character Name** William "Billy" Hendricks **Life Points** 48  
**Character Type** White Hat **Drama Points** 10  
**Description** A tall, athletically built jock with spiky blonde hair and an arrogant swagger **Initiative** D10 + 3

**ATTRIBUTES**

STRENGTH 4 INTELLIGENCE 2 DEXTERITY 3 PERCEPTION 3  
 CONSTITUTION 4 WILLPOWER 2

**SKILLS**

Acrobatics 5, Knowledge 2, Kung Fu 5, Computers 1, Crime 2, Mr. Fix It 2, Notice 3, Driving 3, Getting Medieval 4, Science 1, Sports 5, Wildcard 1, Ska Trivia 3

**QUALITIES**

Attractiveness +2  
 Hard to Kill +2

**DRAWBACKS**

Addictive personality type

**COMBAT MANEUVERS**

MANEUVER	BASE BONUS	DAMAGE	NOTES
Dodge	8		
Punch	8	8	
Kick	7	10	
Slam-Tackle	9	8	

**CHARACTER HISTORY**

**Appearance:** Physically attractive and sporty (Football - position: Defensive Tight End). You only go to college because you are expected to by your reasonably wealthy parents. You did psych as nothing else interested you (well, nothing academic anyway...)

**Typical Wednesday routine:** Get up. Go to a class. Hang around in cafe scoping chicks and heckling. Go to training. Meet Denise. Drive to bar. Drink. Sleep

**Girlfriend's details:** Denise Gray. High school sweeties. A reasonable track athlete but has started making her education (History major) a bigger priority. She's starting to get all serious, and it's quite frankly a bit of a drag. She cares about grades, and going to class, while you're more interested in partying and looking good. If the chance came up, you'd love to get yourself a new hottie.

**Campus Knowledge:** Your father was a student here, as was your older brother Aaron. They were both quarterbacks on the football team, and they were both members of Alpha Kappa Beta, the kick-ass-est frat on campus. You've been playing Defensive Tight End for years (as much as anything to be different from your brother), but you think you've got what it takes to be a starting quarterback for the Mighty Squids, the University's A team. The AKB's don't take freshman pledges, so your plan for this year is to hang with the rest of the football team, impress them on the field and in bars, and hopefully get accepted without hazing next year.

**Dark Secret:** When you were in High School you were in a Ska band. You produced one single, "Stamp To It", which sold a little over 200 copies locally. You were the singer, and it was your cocaine problem that finally caused the band to split apart. You kept the band (and your habit) a secret from everyone at High School. The late nights and the nose candy made a big impact on your grades, and you only just got into Varsity - you think that if your dad hadn't belonged to the same Country Club as the Varsity Dean you might not have got in. You've kicked the cocaine habit, but you're drinking a lot of beer lately. Sometimes when you've had a few too many, you start singing your old songs.

**What you know about the others:**

**Madeline Jones:** She's a pretty hot chick, kind of serious. You've been in her study group for Psych since the start of the academic year. If she loosened up a bit she could be worth spending some time on. She lives on the second floor of your dorm, with some other girl - a geek of some sort.

**Clifton Van Preen:** A loser who's also in your Psych group. He's always complaining about the whales, and fair traded coffee, and slavery and shit. He's actually not that bad a guy, but dude, could he dress any weirder?

**Scarlet Martin:** The last member of your little Psyche study group, Scarlet is a quiet, kind of mousy chick. She doesn't talk much, but when she does it's kinda hard to understand her - like she does all the readings for class or something? She used to have a boyfriend back in High School, this cool guy called Dylan who was in a band. They broke up though when he went Upstate to College. Good thing he left town too, as he knew all about your little white powder habit...

<b>Character Name</b>	Madeline Jones	<b>Life Points</b>	40
<b>Character Type</b>	White Hat	<b>Drama Points</b>	10
<b>Description</b>	A short, well built, pretty blonde with a serious, efficient demeanour	<b>Initiative</b>	D10 + 4

**ATTRIBUTES**

STRENGTH 3	INTELLIGENCE 2	DEXTERITY 4	PERCEPTION 4
CONSTITUTION 3	WILLPOWER 3		

**SKILLS**

Acrobatics 5, Knowledge 2, Art 2, Kung Fu 4, Computers 1, Crime 2, Mr. Fix It 2, Doctor 1, Notice 3, Driving 3, Getting Medieval 3, Science 1, Gun Fu 2, Sports 2, Wildcard 1

