

DM Scotty's EZd6 System primer

Weirdly Strange Night of TERROR!



by Scotty McFarland



QUEST GIVERS

GET  HOOKED ON ADVENTURE

Weirdly Strange Night of Terror

Version 1.0

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We, the authors, fully expect and encourage you to adapt this work for your personal game, and we would love to hear about it!

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Setting up the Game

As the **Story Crafter**, you will want to familiarize yourself with the backgrounds of the characters before running this one-shot adventure.

Have each player pick a character then hand them their background to secretly read.

The background is also the character sheet if you are using the EZ D6 RPG System to run the module

You want the background to reveal itself to the other players during play. You will notice that all but one of the characters have a female and a male name. The choice will not affect the game but gives the player an option of which gender they wish to play. You can choose to tell players the name and backgrounds of the characters and let them pick or pass out the characters as you see fit.

Have the players pick from this list or be assigned a character by you. I like to have players roll 2D6 and highest picks first down to lowest roll (tied rolls roll off to see who gets to pick before the other)

JAKE/JULIE DANVERS

Age: 22 Background: Seeker

BART/BARB MATTHEWS

Age: 35 Background: Ex-con

MANNY/AMANDA MONROE

Age: 24 Background: a young reporter

BILLIE/BILLY BELDON

Age: 21 Background: Runs a fringe website

DR. RANDELL/RHONDA PENDERGHAST

Age: 46 Background: Doctor of Medicine

NAME: HANK/HANNA FARNDAL

Age: 32 Background: Drifter

(Russian Spy, do not reveal this info. Let the player secretly read it)

ISSAC KROGSTAD

Age: 39 Background: Loser seeking love

ALAN/ALMA LANDIS

Age: 23 Background: Student who came for the funeral of a friend

Note that the more players you run with, the more interesting the game becomes because of all the character interaction. I prefer to run the one-shot with at least 5 or 6 characters if possible, but it can comfortably accommodate all 8.

I find this scenario is the most fun if it contains these characters:

1

Issac Krogstad

2

Bart/Barb Matthews

3

Hank/Hanna Farndale

I have run it with the whole range of characters in this module, but these three always add exciting interactions.

To keep the pace of the game moving quickly, I recommend using an easy RPG system for this scenario. I have run with Index Card RPG or you can use my EZ D6 system included with this product.

A note on the starting possessions of the characters: some characters have a weapon to start, but most don't. You will notice that many characters starting possessions don't go into detail. Give the players a lot of leeway on this if they make a good case for their character having an item as long as it is not a weapon. A good starting point for judgment is what the character does in the world and what they might bring with them on a trip to Limbo.

Now gather your friends and get ready for a **Strangely Weird Night of Terror!**



In a run-down diner...

This scenario is ready to run right out of this module with DM Scotty's EZ D6 RPG System.

You sit in a booth in a dive diner on a chilly summer night just outside the small town of Limbo, New Mexico. Your mind runs through the circumstances that have led you to this place. Looking around the diner, you notice all the other patrons seem to be in quiet contemplation.

The only activity comes from the busty, middle-aged, bleach blonde waitress taking orders. The stained plastic badge pinned to her pink uniform simply says, Bess. Calling everyone hun and popping her gum between words, Bess clips the order slips to a squeaky wheel and hollers out to the kitchen, "Order up hot stuff!"

A small man with overly hairy shoulders, a stained wife-beater, and greasy gray hair jerks the order slips off the wheel, and you get glimpses of him lethargically moving around the kitchen making an excessive amount of noise.

Let each character describe themselves and how the other patrons see them.

The calm before the storm

There is a short time of regular activity before the peace of the night is shattered by a massive black S.U.V. skidding into the gravel parking lot. As it slides to a halt just outside the glass double doors, gravel pelts windows and a giant dust cloud

surrounds the vehicle.

A tall man in a black suit leaps out of the S.U.V. carrying a briefcase. As he runs toward the entrance of the diner, you see that he is holding an automatic pistol.