**QUALITIES**

Attractiveness +3  
Hard to Kill +2

**DRAWBACKS**

Obligations - Aleisha

**COMBAT MANEUVERS**

MANEUVER	BASE BONUS	DAMAGE	NOTES
Dodge _____	<u>  9  </u>	<u>    </u>	-2 vs missile attacks
Kick _____	<u>  7  </u>	<u>  8  </u>	
Disarm _____	<u>  5  </u>	<u>    </u>	Resisted by Parry
Karate Chop _____	<u>  8  </u>	<u>  6  </u>	

**CHARACTER HISTORY**

**Physical Description:** 5'6", solid build (spends lots of time at gym). Blond hair and brown eyes.

**Hobby:** Mountain bike riding. **Job:** 3-9, Monday to Thursday. Pete's Bicycle Shop.

**Boyfriend's details:** Chris Ewart. Black hair/brown eyes, 6 foot tall. Part time Army Officer. Also training for Psych paper through correspondence (spends a lot of time out on maneuvers)

**Secret Identity:** You are a bodyguard for her room-mate. You are very discrete, as your client (Aleisha's father) doesn't want Aleisha to know that he's paying someone to keep an eye on her. Your boyfriend has only recently found out and is still unsure as to where he fit into this. He thought that he was the tough one of the relationship. You don't do the whole Kevin Costner thing - you pretty much just keeps an eye on Aleisha, send a weekly email to her father letting him know that his little girl is safe and well. You don't spend every minute with Aleisha because, well, that would look wicked suspicious wouldn't it?

**Room-mate:** Aleisha Smiler. She's a small, shy girl from a very rich family. She just wants to have a normal College experience, no special treatment or pampering. Mostly she spends her time reading in your room, or listening to music (through headphones). She's extremely fussy about her stuff, she's meticulously neat, and frankly she's a little boring. You suspect that she wants to 'break out' and have some fun, but is too scared to do anything about it.

You are sharing rooms on the second floor of Mumford Hall, a coed dorm. You have a small living space, with a sofa, TV and stereo, and a beer fridge (full of yoghurt, fruit and sports drinks), and a large double bedroom. The bedroom is clearly divided into her side and your side.

**WHAT YOU KNOW ABOUT THE OTHERS:**

**William Henderson:** A good looking but arrogant jock. He's doing well on the football field this year, but if his comments in class are anything to go by, he doesn't have much of a brain between his ears. He does have a kind of ignorant hillbilly charm, but he's nothing compared to your Chris.

**Clifton Van Preen:** An odd character who's also in your Psych group. He's always complaining about political issues, and he acts kind of paranoid. You're pretty sure he's not dangerous, but he sure is weird. He's actually not that bad a guy, but he has afew issues with fashion and social interaction - you think he really needs to get a girlfriend or boyfriend to sort him out.

**Scarlet Martin:** The last member of your little Psyche study group, Scarlet is a quiet, kind of shy girl. You're not too sure about Scarlet - she might be the kind of helpless, weak woman you really can't stand. The kind who needs a man to open her fruit jars, and who couldn't possibly take a self-defence class in case she broke a nail. Then, on the other hand, she might have just learned some classroom survival techniques in High School, like not looking *too* smart, in case some asshole tries to take you down a peg. You haven't had much to do with her outside of class, but you think she lives in the same dorm as you.

<b>Character Name</b>	Clifton Van Preen	<b>Life Points</b>	31
<b>Character Type</b>	White Hat	<b>Drama Points</b>	10
<b>Description</b>	A thin, angular, serious looking white male, dressed in a black turtleneck sweater, small round glasses and a beret	<b>Initiative</b>	D10 + 2

**ATTRIBUTES**

STRENGTH 2	INTELLIGENCE 4	DEXTERITY 2	PERCEPTION 3
CONSTITUTION 2	WILLPOWER 4		

**SKILLS**

Knowledge 4, Art 2, Kung Fu 1, Computers 4, Languages 2, Crime 3, Mr. Fix It 3, Notice 4, Driving 1, Occultism 3, Getting Medieval 2, Science 1, Gun Fu 2, Conspiracy Theories 4

**QUALITIES**

Photographic Memory  
Hard to Kill +3

**DRAWBACKS**

Misfit

**COMBAT MANEUVERS**

MANEUVER	BASE BONUS	DAMAGE	NOTES
_Dodge_____	<u>4</u>	<u>   </u>	-2 vs missile attacks
_Punch_____	<u>3</u>	<u>4</u>	<u>                    </u>
_Groin Punch_____	<u>0</u>	<u>   </u>	<u>Resisted by Parry</u>

**CHARACTER HISTORY**

**Description:** Clifton is about six foot tall and extremely thin. His skin has a sickly pale pallor all year round and he wears small (slightly trendy) eyeglasses. Most days he wears a black turtleneck sweater sporting a 'made by free Tibetans' label, black jeans and boots. His hair is fashionably ruffled and smells bad.

**Hobby:** Clifton's hobby is protesting. He regularly attends rallies and marches for a diverse range of causes and actively collects for Greenpeace, the American Freedom Movement and Anti-Oil, Anti-War causes. He has recently been barred from attending the African Americans for Freedom of Religious Observances (AAFRO) and has filed a complaint against the police for 'brutality' at a recent march. Clifton covers these marches in his column in the "Anarchists on Campus Newsletter" (circulation 50)

**Girlfriend:** Recently broke up with Goth chick - Infinity/Claire - she dumped him because he was too much of a 'wuss'. Clifton misses her and still writes poetry for her.

**WHAT YOU KNOW ABOUT THE OTHERS:**

**William Henderson:** An arrogant jock. He's doing well on the football field this year, but if his comments in class are anything to go by, he doesn't have much of a brain between his ears. He's a blonde, muscle bound paragon of everything that's wrong with America. Of course, he's very popular with the non-cerebral femal population of the College.

**Madeline Jones:** A serious young woman, very hard working. She seems pretty stable, though she does give off a slightly aggressive vibe. She listens when you talk about the plight of the Mayan small coffee farmer, and while she may not be on the front lines like you, you get the feeling that she at least understands why the battle is important. Still, you've caught her making eyes at the Football Homunculus more than once...

**Scarlet Martin:** Scarlet is definitely not a sport bunny. More the indoors type, warm cardigans and books. She doesn't seem too mainstream though, which is refreshing.

**Aleisha Smiler:** Madeline's roommate. A rich girl, who desn't realise just how privileged she really is. She's kind of cute though. Maybe you should try and change her thinking, make her an aware and responsible member of society.

<b>Character Name</b>	Scarlet Martin	<b>Life Points</b>	18
<b>Character Type</b>	White Hat	<b>Drama Points</b>	10
<b>Description</b>	A short, slim red head with a slightly nervous demeanour, wearing a pastel blue sweater and jeans	<b>Initiative</b>	D10 + 2

**ATTRIBUTES**

STRENGTH 1	INTELLIGENCE 4	DEXTERITY 2	PERCEPTION 4
CONSTITUTION 1	WILLPOWER 4		

**SKILLS**

Acrobatics 1, Knowledge 4, Art 3, Kung Fu 1, Computers 4, Languages 2, Crime 1, Doctor 1, Notice 4, Driving 3, Occultism 2, Getting Medieval 1, Science 4, Wildcard 1

**QUALITIES**

Attractiveness +2  
Hard to Kill +2

**DRAWBACKS**

**COMBAT MANEUVERS**

MANEUVER	BASE BONUS	DAMAGE	NOTES
<u>Dodge</u> _____	<u>3</u>	<u>   </u>	-2 vs missile attacks
<u>Kick</u> _____	<u>2</u>	<u>4</u>	_____
<u>Punch</u> _____	<u>3</u>	<u>2</u>	_____

**CHARACTER HISTORY**

**Appearance:** Short and petite, red hair and blue eyes. About average (for a TV show) appearance. Shy, doesn't usually make eye contact with strangers. Wears a lot of pastel jumpers, jeans and sneakers.

**Recent Ex-boyfriend:** Dylan was a cool but smart and nice guy. He played the guitar, and listened to weird music. He could hang out with most of the people at your high school, which was unusual as your school was pretty 'cliquey'. He even took you to a few 'gigs' with him, which was really nice, though you didn't feel like you quite fit in. Unfortunately he went up state for college at the start of this year, and he met someone else. A beautiful and 'cool' singer, apparently, that he has now started a band with. When you think of Dylan it is with a mix of fond memory and pain.

**Routine:** Wake up early, drink a mochaccino in the college café with a blueberry muffin. Study for an hour before classes start. Go to classes. Rewrite notes in a system of different colour pens for revision. Eat dinner (whatever looks the least revolting at the student cafeteria) or on Friday's as a special treat orders a half Hawaiian, half pepperoni pizza to share with roommate Dora (even though Dora is usually out on a date most Fridays and most other days too). Curl up with a good book, study if there is a test or assignment or maybe even watch a movie if she's feeling reckless.

**WHAT YOU KNOW ABOUT THE OTHERS:**

**William Henderson:** A good looking but arrogant jock. He's doing well on the football field this year, but if his comments in class are anything to go by, he doesn't have much of a brain between his ears. He's a real alpha male type, and you really don't feel comfortable being alone around him.