Just as the man reaches for the handle of the diner door, a figure runs out of the darkness and tackles him. The man in black tumbles to the ground, his gun falling out of reach as he tries to hold back the crazed assailant.

The attacker is snarling like a mad dog and looks up for a moment to meet your gaze through the dirty diner windows. You can see his disturbing features in the dim light of the parking lot. His mostly bald head has loose clumps of wild hair barely clinging to his scalp, and his bloodshot eyes seem filled with uncontrollable rage. But the most disturbing detail of all is the pale translucent skin that shows the dark, pulsing veins beneath.

Before the diner patrons can react, the crazed attacker lunges at the man in black's throat, and you see blood spraying everywhere. As if it couldn't get any worse, a luminescent green fog begins to roll in at the edge of the parking lot and is creeping closer. Has the crazed man been driven to madness by a chemical spill?

Let the scene play out. Do the characters rescue the man in black or bar the doors? There are plenty of things in the diner that could be used as improvised weapons. Bess will go into screaming fits, and Frank (the cook) will grab his 12 gauge shotgun and hide behind the counter.

Rescuing the Man in Black.

If someone rescues the man in black...

He holds one hand over his gaping neck wound and gurgles out to get him inside the diner before the toxic fog overtakes them. Blood is now spurting out of the man in black's mouth, as he yells at the group to take a hit off the inhaler inside his briefcase if they want to live.

The man in black's wounds are too severe, and he can not be saved.

ZED = zombie/infected. Hits on a 4+, and can take 2 Strikes

After learning this information, Frank (the diner cook), will point his shotgun at the characters and try to force the players to give Bess and him the first uses of the inhaler.

As this is going on a ZED enters...

A female with blood matted in what remains of her hair breaks in the back screen door and mauls Frank, his shotgun goes flying as the female tears into him and bites his nose off. Bess freezes in terror and mumbles something about having a feeling in her bones that this was going to be a bad night.

The man in black's last words.

The man in black gurgles out, "you are my only option... stop Dr. Deeth. You must go to Limbo and use the key fob in the cemetery... cough... cough... ZEDs will be everywhere... you must... before we run out of time....It is your only chance...to survive"

A bad situation

The situation in the diner escalates, the man in black slumps forward and dies, quickly becoming a ZED.

Frank dies and also becomes a ZED.

For fun have the players chase the inhaler as it bounces around the diner. Make sure the inhaler seems to run out when the last person tries to use it. Did they really get enough to be protected? Keep track of this fact because if this person is bitten by a ZED, they become infected and can zombify whenever you feel it is thematically appropriate. (It could be fun for that character to die and not know they are dead and have become a zombie. Eventually, they will figure it out).

ZED = zombie/infected. Hits on a 4+, and can take 2 Strikes

A secret mission

The man in black has a badge that states he was a special agent of Section 51.

The briefcase also contains a file on Dr. Deeth. The Dr. has a top-secret classification at the highest levels and is working on bioweapons. Recently a new unique classified asset from space was shuttled to the lab in utmost secrecy. Dr. Deeth heads the high tech facility in a hidden bunker under the graveyard in Limbo New Mexico.

There is also an electronic key fob marked in sharpie "Secret Lab."

Various other files show that psych tests on Deeth had indicated instability, but officials refused to take him off the project due to bureaucratic reasons. It now seems Dr. Deeth has become a rogue asset.

Section 51 = Agents who contain and investigate paranormal phenomena. The only characters who would know what Section 51 is are Billie/Billy Beldon and Hank/Hanna Farndale

Allow the characters to formulate a plan. The characters can take the agent's black S.U.V. or Frank's old pickup in the back or allow the characters to take any transportation their characters brought.

The green mist hovers over the ground like fog but doesn't seem to be affecting the characters who received the inhaler. (A note to keep track of the character who last used the inhaler)

If the characters try to leave Limbo, the roads are blocked with shoot-to-kill quarantine signs and searchlight equipped helicopters flying overhead. Limbo seems to be the only option.

Give them one last chance to turn around as the army orders them to return to the quarantine zone. If the characters refuse to turn around, they are filled with high caliber bullet holes, and their adventure ends.

The Road to Limbo

The two-lane road heads directly toward Limbo. The desert night is cool, and the stars are bright. The quiet ride seems strange after the violent episode at the diner.

The ever-present green luminescent fog that hovers over the ground adds a surreal quality to the drive. If not for the headlights piercing the darkness and illuminating the dusty road, it would feel like a dream as the car seems to float on the toxic fumes.

Encourage the players to roleplay about what has happened and what their plans are before moving on to the next event.

Buzzed

Blinding White light is seen overhead, and a strange thrumming noise seems to vibrate the air.

Do the characters want to kill the car lights to avoid being detected or keep them on for safety? What happens next depends on this choice.

Road tripped

Headlights Off

If the headlights are turned off the U.F.O. passes and zooms toward Limbo but the driving player must make an EZ D6 hard check (4) to navigate the road in the dark as a shadow leaps into the roadway and is only seen at the last second.

If they fail the test the car skids out of control and a tire bursts. The zombie dog that was on the road is now under the car and will leap out if anyone gets close to check the tire.

ZED DOG Hits on a 4+, Can take 2 Strikes.

If the driver makes the check, they maintain control of the car but clip whatever was in the road.

It is a dog ZED and is being dragged under the vehicle. It will try to bite someone as they get out of the vehicle.

Headlights On

If the characters leave the car lights on...

A hovering blinding light shines down on the vehicle. A soft "thump" and a scurrying is heard on the roof.

One of the side windows cracks as a crab-like leg slams into it.

A second thrust of the pointed leg shatters the glass spraying shards into the car.

It can be assumed characters turn aside to avoid the showering glass, and that is just the moment the crawling creature needs to scurry into the vehicle.

The thing looks like a cross between a spider and a crab with a pale exoskeleton. The creature tries to attach itself to the back of a character and will inflict one strike.

The being will communicate with the player it is connected to.

ALIEN

"Help...find leader...prisoner...in pain...If you do, your wildest dream will come true"

The alien brain crab empathically senses those who would show sympathy to aliens so it will try to attach to one of those characters.

The attached creature also gives a bump to physical stats as the creature nestles on the back and pumps a biochemical cocktail through the link providing the recipient a feeling of euphoria and confidence.

You can decide on the benefit as per your RPG system. EZ D6 characters roll 2D6 (and use the highest die) for any physical checks, like running or lifting.

The alien brain crab is easy to kill if hit but very fast.

Alien Brain Crab = Hits on a 4+, Can take 1 Strike but is very hard to hit (5)

Arrival at Limbo

The Town of Limbo looks like it had fallen on hard times way before this disaster, but now it looks like a warzone. Wrecked, upturned cars and trucks litter the streets, sporadic fires blaze in the night, and bodies stripped of most meat smear the pavement.

A power pole leans over the road sparking and popping as live wires dangle near a military hummer with still and bloody troopers lying near several assault rifles. Flickering neon lights give a ghostly glow to the horrific scene, and the green fog hovers like a grim reminder.

The strange green fog is even thicker in town. As you carefully navigate the road you notice the storefront of "Armadillo Foods" and off to the side a sign points to the "Dust to Dust Cemetery" near the center of town.

ISAAC

If he is with the group allow him to figure out what he wants to do. Is he going to seek out Mary in Armadillo Foods?

BART/LIZZY

If they are with the party, they may try and ditch the group to head to the cemetery.

If the group splits into 2 or more groups narratively jump between the groups so no one group is waiting too long. It can also be fun to jump to another group when one group encounters a cliffhanger moment.

Dead Soldiers

While Issac and/or others enter Armadillo Foods have the rest of the group spot the weapons by the hummer. (several dead soldiers armed with assault rifles, body armor, pistols, and hand grenades).



Body armor counts as light armor and gives the players a Miraculous avoidance / recovery save of 5-6 if they wear it.

If anyone gets too close or wipes the grime from the front or side windows a ZED Soldier in the front seat smashes through the window and tries to attack. The ZED will attempt to drag the character into the hummer. The ZED soldier has his seat belt on and can not get loose.