**Clifton Van Preen:** An odd character who's also in your Psych group. He's always complaining about political issues, and he acts kind of paranoid. You're pretty sure he's not dangerous, but he sure is weird. He's actually not that bad a guy, but he has a few issues with fashion and social interaction. He's kind of a misfit, which you can relate to (you were a misfit in high school, and still are in a way. He's also into gadgets and making stuff, which is pretty cool. He seems especially interested in surveillance and mind control. You have a few scientific theories you wouldn't mind sharing with him, but you feel a little awkward approaching him.

**Madeline Jones:** Maddy is a really confident, pretty student in your Psych class. She also lives in the same dorm as you - Mumford Hall. She's pretty cool, in an all-American clean-cut way. She knows a lot about psychology, she works hard, and she seems really self assured. You don't know if she's ever really paid much attention to you, but that's OK. It's just nice having a strong woman like her around in a class with the Testostrinator, Billy.

**Aleisha Smiler:** Maddy's roommate. She's really friendly, and has really nice clothes. She never seems to have to worry about money, which must be nice for her. She sometimes looks lonely though. You try to include her in conversations if she's around, especially when she tags along to Maddy's classes.

<b>Character Name</b>	Aleisha Smiler	<b>Life Points</b>	22
<b>Character Type</b>	White Hat	<b>Drama Points</b>	10
<b>Description</b>	A pretty, rich girl with a slightly shy Demeanour. Wears expensive, well tailored clothes and jewellery, without looking too ostentatious	<b>Initiative</b>	D10 + 3

**ATTRIBUTES**

STRENGTH 1	INTELLIGENCE 4	DEXTERITY 3	PERCEPTION 3
CONSTITUTION 2	WILLPOWER 2		

**SKILLS**

Acrobatics 2, Knowledge 3, Art 1, Kung Fu 2, Computers 2, Languages 1, Crime 4, Notice 3, Driving 1, Getting Medieval 1, Science 2, Sports 1, Influence 1

**QUALITIES**

Attractiveness +3  
 Hard to Kill +2  
 Resources

**DRAWBACKS**

**COMBAT MANEUVERS**

MANEUVER	BASE BONUS	DAMAGE	NOTES
<u>Dodge</u> _____	<u>4</u>	<u>   </u>	_____
<u>Punch</u> _____	<u>4</u>	<u>2</u>	_____
<u>Kick</u> _____	<u>2</u>	<u>4</u>	_____

**CHARACTER HISTORY**

**Appearance:** 5'8" brunette. You're not a gym person, but you're in OK shape. You go jogging twice a week with your roommate Maddy (who really is a gym bunny)

**Boyfriend's details:** Sigh. Maddy has a really hunky boyfriend who's in the army. Boys don't tend to ask you out much. Oh, they'll talk to you, and flirt, and be really nice, but they never ask you out. You don't know why – you're perfectly good looking. You really need to meet up with some rebellious bad boy on a motorbike, but the people at College are all, well, not like that.

**Secret:** Nobody knows, but you've been wanting to cut loose for years. Things were always so organized and sensible when you were a kid – you'd love to let your hair down, have a few laughs, maybe even get a tattoo! Well, maybe not the tattoo, but the laughs would be good. You've heard that there's a party planned for Halloween on the 3<sup>rd</sup> floor of your dorm – maybe that'll be your chance to have some fun!

**What you know about the others:**

**Madeline Jones:** Your roommate. She's really nice, but she's kind of nosey sometimes. She always seems really interested in what you've been up to (not that you get up to anything all that interesting anyway). She's a psych studen, and you sometimes go to class with her when you haven't got anything better to do. You're thinking about taking some psych papers next semester, and going along to lectures and tutorials is really helpful.

You are sharing rooms on the second floor of Mumford Hall, a coed dorm. You have a small living space with a sofa and a TV, a large double bedroom, and an ensuite bathroom. The bedroom is clearly divided into your side/her side.

**William Henderson:** A good looking but arrogant jock. He's doing well on the football field this year, but if his comments in class are anything to go by, he doesn't have much of a brain between his ears. Maddy says he has a kind of ignorant hillbilly charm, but you're not so sure.

**Clifton Van Preen:** An odd character who's also in Maddy's psych group. He's always complaining about political issues, and he acts kind of paranoid. You're pretty sure he's not dangerous, but he sure is weird. He's actually not that bad a guy, but he has a few issues with social interaction – Maddy says he needs to get a girlfriend or boyfriend to sort him out.

**Scarlet Martin:** The last member of Maddy's little Psyche study group, Scarlet is a quiet, kind of shy girl. She seems nice – kind of what you used to be like back in High School. Except for the clothes. Scarlet wears pretty tacky clothes, which you suspect come from Mallmart (not that you've ever been to Mallmart to know, but her clothes just don't look expensive). You'd love to take her on a shopping spree and see what she looked like in some decent clothes.