Soldier ZED = zombie/infected. Hits on a 4+ and can take 2 Strikes. Give it a 5-6 save vs Strikes as it has both a helmet on and body armor.

Assault Rifles do a critical hit on a 5-6

Grenades will kill any ZED/NPC on a hit and do 1 strike on a miss. Any players in the blast could be in big trouble (See Massive Damage rule)

Armadillo Foods

Be sure to read Issac's background to familiarize yourself with Issac's situation in Armadillo Foods.

The store is in total disarray. A slight whimper sounds like it is coming from the rear of the store. Behind a rack in a back corner, something jerks and cowers.

As Issac gets closer, he realizes it is Mary. Mary does not recognize him and seems to be in shock. Mary will ask who he is with a puzzled look and will not remember anything about Issac.

She will follow him though if Issac helps her to her feet and holds her arm (this is really Isabella and not Mary. Isabella is Mary's twin sister).

Soon Isabella will snap out of her trauma, recognize Issac, and reveal herself as Mary's twin sister.

She will explain how Mary was a patient of Dr. Deeth (he posed as the town doctor). He did tests on Mary and said she had a rare condition that needed treatment and he was sending her to a specialist.

Isabella got one last text message from Mary yesterday and was trying to figure out what to do when people began to get sick and go crazy. Isabella shows Issac the text.

TEXT

Dear sister, I am lucky to get this text off to you. Deeth will undoubtedly take my phone, but I have found out a horrible truth today. I can never see you again. Please don't try to find me. I will always love you. When Issac shows up, apologize for me and tell him he was the one.

MARY/ISABELLA

Worried eyes, flowing brown hair, gentle face

U.F.O.

A gust of wind, blinding lights in a circular swirl and a strange thrumming.

U.F.O.

As the characters arm themselves from the hummer wreck...

What appears to be a U.F.O. hovers over the town and a beam of light streams from the bottom dropping small crab-like creatures that gently land on the pavement and scurry around hiding under the wreckage strewn about the street.

The characters will recognize these if one dropped on the vehicle they came to town with.

When all the characters converge together again, the crab-like creatures try to scurry up and attach themselves to the characters' backs.

If the characters open fire with any guns or weapons found, this will act as covering fire keeping the skittering creatures temporarily at bay. Describe how masses of the pale creatures explode in the gunfire and spray milky white ooze onto the dark pavement giving the characters a chance to get to the car or inside a building.

Alien brain crabs are easy to kill. One good hit will put it down. The creatures will not hurt the characters other than the minor damage they give attaching to an actor back. (EZ D6 one Strike.)

Remember they also give actors a bump in physical stats and a feeling of euphoria. EZ D6 characters roll 2D6 (and use the highest die, just like being trained) for any physical checks, like running or lifting. Note who has an attached alien spider crab as they will be much more apt to help the prisoner alien escape at the end.

Alien Brain Crab = Hits on a 4+, Can take 1 Strike but is very hard to hit (5)

Unknown to the players shooting and spraying the street with gunfire is a bad idea as...

A hoard of ZEDs is shuffling down the road and bursts into a full run toward the sound of gunfire swarming over obstacles like ants and unleashing an unnerving guttural mass howl.

If trapped in the hoard a character will most certainly be stripped to the bone unless they are fortunate on the dice or come up with a good plan to escape.

The Arrival of Captain Flagg

Let the players come up with any plan they want to use to defend themselves against the horde and the alien brain crabs closing in.

Many storefronts in the two-storey brick buildings which line the street are smashed open. The ZEDs smash through windows, break through doors and climb on each other like ants.

When things look bad, have Captain Flagg show up in his hummer and smash into whatever building they are hiding in or pull up next to vehicles they have taken refuge in and holler for them to get the hell in his hummer.

There are a dozen incendiary grenades in a case sitting on the back seat of the hummer.

As Flagg pulls out with the hummer, he yells at the characters to throw firebombs at the following horde. When thrown, these grenades burst into fireballs spreading searing flames and alighting some of the ZEDs that quickly burn up. The wall of fire stops the ZED hoard in their tracks as they cower from the inferno. A temporary reprieve.

CAPTAIN FLAGG

Testosterone on tap, hard body, Humorless-"Is that a joke son?"

He carries two pearl-handled desert eagles. He is skilled in fighting, shooting, driving, and athletics. Hits on a 3+ and can take 3 Strikes

Alan/Alma will hear a rough female voice whispering to them telling them to leave this place and never return as they enter the hummer. They are almost sure it was their friend, Lizzy Manloe... but she is dead, and there is no time to see where the voice came from with the horde swarming around them.

Dust to Dust Cemetery

Captain Flagg yells, "Brace for impact!" as the hummer smashes through the iron cemetery gate.

EZ D6 easy check (2) unless the player said their character was buckling up. If not using a seatbelt and failed the check take 1 Strike

Flagg tells the characters they are now conscripted into the United States Armed Forces Special Unit and to follow what he says, or he will execute them on the spot.

As Flagg skids down the gravel cemetery road, he points to a mausoleum on a hill and says, "that is the access point." "There is no road so we have to hoof it. Soldiers Lock and Load! We don't know what kinda freaks await us in the cemetery." Flagg draws his pearl-handled desert eagle and begins moving through the fog toward the mausoleum on the hill.

The Hummer has some gear the Characters can grab. Enough assault rifles, pistols and ammo for each character as well as 1D6 incendiary grenades left in the box.

Incendiary Grenades will kill any ZED / NPC on a hit and do 1 strike on a miss. Any players in the blast could be in big trouble (See Massive Damage rule)



HANK/HANNA FARNDALE

As a fun roleplay moment have Flagg say they look familiar and he asks them if he knows them. He may have remembered them from spy intel but does not place them. Give them a moment of tension then move on.

BART/LIZZY

If they did not leave to find the grave earlier, this is the time they may wish to slink off to look for the buried suitcase of money. They are looking for a grave with the name Arch Stanton (died, 3rd February 1862) due east of the mausoleum on the hill. The soil is sandy, and the old grave is easy to dig up.

There is a caretaker shack near the grave that is easy to break into and get all the tools they would need. Unfortunately, there is also the old Caretaker who is now a ravenous ZED. (For fun leap forward with a good old fashioned jump scare to startle the players)

ZED = zombie/infected. Hits on a 4+, and can take 2 Strikes

Super ZED

Lizzy Manloe is something unique. The serum had closer to the intended effect on her than on the other victims. She has some of the traits of the other ZEDs but is faster, stronger, retains her memories and regenerates at an incredible rate. (note that her bite can still turn people into ZEDs, but they are super ZEDs like her) She is virtually impossible to put down unless blown up or destroyed with fire or acid.

There is an access reader hidden in one of the cherubs that flank the metal door to the mausoleum. The elevator will take a few moments to open. In those few moments, the characters will have to deal with Lizzy as she rushes the party. Lizzy leaves Alan/Alma alone as she was their friend in her previous life.

Lizzy Manloe has all physical actions as skills, hits on 3+ and has unlimited wounds as she quickly regenerates all damage except fire, acid or being blown to bits. If hit with an incendiary grenade, she will still attack for another round then quickly burn to a charred corpse.

The Mausoleum

As they approach the mausoleum, Alan/Alma will hear the female voice again calling to them telling them to leave. If they ask the hidden figure why? The voice says that Dr. Death gave her life, a new life with no pain, no fear, no petty worries. Only primal needs and the feeling of elation that comes from the freedom of being reborn. Lizzy tells Alan/Alma that they can leave, but the others will make a tasty meal as she is starving for flesh.

Elevator Ride

The elevator ride down is a weirdly quiet moment after the ferocity of the Lizzy assault. As you catch your breath in this sterile metal box, you suddenly realize that easy listening music is playing on the muzak...It is somewhere over the rainbow.

Online you can find instrumental versions of somewhere over the rainbow. This is fun to play as the characters take the elevator ride down.